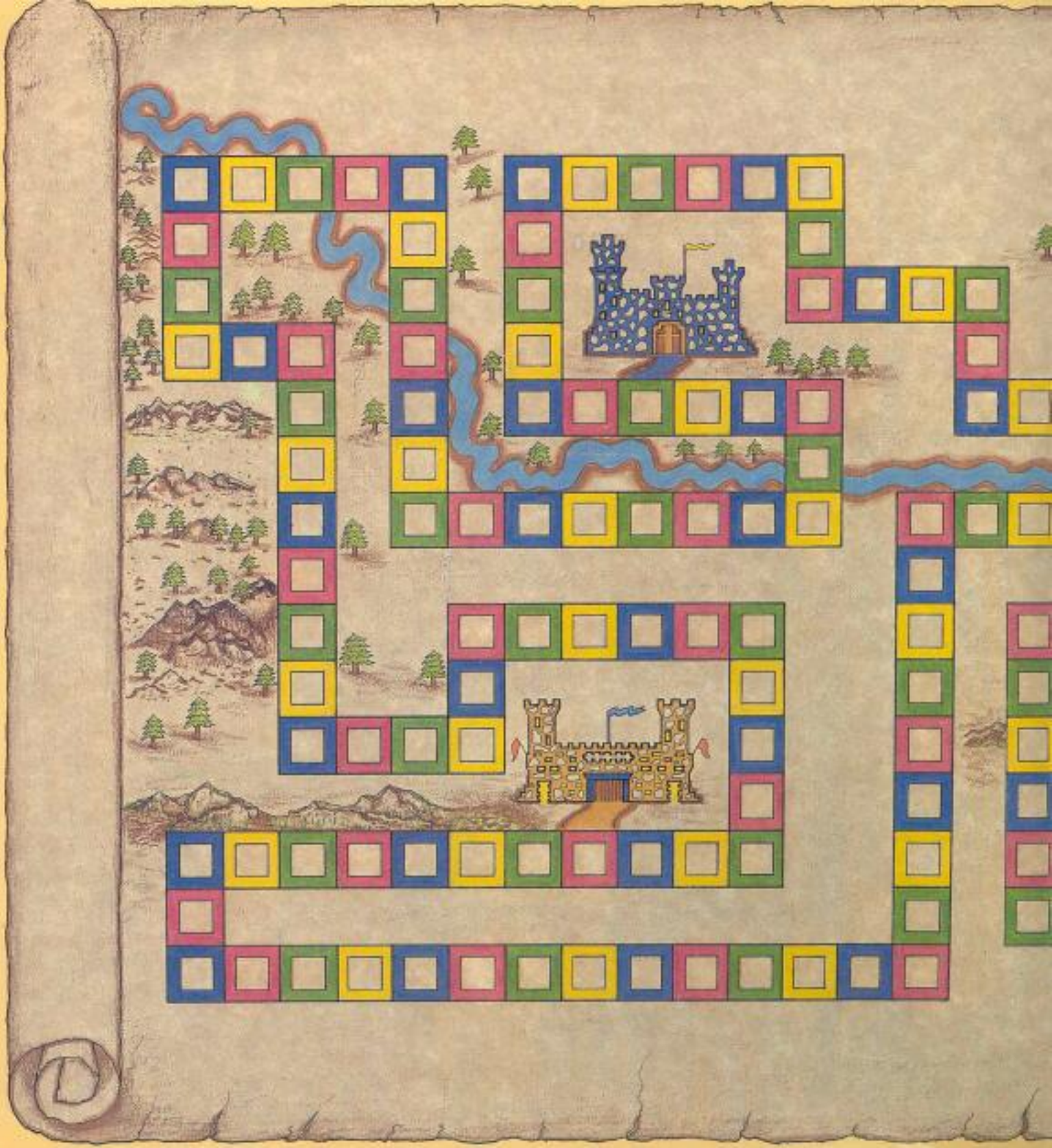

THE QUEST

During a long ago time, when kings and queens ruled vast empires, there lived a glorious soul named King Gaelyn. In a faraway land when magical spells were conjured and great deeds heralded, the mighty empire called Xandor shone as a luminous jewel. King Gaelyn, ruler of this empire, was reknowned as the most powerful, wealthy and virtuous monarch in all the land. Yet, he loved his subjects dearly and rewarded their loyalty handsomely. For longer than elephants had remembered Xandor was blessed with prosperity.

Alas, even after the brightest day, night must fall. During the time of Gaelyn's rule, a soul of the dark side named Morgol challenged the light and truth in the land of Xandor. He summoned the dark forces against the empire. Any quest sent in the name of King Gaelyn was doomed to face awesome dragons and perplexing riddles. The curse caused great fear to swell in the hearts of Gaelyn's loyal subjects. Soon it became apparent that to go beyond the walls of the empire's four castles meant certain death. Few were strong or brave enough to try.

Seeing his subjects in fear brought much grief to Gaelyn. Trade was scarce and food was in short supply. In desperation King Gaelyn sent forth a cry for help to the lords in the farthest reaches of the empire. Of course, any subject brave enough to complete the quest would be rewarded beyond his expectations, but who would dare to venture forth and challenge the unmitigated sorcery of Morgol? Was there any subject wise enough to pierce the veil of ignorance, or strong enough to slay the menacing dragons?

Finally, it was decided that not one, but three subjects from each castle should pursue the quest. It was thought that by combining strengths, they might succeed. From the nobility, a prince was selected for his great speed and prowess with a bow. From the fighting ranks, a knight was chosen for his great strength and bravery. From the common people, a page was chosen for his agility.

The call for help was answered, but would they complete the quest? "Knowledge is power!", declared the king as he blessed his deft and loyal subjects. "May you succeed and bring the light back to our empire of Xandor," cried the rest of the kingdom!

INTRODUCTION

Trivia Quest offers an exciting new concept in computer gaming for 1 to 4 players. It combines intellectual challenge, strategy and arcade action all in one game.

Over 2000 questions will send you searching through your personal memory banks. Answer them correctly and advance in your quest and add gold to your treasure hoard. You may have to face and battle a ferocious dragon. If you prevail, the dragon's cache of gold is yours. If you fail, your journey will be hindered while you heal your wounds and refill your purse.

Each questing party consists of three characters: a prince, a knight and a page. Each has distinctly different physical characteristics, and all must complete the Quest. You must decide when they confront each challenge.

GAME OBJECTIVE

Each player assumes the role of a lord with a questing party of three characters: a prince, a knight and a page. The object is to complete the quest by being the first to send all three characters completely around the board, and to earn the most gold by correctly answering questions and battling the dragons. By returning to your home castle, you end the quest. By earning the most gold, you win the favor of the King and thus the game.

LOADING & PLAYING THE GAME

1. Start with the computer turned off and drive 1 turned on.
2. Remove all cartridges, including BASIC.
3. Place the Trivia Quest program disk in drive 1 and turn on the computer (Note: XL owners should hold down the OPTION key when turning on the computer). When the Trivia Quest screen appears, press start and follow the screen prompts to select the game options.
4. The screen titled "THE EXPEDITION" greets you. Press OPTION to select the number of players. Press SELECT to determine the joysticks that each player will use (Note: With Atari XL computers, if four players are selected, two players will each have to share one joystick because there are only two joystick ports). Press START to proceed.
5. The next screen is titled "CHOOSE DIFFICULTY". A box surrounds the player and joystick choice. Choose the level of difficulty by moving the arrow to the appropriate level with the joystick. Press the joystick button to make your choice (Note:This handicap option allows players of unequal skill levels to compete against each other). When the last player has chosen, the next screen appears.
6. The screen entitled "SELECT CASTLES" greets you. Each player selects a castle by moving the joystick in the direction of the castle desired. After the final selection, the computer automatically boots the main program and greets you with the next screen titled "INSERT ANY QUESTION DISK IN DRIVE ONE AND PRESS START OR TO CHANGE GAME OPTIONS PRESS OPTION".
7. After inserting a question disk and pressing START, you are ready to play! The screen titled "ENTERING THE DARK AGES..." appears momentarily, then a Quest Summary screen appears and displays each player's page character in his corresponding color.
8. To begin the game, all players must push their joystick buttons so that the screen titled "WISDOM ROUND 1, PLAYER 1, PUSH BUTTON WHEN READY" appears.

GAME STRATEGY

1. To begin the quest, each player must outfit their quest character with food and gold. To gain those commodities, one must first enter a wisdom round and correctly answer a question. The amount of food and gold won depends upon the difficulty of the question and the amount of time it takes to answer it. The food and gold amounts appear above the question at the top of the screen. If the answer is incorrect, the next player starts his turn.
2. After answering a question correctly, one of the three quest characters is shown on the game map. To select another character, move the joystick. When you have selected the character you wish to move, press the joystick button. The computer moves the character the appropriate number of spaces determined by the amount of food and gold earned.
3. It is important to note that the page will always begin the quest unless a player has earned enough gold to start the knight or prince. To begin with the knight you must first accumulate and pay 500 gold pieces. To begin with the prince, you must accumulate and pay 1000 gold pieces. If you try to begin an expedition without enough gold, a message will appear at the top of the screen, "NOT ENOUGH GOLD TO OUTFIT EXPEDITION. You must then select a character that requires less gold.
4. A summary screen appears after all players have completed the wisdom round. Information is displayed on the number of questions answered correctly, the number of dragons slain and the total gold earned. The summary also displays whether the gold was earned from slaying dragons or answering questions correctly. To continue the quest, all players must press their joystick buttons.
5. A character may land on four different types of trivia question squares. S/L means a sport and leisure question will appear in the wisdom round. H/G means a history and geography question will appear. TV means a television, literature, or movie question will appear. MISC means a miscellaneous question will appear.
6. Each player's character is distinguished by a different crown:

The Prince:

The Knight:

The Page:

Each of the three characters and their crowns are colored according to the castle chosen. The color of the "Royal Palace" at the top of the screen is gold. The color of the "Evil Tower" at the bottom of the screen is red. The color of the "Lone Muniment" castle at the left of the screen is green. The color of the "Party Castle" at the right of the screen is blue.

7. denotes a castle entry square. By landing on an opponent's castle square, you will challenge him to a "Wisdom Duel". Another way to challenge a player to a duel, is to land on the same square as the opponent or press the joystick button as he passes over the square you are on. The "Wisdom Duel" produces a special kind of wisdom round. Both players have a chance to win gold. The first player to answer the question correctly, wins gold from the opposing player. The amount taken depends on the gold value of the question. If the first player answers incorrectly, the opponent wins the gold by default!

8. denotes a dragon's lair. Landing on a dragon square, you must battle the dragon. The dragons have varying levels of strength. Two bars at the bottom of the dragon screen show both the dragon's and the player's strength (Note: sometimes the dragon's strength may be so strong the bar will extend off the screen). The stronger the dragon is, the more gold he has. If you win, your character will take the dragon's gold. If you lose, the dragon will take some of your gold.

STRATEGY TIPS

1. To predict the number of moves a character needs to land on a specific square watch the gold and food value displayed at the top of each wisdom round screen. To determine the number of squares a character will advance, divide the gold value by 50 and add the remaining days of food (E.g. - GOLD 100 divided by 50 = 2. Add 10 DAYS OF FOOD remaining = 12 squares the character will move).
2. The first player to move all three of the quest characters around the board and into the home castle, will end the game. Players will be awarded a gold bonus when any of the characters enters his home castle.
3. In Wisdom Duels, if you answer incorrectly, your opponent wins by default.
4. When fighting the dragon, take advantage of the trees. If you are feeling exceptionally brave and skilled, try charging the dragon.
5. How fast the dragon square swirls indicates the dragon's strength: The faster the swirl the greater the dragon's strength.
6. Before fighting the dragon, remember your character's strengths and weaknesses. The prince is the fastest and the strongest with a bow. The knight, has the greatest strength. The page is the weakest fighter and uses the most arrows to slay a dragon.

In a distant time unrecorded by the scripted hand of historians, when exciting computer games ruled the land, it was thought that the games would go on forever. But this time also passed into the dim light of history. Everywhere lords and ladies languished from the lack of challenging amusement, and even the great computer empires eventually faced the truth that not all computer games are created equal.

News of this sorry state of affairs reached to the furthermost kingdoms of the land, even as far as a small empire in the west, Royal Software. King Don Marr, an accomplished programmer and conjurer of the popular Super Mailer Plus, decreed that a quest should go forth to renew the challenge and excitement that belonged to computer games of the past. King Don coordinated the efforts that eventually heralded an entirely new game concept—TRIVIA QUEST!

Of course, when all was said and done, there were many other loyal subjects to thank for their efforts.The programming and graphics were spirited into form by a young wizard named Jon Atack. A college freshman, Jon has been programming for over 4 years. His wizardry is displayed in other games such as Meteor Storm and Quasimodo. With spellbinding ingenuity, Jon created a good deal of the programming and sound effects before he was called back to his own kingdom to complete his quest for knowledge in computer wizardry.

A cry was then sent out for help. A skilled knight known as Dave Snell came to the rescue. With cunning and prowess, Dave was able to decipher Jon's secret codes, slay the dreaded dragon bugs and add masterful finishing touches to the program.

To make the game ready for the lords and ladies of far kingdoms, Warren Tryk and Bruce Jeddeloh, master artists of the time, were summoned to perform miracles of graphic illustration, package design and documentation. The finished game was now ready for travels throughout the land. Of course, many thanks are bestowed upon the loyal subjects of the court who spent seemingly endless hours creating trivia questions: Darin Marr, David Lynch, Scott Udell, Tina Bulkat, Ingrid Wickelgren, Brett Heidtke and Elizabeth Canter.

Now, let the quest begin!