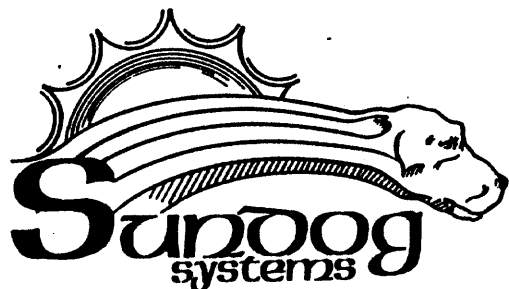# The Quest for Thelda

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128K or 512K CoCo 3

Machine Language Arcade Game

In an age of monsters and magic, the land of Galaduirl existed peacefully within itself and with its neighbors. Trade was plentiful and the rulers were just and wise. In time, the monarchs had a daughter and named her Thelda, princess of the land and heir to the throne. All was good with the world.

Some people don't like peace and quiet, as others don't like dogs barking at ghosts in the night. One such person didn't particularly like either, and dealt with the dogs with a slow death. He had such plans for the peace, too.

His name was Divinax, once-wizard of the realm.. With an ease that betrays total surprise on the unwitting part of the victim, he stole away with Thelda and secreted her far away from prying eyes. The King and Queen were devastated. They called upon their bravest knights and magicians to rescue their daughter, but all were too aware of Divinax's vaunted power. Only a mere squire came forward, but with a spirit and fire that could not be denied. The king allowed this youth to go forward, and charged him with finding the 6 pieces of the lifeforce, the only way to save his daughter. The squire left at once with the promise of Thelda's hand as reward.

The Quest for Thelda is an arcade game for the Color Computer III with 128K or 512K, disk drive, and joystick and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future production of quality software for the Color Computer I, II, and III.

THE DISK—The disk included in this package is called a "flippy" because one can access both sides merely by flipping the disk in the drive. Each side is labeled. This disk contains sides one and two. The label corresponding to its indicated side will be on the right side of the disk, assuming you insert the disk vertically. This is shown on the label by an arrow pointing to the write-protect notch that is being used. This notch always goes up. To test this, insert Disk One

will do most of your game playing. Creatures are numerous and sometimes you will find it to your advantage just to run rather than attack large groups. There are various terrain types and logical rules stand (you can't walk on water or through rock) unless magic is involved.

UNDERGROUND—It is only underground where you can recover the pieces of the life force. Underground you will find objects that will help you on your journey. And if you're lucky, you may come across an Old Wizard who might teach you a spell or two. Before you may acquire a piece of the life force, you must do battle with the evil guardian creature of that underground level. There are six different underground levels; each with it's own guardian boss and each level harder than the previous. As with the overground, some creatures here have treasures and coins and will relinquish them only upon their demise.

Your goal is to recover the 6 pieces of the Life Force. The minions of the guardians will inevitably stand in your way. Kill these various creatures with your sword. Different creatures may require different number of hits, although you must discover this for yourself.

SPELLS—You may activate a spell by pressing the <ENTER> key during game play, however your magic strength needs a focus through which to do its work. This focus is a magic crystal ball found somewhere in the land. Therefore, a spell will only activate when it has (1) been selected using the implement screen, (2) the magic crystal ball has been obtained, and (3) you have enough magical power to execute the spell. The spells and their function will be left for you to discover!

END OF PLAY—This situation occurs when no hearts remain on the life counter. At the end of your game, your progress will be recorded on disk so you may continue later. The game will then revert back to the title screen.

new disk 2.

If you wish to delete a game you no longer want to play, move the pointer to **ELIMINATION MODE** and select it. After selecting, you may move the pointer to any of the three game slots and select it to delete it from the save area. It should be noted that once a game is deleted, there is no way to regain it. After deleting, move the pointer to **EXIT** and select it to go back to the selection area.

STARTING THE GAME—After you've selected a game you wish to play (or continue) you will start the game. No matter if you're starting a new game or continuing an older game, you will start from the same position each time you play.

MAIN GAME SCREEN—When actually playing the game, you will be viewing the "main game screen". The majority of the screen will be occupied by the game area but sections above the play area will initially display your physical strength, magical strength, the number of coins, keys, and bombs you currently posses.

Your physical (heart) strength indicator is in the upper left hand corner of the screen. Your strength is measured in red hearts. Each half-red heart is worth a strength point. Strength (hearts) are deducted when you make contact with an evil character or any projectile launched from them; therefore, the more hearts you have, the more hits you may sustain before death. Hearts may be collected from creatures or bought from merchants. Obtaining heart containers (larger hearts) will increase your capacity to hold more hearts.

Your magical strength indicator is situated directly below your heart indicator. This is also measured in half-units. As you progress through the game you will be given the opportunity to execute magical spells to aid you on your journey. However, each specific spell requires a certain level of magic strength. Magic strength can be increased by obtaining the magic potions (which will restore used magic strength) dropped by enemy creatures or by obtaining magic containers (which will increase your CAPACITY of magic strength).

The number of coins, keys and bombs are listed on the upper right hand side of the screen. You may collect coins from creatures. Collect coins to use later in merchant stores. You may have a maximum of 250 coins, 8 bombs and 9 keys at one time. Keys are used to unlock doors and bombs are used against enemies or to find hidden openings in walls.

IMPLEMENT SCREEN—Press <BREAK> during gameplay to activate the implement screen. It is here that you can select the various objects or spells to be used during play. Move the pointer to the implement you would like to use and select it using either spacebar or the joystick button. Now you may move to the spell you wish to use in the same manner. Press <BREAK> again when done with the implement screen.

IMPLEMENT:	USE:

Following are items automatically activated (no user intervention required)

Ring	The ring of healing. Holding this ring in your possession will slowly rebuild any lost strength as you travel
Crystal Ball	Required before you may execute magic spells
Skeleton Key	Opens doors without the use of regular keys
Sword	Used to attack enemies (stronger swords found throughout game)
Shield	Used to fend off attack of enemies (stronger shields found throughout game)

Following are items self-activated (using clear or 2nd joystick button)

Bomb	Set the bomb and run! It will explode after a short delay. It will destroy surrounding enemies. Also, use it underground to blow away "secret" walls to find hidden exits!
Plank	Use this to bridge a gap over rivers. Place in front of you using the clear key and pick it up using clear again.
Tornado/Teleportation	A teleportation device that operates only in the overground. When in trouble, activate this implement to transport you to another part of the world. Note that it requires ten coins to

operate.

Candle   Use this underground to light darkened rooms

Flute   Play this at a special place in the overground to get across what would seem to be an impossible route across water.

Hammer   Used to smash out rocks that lie in your way

Medicine of Life   Will restore your life. A blue medicine jar can only be used once while a red can be used twice.

Map   Obtained underground. Will keep a record of the rooms you have been in.

Compass   Obtained underground to illustrate your location on the map.

Note   Obtained from powerful characters you meet throughout the game. Deliver these notes to the requested people and you will definitely be rewarded! But watch out, they must go to the right person.

GAME PLAY—Control the character using the 4 arrow keys and spacebar or the joystick and the button. In order to attack with your sword, press the primary fire button. You will always use <ENTER> to activate spells but you may either press the <CLEAR> key or the 2nd joystick button (if available) to use implements. Press <BREAK> to access your implement subscreen.

PAUSE—During the game, you can press <ALT> to pause the game. You may then either press <ALT> again to unpause the game or press <X> to quit the game and save your progress to disk.

OVERGROUND—You start the game in the vast area known as the overground. Here you will find fairies who will restore your health, a graveyard filled with ghosts (don't touch the tombstones!), and many winding and twisting passages. Occasionally you will find caves that you may go down. It is here is where you

into drive 0 and type DIR and press <ENTER>. You should see the file THELDA/BIN. If you do not see this file, you have inserted the wrong side.

BACKUPS—You cannot make a backup of the first disk. The Quest for Thelda is copy protected, and this disk cannot be copied. You can, however, backup disk two to protect your investment somewhat. Copy this disks with the BACKUP command and keep it in a safe place. If you have problems with the original Disk One within the first year of use, you can return the disk for replacement (refer to the warranty on the back cover).

LOADING—First initiate a cold start (turn the computer off and on again after about 10 seconds) and insert the Game Disk into drive 0. Type LOADM"THELDA" and press <ENTER>. The game will auto-start and you will be asked if you are using an RGB monitor. If you have the TANDY CM-8 or compatible monitor, type Y, otherwise if you are using a color composite monitor or TV set, type N. After this, follow the on-screen instructions for the insertion of disk two. If you have a 512K CoCo III, it will load all needed information before the game starts, otherwise it will load the data as it is needed.

INITIATING A GAME—Upon loading, the title screen will appear. After the the title music, you may start the game. If you wish to play a keyboard game, press the spacebar. However, if you wish to play a joystick game (using the right joystick), then press the joystick button.

The title will scroll off and you will be presented with the game selection screen. Here you can either start a new game or continue a game previously in progress.

To continue an old game, you must have had a game previously registered. Move the pointer to the game name you wish to continue. This is done by using the up and down arrows of the keyboard (if playing a keyboard game) or by moving the joystick up and down (if playing a joystick game.) Selection is accomplished by either pressing the spacebar or the joystick button.

If you wish to start a new game, move the pointer to REGISTER YOUR NAME and select it. If there is an opening (there are 3 available game slots), then you will be prompted to enter a name for your game. This may be ten characters in length. Press <ENTER> when completed. Now, you may move the pointer to your newly registered game select it to begin play. If you wish to have more than the three available slots, merely copy disk 2 to a formatted disk and use the copy as your