

The DALLAS Quest™



commodore 64

Datasoft

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REQUIREMENTS

- Commodore 64™ computer
- 1541™ disk drive
- TV or video monitor

GETTING STARTED

1. Turn off your computer and connect your disk drive to it. 2. Turn on the drive and then turn on the computer. 3. Insert The Dallas Quest™ diskette into the drive. 4. When READY appears on the screen, type LOAD "*" 8,1 and press RETURN.

After loading, the program will run automatically. To begin playing before the Dallas™ theme song ends, hold down the SPACE BAR until the music stops. (NOTE: The drive indicator light will remain on during The Dallas Quest.™ Do not open the disk drive door once you have loaded the game).

BACKGROUND

You are a famous detective. As the adventure opens, you have been summoned to Southfork™ for a meeting with Sue Ellen. She has called you here to offer you a proposition.

She is in possession of a letter from Jock Ewing™ to Miss Ellie which describes an extremely rich oil field he has discovered during his stay in South America.

When Jock left on his ill-fated trip back to Southfork,™ he carried a copy of this map with him. But he also took the precaution of leaving a copy of it with an old, old friend and former fellow wildcatter named

"Chugalug" Jones who now runs a trading post in South America in a village called Playa Peligro. Should anything happen to Jock, Chugalug has been instructed to give the map only to the person who possesses a particular ring. This ring was enclosed with the letter; also enclosed was a snapshot of Chugalug.

Sue Ellen explains that she wants this map for herself. She wants to become financially independent of J.R.™ so that if he begins pulling any of his old tricks she can use her own wealth to either make him behave or finance her escape from him. You must, therefore, avoid J.R.™ at all costs; first, because he will want to stop Sue Ellen from obtaining this independence, and second, because he will most assuredly feel that the map is rightfully his. J.R.™ will use any means to stop you!

Sue Ellen goes on to say that you will be paid handsomely for your services and, if you find the map and return it safely to her, Sue Ellen will pay you a bonus of two million dollars.

Unbeknowns to you and Sue Ellen, J.R.™ listens to your conversation while lurking in the hallway outside the living room doors.

You must leave at once. She gives you the snapshot, the ring, and \$500,000 for expenses. She leaves you there and proceeds upstairs to her room.

STRATEGY

Most of the adventure unfolds through the words and pictures on your screen. But, every super sleuth needs a few leads to get started, so here they are:

When "WELL?" appears on your screen, the computer is waiting for you to enter a message. You do this by typing the message into the computer, such as **EXAMINE RING** (don't forget to press **RETURN**). The computer will respond by telling you something about the ring. Each of your messages will be one or two words, such as **GO NORTH**, **GET RIFLE**, or **INVENTORY**.

Type **EXAMINE (OBJECT)** to examine everything that could possibly help you solve this case. In addition, use **EXAMINE** as a one-word command to see if anything in a particular situation has changed, like whether people have appeared or disappeared. If this is your first computer adventure, **EXAMINE** and its synonyms will be your greatest tools.

LOOK at your surroundings (you don't need a noun after **LOOK** in this case), and then **LOOK (OBJECT)** when you think that an individual object may be useful. (You will want to **OBSERVE** everything!) You may want to **GET (ITEM)** and take one or more of them with you. Unfortunately, you will be able to carry only a limited number of items with you, so you may have to **DROP (ITEM)** in order to pick up another item at some point. If you **DROP (ITEM)** and immediately decide you want it back, you can **GET IT**. You can also **OPEN** and **CLOSE** some things that appear on the screen.

If you don't remember what you are carrying, take an **INVENTORY**. If you **DROP ALL** and then **GET ALL**, you will take no more than you are able to carry.

Any time you want to go somewhere else, check the compass in the upper right corner of the screen to see what directions are possible. Accordingly, you may **GO NORTH**, **GO E**, **SOUTH**, or **W**. Don't assume that you are always facing north, though!

If you give the computer an instruction (other than a movement command) and want to try it again immediately, type **AGAIN**. For example, you may try to **BLOW BUGLE** and find you are unsuccessful. Maybe if you try a second time you'll get better results...

For each attempt at solving the case, you have access to nine of the numerous **CLUES** the computer has to give. Use them, but don't use them up too soon! The number of clues remaining is displayed on the right under the compass. The counter on the opposite side indicates the number of moves taken so far.

Just for fun, try one-letter or four-letter abbreviations and synonyms for the words in the computer's vocabulary.

TURN OFF MUSIC If you do not want to wait until a song finishes, hold down the **SPACE BAR** until the song stops.

SAVE GAME IN PROGRESS To save a game while you take a breather, type **SAVE** and press **RETURN**. The computer will ask you for a number from 1 to 9 to save the case under, and you will see a list of numbers and names of games already saved on your disk. Press the number you want. Then type the name you want it saved under (up to 16 letters). It's a good idea to save just before and just after each dangerous situation — it makes reloading the case a lot faster. After you save the game, you can **QUIT**, knowing that you will be able to load the game-in-progress later.

QUIT If you type **QUIT** and press **RETURN**, the computer will ask, "Are you sure you want to quit?" If you have already saved your game-in-progress (or if this is one game-in-progress that just is not worth saving), type **Y** or **YES** to stop the game. Press any other key to resume where you were about to leave off.

LOAD Type **LOAD** and press **RETURN**. The computer will show you a list of the names and numbers of the saved games. Press the number corresponding to the game you want to load.

TURN PICTURES OFF You can turn the graphics off and on by typing **PICTURE**. If you want to reach a particular place and are familiar with the route, you can turn off the pictures to get to that point much faster. Then type **PICTURE** (press **RETURN**) again to turn them on.

IF ALL ELSE FAILS call Datasoft's Technical Support Department. You won't get the complete solution, but you will get empathy from another human being! (In case of a disk error, you can either turn your computer off and on and reboot, or call Datasoft and report the error number that appears on your screen.)

YOU WIN when you see the words "THE END" in giant letters!

CREDITS

Game Programming: James Garon
Graphic Art: Joe Pearson and Kelly Day
Documentation: Ingrid Holcomb
Created and written by Louella Lee
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Game by James Garon

[The Dallas Quest logo]

WHAT IS A COMPUTER ADVENTURE?

A computer adventure is a thorny problem that is solved by typing messages into the computer and getting information back from the computer on the display screen. The messages you type can be instructions to go somewhere or do something or they can be requests for a clue to help you out of a predicament. The computer answers by following your instructions or by giving you the clue you asked for. Along the way you discover pieces of the puzzle's solution, but you also run into risky situations whose outcomes may end the game abruptly. Sometimes clues and useful objects are found in the words that the computer displays on the screen instead of in the scenes.

You will no doubt start slowly at first, trying to figure out just where to go and which objects will be useful to you along your way. Try lots of messages, use your imagination and sense of humour, and keep a long and a map of the places you visit so that when you start again you can avoid past mistakes!

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