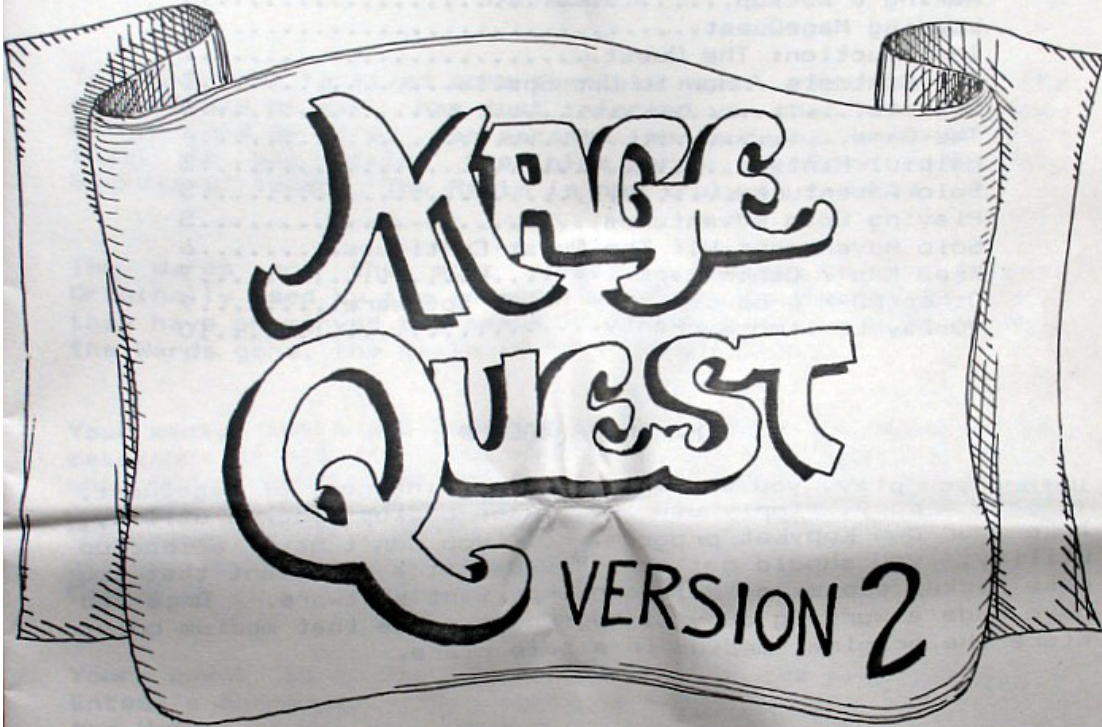


REEDY SOFTWARE



BY
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GRAPHIC ADVENTURE GAME
FOR USE WITH ADAM™

TABLE OF CONTENTS

Making a Backup.....	1
Loading MageQuest.....	1
Introduction: The Quest.....	2
The Controls / How to Use Spells.....	3
Objects.....	4
The Game.....	4
Helpful Hints.....	5
Solo Adventures.....	5
Playing Solo Adventures.....	5
Solo Adventures-V1: The Quest Continues.....	6
Free Map / Other Maps.....	7
Other ADAM products from Reedy Software.....	9
90-Day Limited Warranty.....	10

MAKING A BACKUP

Before you play, you should make a working copy of MageQuest. To make a copy, simply use any "image backup" backup utility, like our own KopyKat program. If you don't have a backup utility, you should get one, because it's important that you make backup copies of all your important software. Once you have made a working copy of MageQuest, use that medium only; store the original medium in a safe place.

LOADING MAGEQUEST

MageQuest is auto-loading. To load, insert the MageQuest medium into drive #1 and pull COMPUTER RESET. The software will begin loading. After a few seconds a title screen will appear while the rest of the program continues to load. Once the program is completely loaded, the GAME OPTIONS/TITLE SCREEN (with the MageQuest logo) will appear. To play the MageQuest 9-level Adventure, press KEYPAD [1] on the game controller.

INTRODUCTION

THE QUEST:

You have just received some terrible news. Your mentor, the aged Wizard of Wer, has just informed you that his arch foe, Enteon Lord of Dire, has escaped imprisonment. Worse than that, he has stolen the nine Wards of Power from the Guardians' Tower. The Realm is now truly in trouble.

The Wards are the most powerful weapons ever forged. Originally used by the ancient Guardians in the Entity Wars, they have preserved the peace for countless centuries. With the Wards gone, the Realm is at Enteon's mercy.

Your mentor tells you that Enteon has hidden the Wards in the catacombs of his dark castle. You know that the old wizard who taught you true magic is near death and could not possibly confront Enteon. Then who must recover the Wards? The answer is not long in coming. You. You are a mage, sure enough, but you are no wizard. Can you do it? Luckily, Enteon is in the Northern Regions assembling his Dark Legion.

Your quest is to recover the Wards from the nine levels of Enteon's dungeons. This would be easy enough, considering the Wards' power, but, as a mage, you have taken a sacred vow that forbids the use of physical weaponry. Using only various spells, which you will find written on scrolls scattered throughout the dungeons, you must confront some of the vilest creatures ever created by dark magic.

Your quest begins now, mage. With a few magic words and a puff of smoke, the Wizard of Wer casts one of his many spells transporting you away...

THE CONTROLS

MageQuest utilizes the hand controller in port #1 (front) for playing the game:

JOYSTICK - Moves your character up, down, left, and right.

KEYPAD [1] - Will show you how many Death Spells you have.

KEYPAD [2] - Will show you how many Freeze Spells you have.

KEYPAD [3] - Will show you how many Fear Spells you have.

KEYPAD [4] - Will show you how many keys you have.

KEYPAD [*] - Pauses the game. Press either controller button to resume play.

KEYPAD [#] - Press this if you want to end the game. The program will then ask *End the game?* If you do end, the program will give you the chance to replay or return to the GAME OPTIONS/TITLE SCREEN.

CONTROLLER BUTTONS - The left or right controller button will activate the spell or key shown.

HOW TO USE SPELLS:

If you wanted to use a Death Spell, you would press **KEYPAD [1]** and then a controller button.

[ESCAPE] - Pressing the **[ESCAPE]** key on the keyboard will cause the game to quit and go to the GAME OPTIONS/TITLE SCREEN.

WARNING:

MAGEQUEST IS A MULTI-LOADING GAME. DO NOT REMOVE IT FROM ITS DRIVE DURING PLAY (EXCEPT WHEN LOADING SOLO ADVENTURES).

OBJECTS

SPELLS: *Death Spells* will kill any type of enemy (make him disappear).

Freeze Spells will stop an enemy in its tracks for a short time.

Fear Spells will cause an enemy to run away from you for a short time.

KEYS: Keys are used to unlock the locked doors found in some levels.

ENEMIES: There are four different kinds of enemies per level with speeds ranging from slow to fast.

THE GAME

- You start out in Level 1, the deepest (and easiest) level, and must try to work your way up by getting the Ward of each level.
- Mapping the rooms as you move about is very important.
- There is one Ward per level. Once you get it, you are transported to the next level.
- When playing the 9-level Adventure, you get three lives. If you get hit, one life is taken away, and you continue where you left off. If you lose all three lives, you may select replay, get three more lives, and continue the game from the level that you left off on.
- A room may contain ONE of the following: a scroll (spell), an enemy, a key, or a locked door.
- To get an object, just walk over it.
- To exit a room, just walk into the doorway.
- To unlock a door: walk into the door, press KEYPAD [4], and press a controller button.

HELPFUL HINTS

- Once you take a spell or key from a room, it is gone from that room for the duration of the game.
- If you use a spell on an enemy, once you leave that room the enemy is restored.
- For most levels, it is necessary to explore all of the rooms.
- There are only enough keys for every locked door.
- The particular kind of enemy in a room is random, but its speed is not.
- You should be able to maneuver around the slower enemies; you'll have to use a spell on the faster ones.

SOLO ADVENTURES

MageQuest has a unique feature that allows you to play, what we've termed as, *Solo Adventures*. These are games much like the individual levels of MageQuest. This means that even once you've conquered the MageQuest 9-level Adventure, you may continue playing new MageQuest Solo Adventures with more challenging levels and new creatures. As an extra bonus, we have included three Solo Adventures with the MageQuest package (Solo Adventures Volume 1).

PLAYING SOLO ADVENTURES

To play a Solo Adventure, press KEYPAD [2] at the GAME OPTIONS/TITLE SCREEN. You will be prompted for the drive that the Solo Adventures are on; press KEYPAD [1] for data drive #1 or KEYPAD [2] for disk drive #1. Insert the medium containing the Solo Adventures into the appropriate drive and press a controller button. MageQuest will then load and display a menu of all the Solo Adventures available on that

medium. To select a Solo Adventure, press the corresponding key on the keypad. The adventure will then load and you're ready to play!

MageQuest comes with three Solo Adventures (Volume 1). As of this writing, there are two Solo Adventure Packs available from Reedy Software for use with MageQuest. Solo Adventure Pack - Volumes 2 and 3 each contain six additional adventures.

Solo Adventures play just like the individual levels of MageQuest, but beware -- some of the Solo Adventures contain traps; that is, rooms with no exits that will trap you forever (or until you press KEYPAD [#] to end the game and replay, or press [ESCAPE] to go to the GAME OPTIONS/TITLE SCREEN). You only get one life when playing Solo Adventures.

MAGEQUEST SOLO ADVENTURES - VOLUME 1

THE QUEST CONTINUES:

You have finally returned from your quest. Hoping to make a big entrance (you deserve one after all you've been through), you rush into the King's court. Instead of the trumpets and salutations you expect, you find an array of disgruntled subjects in fury. Pestering the King are historians, lesser wizards, warriors, and several of his own advisors. From what you over-hear, it seems that Enteon has stolen other magical and powerful items and hidden them in dungeons and manors and the like.

Before you can think, you are pointed out to the King. The uproar is silenced as the Wards you carry are noticed. You know what's coming. In a deep voice, the King says, "This mage has recovered the nine Wards of Power while all of you bickered! I shall send him to get your stolen items!" You can't refuse the King...

THE SOLO ADVENTURES

There are three Solo Adventures in Volume 1: The Dungeon of No Return, Dread Manor, and The Wizard's Keep. These are all advanced games. Dread Manor may seem empty at first, but keep wandering -- you're not alone!

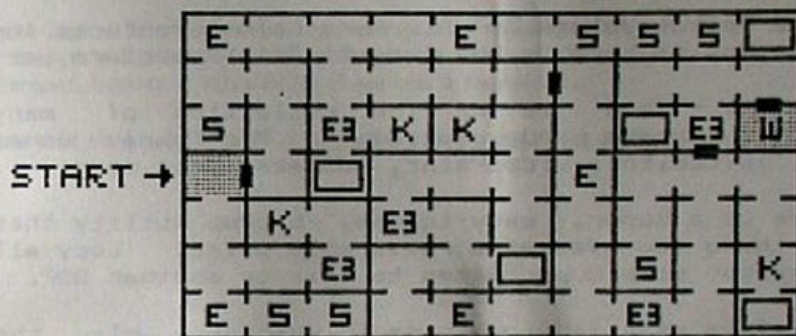
FREE MAP

We have included a free map of "The Dungeon of No Return," the first of the three Solo Adventures included on the MageQuest medium. This is an example of how to map the levels. Try completing The Dungeon of No Return without resorting to the map.

OTHER MAPS

We have maps of all the MageQuest levels and Solo Adventures if you need help. We provide these maps to you because we realize that you may get stuck on some levels. These maps are free. To obtain a map, send a self-addressed, stamped, legal sized envelope to us specifying the maps you need (MageQuest level or Solo Adventure). Please remember that mapping through the levels yourself is part of the fun and challenge of MageQuest!

MAP OF SOLO ADVENTURE 1, THE DUNGEON OF NO RETURN



- S -SPELL
- K -KEY
- W -WARD (DONE)
- E -SLOW ENEMY
- E3 -FAST ENEMY
- -TRAP (NO WAY OUT)
- ■ -LOCK

SOLO ADVENTURE 1
"THE DUNGEON OF NO RETURN"

OTHER ADAM PRODUCTS AVAILABLE
FROM REEDY SOFTWARE

Solo Adventure Pack - Volume 2 - The evil Enteon has now discovered Trenton's Six Treasures. It's up to you to recover them in six new Solo Adventures for MageQuest.

Solo Adventure Pack - Volume 3 - Six more Solo Adventures for MageQuest. One of them is the largest Solo Adventure yet!

The Reedy Library - This is a fine collection of many SmartBASIC programs and routines: Michigana Jones adventure, TextEditor, VideoPaint, SUBmaker, and more!

KopyKat - This is a super, easy-to-use, backup utility that does everything you need at a reasonable price. Copy all software except some Super Games to disk or another DDP.

Lab Mouse - This is a fabulous game in which you play the role of a laboratory mouse stuck in a maze! Can you find the cheese in the always-different maze? Features hi-res graphics and 5 skill levels.

The Entertainment Pack 1 - This includes three super graphic games with sound: Connect 4, Blockade, and Slide Puzzle. This is an integrated package and all of the programs load super-fast from a main menu -- LOTS OF FUN!!!

SmartTYPE 2 - A great word processor that compliments SmartWriter nicely! Includes: Justification, centering, bi-directional printing, two-column printing, and more!

MORE SOFTWARE COMING IN THE FUTURE!

Send a SASE (Self-Addressed, Stamped Envelope) for a free copy of our current catalog and order sheet.

REEDY SOFTWARE
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90-DAY LIMITED WARRANTY

Reedy Software warrants to the original purchaser that this ADAM Digital Data Pack or disk will be free of any defects in material or workmanship for 90 days after the date of purchase under normal use.

Reedy Software will replace this Digital Data Pack or disk free with the return of the damaged medium, dated invoice or receipt, and \$2.00 to cover return shipping within the 90 day warranty.

If your Digital Data Pack or disk requires repair or replacement after the 90 day warranty, please return the damaged medium and payment of \$6.00 for data pack or \$4.00 for disk to Reedy Software for a speedy replacement (include an extra dollar if you need a new manual).

Please send along a letter with all defective returns explaining in detail the problem.

MageQuest concept, graphics, and program by Brian Miguel.

Some modifications and improvements were made to MageQuest by Reedy Software. The MageQuest program, data, and documentation are copyright (c) 1986, 1987 by Reedy Software. All Rights Reserved.

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