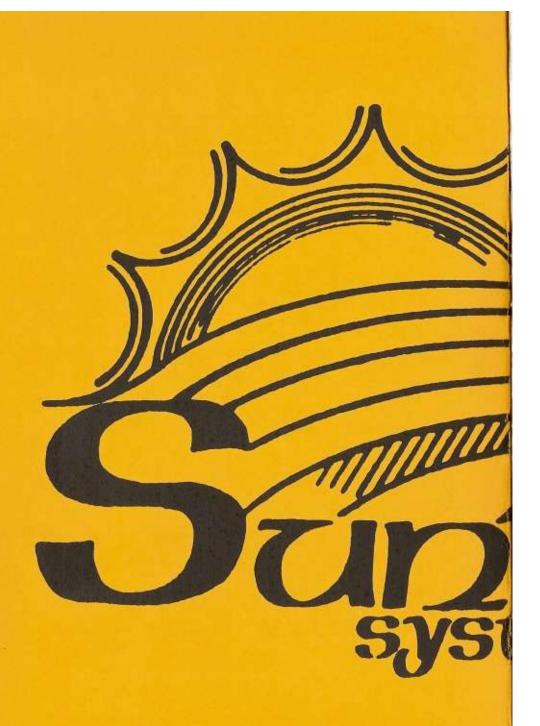# The Quest for Thelda

Hint Book

128K or 512K CoCo 3

Machine Language Arcade Game

This is the **Quest for Thelda official hint book**, to be used in conjuction with the **Quest for Thelda** software package marketed by Sundog Systems, and the game must be purchased in order to use this book. This hint book has a variety of sections, each invaluable to the serious player. These include a miscellaneous notes section, information on each level with the important items found there, and another area with the "boss" monster and advised methods to defeat him. There are two very important sections following these. The first is a **BASIC** program that enables you to create and modify your own custom character with all available items and strength potential. The last is the map section; it includes the maps for all of the underground areas, along with the various characteristics of each.

Miscellaneous Notes

● Several walls in underground levels "bomb-out". For example, in level 2, when entering the level, if you go straight ahead as far as you can and plant a bomb in the center of the northern (top) wall, it will bomb out and a passage will appear. This is not necessary in this level but makes traveling easier.

● Visit the fairy often. There are two fairies located above ground and they will restore all of your energy; no questions asked!

● Whenever presented with the choice to choose either a heart container or a bottle of medicine, always choose the heart container. It will benefit you in the long run.

● Evil knights can not be attacked straight on... Their shield will block the attack

● For those of you who are impatient and want to see the animated ending now, turn on the computer, put the first side of the disk in drive 0, and type **DOS**!

● You can block the projectiles of the floating wizards and the octo-boulder (red-round creature). If you face their fire head on, your shield will block their fire. Note that you CAN NOT block the fire of boss creatures! Their magic is too strong for even the most powerful of shields to block.

● There are several power ups for your shield and sword found in the game. Upon reaching a certain level, you may enter a room where a old man will give you a new shield or sword. However, if you "are not ready" for this more

powerful weapon because you are not yet that experienced, then you will have to come back later to get it. There are 2 shield and 2 additional sword power-ups in the game.

● In order to gain the gold needed to purchase various items (including the crystal ball needed to cast spells), go to the graveyard. Keep an eye on the ghost you find there and run into a gravestone repeatedly. After you create a multitude of ghosts, kill the original one. All of the ghosts will die and leave their treasures behind.

Item Locations

LEVEL	IMPORTANT ITEM(S) FOUND THERE
Underground Level 1	● *Hammer* that breaks rock
Underground Level 2	● *Ring* that rebuilds strength ● *Magic Mapping spell*
Underground Level 3	● *Magical Flute* (played to make a section of river disappear in order to enter a cave) ● *Plank* that bridges gaps between sections ● *Spell* of "Life Restoration"
Underground Level 4	●*Tornado teleportation* (does not work underground!) ● *Spell of "Invincibility"* (player invincible for several seconds)
Underground Level 5	● *Magic Key* (will open any door) ● *Spell of Magic Thunder* (when used, does damage on all enemies present -*except boss creatures*)
Underground Level 6	● Nothing is found because winning this level ends the game and any further item would be useless!

Level Guardians

LEVEL	**GUARDIAN BOSS**
STRATEGY	

UNDERGROUND LEVEL 1 — *MOTIONLESS DRAGON*

If you maneuver yourself so that you are underneath the dragon, you will be out of the way of his fire and you can easily stab him enough to kill him.

UNDERGROUND LEVEL 2 — *WALKING DRAGON*

In this level the dragon walks left and right across the top of the screen, stops throws down fireballs and then continues to walk. The fireballs are timed, so if you watch closely enough and get the firing pattern down, you can wait in between bursts of fire and attack him.

UNDERGROUND LEVEL 3 — *ROBOT GUARDIAN*

In this level a robot sentry guards the third piece of the life force. He travels along the outer walls of the room and stops to fire. You can time it so right after you're clear of his fire, you can manuever close and get a lot of good hits in. Then back off, wait for his fire again, and then get close again and continue to attack him.

UNDERGROUND LEVEL 4 — *BLUE ROTO-FLYER*

In this level a giant blue roto-flyer is guarding the fourth piece of the life force. Like his smaller counterpart, he flies randomly and then stops. There is no real strategy that can be applied for this monster. Simply dodge him the best you can and attack him often. But watch out! For once you kill him, he will split into four smaller roto-flyers that you must also kill to gain entrance into the room with the life force.

UNDERGROUND LEVEL 5   *GIANT GOLDEN KNIGHT*

A larger than life, giant, gold knight guards the fifth piece of the life force. You
are getting too close to the last piece so the wizard must send out one of his
fiercest mercenaries yet! He runs up and down the right side of the screen
throwing large quantities of fire balls. His random walking makes it hard to pin
down a definitive strategy but as long as you can get to him in between bursts of
fire, you can easily destroy him. Also, you could turn on the spell of invincibility
if you have it!

UNDERGROUND LEVEL 6   *WIZARD'S EVIL IMAGE*

The evil boss of this underground level is a hideous image of the evil wizard!
You must battle this creature who travels left and right across the top of the
screen. He will stop randomly and throw a lot of fireballs. So be very careful! If
you have invincibility, you can turn it on now and just chase him around and
continue stabbing him. Do not be afraid to touch him, you're invincible! But if
you do not have invincibility, then you can dodge his fireballs and attack him
from the side if you have enough time to run up beside him and then back out.

Basic Character Modification Program

The following BASIC program will allow you to custom design a player for you
to use during "The Quest for Thelda." Each variable below is an aspect of the
hero in which you can define by altering the value that the variable equals. The
comment afterwards explains what that variable changes. Please keep all
variables within the guidelines for each variable by using the guidelines set
within parenthesis.

```
1 CLEAR 1024
2 CLS:PRINT"MAKE SURE THELDA SIDE 2"
3 PRINT"IS IN DRIVE 0 AND PRESS"
4 PRINT"THE <ENTER> KEY...";
5 INPUT Z$

12 W=1   'save this player to which slot?  (1-3)

14 H1=9  'number of heart containers (3-9)
15 H2=9  'number of magic containers (3-9)
```

```
16 S1=1 'possession of Life Spell        (0=no, 1=yes)
17 S2=1 'possession of Invincibility     (0=no, 1=yes)
18 S3=1 'possession of Magic Mapping     (0=no, 1=yes)
19 S4=1 'possession of Thunder           (0=no, 1=yes)

20 M1=1 'possession of Ring              (0=no, 1=yes)
21 M2=1 'possession of Crystal           (0=no, 1=yes)
22 M3=1 'possession of Skeleton Key      (0=no, 1=yes)
23 M4=1 'skill level of sword            (1-3... 3 is highest)
24 M5=1 'skill level of shield           (1-3... 3 is highest)

26 P1=1 'possession of ladder            (0=no, 1=yes)
27 P2=1 'possession of tornado           (0=no, 1=yes)
28 P3=1 'possession of candle            (0=no, 1=yes)
29 P4=1 'possession of flute             (0=no, 1=yes)
30 P5=1 'possession of hammer            (0=no, 1=yes)
31 P6=2 'possession of water of life     (0=no, 1=blue, 2=red)

35 L1=0 'possession of life force #1     (0=no, 1=yes)
36 L2=0 'possession of life force #2     (0=no, 1=yes)
37 L3=0 'possession of life force #3     (0=no, 1=yes)
38 L4=0 'possession of life force #4     (0=no, 1=yes)
39 L5=0 'possession of life force #5     (0=no, 1=yes)

50 B$=STRING$(128,255)
55 A$="MODIFIED "+CHR$(48+W)
80 A$=A$+CHR$(H1)+CHR$(H2)+CHR$(0)+CHR$(S1)+CHR$(S2)+
   CHR$(S3)+CHR$(S4)
81 A$=A$+CHR$(0)+CHR$(M1)+CHR$(M2)+CHR$(M3)+CHR$(M4)+
   CHR$(M5)+CHR$(0)
82 A$=A$+CHR$(P1)+CHR$(P2)+CHR$(P3)+CHR$(P4)+CHR$(P5)+
   CHR$(P6)+CHR$(0)
83 A$=A$+CHR$(0)+CHR$(0)+CHR$(0)+CHR$(0)+CHR$(0)
84 A$=A$+CHR$(L1)+CHR$(L2)+CHR$(L3)+CHR$(L4)+CHR$(L5)+CHR$(0)
85 IF M4>0 THEN MID$(A$,53,1)=CHR$(1)
86 IF M4>1 THEN MID$(A$,54,1)=CHR$(1)
87 IF M5>0 THEN MID$(A$,55,1)=CHR$(1)
88 IF M5>1 THEN MID$(A$,56,1)=CHR$(1)
90 DSKO$0,17,11+W,A$,B$
95 PRINT"PROCESS COMPLETE...":END
```

The Quest for Thelda Hint Sheet

Underground Maps

```
B= bomb out area      boss= boss creature    spc item= access to special item

*= locked door        k   = key              spell    = receive spell here

m= map                c   = compass
```

UNDERGROUND LEVEL 1 (gray)   UNDERGROUND LEVEL 2 (blue)

```
                                             |-----|-----|-----|
                                             |     |boss | life|
                                             |     |  *  |*force|
                                             |     |     |     |     |
|-----|-----|-----|-----|-----|              |-----|-- --|-----|-----|
|     |     |boss | life| spc |              |     |     |     |
|     |     |  *  |*force| item|             |     |  *  |     |
|     |     |     |     |     |              |     |     |  k|
|--*--|-- --|-----|-----|-- --|              |-----|-----|-- --|-- --|-----|-----|
|     |     |     |     |     |              |spc  |     |     |     |     |spell|
|     |     |     |     |     |              |item *     |     |  *  |     |
|     |     |     |     |     |              |     |     |     |     |     |     |
|     |  k| |     |     |     |              |     |     |     |     |     |     |
|-----|-- --|-----|--*--|-----|              |-----|-*----|--B--|-- --|-----|-----|
|     |     |     |     |                    |     |     |     |     |     |
|     |  *  |     |                          |     |                 |
|     |     |     |  k|                      |k    |m   c|     |     k|
|-----|-- --|-----|                          |-----|-- --|-----|-----|
|     |     |     |                          |     |     |     |
|     |     |     |                          |     |     |     |
|     |     |     |                          |     |     |     |
|k    |m   c| k|                             |     |     |  k|
|-----|-- --|-----|                          |-- --|-----|
|     |     |                                |     |     |
|     |     |                                |     |     |
|     |     |                                |     |     |
|     |     |                                |     |     |
|-- --|                                      |-- --|
```

```
spc item= hammer                   spc item= ring of healing

                                   spell= Magic Mapping
```

UNDERGROUND LEVEL 3 (red) UNDERGROUND LEVEL 4 (gold)

```
    |-----|-----|-----|                        |-----|
    |spell|     | spc |                        | life|
    |     |     item|                          |force|
    |     |     |  1  |                         |     |     |
|-----|-----|-- --|-----|-----|          |-----|-----|--*--|-----|-----|
|     |//////|    |//////| life|          |     |     |boss | spc |     |
|     |//////|    |//////|force|          |     |     |  *  | item      |
|     |//////|    |//////|     |          |  k| |     |     |     |     |
|-- --|-----|-- --|-----|--*--|          |-- --|--*--|-----|-----|-- --|
|     |     |     |     |boss |          |     |     |//////|spell|     |
|     |     |     |  *  |     |          |  B  |//////|     *     |
|     |  k| |     |     |     |          |     |//////|     |     |
|-- --|-----|-- --|-- --|-----|          |-- --|-----|//////|-----|--*--|
|     |     |     |     |     |          |     |////////////////|     |
|     |  B  |     |     |     |          |     |////////////////|     |
|     |  m| |     |  c| |     |          |     |////////////////|     |
|-- --|-----|-- --|-----|-- --|          |-- --|-----|//////|-----|-- --|
| spc |//////|    |//////|     |          |     |     |//////|     |     |
| item|//////|    |//////|     |          |     |     |//////|           |
|  2  |//////|    |//////|     |          |     |  c|//////|    m|     |
|-----|-----|-- --|-----|-----|          |-----|-- --|-----|-- --|-----|
    |     |     |     |     |               |     |     |     |     |
    |     |     |     |                     |     |     |           |
    |     |     |     |     |               |  k| |     |  k|     |
    |-----|-- --|-----|                     |-----|-- --|-----|
```

spc item1= flute   spc item= Teleportation
spc item2= plank   spell= Invincibility
    spell= Life Restoration

UNDERGROUND LEVEL 5 (green) UNDERGROUND LEVEL 6 (grav)

```
                                                        |-----|-----|
                                                        |life |boss |
                                                        |force*      |
                                                        |     |      |
                                                        |-----|--*--|
    |-----|-----|-----|-----|                           |     |      |
    |spell|     |stair|     |                           |     |  *   |
    |           case        |                           |     |      |
    |     |     | A   |     |                           |-----|--*--|-----|-----|
    |-----|-----|-----|-- --|                           |     |     |     |stair|
    |stair|boss |     |     |                           |     |  *        case |
    |case |  *  |     |     |                           |     |     |     | B   |
    | B   |     |     |     |                           |--B--|-----|-----|-----|
    |-----|-- --|--*--|-- --|-- --|                     |     |     |     |stair|
    | spc |     |life |     |     |                     |     |     |     | case |
    | item|     |force|     |     |                     |     |  .  |     | A   |
    |     |    c|     |     |     |                     |-----|-- --|-----|-----|-----|-----|
    |--*--|-- --|-----|-- --|-- --|                     | Old |     |     |     |     |     |
    |     |     |     |     |     |                     | Man |         *                   |
    |     |     |         |     |                       |m   c|     |     |     |     |     |
    |    k|     |     |     |     |                      |-- --|-----|-----|-----|-----|--*--|
    |-- --|-----|-----|-----|-- --|                      |     |     |     |     |     |     |
    |     |     |     |     |     |                      |                                   |
    |                       |     |                      |     |     |     |     |     |     |
    |     |   m|     |     |     |                       |-----|-----|-----|-----|-----|-----|
    |-- --|-----|-----|-----|-----|
```

spc item= magic key   stair case A & B connect to
  spell= Magic Thunder   each other !
 stair case A & B
connect to each other

The Quest for Thelda

Hint Book

Contains clues on what treasures to obtain and what they do, tips on how to defeat the end guardians in each of the underground levels, maps including the locations of magic treasures and other landmarks, and even a BASIC character modification program to create or change your own characters. This Hint Book is a must for any serious Thelda player!

Only $4.95