

Infinity Quest Demo

A user's manual

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The story

In a faraway realm, long ago, lived Prince Argonn of Enthuriel. A benign and well-loved ruler, his only flaw was his pride. He kept boasting of himself as the best warrior in all of the land, and none dared to dispute him. He might well be right: he was such a good shot that never missed his target, and his sword could cleave most opponents in two at a single blow.



Prince Argonn

In a remote corner of the kingdom of Enthuriel lived an evil sorcerer by the name of Karvarel. Karvarel found himself irked by the Prince's vanity (not to mention his insufferable habits of kindness and generosity) and decided to teach the young man a deadly lesson. Enlisting help from the Nether Realms, the sorcerer magically built a great complex in some alien dimension. He filled it with diverse servants of evil, in such numbers as to utterly overwhelm any mortal. To give the Prince a fighting chance, however, Karvarel also scattered various items of helpful magic here and there on the levels.

One morning, as Prince Argonn was once again boasting to his bored retainers of his mighty prowess at arms, the world around him grew suddenly pale and vague; the next instant he found himself magically transported to Karvarel's complex. "Welcome!" the sorcerer's cruel voice mocked him.

From everywhere Prince Argonn looked, foul monsters were emerging from their lairs and converging upon him, intent on his slaughter. He drew his sword, limbered his bow and, muttering a prayer, set bravely forth, to escape or perish...

The menus

There are 5 menus in Infinity Quest Demo. The first menu is the standard **Apple** menu. The "About Infinity Quest Demo" item shows the credits for the game, along with information on how to order the full version of the game. The second item is "Help", which will present a summary of the information found here. Just click on the appropriate buttons.

The **File** menu contains the various operations you may do on game files. Choose the **Open** option to open a game file (in Infinity Quest Demo, you may only open the game files "Boot Camp" and "Argonn's First Quest"). Its title will be displayed in the board rectangle. To start the game, use "New game" under the **Game** menu. Once a file has been opened, you may choose the **Close** option at any time to close the file. If you are in the midst of a game, you will be asked to confirm your decision.

Quit exits the program altogether.

The **Edit** menu is for use with DAs only.

The **Game** menu contains the commands you may want to use while playing.

Start a new game will start a game using the current game file.

Save game will save the game you are playing into a Saved Game file, which allows you to stop playing and pick up a game later.

IMPORTANT NOTE: the state which is saved in the Saved Game file is *not* the current state; it is, rather, the player's state at the *beginning* of the current level. The **Save Game** command may be used at any time; the program remembers your status and updates it only when you progress from one level to the next.

Restore a saved game will change your status to conform to the information found in the Saved Game file you specify. You will begin at the start of the appropriate level. Note that you cannot use a file saved under game "A" with game "B".

Restart this level will let you restart at the beginning of the level. This is useful if you've painted yourself into a corner. Only cowards abuse this privilege!

Set game parameters allows you to modify several parameters of the game.

You may select an overall sound volume. There are also check boxes to control classes of sounds, but they are dimmed, since Infinity Quest Demo does not play sounds, unlike the full-featured version of Infinity Quest. You may also select the Playing Speed, which specifies how much time is allowed between moves (if you have not moved by that time, you automatically make a pass move; see "Moving and Fighting"). The speed goes from Very Slow (10 seconds between moves) to Very Fast (0.5 second).

Monsters are normally animated, in that they "glide" when moving from one spot to the other. The game will speed up a bit if you uncheck this option, but it won't look as good.

You may wish to slow down the animation, if your machine has a fast processor; click on the appropriate check box.

Finally, there is an option for those who find they have a tendency to make moves too fast for the game to follow. Check the "1 move at a time" box, and the game will disregard any clicks or keystrokes you've made before it's ready to receive another command. This option makes the interface somewhat clumsy; use it only if you must.

See Legends shows you the High Scores file associated with the current game file. The High Scores records the 10 best scores, together with the player's name and the date of the achievement.

The **Pause** menu has a single option that reads "Pause game" while the game is being played. If you do pause the game, the board rectangle will become a uniform dark gray and the Pause menu option will read "Resume game". Choose it to begin playing again.

The display

When Infinity Quest starts, it puts up a large rectangle in a frame, at the left of the screen. This is the **board rectangle**. During a game, it displays your view of the level. Prince Argonn is always at the center of the board display, which is 13 squares high and 13 squares wide. At the start of every level, the board rectangle will display the title & information for that level.

When a file is open, but a game hasn't started, the board rectangle will indicate the name of the open game file.

The right side of the screen is blank until a game is started. It will then display your current score, your current Life points, and the contents of your pack. If and when you gain a magic weapon or shield, its picture will appear. Likewise, while you are under the effect of a magic item, its picture will be shown. The lower right area of the screen is used to display messages.

Identifying things

Infinity Quest can be somewhat confusing to play, given the number of different monsters and objects. If you should wish to identify a given object, simply hold down the **shift** key and bring the cursor onto the board display. The cursor is now a question mark. Click on any object or monster on the board, and a little window will appear, identifying it (i.e. "A wall", "An orc (Life =3)", "A bomb"). The window disappears when you release the mouse button. You can also identify objects you've gathered in your pack.

The basics

Your task in Infinity Quest Demo is simple: survive the attacks on your person and manage to find the exit to each level. Once you reach it, you will be transported to the next level in the game. When (or if) you reach the last exit, you win the game.



The Exit

When you are attacked, you will lose Life points. You start with 500 at the beginning, but they go down pretty fast. Obviously enough, monsters will deal out damage if they hit you. Certain traps also cause damage when you step on them. Worse still, the very air you breathe in these dungeons is poisonous. Every 5 turns, you lose 1 life point. Life points, fortunately, may be replenished, by consuming healing potions.

You are not defenseless against monsters; your two basic weapons are your sword and your bow (you have an unlimited supply of arrows). The sword does 2 points of damage per hit, the arrow only 1.

Several types of magic objects exist: they are usually defensive (making you invisible or invulnerable, say) or offensive (bombs, for instance). All different items will be covered in detail later on.

Scenery in Infinity Quest is quite complex and includes various types of doors, walls and traps. Teleporters and gates will shift your location magically. Each kind of scenery is fully detailed further below.

Monsters

All monsters, unless otherwise stated, converge relentlessly on Prince Argonn. If there is no "straight line" to their target, they will remain temporarily stymied, but will eventually move closer. Since they are not very intelligent, it is possible to use their unimaginative movement to your advantage. *Remember that all monsters are inactive until they appear on the screen.*

Some monsters are **generated**: certain objects on the level will produce an endless stream of those monsters, until they are destroyed. The major strategic objective of any level is normally the destruction of these generators. All generated monsters come in 3 different strengths: they will have 1, 2 or 3 Life points. The stronger types will do more damage when attacking (example: 1-Life Orcs do 3 points, 2-Life Orcs 6 points, and 3-Life Orcs 9 points). Generators likewise have 1, 2, or 3 points. All generated monsters and generators are vulnerable to all forms of weapons, except **Poison**. Poison does not affect ghosts, or any type of generator.

The following monsters are generated.

Ghosts are shades of the evil dead. They arise from **Ghost Generators**: piles of bones on the floor. A ghost will touch you, deliver damage, and forever vanish, its anti-life force exhausted. Ghosts do 5, 10 or 15 points of damage when they hit you. Ghosts, being undead, are not affected by poison.



Ghosts & Ghost Generators

Orcs are uncouth humanoids, stupid but strong. They wear shields and carry spears, which they are too incompetent to throw. Orcs are created by **Orc Generators**, which appear as round thatch-roofed huts. Orcs do 3, 6 or 9 points of damage when they jab you with their spears.



Orcs & Orc Generators

Devils are native to the Hells and possess the power to hurl fireballs at you. If a devil is in clear line of sight, it will cast a ball of fire which unerringly hits and delivers 10 points of damage. Otherwise, it will advance, seeking to get into a straight line of fire. If a devil is next to you, it will instead attack with its great pincers, doing 3, 6 or 9 points of damage. Devils issue from small pagoda-like temples (**Devil Generators**).



Devils & Devil Generators

Imps are cousins of devils; they are more dangerous than they look. Imps do not have power over fire, but carry bagfuls of Hellstones, which they will almost constantly (80% of the time) lob at Prince Argonn, passing over any obstruction save the Void. Hellstones do 1, 2 or 3 points of damage. Imps will wander if they are not in a clear line of fire, but are cowardly and will retreat if you approach too closely. They cannot fight hand-to-

hand and will let themselves be slain at close quarters. Imps emerge from **Imp Generators**, which are conical ziggurats.



Imps & Imp Generators

Bats are relatively minor opponents. Being completely unintelligent, they simply flap about randomly, unless they find themselves next to you, in which case they attack, causing 1, 2 or 3 points. **Bat Generators** look like caverns in the ground.



Bats & Bat Generators

The following monsters may all have between 1 and 16 Life points.



Death

Deaths are agents of the Grim Reaper itself. Wrapped in gray cloaks from which only the glow of their eyes emerges, they will converge upon Prince Argonn and attempt to slay him with blows from their scythes. Each such hit does 20 points of damage. Deaths cannot be damaged by normal arrows, while a magical arrow does only 1 point of damage to a Death. They are also not affected by bombs. Being undead, they take no damage from poison. A sword blow, fortunately, does them normal damage.



Dark Knight

Dark Knights are Prince Argonn's antithesis. They patrol the levels, and will challenge him to fight them. Blows from their unholy flails do 12 points of damage. Dark Knights are vulnerable to all weapons.



Specter

Specters alone of all monsters possess an uncanny ability: when there is an obstacle between a Specter and its prey, it will pass through it (in effect, teleport beyond it). This makes it very difficult to escape them. They will be held back by a double thickness of walls or by the Void. A Specter's chilling touch does 15 points of damage. Specters are vulnerable to swords, magic arrows and bombs.



Thorn Tree

Thorn Trees cannot move; however, they will scratch Prince Argonn with their thorns should he come next to them, causing 4 points of damage. Thorn Trees are invulnerable to all forms of arrows, which get harmlessly tangled in their branches. However, the blast from a bomb's explosion will uproot and destroy a Thorn Tree, regardless of its Life points. Other weapons work normally.



Blob

Blobs are gigantic amœbæ. Their caustic touch does 6 points of damage. When not next to a victim, they may wander about randomly, or may divide in two. The two resulting blobs have only half the Life points of the original, fortunately. Blobs are not hurt by arrows, which bounce off their elastic hide. All other weapon effects are normal.



Tricorn

Tricorns are mysterious beings who have harnessed the power of the lightning. They will move toward Prince Argonn, and when sufficiently close will fire a bolt of electricity at him. The bolt does 6 points of damage.

Should they fight hand-to-hand, they will do 5 points. They may be killed by any weapon.

These last two monsters have only 1 life point.



Floater

Floaters are unintelligent life forms, appearing as airborne men-o-war (jellyfish) of great size. They are full of flammable gas. When one is hit, it immediately explodes; if Prince Argonn happens to be next to the explosion, he will take 10 points of damage. Floaters may also explode spontaneously when next to him (20% chance per turn). Otherwise, they wander at random, pushed by the air currents. Floaters are damaged by all weapons.



Negaton

Negatons are negative energy beings. They appear as featureless holes in space, through which the false stars of the Void are seen to shine. Negatons will converge upon Prince Argonn. As soon as one touches him, it delivers 25 points of damage and vanishes. Negatons cannot be damaged by anything, save for magical arrows; a magic arrow will disintegrate upon contact with a Negaton, destroying the creature in the process.

More about generators

Generators exist for ghosts, orcs, devils, imps and bats. They all function on the same principle.

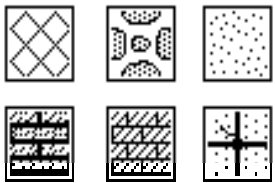
When a generator appears on the screen (and ONLY then), it will generate monsters. A given generator has a set frequency, which varies between 0.1 and 2. A frequency of $1/4$, for example, means that each turn, there is a one in four chance that a monster will be generated. A frequency of 1.5 means that at least one monster is generated, and there is a 50% chance of a second one.

When a monster is generated, it appears on an empty square directly adjacent to the generator; that is its only action for that turn. This square need NOT be visible on the screen: if the generator is at the outer corner of the board rectangle, as many as 5 adjacent squares will not be visible to the player, but will still be available to create monsters in.

A given generator will always generate the same kind of monster, at the same frequency, regardless of any damage it takes, until it is destroyed. There is no link between the strength of the generator and the strength of monsters it generates. A 1-Life ghost generator may generate 3-Life ghosts, for example.

Scenery

Most squares on the board will be **Floor** squares. There are no hidden traps or invisible monsters in Infinity Quest, so you can be sure that what looks like a floor is a floor.



The 6 floor types

Most other squares will be **Wall** squares. Walls exist in many varieties.

Normal walls are big blocks of stone. You cannot move or damage them (except with a **Passwall** wand, which will destroy one wall). You may not move or fight diagonally around a wall square, although you may shoot.

Some walls are **damaged** or **crumbling**. Those may be hit with sword or arrow (they have 2 "life" points at each step) and will eventually crumble to nothing.

Some walls are **damageable**; these appear normal, but if you hit them, they turn into damaged walls.

Another type of wall is the **trapped wall**. When a **trap** (see below) is set off, all trapped walls connected to it will disappear. Trapped walls appear just like normal walls.

Pillars are like walls, except that they allow moving diagonally around them. **Broken Pillars** are like Pillars, except that you may shoot through them (over the broken-off stump of column).

Moveable Walls allow you to move and shoot diagonally across them. If you place yourself adjacent to a moving wall, and move in its direction, you will push it forward by one square.

The last type of wall is the **sealing wall**. Those are the walls that seal off the level from the surrounding void. They are actually Void squares, but they appear as (indestructible) walls. Those walls may not be destroyed or altered in any way. A sealing wall may be found within a level as well, and will serve to block Specters and Imps.



Walls (normal, damaged, crumbling, moveable) & Pillars

Doors are of several types. They open and close when you walk onto them and walk out. Doors with a diagonal band are **locked**, and require a key to be unlocked. Doors may never be re-locked. Some locked doors disappear after they're unlocked. **One-way doors** may only be entered and exited from the correct directions. This does not apply to fighting or shooting.



Doors: normal, locked, disappearing & one-way

Traps come in three varieties.

Standard traps make **trapped walls** (see above) disappear; they come in four types, none of which is distinguishable from the others. Only trapped walls of type 1 will vanish if a type 1 trap is stepped on.

Damage-causing traps inflict 5 points of damage every time you walk on them. Once you have moved onto one, you will not take further damage unless you leave and come back.

Paralysis traps cause you to stand unmoving for 2 extra turns while monsters attack you.



Standard, damage-causing & paralysis traps

When you move onto a **teleporter**, it will move you to a random square adjacent to the closest teleporter. If there is more than one teleporter at the same distance, one is chosen at random. You will not be transported onto an object, but you may appear in the same square as a monster. This will cause it to be destroyed. Note that teleporters block diagonal actions, in the same way as walls.



Teleporter

Gates send you to a predefined destination, which may be in a part of the level you can't see from your current position. You may arrive on top of an object or monster when using a gate: unlike what happens with teleporters, the object or monster is NOT destroyed, but will reappear once you move off its square.



Gate

The **Void** is cosmic emptiness. You will usually see it surrounding a level, but there may be enclaves of Void within a given level. It is impossible to move onto the Void, and the Void blocks the shots of Imps as well as the teleporting abilities of Specters. Void never nakedly contacts an area of floor. **Sealing walls** always surround any patch of Void (see above). An isolated square of Void on the level will thus appear as a sealing wall. It will act as a Void, however; in particular, it will not be subject to a Passwall wand.



The Void

The objects

As you travel through the levels, you may find various useful items. To take an item, just walk onto it. Some items will have immediate effects; others may be retained (up to 3 bombs or wands at a time, and up to 8 keys, may be in your pack) and used later. Note that when your pack is full, you may NOT walk onto an object's square!

Treasure consists of a pile of gold on the floor. Amazingly enough, you can gather as much of it as you want and it will not fill your pockets. Treasure serves no purpose except to increase your score (each pile you gather gives you 100 points). Of course, if you leave it there, it will block monsters...



Treasure

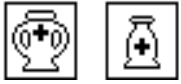
Keys are used to open locked doors and chests. You can only have 8 keys at a time. If you are full of keys, you will not be able to walk onto a square that contains a key.



Key

Healing potions are found in jugs bearing a cross symbol. They will restore 100 Life points when drunk.

Healing Salves come in small bottles; they restore 25 points of Life.



Healing Potion & Salve

Unknown potions are potentially dangerous. They come in three varieties, but those cannot be distinguished from one another. The good variety will cure 25 to 175 points of damage (this amount is determined randomly at the time you drink it). The neutral variety may cure up to 75 points, or hurt you for as much as 75 points. The bad variety takes away between 25 and 175 life points.



Unknown Potion

Poison is found in large jars. If you drink a jar of poison, you will lose 50 Life points. It is a much better idea to shoot a jar of poison, which will then release a cloud of poison gas in a 5-by-5 area. The gas will cause 3 points of damage to all monsters, except undead. Generators will not be affected. If you are caught in the cloud, you will take 20 points of damage. The cloud instantly dissipates.



Poison

A **Cloak of invisibility** will be worn as soon as you walk on its square. Monsters will not see you, although they will sense your presence if you are next to them, and attack. Specters are the exception: their unearthly senses allow them to perceive you even while you wear the Cloak. Invisibility only lasts for 12 turns.



Cloak of Invisibility

An **Amulet of invulnerability** prevents you from taking any damage whatsoever, although paralysis traps still affect you. Its effects last 15 turns.



Amulet of Invulnerability

Magic arrows come in quivers of 10. They are automatically shot (you cannot choose to use a normal arrow instead) until they are gone. Their effects are detailed under "The weapons".



10 Magic Arrows

Bombs are quite useful. You can fit up to three of them in your backpack. A bomb may be fired at any time, on any square you can see. It does damage in an area that varies according to its type. Normal bombs do damage in a 5-by-5 square. **Improved bombs** have a 7-by-7 area of effect, and **super bombs** do their damage in a 11-by-11 square!



Bombs

Passwall wands may be used only once, to obliterate any one wall square in sight (except **sealing walls**, see above). They will also destroy pillars.



Passwall Wand

Wall-making wands will create a normal wall on an empty floor square. The wall will not be moveable or damageable.



Wall-making Wand

Speed potions will allow you 2 actions each turn before monsters react. The effects last 12 turns.



Speed Potion

Chests require keys to be opened. They may contain anything from the above list. They always contain something.



Chest

The **Magic Shield** is a potent object. Once obtained, it is kept throughout the rest of the game. It reduces all damage from hits by a quarter. Poison damage of all kinds, and damage inflicted by traps, are not diminished. The protection is rounded down: for example, if you are hit by a fireball (normal damage = 10) the shield absorbs 2 points (not 2.5 or 3) and you take 8.



The Magic Shield

The **Holy Sword** will increase the damage you do to 3 points. Like the Magic Shield, it is kept for the remainder of the game.



The Holy Sword

The **Elven Bow** makes your arrows do 2 points of damage instead of 1. There is no bonus for using it with magic arrows. Like the Holy Sword and Magic Shield, you will retain it once you've gained it.



The Elven Bow

Moving and Fighting

In Infinity Quest, movement is alternating; first you move/fight, then it's the monsters' turn. Certain things can alter this sequence; if you are speeded, you will make 2 moves for every one of the monsters'. If you are paralyzed, you will be prevented from reacting for 3 turns.

Using the mouse

Your cursor is normally a sword. To move in one of the 8 directions, simply click on the board and you will advance by one square in that direction. If an obstacle bars your way, you will not move. If you are adjacent to a monster or a damageable wall, instead of moving, you will hit it with your sword. If you kill a monster, you do not advance into its square.

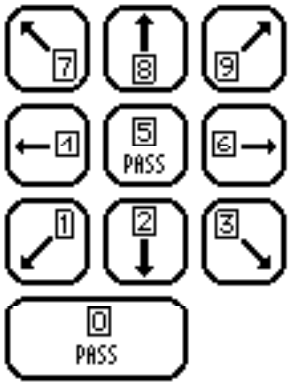
Holding down the **Option** key changes your cursor to a bow. Click it in one of the 8 directions to fire an arrow in that direction. An arrow will travel until it hits a wall, a monster, or certain objects.

If you click on yourself, regardless of the cursor type, you make a "pass" move. That is, you do nothing and allow the monsters a free turn to react.

When your backpack contains something, clicking on a slot with the cursor means you want to use that object. The cursor will change to a target display, and you will have to choose a target square on the board. If you do not want to use the object, click outside the board and the operation will be cancelled.

Using the keyboard

Rather than constantly clicking on the board display, you may well prefer to use the keyboard (this is in fact the recommended way to play the game). Instead of clicking to indicate the direction in which you wish to move, fight or shoot, hit one of the number keys on the keypad. They correspond to the directions in a fairly intuitive fashion, thus:



It is not possible, however, to command bombs and wands from the keyboard: the mouse must still be used for those.

Time

Infinity Quest is not an arcade game. However, you do not have unlimited time for moves; a speed parameter specifies how much time may elapse before you are required to move. If you have not made a move by that time, you are assumed to have made a passing move.

The weapons

There are four weapon types you can use against monsters. Each affects them differently.

Your **sword** is the default weapon. It does 2 points of damage when you swing it. If you gain the **Holy Sword**, you will do 3 points of damage per hit thereafter.

You also have a **bow**. Your arrows go far, but only do 1 point of damage. Should you gain the **Elven Bow**, the arrows you shoot (you have an infinite supply) will do 2 points of damage. Your arrows always hit their mark.

You may gain **Magic Arrows**, which come ten at a time. Those missiles will normally do 3 points of damage to everything they touch, and they will continue on their path after destroying monsters! There are a few exceptions—see the "Monsters" section.

You may use **bombs** on the monsters, after finding them and putting them in your backpack. Bombs do area damage, 3 points at the center of their range, decreasing to 2 points, then 1 point. Look under "bombs" for details.

The last weapon type is **poison gas**. Poison gas is released, in a 5-by-5 cloud, when you shoot a jar of poison. The poison will do 3 points of damage to all monsters (except undead) within the cloud, but will not damage any generators. See also under "poison".

Shooting arcana

While moving and fighting are straightforward in Infinity Quest, shooting is a little bit more complex. When an arrow is fired, it travels in a straight path in one of the 8 directions, until it is stopped by an object. All objects (including monsters) stop arrows, with these exceptions:

- any form of **trap**
- **exits**
- **broken pillars**
- **keys**

When an arrow hits an object, different things happen.

Monsters, of course, take damage and may be slain.

Damageable walls will take 1 point (or 2 if you're wielding the Elven Bow).

Potion bottles will smash and their contents will be wasted.

Poison jars will smash and release a cloud of poison gas.

Bombs will detonate, although with a smaller area of effect than normally. A shot bomb detonates like a bomb of the next-lower class. Normal bombs, when shot, explode in a 3-by-3 square doing 2 points of damage at the center of the explosion (no monster will be there to take the damage, of course) and 1 point along the outer edge.

All other objects will be unaffected by the arrow, which merely stops there.

Magic arrows work a bit differently. If a magic arrow slays a monster or destroys a wall, it will continue on.

However, smashing a jar or bottle, or detonating a bomb, does stop a magic arrow.

Strategy tips

Playing Infinity Quest is an exercise in strategy, rather than hand-eye coordination or reflexes. Every level will demand a different approach, but some general principles may still be stated. Of course, clever level designers may create levels where these strategies are not the ones to follow...

Generators

Dealing with generators is the fundamental technique of the game. To avoid having generators generate zillions of opponents, never get close to them. Don't forget that generators don't operate unless they are close enough to be seen. The basic technique is to advance until a generator just becomes visible. At that point, if no monster blocks your sight, fire at it. If a monster is generated and moves into your line of fire, retreat one step. The monster will follow, and you can shoot it at your leisure: the generator, being out of range, isn't working.

Once you've shot the monster(s), take a step forward, and try again. Unless the generator is running at a frequency of 1 or more, there will be turns when no monster is generated to block your line of fire. You only need a few opportunities for a clear shot to destroy the generator.

Diagonals

Walls block movement diagonally across them, but you may shoot in those directions. This is very useful when you encounter diagonal walls, which allow you to shoot monsters at no risk to yourself, except if they can shoot back.

Additionally, diagonal shooting is very useful at the edges of straight walls. If you position yourself at the opening in a wall, you will be able to get a free shot at monsters that move along the wall toward you. This is often an important tactic.

Finally, it is often better to approach a generator diagonally, as generated monsters do not tend to move in front of it, therefore leaving you plenty of clear shots...

Adjusting your speed to the game

Keep in mind that Infinity Quest is not an arcade game—and the Macintosh is not a Nintendo. It takes a moment to react to each move you make. If you click or type too fast, you'll get ahead of the game. You can't "take back" a move you've already made, so don't try; it'll only get worse. If you find yourself getting nervous and falling into this trap, set the playing speed slower and force yourself to pause before each move, and/or use the "1 move at a time" option in the Game Parameters dialog.

Good luck, Prince Argonn...

Appendix: System 7

If you don't have System 7: Infinity Quest Demo will run under MultiFinder as well as under Finder.

If you have System 7: Infinity Quest Demo is **7.0-aware**, which means that it will run correctly under System 7. However, it is not **7.0-friendly**, meaning that it does not incorporate balloon help and all the niceties that go along with Apple's new system. Inasmuch as it is a game, this is not a severe limitation...