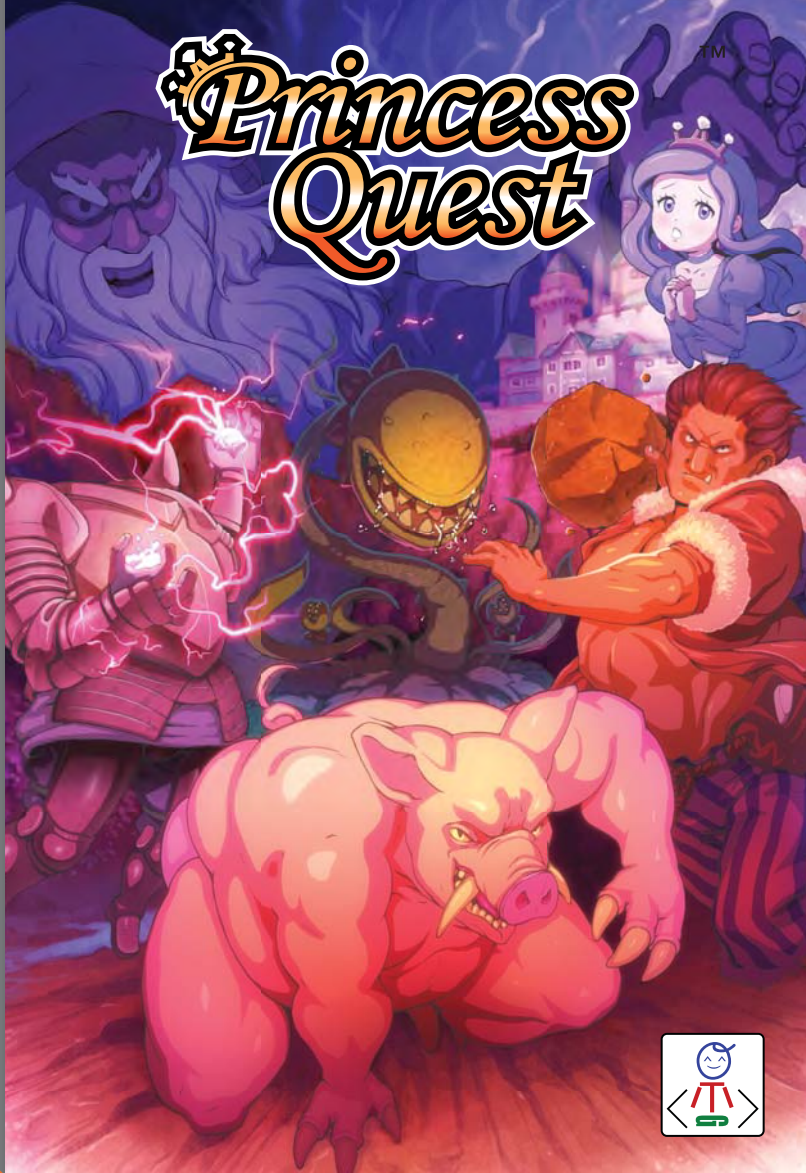


COLECOVISION™

Princess Quest



Published by



INSTRUCTION MANUAL

Thank you for selecting the Princess Quest game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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A KNIGHT'S ULTIMATE QUEST

"If kissing her could turn a man to stone, most men would kiss her anyway." This is what many in the kingdom said of their beloved Princess. Indeed her beauty was legendary, almost as much as her kindness, but dark times would soon fall upon her, and all those close to her.

One day, an Evil King from a neighboring dark kingdom came to meet the royal family under the false pretense of diplomatic negotiations of border disputes. The true reason for his visit was to satisfy his curiosity, after he had heard so much about the Princess and her extraordinary beauty. Upon laying eyes on her, the Evil King immediately desired her, and using his dark magical powers, he kidnapped her and took her back to his kingdom.

A young and courageous lad, known to all as the Knight, had been a close friend to the Princess since early childhood, and was seen as the most likely to marry her and the logical choice as the next heir to the throne. But the Princess, the woman he loved, was now in jeopardy. The Knight wasted no time in volunteering to go to the Evil King's kingdom and rescue his beloved.

But the dark kingdom is a haven for savage demons and nightmarish monsters. The Knight will need your help to defeat all the evil creatures that will stand in his way, and infiltrate the dark castle located deep in enemy territory, for a final showdown against the Evil King himself!

GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This game is for one player only, so plug a compatible hand controller into joystick port #1.

Any compatible controller should normally function with Princess Quest, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play, or turn the music on or off. You can, however, plug a standard ColecoVision controller into port #2, and use the numeric keypad on the second controller at any time.

Insert the Princess Quest cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)

USING THE CONTROLLER

The game will open on an introduction sequence, which you can bypass by pressing either trigger buttons. At the title screen, press either trigger buttons to start the game.

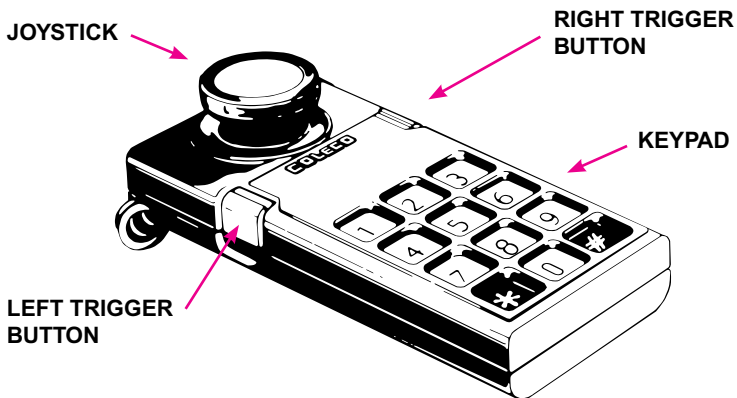
During the game, move the joystick left or right to make the Knight run in either direction. Press up or down while he's standing next to a ladder to make him climb or descend the ladder.

Press the right trigger button to make the Knight jump. He will jump straight up if you do not move the joystick while you press the right trigger button. If you move the joystick left or right while jumping, the knight will leap forward or backward.

Press the left trigger button to make the Knight shoot the weapon he is currently carrying. He will always fire his projectiles in the direction he is facing. Note that you can shoot while you are on ladders.

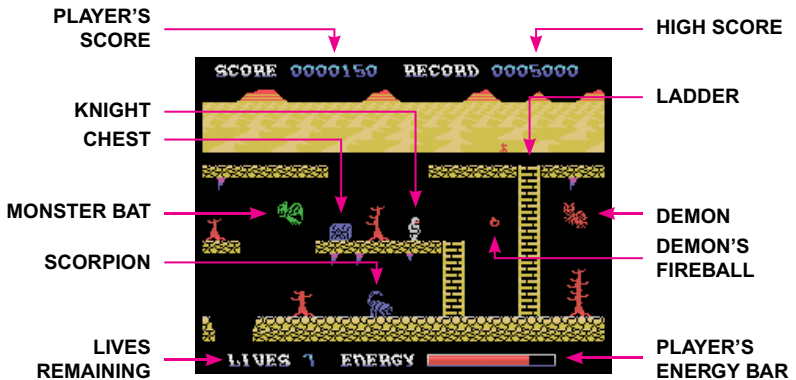
Press the [*] key on the keypad at any time to pause the game. Press [*] again to resume playing. This works on both controllers.

You can also press the [#] key on the keypad to toggle sounds on or off at any time during gameplay.



HOW TO PLAY

The goal of the game is to rescue the fair Princess. To do so, you must traverse five danger-filled areas. At the end of each area is a boss monster which you must defeat in order to move on to the next area. The boss of the fifth and final level is the Evil King himself.



You start the game with eight lives. Each time the Knight gets hit by a demon or an enemy projectile, the Knight's energy bar at the bottom-right corner of the screen decreases. The Knight loses a life when his energy bar is empty, or when he falls into a hole at the bottom of the screen. When all lives are lost, the game is over.

You do not get bonus lives in this game, but the Knight's energy bar is replenished after completing a level. Move onward carefully at all times!

Once you have lost your last life, you will be automatically returned to the game's title screen.

HOW TO PLAY (continued)

THE ENEMY

Demonic creatures will appear at random along the Knight's path. Shoot them for points before they have a chance to injure the Knight. Some creatures require multiple hits to be killed. When defeated, demons may leave hearts behind. Have the Knight pick up these hearts to replenish his energy bar. Big hearts give more energy than small hearts.

The boss monster you will encounter at the end of each area is much stronger and deadly than the other demon minions. The boss' energy bar is displayed at the top of the screen, and the boss will be defeated when his energy bar falls to zero. Learn to avoid injury in order to outlast these monsters in battle!

TREASURES AND WEAPONS

Along the way, you will encounter chests that you can open by shooting into them repeatedly. Some chests are left out in the open, while others are hidden and must be shot once to be revealed. Chests contain either a treasure worth bonus points, or a weapon which replaces the weapon you are currently carrying:

MAGIC CROSSBOW: Allows you to shoot three arrows at once.

MACE: Strongest weapon available. Mows through enemies for maximum damage.

BOOMERANG: Fast weapon which returns to you after covering a short distance.

Also look for a **GOLDEN ARMOR** which makes you invincible for a few minutes.

THE EVIL KING'S MINIONS

The Evil King's kingdom is called "demonic" for a reason! These vicious monsters will defend their land against all intruders!



WINGED DEMON



MONSTER BAT



SCORPION



TOAD



ZOMBIE



GIANT ANT



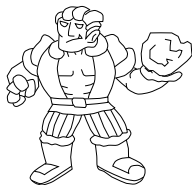
TARNASUS



VENUS KNIGHTRAP



BEHEADED KNIGHT



GALSEIUS THE HERMIT



THE EVIL KING

THE DEMONIC KINGDOM

The Evil King's dark kingdom is vast, and the Knight's trek through it will certainly prove arduous.



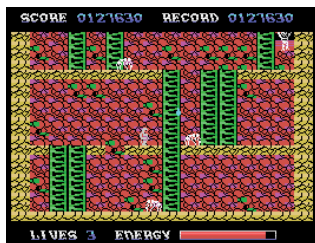
LEVEL 1 - DESERT



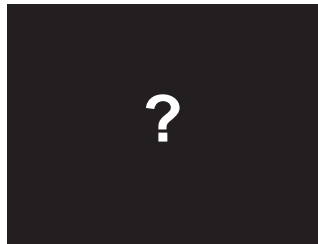
LEVEL 2 - FOREST



LEVEL 3 - CEMETERY



LEVEL 4 - CAVE



LEVEL 5 - CASTLE

SCORING

Kill a winged demon	100 points
Kill a bat	150 points
Kill a scorpion	120 points
Kill a toad	100 points
Kill a carnivorous fish	200 points
Kill a crawling zombie	150 points
Kill a zombie	250 points
Kill a giant ant	300 points
Kill a ghost	250 points
Defeat Tarnasus	10000 points
Defeat the Venus Knighttrap	12000 points
Defeat the Beheaded Knight	15000 points
Defeat Galseius the Hermit	25000 points
Defeat the Evil King	50000 points
Pick up a heart icon	20 points
Pick up a chalice	2500 points
Pick up a cross	2500 points
Pick up a golden apple	5000 points
Pick up an emerald	7500 points
Hitting any demon or monster (including bosses)	10 points
Hitting any flying rock or leaf	10 points
Destroy a flying rock	50 points

TIPS AND HINTS

Along the way, you will encounter rocks that will block your way. Simply jump over them and keep going.

When your energy bar is low, find a relatively safe spot, let demons come to you, and shoot them for hearts. Resume your quest once your energy bar is sufficiently replenished.

It's important to look for hidden chests, which can be located anywhere. Many of them will contain treasure, but some may contain useful weapons!

In the cemetery level, the Beheaded Knight will not face you until you have collected five crosses. The number of crosses collected is displayed at the top of the screen.

Having the right weapon in hand can make boss fights much easier.

Are you an experienced knight looking for a challenge? At the title screen, press [5] on the keypad while pressing the left or right trigger button, and you will start with five lives instead of eight!

TEAM PARTICIPANTS

- Óscar Toledo Gutiérrez: Game design, software port and beta-testing
- Luc Miron: Box design, game manual, cart label, software beta-testing
- Todd Scheele: Software beta-testing
- Jared Hodges: Main box art (jaredandlindsay.com)
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Oliver Puschatzki: Box printing services
- Eduardo Mello: MegaCart PCB design, electronic sourcing, testing
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Dion Torraville, Steven Tucker, Adán Toledo G., and all AtariAge forum members.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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