

COLECOVISION™

Quest for the Golden Chalice



Published by



INSTRUCTION MANUAL

Thank you for selecting the Quest for the Golden Chalice game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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A WIZARD'S REVENGE

“Why is my son so cowardly?” often sighed the King of Larosia to Mardok, his trusted wizard advisor. The wizard wouldn't dare speak his mind in all honesty, for the king was known for his violent temper. And there lied the problem between father and son, but this was more an opportunity than a problem for Mardok, who secretly sought to consolidate his power over Larosia. The King, however, was no fool and rightfully perceived Mardok's ambition.

One day, the King uncovered proof of Mardok's impending coup d'état, and wasted no time in putting the wizard under arrest. In an attempt to bolster his son's courage and sense of royal duty, the King let the Prince decide Mardok's fate. But the Prince, with his now legendary cowardice, could not even dare to look the wizard in the eyes as he sentenced him to exile. The wizard was quite vocal in his vow for revenge as he was escorted off the kingdom.

A year later, the King had gone on a diplomatic voyage, and had taken his most trusted guards with him. He left the Prince, who still had not grown much of a spine, in charge of running the kingdom in his absence. And it was then that Mardok returned, accompanied by three dragons and a giant bat, creatures which he had conjured up with the darkest of magics.

The dragons quickly turned the kingdom to waste, and the inhabitants all fled in sheer panic, including the remainder of the King's armies who had no faith in the Prince's leadership, leaving the Prince alone to fend for himself. Even worse, the giant bat stole the Golden Chalice, the kingdom's most cherished treasure, and brought it to Mardok to keep in his newly erected Black Castle.

The Prince had no other choice than to face his deepest fears and indecision, and restore the honor of his family in his father's absence, by single-handedly reclaiming the Golden Chalice and returning it to the Yellow Castle.

And thus begins an adventure like no other... and the Prince will need your help!

GAME SETUP

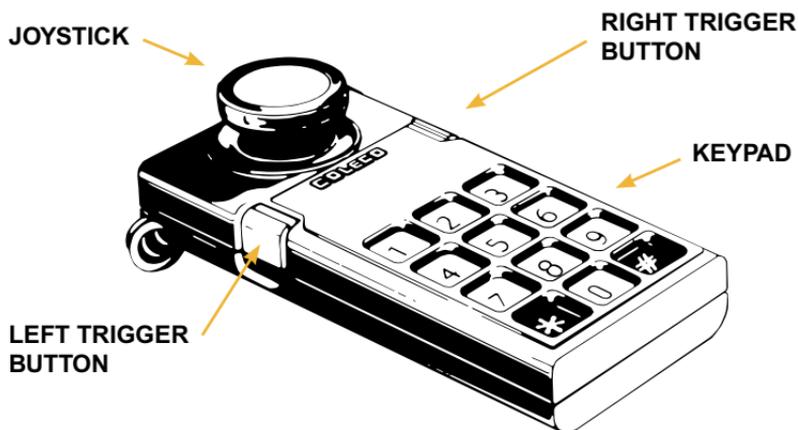
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This is a game for one player only, so plug a compatible hand controller into joystick port #1.

Any compatible controller should normally function with Quest for the Golden Chalice, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play, or toggle the music on or off. You can, however, plug a standard ColecoVision controller into port #2, and use the numeric keypad on the second controller at any time.

Insert the Quest for the Golden Chalice game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

On the title screen, press the joystick left or right to move the square cursor over the number (1, 2 or 3) of the quest you wish to undertake. Press either trigger buttons to enter your selection, and you will then be required to select the difficulty level. Again, move the joystick left or right, to move the square cursor over the dragon of the desired color (see page 6 for more information) and then press either trigger buttons to confirm your selection.

Upon starting the actual game, the Prince will be standing in front of the Yellow Castle. You can make him walk in any of 8 directions with the joystick. Guide him through openings along the edges of the game screen to make him cross over into other game screens.

During your exploration of the kingdom, you will encounter objects that the Prince can pick up, carry, and use in specific circumstances. To pick up an item, move the Prince over that item on the screen, and press the right trigger button. The Prince will carry the item in his hand until he drops it or loses it. You can drop an item at any time by pressing the right trigger button. If you try to pick up an item while the Prince is already carrying an item in his hand, the Prince will perform a trade, since he can only carry one object at a time.

When applicable, the object in the Prince's possession can be used by pressing the left trigger button. See page 9 for more information on how to use each object.

You can make the Prince run (instead of walk) by holding down the left trigger button while pressing any direction on the joystick. The Prince will travel twice as fast, which is useful for evading the dragons and the bat, but be warned: When the Prince starts running, he automatically drops whatever object he is carrying, so running can only be used as an evasive maneuver. Note that the Prince cannot run while he is carrying the sword.

The game can end in victory (by bringing the Golden Chalice inside the Yellow Castle) or defeat (with the Prince trapped inside the belly of a dragon). In either case, you can return to the game's title screen by pressing either trigger buttons.

SELECT YOUR QUEST

THREE DIFFERENT QUESTS

Before you can start playing, you must first choose one of three quests, by selecting its number on the title screen. In all three quests, the goal is always the same: You must find the Golden Chalice and return it to the Yellow Castle.

QUEST 1 serves as an introduction to the game. The kingdom is smaller, with only the Yellow Castle and the Black Castle (which does not have a dungeon). There is no bat and no red dragon in this quest.

QUEST 2 is the main quest of the game, with a wider kingdom, three castles, three dragons and the bat. The entrances of the White and Black Castles will lead you into maze-like dungeons which may contain useful objects to pick up.

QUEST 3 is the same as Quest 2, only the locations of the bat, the dragons and all objects are chosen at random at the beginning of each game session, which means no two “Quest 3” missions are ever entirely the same!

THREE DIFFICULTY LEVELS

After selecting your quest, you must select the level of difficulty of the game. The selected difficulty level affects the behaviors of the dragons and the bat.

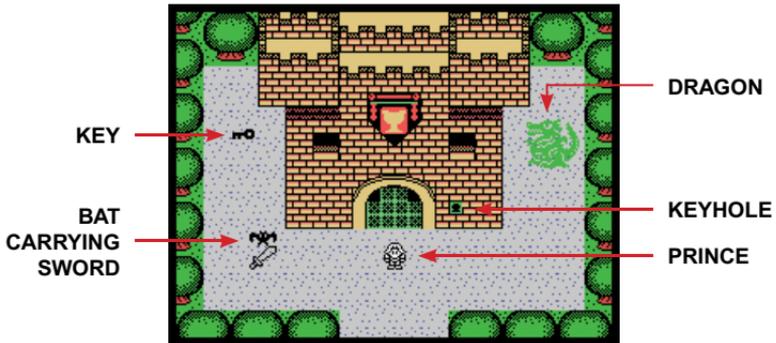
DIFFICULTY LEVEL 1, represented by the yellow dragon on the selection screen, is the easiest level. Dragons are slow, and the bat is not terribly aggressive.

DIFFICULTY LEVEL 2, represented by the green dragon on the selection screen, presents a moderate challenge. Dragons are faster, and they won't hesitate as much before leaping to eat you. The bat is also more cunning, as it may sometimes pick up and carry a live dragon!

DIFFICULTY LEVEL 3, represented by the red dragon on the selection screen, is the most challenging level. Dragons are fast, and also smart: They will run away from the sword when they see it! The bat is downright evil, as it will not only steal objects away from the Prince more often, but will also go out of its way to drop live dragons right next to the Prince!

A KINGDOM FIT FOR A PRINCE

The kingdom may be relatively small, but it holds many enchanting locations. The Prince starts his journey in front of the Yellow Castle, which is the home of his royal family, and also the rightful place of the Golden Chalice.



THE CATACOMBS

The eerie silence only make the Prince's trek through the dark labyrinth of the Catacombs all the more scary!



THE FOREST

You may find some interesting objects in the Forest... and maybe a dragon or two!



THE CEMETARY

The Prince has always hated this place, even though no ghost has ever been spotted!



A KINGDOM FIT FOR A PRINCE (cont.)

THE WHITE CASTLE

No one visits this old castle anymore, and with good reason: It's very easy to get lost in the maze found inside!



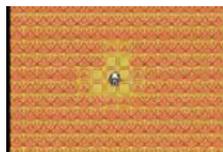
THE WATER GARDENS

Even these beautiful gardens become scary with dragons roaming about...



THE BLACK CASTLE

Inside Mardok's castle, the Prince will find a fiery maze, where even the most courageous of adventurers tremble in fear!



HELPFUL ITEMS

Look for these items which will likely help the Prince on his mission. Keep in mind that the Prince can only carry one object at a time.

The Sword: Use it to slay the dragons. Remember that you need to swing the sword (by pressing the left trigger button) when a dragon is close enough in order to kill it. Note that you cannot run while you are carrying the sword.

The Keys: When the game starts, the gates are closed on all the castles. You must locate the yellow, white and black keys to open the gates of the yellow, white and black castles respectively. To open a gate, just move the Prince in front of the keyhole in the castle wall, and then press the left trigger button to make the Prince use the key. You can also close a gate if you want to, by using the same key again.

The Magnet: The magnet attracts whatever item is currently on the same screen, even while the Prince is in another screen. Use this item to retrieve other items that are out of reach (lying on top of a wall, perched up on a tree, etc.). The attraction effect works on only one item at a time.

The Magic Circle: Use it as a shortcut over walls and other obstacles. The Magic Circle will always be inert at first, so in order to use it, you must first activate it: With the right trigger button, drop it on the ground while the Prince is facing north or south (the magic doesn't work if he's facing east or west) and make sure there is no obstacle two spaces beyond the drop point. While the Magic Circle is active, it appears as two circles. Step on one of the circles, press the left trigger button, and the Prince will disappear into the circle and emerge in the other! It works both ways, and you can even use it while carrying another item.

The Golden Chalice: Find it, then bring it back inside the Yellow castle to win the game!

BEWARE OF THY ENEMY

Mardok has conjured up three magical dragons to assist him in his takeover of the kingdom. The yellow dragon is the slowest, the green dragon is faster, and the red dragon is the fastest of the three. All three dragons will chase the Prince as soon as they see him, and will even pursue him across multiple screens in an attempt to eat him! Stay away from dragons, for if the Prince is eaten by one of them, his quest (and the game) will end abruptly.

While these dragons are certainly fearsome and dangerous, they are surprisingly weak! A single blow from a sword will kill them instantly and permanently! So seek out the sword object and use it to kill the dragons whenever you can, but be careful: The lifeless bodies of dead dragons can block your path in a most inconvenient way, so take notice of where you are when you deliver a fatal blow with the sword.

NOTE: Mardok trained the dragons to guard certain objects, and the dragons will discontinue their pursuit of the Prince in favor of staying with the guarded object.

NOTE: At difficulty level 3, all dragons run away from the sword as soon as they see it, which makes them much harder to kill!

THE BAT

Not content with having magical dragons rampaging through the kingdom, Mardok also conjured up a mystical and mischievous bat which flies continuously across the kingdom in broad daylight, and steals objects for fun. It can even steal an object right out of the Prince's hand! The bat exists mostly to mess up your progress, by moving objects around the kingdom, including the bodies of dead and live dragons.

It is not possible to kill the bat, with the sword or any other means, but you can catch the bat (by pressing the right trigger button when the bat is in grabbing range) and carry it around with you like any other object, and whatever object the bat is carrying is also dragged along. If you release the bat near another object, the bat will automatically fly over to the other object and trade it with whatever object it was carrying before flying off the screen. Act quickly when capturing the bat, as it will free itself after a short period of captivity.

TIPS AND HINTS

If you close a castle gate, any dragon (or the bat) currently inside this castle will remain trapped until you open the gate again.

The Prince can never fall into water, and he can never get burned by the flames in the Fire Dungeon. Cowardice does have its uses, after all, so feel free to run around the kingdom without fear of environmental damage.

If the Prince gets trapped under a dead dragon and cannot move, don't press the reset button right away. If and when the bat returns, it may pick up the dragon, freeing the Prince in the process. Patience is your friend.

When playing Quest #3, it is possible to encounter an unsolvable situation that makes completing the mission impossible. All you can do in this case is to press the reset button on the ColecoVision console and start over.

There is a special item hidden somewhere in this game, which will allow you to unlock some cool secret features buried in the game cartridge...

TEAM PARTICIPANTS

- Mystery Man: Game programming and beta-testing
- Luc Miron: Box design, game manual, cart label, software beta-testing
- Chris Coles : Box art (ccoles.com)
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Oliver Puschatzki: Box printing services
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso and all AtariAge forum members.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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