Quest for the Key

Part 1
Search for Mergen's Keep

CMS Software

by Michael Stewart
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For the Original MS-Adventures

THE QUEST FOR THE KEY
Part I: Search for Murgen's Keep

In an age lost in the mists of time, the city of Avalon was a thriving center of commerce. From booths in the streets of the city, necromancers, craftsmen, magicians, and merchants of all kind sell their wares and conduct their trade.

Rengal the Rouge is a denizen of the backstreets of the city. His quick wit and affable personality offset his reputation as a cut purse and rouge.

One day, during a pause in hageling with a merchant, Rengal notices a large crowd growing before a new booth. After working to the front of the crowd, Rengal sees that the booth is that of the magician Fanest, and that the attraction is a beautiful sleeping young lady imprisoned in a large glass case. Fanest, an elderly magician, stands before the crowd, calls for their attention, and begins the tale of the imprisoned Princess Dianna.

Long ago, the magician Murgen ruled the eastern marches from his great castle, Murgen's Keep. Murgen became enamoured with the Princess Dianna, daughter of the King of a nearby city. Murgen kidnapped the Princess and took her to Murgen's Keep. He planned to force a marriage.

However, one day a demon somehow gained entrance to Murgen's Keep and engaged Murgen in fierce battle. Murgen sealed the Princess in the indestructible glass case, both for her safety and to prevent her escape, Murgen won the battle, but received mortal wounds and died shortly thereafter.

In response to questions, Fanest claims to have bought the glass case from Murgen's young apprentice who fled with the case during the battle. However, the apprentice had been unable to find the key to the case.

As Fanest begins selling magical items to the crowd, Rengal decides to undertake a quest for the key. He will search out Murgen's lost castle, somehow gain entrance, find the key, and return to Avalon to release and marry the beautiful princess Dianna.

Rengal sets out immediately. After a long and arduous journey, he is finally approaching the region in which Murgen's Keep is rumoured to have been located.

Thus your adventure begins. In Part I of the Quest for the Key, you must find Murgen's Keep, and gain entrance to the castle. In Part II of the Quest, you must pass through the castle, find the key, and return to Avalon to release the imprisoned princess.

EQUIPMENT: This program is designed to run on a standard TI-99/4A computer, using the Extended Basic Command Module. Please refer to the User's Reference Guide for loading information.
* (32K mem req'd for disk)

MEDIA: This program is supplied to you from CMS Software, a division of CMS Systems, on a cassette/diskette which has been recorded under strict quality control and should operate properly using any of the equipment recommended by TI for use with their system.

MS-ADVENTURE PROGRAM INSTRUCTIONS

MS-Adventures consist of the MS-Adventure program and an MS-Adventure database. The MS-Adventure database describes the adventure. The MS-Adventure program, written in TI extended basic, reads the database and controls the adventure which the database describes.

The following is a list of the MS-Adventure databases which are, or will soon be available. More adventures should be available soon.

SEARCH FOR MURGEN'S KEEP: This adventure is Part I of the Quest for the Key. The princess Dianna has been imprisoned by the magician Murgen, and the key to release her is in his castle. In Part I, you must search a magical Land for entrance into the magician Murgen's Castle. This MS-Adventure database is included with the MS-Adventure program.

THE ENCHANTED KEEP: This adventure is Part II of the Quest for the Key. The Search for the key to free the princess continues through Murgen's enchanted castle.

MS-ADVENTURE PROGRAM OPERATING INSTRUCTIONS

In order to play an MS-Adventure, you must have both the MS-Adventure program and an MS-Adventure database (the database Search for Murgen's Keep is shipped with the MS-Adventure program). You must also have the TI extended basic command module.

(1) Turn on the computer, insert the TI extended basic command module and select TI-extended basic.
(2) Load the MS-Adventure Program cassette into the cassette drive, or load the MS-Adventure diskette into the diskette drive.
(3) Type in "OLD CS1" to Load the MS-Adventure Program into the computer from cassette, or "OLD DSKn.ADVPGM" to load the program from diskette.
(4) After the program has loaded, type "RUN"
(5) The computer will then ask you to enter the name of the input file. For cassettes, enter "CS1". For diskettes, enter "DSKn.ADV-DATA".

The program will require about 5 minutes to read the database from cassette, about 1 minute for diskette.
(6) After the database has Loaded, the computer will display the message "DATA OK", and you

may proceed with your adventure.

If you are using cassettes, at this point you should strongly consider saving the current game. If you are "killed", you must either restore a saved game, or reload the database. Restoring a saved game only requires about 30 seconds, much less time than is required to reload the entire database.

CONTROLLING THE ADVENTURE

You control the adventure by entering two word commands. The first word is a verb, and the second word is an object, such as:

CLIMB TREE

The program looks at only the first three letters of the object, so you may abbreviate if you like.

For each location, the display indicates visible exits as single letters, E (east), W (west), N (north), S (south), U (up) and D (down). To move to any of these exits, simply enter the letter of the direction in which you want to move. For example:

E

will move you to the east, if there is a visible east exit.

Most of the commands are defined in the database and may change from one adventure to another. However, there are four commands built into the MS-Adventure program. These are INVentory, SAVe, REStore, and QUIt. These commands can be entered at any time during the adventure.

The INVentory command causes a description of the current location, exits, and objects to be printed.

The SAVe command allows you to save the current adventure, which can then be restored should you be "killed", or should you wish to continue the game at a later time.

After you enter the SAVe command, the computer will ask you for the device to which the game is to be saved.

If you are using diskettes, enter "DSKn.filename". If you are using cassettes, enter "CS1". Be sure to rewind the tape completely. After the game has been saved, the computer will display "GAME SAVED". You can continue the adventure, or QUIt and REStore the game later.

The REStore command causes a previously saved game to be restored. In order to restore a game, the MS-Adventure database must already be loaded. After you enter the REStore command, you will be asked which device the game is to be restored from. If you are using diskettes, enter the filename of a SAVed game, such as "DSKn.filename". If you are using cassettes, enter "CS1", and then load and completely rewind the tape on which you have SAVed a game.
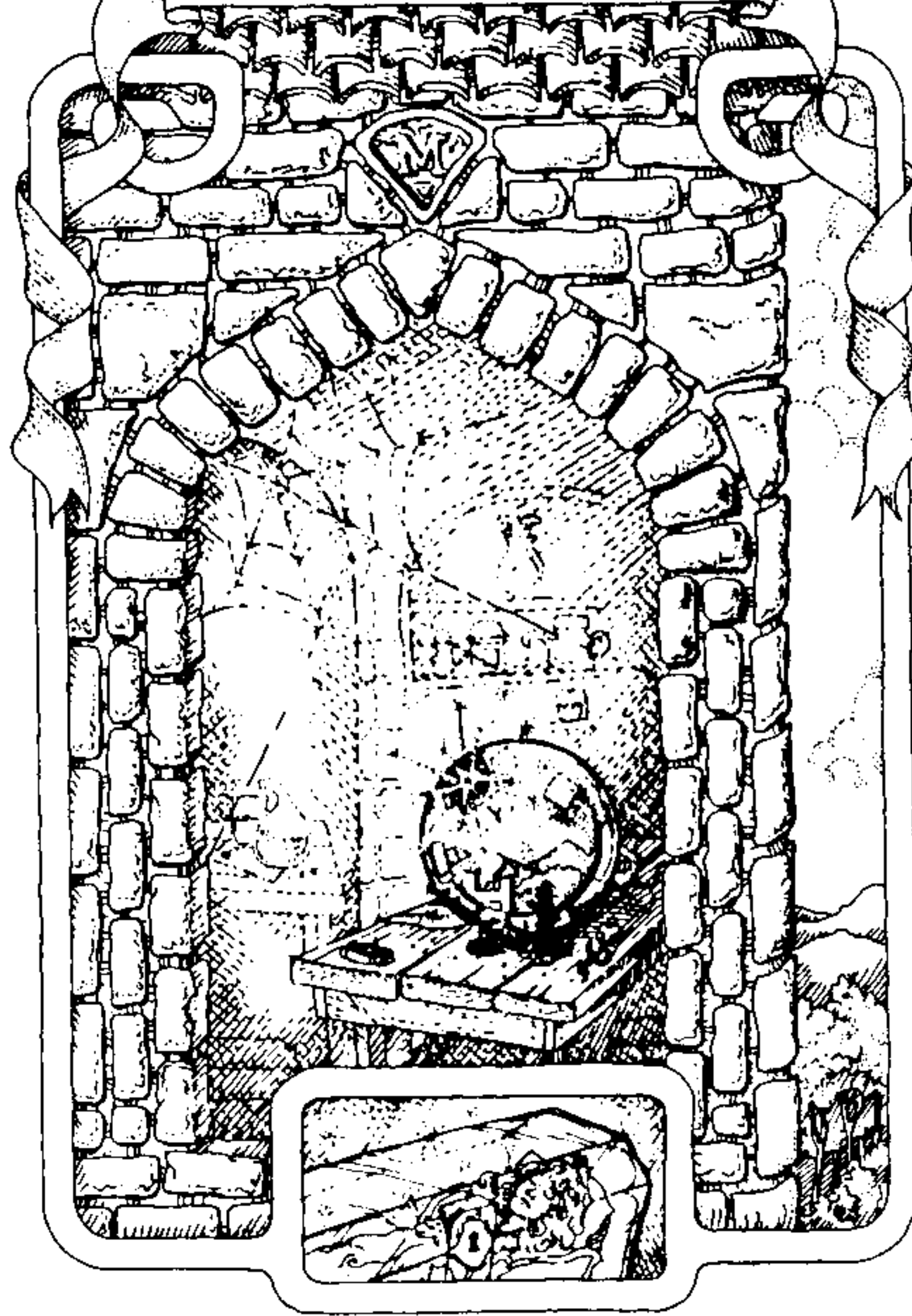
The QUIt command causes the current game to be terminated.

Good luck and happy adventuring.

Quest for the Key

Part II
The Enchanted Keep

CMS Software

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The original MS Adventure instructions

CMS SOFTWARE
THE QUEST FOR THE KEY
Part II : The Enchanted Keep

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However, one day a demon somehow gained entrance to Murgen's Keep and engaged Murgen in fierce battle. Murgen sealed the Princess in the indestructible glass case, both for her safety and to prevent her escape, Murgen won the battle, but received mortal wounds and died shortly thereafter.

In response to questions, Fanest claims to have bought the glass case from Murgen's young apprentice who fled with the case during the battle. However, the apprentice had been unable to find the key to the case.

As Fanest begins selling magical items to the crowd, Rengal decides to undertake a quest for the key. He will search out Murgen's lost castle, somehow gain entrance, find the key, and return to Avalon to release and marry the beautiful princess Dianna.

In Part I of the Quest, Rengal gained entrance to Murgen's Keep. Now, in Part II of the Quest, you must find the key to the glass case, return to Avalon, and release the imprisoned princess. Part I required.

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WARRANTY: CMS Software is covered by a fifteen day limited warranty. (In no event shall CMS Systems be liable to anyone for special collateral, incidental, or consequential damages in connection with the purchase or use of this program). Defective software will be replaced when it is returned postage prepaid to CMS Systems.

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(1) Turn on the computer, insert the TI extended basic command module and select TI-extended basic.

(2) Load the MS-Adventure Program cassette into the cassette drive, or load the MS-Adventure diskette into the diskette drive.

(3) Type in "OLD CS1" to Load the MS-Adventure Program into the computer from cassette, or "OLD DSKn.ADVPGM" to load the program from diskette.

(4) After the program has loaded, type "RUN"

(5) The computer will then ask you to enter the name of the input file. For cassettes, enter "CS1". For diskettes, enter "DSKn.ADV-DATA", remove the MS-Adventure Program and put the MS–Adventure database into the drive.

The program will require about 5 minutes to read the database from cassette, about 1 minute for diskette.

(6) After the database has Loaded, the computer will display the message "DATA OK", and you may proceed with your adventure.

If you are using cassettes, at this point you

should strongly consider saving the current game. If you are "killed", you must either restore a saved game, or reload the database. Restoring a saved game only requires about 30 seconds, much less time than is required to reload the entire database.

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The INVentory command causes a description of the current location, exits, and objects to be printed.

The SAVe command allows you to save the current adventure, which can then be restored should you be "killed", or should you wish to continue the game at a later time.

After you enter the SAVe command, the computer will ask you for the device to which the game is to be saved.

If you are using diskettes, enter "DSKn.filename". If you are using cassettes, enter "CS1". Be sure to rewind the tape completely. After the game has been saved, the computer will display "GAME SAVED". You can continue the adventure, or QUIt, and REStore the game later.

The REStore command causes a previously saved game to be restored. In order to restore a game, the MS-Adventure database must already be loaded. After you enter the REStore command, you will be asked which device the game is to be restored from. If you are using diskettes, enter the filename of a SAVed game, such as "DSKn.filename". If you are using cassettes, enter "CS1", and then load and completely rewind the tape on which you have SAVed a game.

The QUIt command causes the current game to be terminated.

Good luck and happy adventuring.