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TALE OF THE TALISMAN

Version 1.0   FROM NGS software

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¦   ¦
¦   CONTENTS   ¦
¦   ¦
+---1/4

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¦   ¦
¦   DESCRIPTION   ¦
¦   ¦
+---1/4

Sword Quest 2 is a fantasy roll-playing game based in a world
of dragons, knights, and magic. The player controls a character
who is whisked from his/her own world into another where he/she
is charged with freeing the land from the clutches of an evil
dragon king. The player selects what items the character will
purchase and use during his/her quest. During the search the
character will be challenged by many evil critters and confusing
puzzles that only persistence and a good blade can conquer.

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¦   QUICK START   ¦
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+---1/4

To run Sword Quest 2 go to the drive and directory
containing all of the files and type "QUEST2" at the
DOS prompt. If you have not played the game before, you
will need to choose the "CREATE A NEW CHARACTER AND GAME"
option.
  e.g.   C:\QUEST2 >QUEST2

If you wish to bypass the opening screen and options
you may type "QUEST2" followed by a space and the name of a
character you have previously created.
  e.g.   C:\QUEST2 >QUEST2 MYCHAR
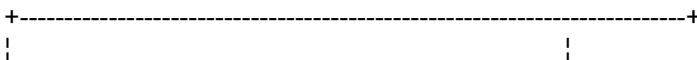
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          To run Sword Quest 2 go to the drive and directory
       containing all of the files received with Sword Quest 2
       and type "QUEST2" at the DOS prompt.
          Once the game has loaded a title screen will be displayed
       with the words "PRESS A KEY TO CONTINUE" flashing; at this
       point you should press a key. A menu will now be displayed:

                       CHOOSE AN OPTION
          C.....................CREATE NEW CHARACTER AND GAME
          R....................RETRIEVE A CHARACTER AND GAME
          T.......................................THE STORY
          S....................SEE THE CREDITS FOR THIS GAME
          O.......................................SOUND SETUP
          H.................HOW AND WHY TO REGISTER THIS GAME

       For the first time the game is played you should choose the
       "T...THE STORY" option by pressing the T key and read the
       background story of the game. When you are finished reading you
       will again find yourself at the opening menu. All of the
       other options, with the exception of CREATE and RETRIEVE, work
       this way, so have no fear.
     Creating a new character and game :
          -Press the C key at the opening menu
          -Type the name you wish to have for your character
            (No spaces or symbols, and up to 8 characters in length)
          -Choose which attribute of the character to edit by
           pressing the letter corresponding to the attribute, then edit
           the attribute by pressing the + key to increase or the - key to
           decrease.
             -Strength: Number from 5 to 18 representing the character's
                    strength in a fight
             -Skill: Number from 5 to 18 representing the character's
                    skill in a fight
             -Dexterity: Number from 5 to 18 representing the character's
                    dexterity in a fight
             -Gold: Amount of money the character will start with
          -Press ENTER when finished with each trait.
          -When you are done editing the character press ENTER once more
           and the game will begin.
     Retrieving a character and game :
          -Press the R key at the opening menu
          -Type the name of the character you wish to retrieve the same way
           it was typed when the character was created, followed by the
           ENTER key.
     Sound setup for the game :
          This option allows you to use the PC-speaker for music if you
          have an ADLIB compatible sound card, and to enter the game with
          the sound off.
          -Press the O key at the opening menu
          -Press either Y for yes or N for no at the two questions you will
           be asked. If you wish, you can press O again from the opening
           menu to change your choices.

In the game :

Once in the main part of the game you will find a number of "windows" on the screen: a view window showing what your character can see at the top left; a fight window that shows an enemy when in a fight at the top right; a small rectangular dialogue window that shows conversation and messages at the middle right; a menu window that gives your options at any time in the lower left; a status window that shows your vital statistics in the mid bottom; and an item window in the lower right that shows your characters armor, weapon, shield, and other items.

Movement:

Moving the character is accomplished by pressing the arrow key corresponding to the direction you wish to move the character. When the character is moved over a town, cave, door, stairway, or temple the game will ask if the character is to enter. To leave a town just walk out of the town and the game will ask if the character should leave the town.

View Window :

The view window is located at the top left of the screen. It displays the area around the character that the character can observe at any point in time. In caves this area is smaller due to the absence of light (though it can be increased by use of magic or a torch).

Fight Window :

The fight window is located at the top right of the screen. It shows the enemy that the character is fighting during a fight, otherwise it just shows a picture of the name of the game.

Dialogue Window :

The dialogue window is located at the middle of the right side of the screen. It shows anything that an other person in the game says to the character, any questions that the game has of a yes or no type, and shows the events of a fight.

Menu Window :

The menu window is located at the lower left of the screen. It gives the options you have at any time in the game, and the keys corresponding to those options. The menus are fairly self-explanatory, and no harm can come from experimenting. The only time in which the options cannot be found in the menu window are when a question is being asked of the player in the dialogue window (see above), in which case the user must answer that question. The game will automatically display either the normal or the fight menu depending on whether the character is in a fight; the item and magic menus will only be displayed if the user chooses to either use an item or cast a spell from either of the other two menus.

Normal menu:

S......SOUND : Press the S key to toggle sound on and off

T.......TALK : Press the T key to talk to an other character
            in the game (Your character must be facing the
            other)
L.......LOOK : Press the L key to look for hidden items around

the character
U...USE ITEM : Press the U key to use an item that the character
has in possession
(will bring up the item menu)
C.CAST SPELL : Press the C key to cast a spell that is at or
under the character's level
(will bring up the magic menu)
M.......CAMP : Press the M key to have the character camp for the
night (regains some hit points and magic points)
V.......SAVE : Press the V key to save the character at the current
position in the game.
R...RETRIEVE : Press the R key to retrieve a character that has
previously been saved, then type the characters name
Esc.....QUIT : Press the Esc key to quit the game

Fight menu:
S......SOUND : Press the S key to toggle sound during a fight
U...USE ITEM : Press the U key to use an item during a fight
(will bring up the item menu)
C.CAST SPELL : Press the C key to cast a spell during a fight
(will bring up the magic menu)
F......FIGHT : Press the F key to take a physical swing at the
character's enemy in a fight
R........RUN : Press the R key to attempt to run from a critter
during a fight.

Magic menu: A spell will only be shown if the character is of
high enough level to cast it and has possession of a
spell book. The numbers that will be next to the
options are the number of magic points that are required
to cast the spell. Spells sometimes malfunction, do
nothing, or miss their target.

N......NONE : Press the N key to cast no spell

H......HEAL : Press the H key to heal the character
(restore some hit points)
I....INJURE : Press the I key to injure an enemy in a fight
(decrease enemy's hit points)
S....SHIELD : Press the S key to increase the character's
defensive rating
L.....LIGHT : Press the L key to illuminate a cave system

G.LIGHTNING : Press the G key to cause lightning to hit the
character's enemy in a fight
U....UNLOCK : Press the U key to unlock most locked doors
(Ones the character can not walk through)
F.......FLY : Press the F key to levitate to cross barriers

5

(water, mountains...)
P.....SLEEP : Press the P key to cause the character's enemy to
fall asleep during a fight
Z....FREEZE : Press the Z key to freeze the character's enemy
during a fight
A......ACID : Press the A key to cause the character's enemy to

be drenched in acid

K......KILL : Press the K key to kill the character's enemy in
            one shot

Item menu: Items will only be shown if at least one is in the
          character's possession.

N.......NONE : Press the N key to use no item

W......WINGS : Press the W key to use wings which cause the
              character to fly for a while over obstacles
                (water, mountains...)
F...FIRE.JAR : Press the F key to throw a fire jar at an enemy
              during a fight.
              (The jar douses the enemy with flames)
C...CURE.PO. : Press the C key to have the character swallow
              a curing potion
              (Raises hit points to the maximum according to level)
D......DARTS : Press the D key to throw a pouch of magic darts
              at an enemy
T......TORCH : Press the T key to light a torch to illuminate a
              cave or temple
M....COMPASS : Press the M key, followed by the name of a town
              and the compass will tell how far, and in what
              direction, the named town is from the character.
Status Window :
    The status window is located at the middle of the bottom of the
    screen. It shows the vital statistics of the character being
    played.
  Items in the status window:
   Food   : Amount of food that the character has remaining;
               No food causes loss of hit points
   HitPoints   : A number corresponding to the character's health

   MagPoints   : A number corresponding to the characters's remaining
               magic energy
   Experience : A number representing the characters fight
               experience
   Gold   : The amount of the character's gold (money)

   Level   : The character's level (based on experience)

   Strength   : The character's strength when healthy

   Skill   : The character's skill in combat when healthy

                              6
   Dexterity   : The character's dexterity when healthy

Dialogue Window :
    The dialogue window is located at the middle of the right side
    of the screen. It will display any questions that the program
    has, anything that an other character in the game says to you,
    and it will give you messages on what is happening during a
    fight.

Item Window :
   The Item window will show the items that the character being
   played has obtained, including weapon, armor, shield, potions,
   and other items of use.
   Weapon:
   can be bought at a sword store in a village; increases the
   characters attack advantage. The greater the expense the better
   the weapon.
   Armor:
   can be bought at a sword store in a village; increases the
   defensive abilities of the character. The greater the cost the
   better the armor.
   Shield:
   can be bought at a sword store in a village; increases the
   defensive abilities of the character. The greater the expense
   the better the shield.
   Other items:
   Other items can be bought at a magic store in a village or found
   at other locations in the game.

Parts of the game:
   Towns: Towns are represented by a picture that looks like a few
         small houses. When the character is moved over the picture
         the game will ask if the character should enter the town; answer
         this question with Y for yes or N for no. Once in the town
         the character can enter many buildings by moving over the
         doorway.

   Magic store : sells items for the character to use
   Sword store : sells weapons, armor, and shields
   Inn   : permits the character to sleep for a fee in a
                 comfortable bed and thereby gain all possible
                 hit points and magic points for the character's level.
   Pub   : sells food to the character
   Other buildings : mainly private residences.

   Caves: Caves are represented by a picture that looks like a mountain
         with a hole in it. When the character is moved over the
         picture the game will ask if the character should enter the
         cave; answer this question with Y for yes or N for no. Once
         in the cave the character will probably want to light a torch
         or cast LIGHT in order to see.

7

         Caves often contain items of interest such as piles of gems and
         chests of gold which the character can pick up to obtain wealth.

   Temples:Temples are represented by a picture that looks like a pyramid.
         when the character is moved over the picture the game will ask
         if the character should enter the temple; answer this question
         with Y for yes or N for no. Once in the temple the character
         will probably want to light a torch or cast LIGHT in order to
         see.

         Be cautious when you exit a temple, though, the character's

location may be much removed from where you would expect.

Other NGS games in the works as of February 13, 1993:

 1: Realm Quest 1:   16 Color EGA/VGA graphics
                Control a party of 4 characters
                Fight many monsters at the same time
                Sound card support
                (Nearly done)

 2: Mega Quest 1 :   256 color VGA graphics
                Smooth, full screen scrolling
                Huge fractal generated world
                Multitudes of spells and items
                Control a party of characters
                Fight multiple monsters at the same time
                Sound card support
                (partly done)

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¦   DISCLAIMER   ¦   ¦
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shall be brought only in a STATE or FEDERAL COURT of competent jurisdiction
located in Clallam County, Washington. The parties hereby consent to in
personam jurisdiction of said courts.
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¦            DISTRIBUTION        ¦
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   The program "SWORD QUEST 2" version 1.0 is a shareware program. You are
encouraged to copy and distribute this game to friends, BBS's, distributors
and others provided that the files listed below are included, unaltered, and
together.

Files to be included:

QUEST2 .DOC QUEST2 .EXE QUEST2 .IMP Q2SCENE .PUT Q2TILES .PUT
Q2ARM .PUT Q2ITEMS .PUT Q2CAVES .INT BUILDING.BLD INTSQ2 .INT
DRAGS .INT Q2SONG .SNG

(Other files may be added by distributors and BBS's, but none listed above
may be removed)

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+-----------------------------------------------------------------------+
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¦         REGISTRATION and INCENTIVES        ¦
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   If you like the game please send a registration fee of 12 United States
Dollars in the form of a check made out to Erik Badger to the address below
                        ~~~~~~~~~~~
        NGS Software
        C.O. Erik Badger   (DMFF02B on Prodigy)
        241 Avellana Road
        Sequim, WA 98382
        U.S.A.

 (Be sure to include your address and the version number of the game)

In return you will receive a personalized code that will enable you to view
a map of the world or which ever cave system the character being played is
in. The character's location will be indicated, along with that of important
landmarks and items. You will also receive a code to create a character
that is practically immortal, and a number of hints on how to survive in the
world of Sword Quest 2. If you have previously registered Sword Quest 1
for 12 United States dollars you need only send 10 United States dollars to
register for Sword Quest 2. If you wish to register for both Sword Quest 1
and Sword Quest 2 at the same time send only 20 United States dollars.

What you get for the $12
  -Personalized code to display world and cave maps during the game
  -A code to create a nearly immortal character
  -Hints on how to play the game successfully
  -Discount on registration of Sword Quest 1
  -Letter when NGS Software releases its next game
  -A load off of your conscience

Bugs, Questions, Ideas :

Any bug reports will be greatly appreciated along with ideas for improvements.

I will try to answer any questions you have, provided you have registered the game. I can be reached at the address above.