

# Thayer's Quest™



## THE APPRENTICE WIZARD'S HANDBOOK

Thayer's Quest™

INCLUDES  
THE FIRST THREE KINGDOMS.  
THE SEQUEL WILL COVER  
THE FINAL TWO.  
(COMING SOON!)

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Welcome to the World of Thayer's Quest

Restoring the Relics of Quoid and defeating Sorsabal the Twisted will be a challenging task. We of the Council of White Wizards have compiled this tome of arcane knowledge to aid you in your quest.

Herein you will discover how best to use the magic of HALCYON in your journey through game. On such topics as getting and using items, wounding and healing, scoring and ranking, you will find ample explanation. Movement, inventory, and saving your game are covered as well. Moreover, there is a section on general gameplay strategy at the end. Essentially, this Handbook is intended to provide all the information necessary for you to begin your quest. Leave the mundane world behind ... welcome to the world of Thayer's Quest!

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## Getting Started

Read the Halcyon User's Manual completely before attempting to play Thayer's Quest.

To begin your quest, insert the Thayer's Quest cartridge. Place the headset comfortably on your head.

**IMPORTANT:** Be sure to insert the cartridge **BEFORE** you turn the power on. Inserting the cartridge **AFTER** the power is on may damage your HALCYON unit.

HALCYON will ask you if you want to play Thayer's Quest.

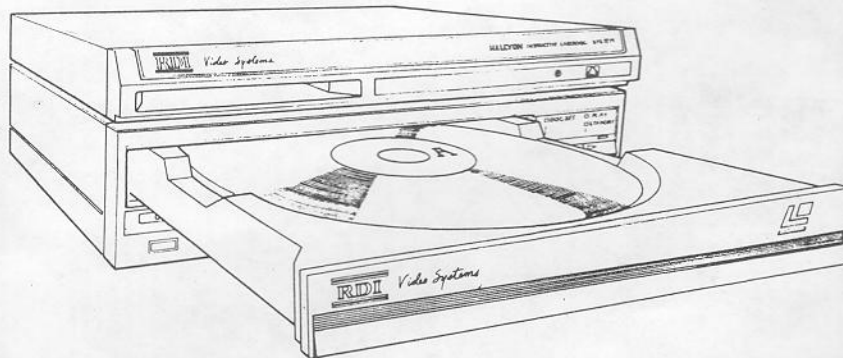
Say 'Yes', or press the YES key.



HALCYON will say: "If I have your voiceprint, please say your name or else press any key." If you have previously made a voiceprint for Thayer's Quest, speak your name clearly into the microphone. If you have not made a voiceprint, press any key on the keyboard.

If you press any key, HALCYON will ask you to spell your name on the keyboard and will pronounce your name back to you. It will then ask if you like the pronunciation. Answer yes or no.

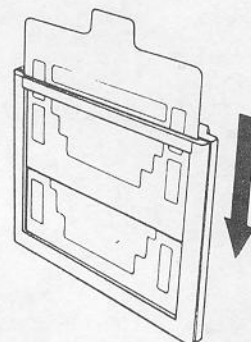
HALCYON will ask you to insert the videodisc for side one of Thayer's Quest. Side one is contained on Part 1, side A of the disc; side two on Part 1, side B. Insert the videodisc with side A facing up.



HALCYON will ask if you want to make a voiceprint, if you have not already done so. If you wish to control HALCYON by speaking, say

'Yes' or press the YES key and follow the procedure outlined in your User's Manual. If you want to use the keyboard only, say 'No' or press the NO key.

Place the Thayer's Quest overlay on the keyboard.



You will next see a brief title sequence ending with this screen:



You may now choose to begin playing the game, see a brief animated introduction, or a written history of the Five Kingdoms with an eight-minute narration. Enter the NUMBER of your choice, one, two, or three as appropriate.

The first time you play Thayer's Quest we recommend you view the Written History first, then the Introduction, and then begin the game. On subsequent plays, you will probably wish to 'Begin Game' immediately, with only occasional reviews of the Introduction and Written History.

#### Control the Action

Once you begin the game, you will see a sequence of action, followed by a screen such as this:



You now have the opportunity to directly control what Thayer does. Simply enter the NUMBER of your choice. HALCYON will immediately show you the result of your choice.

In the example above, if you select number '3', "Enter Castle", you

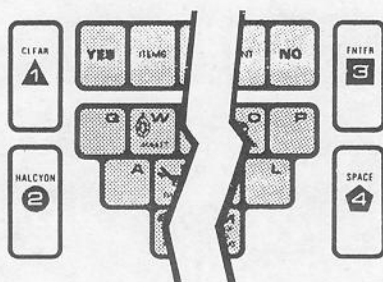
will see Thayer open the castle gate and walk inside. At the end of that sequence, the screen will freeze and present you with another choice - go upstairs or go downstairs, perhaps. If you choose 'upstairs,' you will see Thayer walk upstairs until he reaches another decision point, and so on.

Because Thayer's world is in a constant state of change, however, the same choice will not always lead to the same place or outcome. For example, if you should choose to "Enter Castle" a second time, the outcome may be different than before. A monster may lie in wait within the castle walls, or a princess, or a sorcerer who will magically send you someplace else. Thayer's world is not static. Dealing successfully with the changing environment is an important element in the successful resolution of Thayer's Quest.

Naturally, you should carefully consider your choices....some pathways are more dangerous than others!

IMPORTANT: The choices which appear on the screen are not necessarily the only choices available to you (see Acquiring Items and Using Items, below).

If you wish to select one of the options on the screen, say the number of the exit, or use one of the four large Exit Option keys.



### Acquiring Items

As you move through the game, you will have the option of acquiring some of the the following items:

1. The Moonstone Amulet
2. The Great Circlet of the Elder Kings
3. The Silver Medallion
4. The Crystal of Lothar (LOTHAR)
5. The Orb of Quoid (KWODE)
6. The Hunting Horn
7. The Bloodsword of the Elder Kings
8. The Crown of Wereden (WEERDIN)
9. The Black Mace

10. The Enchanted Long Bow
11. The Cold Fire
12. The Wood Elf Staff
13. The Daggar of Arne (ARN)
14. The Onyx Seal
15. The Talisman Scepter
16. The Golden Chalice
17. The Pentacle Coins
18. The Shield of Falworth
19. The Silver Wheat
20. The Spell of Seeing
21. The Spell of Understanding
22. The Spell of Release

NOTE: The underlined words are the ITEM NAME, the descriptions that appear on your keyboard overlay. When using the microphone, say only the item name to use that item.

The last three items, the spells of Seeing, Understanding, and Release will be given to you at the beginning of the game. You need do nothing to acquire these items.

The other items are different. As you move through each Kingdom, you will come across these items from time to time. If you wish to acquire an item, there are two ways of doing so.

1. If you wish to have Thayer pick the item up, simply enter item name.

EXAMPLE: Thayer enters the Crooked Tower. Laying on a table is the Great Circlet of the Elder Kings. If you want Thayer to pick it up, simply say "Great Circlet," or press the 'Great Circlet key.



If it is possible for Thayer to pick up the Circlet, you will see him do so.

It may or may not be possible to simply pick up an item. Some items are under lock and key, or are bound by magic. Occasionally, trying to pick up an enchanted item can be fatal!

If an item cannot simply be picked up, it must be acquired by using another item.

2. If you wish Thayer to use an item to acquire another item, enter the name of the item you want Thayer TO USE.

EXAMPLE: Thayer enters the Crooked Tower and sees the Great Circlet laying on a table. You remember someone saying the Circlet could only be obtained with the Spell of Release.

To use the Spell of Release, either say "Release" (the item name), or press the 'Release' key.



If using the Spell of Release is the correct way to acquire the Great Circlet, you will see Thayer doing so.

IMPORTANT: The option of picking up an item WILL NOT appear on the screen. You must decide if you are in an appropriate place to acquire an item and further, if it is safe to pick up, or if you should use another item.

You may always see what items you have in your possession by entering ITEMS. You may choose to see pictures of your inventory of items, or have HALCYON give you a verbal report.



#### A. Dropping an Item

You do not have an unlimited carrying capacity. If you try to exceed your limit, or if you are WOUNDED (see Wounding ), you may have to drop one or more items.

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To drop an item, enter DROP ITEM and then the item name.



Dropped items may be acquired again...if you can find them. They will not be where you dropped them.

#### B. Losing Items

Some items will be lost when you use them to acquire other items. For example, a character in the game may wish to strike a bargain, trading an item he possesses for one you possess. If you agree to the trade (that is, if you enter the name of the item you possess), you may lose that item from your inventory.

Items lost in this way usually may not be reacquired.

EXAMPLE: Druce, Thayer's mentor, tells him that magic spells may only be used once. Thus, when you use the Spell of Release to acquire the Circlet, the Spell of Release will be removed permanently from your inventory.

It is also possible for some unscrupulous characters in the game to rob Thayer of ALL his possessions. If you are unfortunate enough to run afoul of these individuals, your inventory will be reduced to nothing.

With the exception of the three Spells, all items lost this way may be recovered - if you can find them (the thieves will immediately hock all stolen items, so you won't be able to recover your goods from them).

#### Using Items

In addition to using items to acquire other items, you may use items to help you in certain situations in the game. There may be a locked door requiring a key, a gatekeeper requiring a toll, a monster requiring some quick swordwork.



If you want to use an item, enter the item name.

EXAMPLE: Thayer stands at the gate to the Castle of Dreams. The Gate is locked. You check your inventory and see you have the Black Mace. If you want Thayer to attempt to batter his way in, enter MACE.



You will see Thayer take out the mace and flail away. If Thayer is successful, the gate will open, and he may enter the Castle, if you want him to.

IMPORTANT: As with acquiring items, the option of using an item will not appear on the screen. You must determine if use of an item is appropriate, and if so, which one.

#### A. Losing Items

Using an item MIGHT result in its removal from your inventory.

EXAMPLE: Thayer batters down the gate of the Castle of Dreams, but the Black Mace breaks.

Items lost in this way can NOT be reacquired.

#### B. Using More Than One Item at a Time

If you wish to use more than one item at a time, enter COMBINE ACTION and then the item names. You may use up to six items at once.



EXAMPLE: The greedy innkeeper asks Thayer for three things of value. You would like to give him the Golden Chalice, the Silver Medallion, and the Orb of Quoid.

Enter COMBINE ACTION, CHALICE, MEDALLION, AND ORB OF QUOID.

You will see Thayer give the innkeeper the three items and the innkeeper's reaction.

**IMPORTANT:** The use of more than one item at a time is rare in Thayer's Quest. Most of the time, use of only one item is required.

### Keep on Your Toes

When the scene freezes and your choices appear on the screen, you will usually have as much time as you want to make up your mind. However, there will be occasions which require quick thinking.

Generally, if Thayer is being attacked, or is in danger in any way, you must quickly decide what to do, and act. If you fail to respond quickly, HALCYON will automatically show the result of your indecision....often unpleasant!

**EXAMPLE:** Thayer is being approached by a fire-breathing dragon. The scene freezes, showing these options:

3 Yell for Help

4 Run down left path

1 Run down right path

If you fail to make a choice after several seconds, the scene will change, showing the dragon incinerating Thayer.



Naturally, the invisible option of using an item is also available to you. In fact, there are rare occasions when using an item is the ONLY option.

EXAMPLE: The dragon approaches Thayer, spewing flames. The scene freezes, indicating that you must make a choice, but NO OPTIONS APPEAR ON THE SCREEN.

You must act quickly to decide which item in your inventory will best counteract the threat.

You remember acquiring the Bloodsword of the Elder Kings. Enter BLOODSWORD.



You will see Thayer drawing the sword and attempting to slay the dragon.

If you fail to act in time, the scene will unfreeze and the dragon will kill Thayer.

During these occasional fast-play sequences, only a movement choice or an item choice may be entered. You may not enter SCORE, SAVE GAME, ITEMS (Inventory), etc. This limitation applies ONLY to fast-play sequences; during these sequences, you must respond to the threat by moving or using an item.

At the end of all regular sequences, you may take as long as you want to make your choice, or you may use the other features of the game, such as hearing your score, saving the game, and so on.

### Scoring

As you move through the game, HALCYON will automatically keep track of your score. Your score is based on making wise decisions; choices which most efficiently lead to you a successful conclusion of the game will be rewarded with the highest scores.

Naturally, acquiring a Relic will score higher than getting lost in the Misty Moors. Information is vitally important to your success. Talking to the right person can be very important to your point total.

You may ask HALCYON for a report of your score by entering SCORE.



### Wounding

At the beginning of the game, Thayer is at full strength. He is at his maximum item-carrying capacity. This capacity is not unlimited; it is sufficient for Thayer to carry six or eight items at one time.

There are various situations in which Thayer may be wounded. Wounds affect the ability of Thayer to carry items. Large wounds may reduce Thayer's carrying capacity by a half or more. (After being wounded, you may only be able to carry three or four items...possibly even less).

If Thayer is wounded, HALCYON may ask you to drop one or more items before continuing (see Dropping Items, above). If you attempt to acquire additional items when wounded, you may be asked to drop items already acquired in order to do so.

When Thayer is wounded, his ability to withstand additional wounds is reduced. If Thayer sustains a large wound, or several light ones, he will be unable to survive another wound. If he is wounded while in such a weakened state, Thayer will die (see Dying, below).

### Healing

There are certain locations in the game which are places of healing. Visiting one of these locations will cure Thayer of all wounds and will raise his carrying capacity to its maximum level.

If wounded, it is advisable to find a place of healing as quickly as possible.

### Dying

Danger lurks everywhere. The results of an ill-considered choice - or an unlucky one - is death!

Thayer lives - and dies - by your decisions! He may die as a result of multiple wounds (see Wounding, above), or may be killed outright.

At the beginning of each game, you will have 3 lives. Each time Thayer dies, he will be magically reincarnated at some point in the

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game prior to his death. After Thayer's 3rd death, HALCYON will automatically show you a screen with your RANKING (see below).

The appearance of your Ranking indicates the end of a game. HALCYON may ask you to remove the laser disc. If you wish to play again, simply reinsert the disc (if necessary - be sure side A is up) and repeat the steps outlined in Getting Started, above.

NOTE: Once you have made a voiceprint, HALCYON will remember your voice. If you begin a new game, you will not need to retrain HALCYON to your voice. Be sure to leave HALCYON plugged in when not in use!

### Ranking

After exhausting your last life, you will be ranked in one of the following categories:

WANDERER

ADVENTURER

INITIATE

ILLUSIONIST

SPELL WEAVER

SOOTHSAYER

DIVINER

MYSTIC

MAGICIAN

SORCERER

NECROMANCER

WHITE WIZARD

GRAND MASTER OF TRUE MAGIC

MAGE OF THE HIGH COUNCIL

ARCHMAGE OF THE FIVE KINGDOMS

HIGH RULER OF THE ELDER KINGS

Many of these rankings are divided into three classes, NOVICE, JOURNEY CLASS, and MASTER CLASS (e.g., Journey Class Mystic ranks above Novice Mystic, and below Master Class Mystic).

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Your ranking is based on your success in the game. As you move through Thayer's Quest, HALCYON automatically keeps track of your score (see Score, above). When you lose your last life, your score is translated into a ranking. As you learn more about the world of Thayer's Quest, your ranking will improve.

The highest ranking, the HIGH RULER OF THE ELDER KINGS, may only be achieved by completing your quest without the loss of a single life.

### Saving Your Game

If you wish to discontinue play, enter SAVE GAME. HALCYON will remember your place in the game, your inventory, number of lives, number of wounds, if any, your score, and all other pertinent information about your game.

HALCYON will also remember your voice (if you have made a voiceprint) and the voices of up to four other players. Leave HALCYON plugged in when not in use, or the voiceprints will be lost.

When you resume play, turn on HALCYON and insert the cartridge and laser disc as outlined in Getting Started, above.

HALCYON will ask you if you wish to resume your game. Enter YES.

HALCYON will start you at the exact point at which you left off.

If you want to start a new game, you may do so by entering NO when HALCYON asks if you want to resume your old game.

### General Strategy

Thayer's Quest is a complex game. As you begin, it is a good idea to take notes. Keep track of the clues you receive, and the pathways you take.

Your goal is to defeat Sorsabal the Twisted, the evil sorcerer who rules the Land.

As you enter each Kingdom, you should try to find its Relic and acquire it. Of course, there will be various obstacles in your path which you must overcome.

Part of your task will be simply to find out WHAT each Relic is -- its identity is as hidden as the Relic itself.

If you find a place of healing, remember how to get there.

If you are wounded, immediately look for healing. Additional wounds may be fatal!

If you come to an obstacle and are unsure how to overcome it, there is probably a clue somewhere. Look for it.

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Occasionally, you may find yourself in a "loop," a series of scenes you can't seem to get out of. Be sure you're trying EVERY possible choice. Remember, there are options available to you that do not appear on the screen (see Getting Items and Using Items). You may be stuck in a loop because you're not using an item somewhere.

HALCYON, at times, may offer you a hint. Hints generally cost points, so use them only if you have exhausted all your other options.

No one is expected to win the game after just five, ten, or even 30 lives. The successful player will be one who has explored virtually every possibility in the game, utilized every clue, and remembers every pathway.

This may take many hours of gameplay...and, we hope, many hours of fun!

Good luck and happy exploring!

#### Additional Features

The Thayer's Quest cartridge and laser disc allow you to see coming attractions of future Halcyon adventures. When Halcyon is turned on, you will be asked, "Do you want to play Thayer's Quest?" Enter NO. Halcyon will say, "Refer to the Owner's Manual for instructions." Press the 8 (UPDATE) key. Halcyon will then show you coming attractions. When finished, press the 1 key to return to regular play mode.

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