

# GrailQuest™

Adventure in the Age of King Arthur

By Robert W. Hommel

IBM PC • Macintosh version



# GrailQuest™

*IBM PC and Apple Macintosh*

---

## C O N T E N T S

---

About GrailQuest ..... 1

### *IBM PC and Compatibles*

System Requirements and Installation ..... 2

Playing the Game ..... 4

Saving, Loading and Quitting ..... 5

Characters ..... 6

### *Apple Macintosh*

System Requirements and Launching ..... 10

Menus ..... 11

Keyboard/Mouse Usage ..... 12

### *Hints and Tips*

Tips on Playing GrailQuest ..... 14

Secret Hints ..... 15

Created and Designed by Robert W. Hommel  
Digitized Graphics by Robert W. Hommel and Arthur Walsh  
Digitized Sound Programming by Dennis Zander and R. E. Zobel

### **About GrailQuest...**

In **GrailQuest™** you portray **Perceval**, a young knight of the Round Table. Perceval has arrived at Camelot, the mythic capital of **King Arthur's** realm, only to find the King strangely troubled. His kingdom, it seems, is in disarray. The great victories of the past that unified England are now largely forgotten. The **Saxon** invaders have returned and won back much of their former land. Strongholds that once enforced Arthur's borders have fallen into disrepair - or worse, now guard Arthur's enemies. **Merlin**, the King's trusted advisor for so many years, has disappeared after seemingly falling in love with a young **enchantress**. A strange malaise has fallen on the Round Table. The knights who helped Arthur build an empire to rival ancient Rome now spend their days in Court intrigue and their nights besotted with wine and their mistresses.

Then, as Merlin foretold, Arthur received a vision. "In the days of your decline," Merlin had said, "You shall see a vision of the **Holy Grail**. It shall become the focus of a great Quest. All your knights shall seek it, and in seeking it, shall find themselves. And he that finds the Grail shall become the greatest and noblest of knights. And in finding the Grail, he shall restore the realm to its former grandeur and the Waste Land shall flower once again, and the maimed King shall be healed."

And so it was. As Arthur slept one night in the depths of despair, the vision came to him. The next morning, he proclaimed the Grail Quest as the duty and honor of each knight of the Table Round, and, inspired as they had not been since the days of Arthur's youth, they rode forth from Camelot in great numbers.

It is at this very moment that Perceval arrives at Camelot. Seeing at once the great potential in the young man, Arthur grants Perceval his lifelong wish - to be a Knight of the Round Table. And as Arthur's man, Perceval must now join the Quest for the Grail, though he has yet to learn the Code of Chivalry by which all true Knights must live their lives.

**Here's where you come in.** You direct the actions of Perceval as he explores the castle of Camelot and the vast lands surrounding it. With Perceval, you will learn the true meaning of Knighthood. You will explore the strange and magical realm that has inspired writers and artists for over 900 years. And by using your imagination and wits, you will cross the Waste Land, solve the secrets of the Chapel Perilous, and enter the Grail Castle. Perhaps you will be the one to achieve the Grail and bring peace and glory once again to Arthur's Realm.

## Getting Started...

### System Requirements:

- IBM PC or Compatible with 640K RAM
- EGA graphics card or MCGA/VGA graphics card and appropriate monitor
- High Density 5.25 or 3.5 floppy drive
- Hard Disk

To play **GrailQuest™**, you must first install the program files on your computer's hard disk. The files on your **GrailQuest™** disks are in a compressed format which makes them unusable as is.

☞ You must have at least **5 megabytes** of free disk space to play **GrailQuest™** in the EGA mode; **3 megabytes** for VGA.

If you aren't sure how much space you have available on your hard disk, enter the following command at the DOS prompt:

```
CHKDSK <return>
```

DOS will display some numbers in two groups. The last number in the first group must be 5,000,000 or larger. For example:

```
5145685 bytes available on disk
```

Check your DOS Manual if you have any questions about CHKDSK.

### Installing GrailQuest™ :

The installation process can take up to an hour, depending on your system. This is a good opportunity to get yourself a cup of coffee, relax, and read through this manual. Please be patient.

**GrailQuest™** contains over 100 digitized images and 30 digitized sounds that are highly compressed on the distribution diskettes. It takes some time to 'unpack' them, but we think you'll find **GrailQuest™** well worth the wait!

To install the game files, start your computer as usual.

Insert **GrailQuest™** Disk #1 in any available disk drive :

Make that disk drive the active drive by entering its drive designation. For example, if you placed the disk in drive A:

```
A: <return>
```

Enter the following command:

```
GINSTALL drive: \directory video
```

**drive** = the drive designation of your hard disk, usually C:

**directory** = the name of the directory where you want to install **GrailQuest™**. This can be an existing directory or a new one.

**video** = either VGA or EGA, depending on your graphics card and monitor.

To install **GrailQuest™** in a directory called Grail with VGA graphics, enter:

```
GINSTALL C:\GRAIL VGA <return>
```

☞ There is a space following GINSTALL and C:\GRAIL. Don't forget to include the colon after the drive designation and the 'backslash' before the directory name.

☞ The directory name can be any name you wish, so long as it does not exceed 8 characters. If the directory does not already exist, GINSTALL will create it for you. It will also create several subdirectories which **GrailQuest™** needs to run properly.

The installation program will prompt you to enter the remaining **GrailQuest™** diskettes as it needs them.

Once installation is complete, you can play **GrailQuest™** by changing to the drive and directory in which you installed it and entering "GQ."

If you installed **GrailQuest™** in a directory called GRAIL on your C drive:

```
C: <return>
```

```
CD\GRAIL <return>
```

```
GQ <return>
```

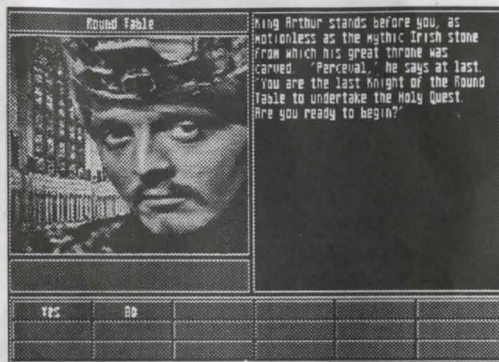
We *strongly* suggest you keep your original diskettes in a safe place, just in case.

## Playing the Game...

After the title screen displays for a few seconds, Perceval will find himself in the Throne Room of Camelot. King Arthur stands before him, asking if he is ready to undertake the Quest for the Holy Grail. From this point on, you direct Perceval's actions. The screen is divided into several sections, each of which helps you perceive the world as Perceval does and lets you interact with it.

**The Graphics Window** shows the room or location that Perceval is in, from his point of view. Any objects or characters in that location appear here as well.

Since the perspective is that of Perceval, there is no "main character" to walk around (and bump into things) as there are in some other adventure games. A **Title Bar** just above the Graphics Window contains the name of the current location.



### The Text Window

displays an account of your surroundings, your actions, and the results of those actions. In the "good old days," adventure games were often purely text with no graphics at all. Now, the opposite is true. In **GrailQuest™** we have tried to use text and graphics together to give the world depth and nuance. We chose a writing style that - we hope - is evocative of our literary sources, without being confusingly archaic.

**The Command Line** is directly below the Graphics Window. Here you construct sentences that tell Perceval what to do next. Some sentences will consist of a single word - "Rest," for example. Others will be more complex, such as "Attack the Evil Knight with sword."

**The Control Panel** takes up the bottom quarter of the screen. You use the Control Panel to choose the words that make up the sentence in the Command Line. To make a selection:

**Mouse:** Place the arrow over your selection and click.

**Keyboard:** Press the key corresponding to the first letter of your selection. The selection will highlight. Then, press **Return**.

Your selection will now appear in the Command Line. If you have entered a one-word command, it will also appear in the Text Window, followed by a response of some kind. If you are constructing a longer sentence, additional words will appear in the Control Panel for you to choose from.

If you enter a command and nothing happens, look at the Control Panel and Command Line carefully. You probably need to select an additional word or two to complete the command.

At the beginning of the game, you must answer King Arthur's question. If you answer "Yes," the Main Menu will display in the Control Panel. This menu

consists of about 15 words, starting with "Look." With a little experimentation, you will quickly see how the Control Panel works.

Look	Walk	Mount	Get	Use	Drop
Put	Open	Close	Talk	Rest	Items
Attack	Status	View			

*GrailQuest's Control Panel*

If you change your mind in the middle of a sentence, press **ESCAPE** and you will return to the Main Menu.

## Saving, Loading, and Quitting:

If you press **ESCAPE** from the Main Menu, the File Menu will display. From this menu, you can save your current game (something we recommend you do fairly often), load a previously saved game, or quit **GrailQuest™** and exit to DOS.

To **Save** your game (so that you can turn your computer off and later resume where you left off), select Save from the File Menu. Next, select a position from 1 to 12. You will then be prompted to name your saved game. Choose something descriptive that will help you remember exactly where you are, such as "After getting horse." The name you choose can be up to 25 characters long.

To **Load** a previously saved game, select Load from the File Menu. You will be shown a list of all the games you've saved. Choose the number corresponding to the game you want to resume.


To **Quit** and return to DOS, select Quit from the File Menu. Be sure you've saved your current game before quitting - otherwise you'll have to repeat everything you've done so far!

### Turning off Sound Effects:

**GrailQuest™** contains numerous digitized sound effects. While we hope these sounds enhance your experience of playing the game, there may be times when you want silence.

To turn off the sound effects during gameplay, press **ESCAPE** from the Main Menu to display the File Menu. Select "Sound Off."

To turn the sounds back on, display the File Menu again and choose "Sound On."

 You can also **start** the game in **silent mode** by adding "SOFF" for Sound OFF) after "GQ" from the DOS prompt.

**GQ SOFF** <return>

Note that there is a space between the two words.

### Inventory:



Whenever Perceval picks up or is given an item, it is placed in his inventory. Perceval can carry a very large number of items at one time (he's a doughty knight, after all). But if he tries to carry a very, *very* large number, he may find that his pack is full and he may need to drop something first.

To see your inventory, select "Items" from the Main Menu.

### Characters:


During the course of the game, you will meet a variety of characters. Some are friends, others are strangers in need of help from a chivalrous knight, still others are enemies bent on your destruction.


There are several ways to interact with other characters. You can ask them questions, you can offer them one of your items, or you can attack them.

By selecting "**Talk**" from the Main Menu, you can choose to ask a question, say something, offer an item, or pray (a noble and knightly activity in King Arthur's day).

When confronted by a hostile character you may either fight or flee. To fight, choose "**Attack**" from the Main Menu. To flee, select "Walk" or "Ride."



 You can offer items to both friendly and hostile characters. Friends and strangers will always let you know if they want something in particular. Enemies may be placated by your offer and withdraw.

 Hostile characters may make offers to you, if they think it is to their advantage.

# GrailQuest™

Adventure in the Age of King Arthur

By Robert W. Hommel

Macintosh version

## System Requirements:

Macintosh with a minimum of 512K RAM.  
At least one 800K disk drive, or a hard disk.

**GrailQuest™** is so large that we could not include the Macintosh system files or all the digitized sound files on the 800K game disk (Disk 2). These files reside on Ddisk #1, which is a single-sided (400K) disk. Launching **GrailQuest™** is therefore a little different than launching other Macintosh software.

☞ If you have a single-drive system:

Insert Disk 1 into the internal drive and boot your system. When the desktop appears, eject Disk 1 and insert Disk 2. Double-click on the **GrailQuest™** icon. You will be asked to swap disks several times as the game is launched, and during the course of the game.

☞ To avoid excessive disk-swaps:

Since the only game files contained on Disk 1 are additional sounds which are not absolutely necessary to play the game, you can skip these sounds if you wish and thereby avoid swapping disks once the game begins. To skip these sound files, simply change the name of Disk 1 to anything other than "GQ I". You will still have to swap disks during the launching of the program, but once you are into the game, you will not have to insert Disk 1 again until you quit.

☞ If you have an external drive (either 400K or 800K):

Boot your system with Disk 1 in either drive (use the external drive if it is a 400K drive). Insert Disk 2 in the other drive and double-click the **GrailQuest™** icon.

☞ If you have a hard drive:

Copy the two disks to a folder on your hard drive. Note that running from a hard drive will greatly limit the amount of sounds in the program. Sorry...

**GrailQuest™** will take several minutes to launch. As a saved game launches much faster, we recommend you save your game frequently. When you start a new play session, double-click a saved game icon instead of the **GrailQuest™** icon.

## Commands

### File Menu:

- New: Starts a new game.
- Open: Displays a selection dialog box for opening a previously saved game.
- Close: Closes the current game. You can also close the current game by clicking the mouse in the "go-away" box in the active window. If the current game has not been saved, you will be asked if you want to save it before closing.
- Revert: Reverts the game to the most recently saved position.
- Quit: Closes the current game and returns you to the desktop. If the current game has not been saved, you will be asked if you want to save it before closing.

### Edit Menu:

*This menu is for use with desk accessories only.*

### Commands Menu:

*This menu contains commands used frequently in the game.*

- North, South, East, West, Up, and Down: Used to move about the world of **GrailQuest**.
  - Look: Repeats the general description of your surroundings that displays when you first enter a new location.
  - Rest: Resting can help cure physical and spiritual wounds.
  - Status: Displays your physical and spiritual health and the status of any armor and/or weapons you are carrying.  
Physical condition can decline if you take *physical damage* in combat.  
Spiritual condition can decline if you take *magical damage* in combat.
  - Inventory: Displays what you are carrying in your pack.
  - Search: Provides a closer inspection of your surroundings.
  - Open and Close: Opens or closes items such as trunks, chests, doors.
- ### Weapons Menu:
- This menu shows all your available weapons, both normal and magical. If you are in combat, use this menu to select your weapon for each blow.*

## Keyboard

You can use the keyboard to enter any of the commands in the menus, and many others. To speak to a character in the game, or to say something out loud, enter "say" or "speak" followed by what you want to say. To ask a character a question, enter "ask" followed by your question.

Example:

You are in a room with King Arthur.

>ask where is the Grail?

King Arthur says, "It's in the moat."

To examine an object in greater detail, you can use "search" or "examine" followed by the object name. "Examine door" will give you a description of the door (this is different than entering "Search" by itself, which indicates a careful look at your entire surroundings).

Example:

You are in a narrow hallway.

>search

The hall is long and narrow. A large oak door is to the North.

>examine door

The door is about 8 feet tall with silver hinges.

To get an item, type "get" or "take" and the item name. To drop an item, enter "drop" and the item name ("get" sword"; "drop knife")

## Interactive Graphics

You can also acquire items by clicking the mouse on them when they appear in the graphics window.

## Combat

During the course of the game, you will meet a variety of characters. Some are friends, others are strangers in need of help from a chivalrous knight, still others are enemies bent on your destruction. When confronted by a hostile character, you may fight or flee. To fight, use the Weapons Menu as described previously. To flee, use one of the directional commands.

There is another option: making an offer. You may be able to placate a hostile character by offering him or her one of your items. Enter "offer" followed by the item name to make an offer ("offer ring").

Characters, too, may make offers if they think it is to their advantage. Enter "accept" to agree to an offer.

## Hints

GrailQuest is designed so that the thorough and thoughtful player can win the game without resorting to outside hints. There are clues within the game for solving most puzzles. However, if you find yourself getting stuck, read the hints at the end of this booklet.



## Tips on playing GrailQuest...

- ☞ Upon entering a new location, use the **Look** command to examine everything there.
- ☞ **Get** any items you find. You never know what may come in handy later.
- ☞ Check your **Status** frequently. Your **Physical Health** and **Magic Resistance** indicate if you've taken damage during a fight. Your **Spiritual Strength** represents your moral progress towards being a True Knight. As you accomplish chivalrous deeds, your Spiritual Strength increases.
- ☞ **Rest** to heal Physical and Magical damage.
- ☞ Whenever you are in a scene with a character, be sure to **ask** questions.
- ☞ If you encounter an **enemy** who seems impossible to defeat, you may need a special **item** to provide protection or with which to deliver a killing blow. Use your imagination to develop a unique strategy. Perhaps if you **offer** one of your items...
- ☞ You can offer items to both friendly and hostile characters. Friends and strangers will always let you know if they want something in particular. Enemies may be placated by your offer and withdraw.
- ☞ Hostile characters may make offers to you, if they think it is to their advantage.
- ☞ Keep a notepad and pencil handy. Write down any **clues** you find. For virtually every puzzle, there is a clue ...somewhere!
- ☞ Make a map of your progress through the game. Note the names of each location and where each exit leads.
- ☞ If you're stuck, look at your **inventory**. Think about how each item might be used. Check your notes to see if you've encountered a clue somewhere. If you can't find the solution, skip on to another part of the game - maybe you'll find something there to help you. When all else fails, turn to the **Hints Section** of this manual.
- ☞ **Save** your game frequently.

## Hints...

☞ **WARNING!** The following section contains the solutions to the puzzles in **GrailQuest™**. Continue reading *only* if you are stuck and want the answer to a specific puzzle!

The following section contains a list of questions you may ask yourself during the course of playing **GrailQuest™**. The answer appears immediately below the question, printed upside down in a harder to read gothic style text!

How do I get out of Camelot?

Get the sugar from the bowl in the kitchen. Get the barbing from the library. Offer the sugar to the horse. Put the barbing on the horse. Mount. Ride West.

How do I defeat the Saxon?

Offer him the saber or the mace.

What do I give the Hermit?

Offer him the bread from the oven in the kitchen.

How do I keep my horse from being stolen?

Defeat the Highwayman in the forest west of Blastonbury. Get the silver coin. Give the coin to the blacksmith in the stables.

How do I increase my Spiritual Strength?

Pay at St. Joseph's, Salisbury, Canterbury, Westminster, the White Chapel, and the Chapel Perilous. Give the copper coin to the Pilgrim in South London. Give the Hermit north of the Severn River something to eat. Return the Relic to Canterbury. Refuse the Bamse's offer of marriage.

Is there more than one coin in the game?

Yes. There is a gold coin in the ruins atop Hadon Hill. Look in the shadows after defeating the Saxon. The highwayman in the forest Savage has a silver coin.

What do I give Geoffrey?

The gold coin.

What do I give the Scholar?

You can give him the gold coin, if you wish, but you don't have to. His information isn't vital to winning the game.

will copy 2  
" " 3  
OISWMICKCM  
LQUMIGGLCE  
L CALWTFH BK  
15

What does Guenever want?

The rebellion from Lancelot. Lancelot should give it to you.

Where is Solomon's Sword?

In the White Chapel, east of the Breary Forest.

How do I get the Shield?

Your spiritual strength must be about 50%.

Where is Sir Lancelot?

In the barrow, south of the North Riding.

What is the answer to the Evil Knight's riddle?

Talk to the Hag in the Breary forest. Look at the path to find her.

How do I defeat the Evil Knight?

Get the shield, sword, and cross. Attack the knight with the sword. Use the cross after being hit twice. Repeat until you win.

Where is Merlin?

In the Glass Tower. Like Geoffrey, rest in the clearing west of Briar Wood.

How do I kill the Snake?

the dungeon in Tinagel.

Either say "Patric", or attack with the Wögel you find in the East Cell of

How do I defeat the Dark Sorcerer?

Get the amulet from Lador in the prison of Tinagel. Use the dagger forged by Guenever (it's the only weapon you possess "not made by the hand of man").

How do I cross the Waste Land?

Break the mirror in the High Chamber. Read the parchment. "Two, then one" means move twice north, once west from the first Waste Land location.

How do I enter the Glass Tower?

Use the Walsman given to you by Viviane.

Where is the Relic of St. Thomas?

The sorcerer used a magic spell to make them disappear. Reverse the spell you read in Viviane's book, using the flint to light the candles. Light the candles, blue, red, green. When extinguish them red, blue, and green.

Where is Viviane, the Lady of the Lake?

Look at lake Tal-y-llyn. Walk north.

What should I ask Merlin?

The is "long in love of magic." Ask him about magic.

Do I have to marry the old Hag?

Yes. You'll find her in the chapel in Camelot.

How can I sit in the Siege Perilous?

Your spiritual strength must be about 80%.

How do I get out of the Cavern?

Open the slab.

How do I enter the Chapel Perilous?

Your spiritual strength must be about 90%.

How do I get to the Castle on the island in Clear Lake?

Rest in the Chapel Perilous. The ship of faith will then take you to the island.

How do I defeat the Demon?

Don't fight back. Just keep resting as he strikes you. "Dry bones will harm no one - spill no blood here."

Why won't the boat carry me?

Drop your armor, helmet, and shield first.

How do I cross the Sword Bridge?

Use the brooch that Lancelot gave you.

How do I use Solomon's Sword?

Use it to bring Lancelot back to life.

Where is the Holy Spear?

Under the Giant's Dance. Place the blue stone on the altar stone. Say "Aliter pendragon." Open the slab.

How do I defeat Death?

On your wedding night, let your wife choose when she will be fair. Move the chess piece she tells you.

Why can't I get the Grail?

You forgot to pray in the Chapel Perilous.

Licensed from  
Artworx Software Co., Inc.



**NIMROD HOLDINGS T/A CDS SOFTWARE**

Units 13 - 15, Guildhall Industrial Estate, Kirk Sandall, Doncaster, South Yorkshire, DN3 1QR  
Tel: 0302 890000 Fax: 0302 890010