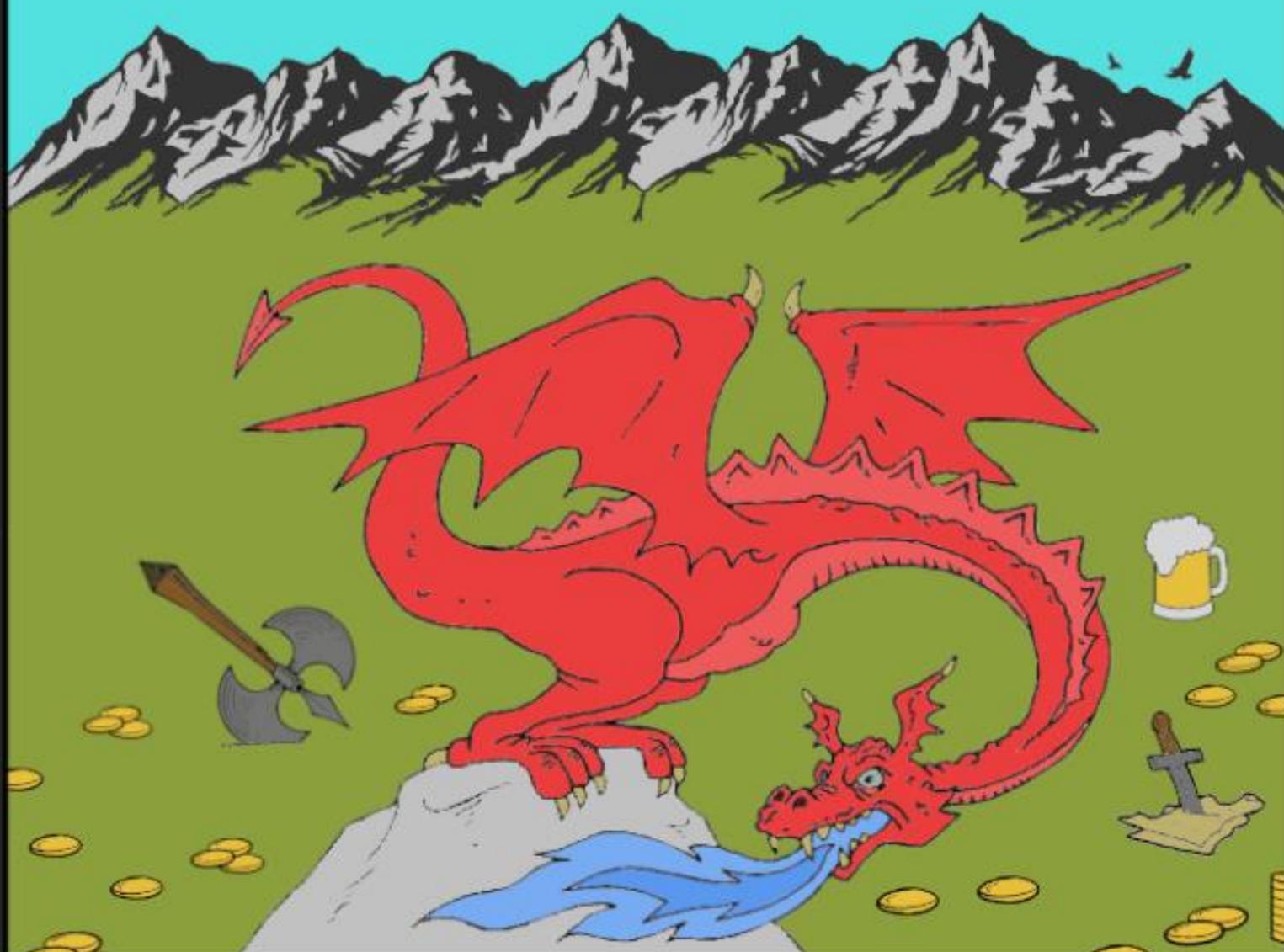




GOLD QUEST VI

Im Bann der sieben Drachen

Ein Abenteuerspiel von Sledgie und Lynx



TND
THE NEW DIMENSION

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1. Story

Our adventure takes place in the enchanted mine of Dimor in the south of the dwarven kingdom of Roglia, in whose branching tunnels vast quantities of gold are still said to be found.

After Dimor was abandoned by the dwarf people many years ago, a wide variety of inhabitants have settled there over the course of time. Among them are little gnomes, goblins addicted to gambling, fairies, and trolls, as well as a wild and uncouth tribe of orcs. Life in this place is boisterous and cheerful, for the orcs brew a strong and popular ale in the cool tunnels of the mine. Enterprising hobbits have even opened inns down there, and they have no shortage of customers. The halflings have allied themselves with the gnomes for protection, who in turn trade in weapons and equipment. Although Dimor is an enchanted place, the hustle and bustle of Roglia has had a positive effect on the mine.

Dwarf hero Sledgie, the dwarf warriors tried to recapture the mine. But it seemed that not only the black magic powers of the banshees were at play, for the number of enemies kept increasing the deeper the dwarves ventured into the tunnels. The mine, occupied by indomitable enemies and apparently cursed, did not cease to resist the dwarves. In the deeper levels, Sledgies elite unit encountered some powerful chaos dragons - and there was only one powerful enough to subdue these huge creatures: Fulgore, the infamous orc shaman and ruler of the dark army.

The motivation of the dwarf troop sank more and more. Only their leader Sledgie could not be dissuaded from the hopeless undertaking. As a typically stubborn dwarf, he finally wandered alone through the corridors of the mine, bravely swinging his axe. But it came as it had to: after some time Sledgie did not return to his troop. One of the pixies informed the dwarf warriors that Sledgie had enjoyed a few too many beers on his tour and had finally slept off his drunkenness in an inconvenient place. The orcs caught him and Fulgore captured him.

The remaining warriors were in a fix, because the exit from the mine had been sealed with black magic by the dark forces. One could get into the mine, but not out again. Thanks to thorough reconnaissance, however, the dwarves were aware of this beforehand, and the rune mages forged an artefact animated by a powerful teleport spell. With this, retreat would have been possible, but unfortunately the dwarven rune magic had an Achilles heel, for the magical counter-element to it is dragon magic. With the help of his seven magical dragons, Fulgore placed a spell on the mine that blocked the teleport spell. The warriors were locked in!

Since then, the troop of brave dwarf warriors has been stuck in the mine and has taken up quarters on the top floor. From time to time, individual dwarves of the unit dare to enter the deeper shafts of the mine to grab a bag of gold as tunnel rats or, with a lot of luck, even to free their leader. Unfortunately, many of them do not return...

Dwarves are stubborn and gold is tempting, but the most important thing is not to abandon a captured comrade!

2. Aim of the game

The player dwarf is a member of Sledgie's elite unit and is stuck in the mine. He is a particularly brave representative of his people. No wonder, he has already experienced a lot, mastered some dangers and his beard goes all the way down to his belly button - unless, of course, he is a heroine, because dwarven women do not have beards, even if the stupid elves like to spread such rumours. The gamer dwarf is determined to free Sledgie, uncover the secret of the enchanted mine - and make a tidy profit along the way.

In short, Gold Quest VI is about collecting as many points as possible for the high score. To do this, the dwarf fights his way deeper and deeper into the corridors of the Dimor mine and collects as much gold as possible. If he finally comes across the orc shaman Fulgore, he can start a fight with him. If he is victorious, the curse is lifted from the mine and Sledgie can be freed from captivity. The gold miners of Roglia can resume their work and the player is entered into the Great Book of Dwarven Heroes.

3. Introduction

"Gold Quest VI – HEX OF THE SEVEN DRAGONS" is a labyrinth game in 3D view, a real dungeon crawler for the C64. The game was implemented in BASIC V2 with PETSCII. The programme was compiled and packed and runs as a PRG file on all possible data carriers.

A storable highscore table with points, successes and rank is built in. The high score is saved in a file on the game disk. In the German version the file is called "RUHM" and in the English version "FAME".



Directory - GOLDQUEST6 EXTENDED EDITION

4. Start of the game

The "GOLD QUEST VI loading program" is started from a floppy disk with "GQ6",8,1 and according to the selection with the SPACEBAR. Then the game will be loaded and started in the selected language.



Title picture Gold Quest VI - German version



Title picture Gold Quest VI - English version

After that, the title screen series appears:



Title Series 1 "Best Five Dwarves"

First, the hero list of the top five dwarves is displayed. The first time you start the game, the default high score list is loaded. Dwarf hero, the score achieved, the achievements and his rank.

On the next screen, the player can read the story and his mission in a short version.



Title Series 2 "Story and Mission"



Title Series 3 "Credits"

On the third screen, the "Credits" are displayed. Then the series starts from the beginning.

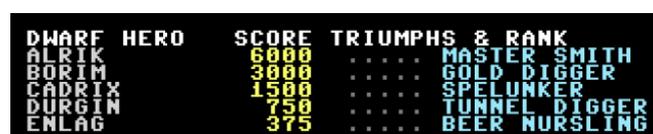
The game can be started at any time by PRESSING A KEY or FIRE BUTTON.

It is also possible to change the "Gold Quest 6 font" to a "C64 character font" using the "F" key.



F: Switch to C64 character font with F key

An existing FAME file (high score) can be deleted using the key combination "SHIFT + H". After that, the default high score list will be loaded.



SHIFT +H: deletes the fame file and loads the default high score list.

5. Game options

Operation in the game

The game can be played entirely with keyboard or joystick (Port 2).

Move movement with the W A S D control or joystick in the appropriate direction.

W = go forward

A = turn left

S = turn right

D = walk backwards

I, RETURN or FIRE BUTTON = open inventory (backpack)

F1, alternatively run 3x against the wall = end game

Settings and selection before game start

Before the game starts, the name of the dwarf is asked. This can be up to 11 characters long. The name can be entered either via keyboard or via joystick input.

With the joystick, the letters are scrolled sideways and confirmed with the FIRE BUTTON.

← (left arrow character) deletes the letter.

↑ (UP ARROW character) confirms the name.



WHAT IS THY NAME? SLEDGIE-ADV+

Input dwarf names. Confirm with RETURN or ↑+FIRE BUTTON.

If no name is entered and confirmed immediately with RETURN, NOBODY is used as the name.

To test the game and for training, CHEATOR can be entered as the name. The Dwarf CHEATOR has more additional options (more on that later). But cannot achieve a high score. Only CHEATOR may select a starting level from 1 to 15.



WHAT IS THY NAME? CHEATOR
CHOOSE THE START DEPTH: 15

In the next step, one of the four possible gnomes is selected. Depending on the character, the dwarf has other basic values:

CHOOSE YOUR DWARF:

CHARACTER	BOOZY	GOLD	WEAPON	BACKPACK
> ADVENTURER	2.5	3	SPEAR	IMP ALE
SCRIMPER	0.5	9	DAGGER	GEMS
DEADBEAT	3.0	0	DAGGER	ORC BEER
WARRIOR	1.5	2	SWORD	SWATTER

BOOZY This is the starting per thousand values. The higher the value, the more fiercely the dwarf fights. A high value has disadvantages for the traders since the traders offer the goods at a slightly higher price. A dwarf can have a maximum of 3.50 per thousand. From 3.51 per thousand is GAME OVER.

GOLD Gold that the dwarf initially carries in his gold bag. Gold can be used to purchase weapons and items from gnome vendors. It can also be used in games of chance or exchanged for life points with elves. Evil fairies can be placated with gold. From a certain amount of gold, the weight burdens the dwarf warrior.

WEAPON This is the weapon the dwarf starts with. The dwarf carries only the best weapon at a time. The weapons have a bonus in combat from +3 for the dagger to +20 for Gorkon's axe.

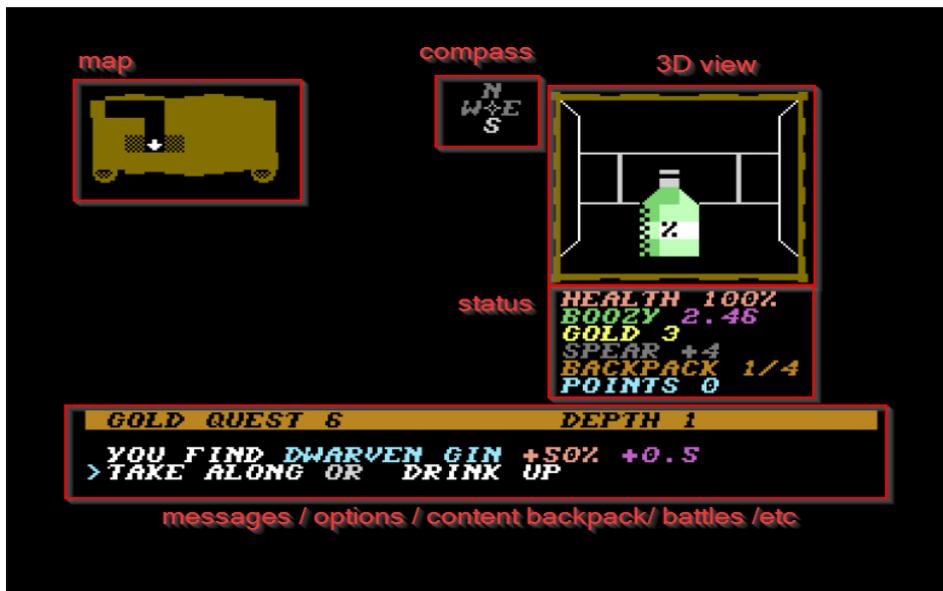
BACKPACK This is an item or drink that the dwarf already has in his backpack. A maximum of four different items/drinks fit in the backpack. Items must be activated, and drinks consumed before they take effect.

After selecting the dwarf, the controls, name, and character are displayed and the game starts.

CONTROLS
 MOVE: JOYSTICK PORT 2 / WASD
 BACKPACK: FIRE BUTTON / RETURN / I
 GIVE UP: F1
 SLEDGIE-ADV, THE ADVENTURER!
 DOWN WE GO TO DEPTH 1....

Game screen

The game screen is divided into 5 areas.



Mine Dimor view (game screen)

- 1. MAP**

The map is drawn automatically by the dwarf. Passages that have not yet been explored are drawn in as fog fields (chequered fields). DEALERS sell the dwarf LYNX'S MAGIC MAP from time to time. This can also be found after battles with defeated opponents. When LYNX'S MAGIC CARD is activated, the entire PLANE becomes visible, including all OBJECTS and NPCs.
 - 2. COMPASS**

The compass helps to explore the mine in the 3D VIEW. The bright letter shows the respective compass direction.
 - 3. 3D VIEW**

View of the mine, with a visibility of 3 fields. Enemies and objects are shown as question marks. As soon as the dwarf goes to a question mark, it becomes visible. The exit of each LEVEL is shown as a door. If the dwarf goes through this door, he has successfully crossed the LEVEL.
 - 4. EVENTS**

In the lower area, important messages, options, the contents of the backpack, progress of battles and games of chance are displayed. The selection can be made with the movement keys or joystick.
 - 5. STATUS**

The status shows the current life energy, per mil value, gold stock, weapon, number of items in the backpack and the experience points.
- HEALTH**
- The maximum value is 100%. The life energy is consumed by movement in the labyrinth. If the dwarf accidentally runs into a wall, this also costs 1% life. Encounters with enemies and traps also cost life. As soon as the value reaches 0%, GAME is OVER. Life can be regained through drinks, GOOD FEEN, VOMITS and ADTBM ESSENCE. In the ECONOMY you can buy food and drinks for GOLD to regain your life energy.

BOOZY	The higher the BOOZY value, the fiercer the dwarf fights. This has a positive effect on fights. If the value rises above 2.00 BOOZY, movements no longer cost life energy. If the value rises above 3.50 BOOZY, GAME is OVER. The BOOZY value can be increased by drinking drinks. In addition, GOOD FAIRIES can increase the value. They increase the value to a maximum of 3.50 PROMILLE. SHMENDRICS AMULETT allows the dwarf to drink as much as he wants in one level. PROMILLE are reduced by movement and EVIL FAIRIES.
GOLD	The more GOLD the dwarf has, the better weapons and items he can afford. In addition, EVIL ENEMIES can be bribed by GOLD. VILLAGES exchange GOLD for LIFE. Above a certain GOLD LOAD, movement in the MINE costs up to 2% life. This can be mitigated by ADTBM ESSENCE. The GOLD-LOAD becomes higher per level as the DWARF gains experience.
WEAPON	The DWARF always carries the strongest WEAPON. As soon as he finds a better WEAPON or buys one from a trader, it is used immediately. The respective combat bonus is written behind the weapon. The maximum bonus is +20.
BACKPACK	The value indicates how many items/drinks are in the backpack. The ZWERG can carry a maximum of four different items. To see what is in the backpack, press FIREBUTTON, I or RETURN. The items are then listed in the lower area. Items must be activated and drinks must be drunk for them to work. This can be done by selecting and simply confirming in this area.
POINTS	The value shows the current adventure points. Points are awarded for the exploration of question areas and for battles. Additional points are awarded for each level completed and tasks solved as well as for unused life energy.
DEPTH	The level in which the ZWERG is located is displayed. The deeper the LEVEL, the more enemies, objects etc. can be found there. The LEVELS gradually become larger and larger.

Friendly and neutral characters



CAMI

CAMI and WENDOR are friendly gnomes who roam around cheekily in the dangerous tunnels of the mine trying to make loot. They are happy to support the player gnome on his mission, but this help costs quite a bit of gold coins.

However, the weapons and artefacts they have to offer are usually worth the price. Cami wears her chameleon cloak for camouflage, so the player can only perceive her shadow. Wendor, on the other hand, relies on his magical leather shoes, which enable him to sneak silently. In this way, the two remain unmolested by the orcs and trolls.

TIP: WENDOR sells its goods the cheapest of all traders.



WENDOR



GOBLIN

GOBLIN - The little pests are almost as obsessed with gold as the dwarf people. Unlike the serious and warlike dwarves, however, goblins are strongly gifted with magic, have only nonsense on their minds and love puzzles and games of chance. Therefore, the gambler's dwarf can consider these rascals as operators of a mobile casino. Whether with small or large stakes, they are always ready for a game of dice. The goblins are so lightning fast that it is difficult to understand

their words. They babble like waterfalls. A fight against them is hopeless because the nimble fellows can easily dodge any axe blow. They are not aggressive creatures, but you should not try to outsmart them. If the player dwarf is so brazening as to play for money he doesn't even have, then he had better win. Otherwise, a goblin slap is quicker than a sandwich....



GNOME

GNOME– The little guys are usually called "pixies" by the human beings. They prefer to use their magic helpfully, as long as they don't really feel threatened. However, they do not do this for free, they are paid a reasonable amount of gold for their services. In return, they heal the gnome. They want at least half, but preferably all the gold.

Therefore, you should think carefully about whether it is really necessary to make a deal with the gnome. Gnomes are very weak and not serious opponents for a dwarf, but when they bite your finger, it really hurts like hell. After a victorious fight, the dwarf can take the loot from the gnomes, which they sometimes have hidden under their pointed hats.



GOOD FAIRY

GOOD FAIRY– At first glance, it is a mystery why delicate creatures like fairies hang around in the depths of an orc-infested dwarf mine. Dwarven scholars suspect that these kind-hearted beings want to fight their archenemies, the banshees, there with their holy magic. You cannot defeat these magical creatures with normal weapons, but there is no reason to do so anyway. The player dwarf even has reason to rejoice when he meets a fairy godmother, because she grants him one of three wishes - yes,

only one, because times are bad. The fairies also have to tighten their belts. You can be healed, increase your blood alcohol level or get a little gold. However, the boozy level rises to a maximum of 3.5.

Enemy characters



EVIL FAIRY

EVIL FAIRY – Where there is good, evil cannot be far away, and this is also the case in this mine. For not only wish fairies hang around in the Dimor mine. Their "evil sisters", the banshees, can also be found in this Gorkon-damned tunnel, as soon as you venture a little deeper into the tunnels. These unholy, winged rats are unfortunately quite a nuisance - because they curse the player dwarf if he runs into them. Well, they're just doing their job - but still... You'd love to rip out their fluttering wings and then salt their wounds! They literally beg for it!

Unfortunately, just like other fairies, banshees cannot be attacked with weapons, but only with magic. And the player-dwarf is unfortunately as magically gifted as a brain-amputated goblin after a failed lobotomy. You do have the option of buying your way out with a little gold, if you have any - but "gold or life" is a very, very difficult choice for a real dwarf...



ORC

ORC – The pesky greenskins are the traditional archenemies of the dwarves. Oh no, enemies! A pure plague they are! A green plague! And let it be said, this opinion is mutual. The orcs, on the other hand, hate nothing more than the "stinking beard faces". Both races admire each other's drinking strength, but otherwise they have only contempt for each other. No wonder, because the dwarves are a culture-creating people with honour and history that goes back thousands of years. The orcs, on the other hand, are barbaric savages. With

their rituals, the shamans of the orcs can call upon the three orc gods Wratz, Bratz and Gortza for help in casting powerful miracles. It is therefore likely that they are behind the mysterious events in the mine. But can the dark secret of the mine be uncovered? The player dwarf has it in his hands - and the proverb "Every man is the architect of his own fortune" has a high meaning for a dwarf...



GUARD

GUARD– Some orcs have learned to fight and don't just blindly hit it like berserkers. Some orc warriors in heavy armour have been assigned as guards by their orc bosses in the mine. Much to their chagrin, they are strictly forbidden to have a service beer; drinking alcohol is punished as a guarding offence. However, this wild gang is not particularly fond of rules and obedience, so it is standard practice for the guards to knock back a few strong orc beers during their shift anyway. For a dwarf, this is a good opportunity to avoid a fight without losing honour, because the guards are usually happy to

engage in a drinking contest - especially if the opponent is one of those stupid beard faces. Naturally, a dwarf on an empty stomach will drink three orcs under the table before breakfast, but be careful - when is a dwarf sober? Orc beer is quite strong, so you should keep an eye on your blood alcohol level.



ORC CHAMP

ORC CHAMP and ORC HERO – The strongest representatives of the greenlings. Unfortunately, they are not ready for a drinking contest. If you are not in the right frame of mind to get into a fight with these fellows, you should take your dwarf legs in your hands and run away. Hopefully no one will notice...



ORC HERO



ORC CHIEF

ORC CHIEF Alke, also called simply "Number One" by Fulgore, is the captain of the orcs. A damn strong fellow, he probably fell into the brewing cauldron as a small orc child. If Alke is defeated, Fulgor immediately promotes another orc hero to captain, whom he then also gives the name Alke for the sake of convenience, so that he doesn't have to constantly change...



TROLL

TROLL—"Mhhhhmmm... barbecue gnome! My favourite food of all!" - That's something the play dwarf doesn't like to hear. It should be said that trolls eat just about everything "dearest of all". The huge fellows are so incredibly stupid that they even eat stones. With their hard teeth, powerful jaws and destructive stomach acid, there is nothing that doesn't agree with them. A troll brain easily fits into a shot glass - but the dumb fellows make up for this deficiency with muscular fat. Trolls grow over three metres tall and are not easy opponents. If the player-dwarf is not well prepared, he should prefer an orderly retreat to a fight! Stupid as trolls are, they are not aware of the value of money, yet most of them like to collect gold coins, as they seem to naively like the shine of these small metal discs.



ZOMBIE

ZOMBIE - Fulgore has raised a zombie army from the failed dwarves, your former comrades. The zombies are mediocre opponents. However, they can inflict great damage through bites. To prevent the zombie from rising again, it must be hacked into its individual parts.



DRAKRI

DRAKRI -, short for dragon warriors - an elite force conjured by Fulgore with black magic and assigned to the dragons. Each dragon warrior is assigned to a dragon. The ZWERG recognises this by their coat of arms. They are very strong opponents.



POISON DRAGON

DRAGON – Although the thousands of years of conflict between the dwarven people and the dragons runs deep, these oversized lizards are much preferred by the small warriors compared to the orcs. For a dwarf who survives such a battle victoriously may henceforth bear the honourable title of "dragon slayer" in Roglia. Slaughtering windy orcs, on the other hand, will not win you a pot of money, they are considered easy to collect experience points on two legs. But just as important as fame and honour for a true dwarf is the second thing that can be gained from such a dragon. These creatures love to lie down on a mountain of gold and gems while sleeping. And that is why such a dragon's lair also offers rich booty. The dragons, on the other hand, are quite fond of the dwarves, because dried dwarf fingers are a really tasty snack.



FULGORE DER SCHAMANE

FULGORE the shaman - This infamous high shaman of the orcs roamed the northern chaos deserts years ago. On his journey he was able to gain possession of some powerful artefacts imbued with chaos magic. Therefore, this shaman is not only able to call upon his orcish gods for help, he is also able to subjugate and control black magic chaos creatures. He roams the deeper levels of the mine and can also count on the help of his pets there - for powerful dragons guard his territory. However, the orc shaman has entered a blood pact with these dragons: if they are killed, Fulgore is also weakened. He is the head boss in the mine of Dimor - and now he also holds the dwarf Sledgie captive. Only if Fulgore the Shaman is found and defeated can the brave player dwarf take his loot home with him. Each time a dragon is defeated, Fulgore's fighting power decreases. Before attacking, the dwarf should build up a lot of courage. Only in combination with many defeated dragons, good equipment and a high alcohol level does a fight against the shaman make sense!

Gold chests, drinks, and traps

- GOLD CHEST** There are GOLD BOXES in each LEVEL. The deeper the LEVEL, the more GOLD can be in the boxes.
- ORCEN BEER** A disgusting drink, the deposit for the plastic bottle costs more than the contents are worth! A dwarf wouldn't even drink this if it was the last beer in the whole of Roglia! But on the other hand... you shouldn't let anything go to waste - cheers!
- ELVEN WINE** That's the only thing those stupid pointy ears are good for. By Gorkon's beard, you've got to hand it to these skinny guys, they can make a really tasty wine! A bit sweetish maybe, but the stuff bangs bloody well. Every now and then one of them goes...
- HOBBIT BEER** The halflings live for their physical well-being and so the beer of these little guys is also a popular speciality. Many dwarves have already made a pilgrimage to Kiluu to enjoy the local specialities.
- IMP ALE** After beer, a good honey wine is a dwarf's favourite way to celebrate. At a real feast, the little warriors drink the delicious beverage by the barrel.
- It's all about tradition, because tradition is important to dwarves! Once the appropriate level has been reached, they all bawl in a dwarf chorus: "We'll drink the mead - until there's no one left standing!"
- DWARVEN GIN** A really potent drop. Tastes like stale ogre piss, but packs a punch! That's why the dwarves used to say: "Life is always exactly one gin behind, and backlogs are for catching up." Gin is just the right drink to get drunk in a hurry - a dwarf can hardly get anything done when he's too sober.
- THORNS** Ow, that hurts!
- LAVA** Hot, hotter, very hot.
- RUBBLE** Unpleasant, you can sprain your dwarf foot badly.
- ARROW TRAP** A classic, you hear a short hiss and you're in nasty pain....

PITFALL	A trap with a side effect: If you fall into it, you end up in the next level without being able to visit the Hobbit Tavern.
TELEPORTAL	Magischer Firlefan, der den Spielerzweig an eine beliebige andere Stelle im Level transportiert.

Weapon

The dwarf can only carry one weapon at a time and automatically uses the weapon with the highest bonus. All weapons and items can be purchased either from traders in the labyrinth (prices are cheap there) or in the inn, whereby weapons with a strength of "+10" or more can become quite expensive. In addition, all weapons and some items can be found by chance from defeated monsters:

DAGGER +3	The starting equipment of the scrimper and deadbeat, warriors and adventurers have a better weapon.
SPEAR +4	Adventurers' starting equipment. Compensates well for the small body size.
SWORD +5	Starting equipment of the dwarf warriors.
HATCHET +6	Hatchet! Dwarves love hatchets.
NUNCHAKU +7	Not very dwarfish, but effective.
MAUL +8	Lies well in the hand and makes big dents.
AXE +10	Good axe! Great thing!
MORNING STAR +12	There you go; this thing's really got some kick to it.
WAR HAMMER +14	Why put your head through the wall when you have a hammer with you?
BATTLE AXE +16	Super Axe! It rocks!
RUNIC HAMMER +18	Yes, every little dwarf boy dreams of this! And every big one too...
GORGONS AXE +20	The mystical axe of the long-bearded dwarf god. It doesn't get any better than this.

Useful items

ADTBM POTION - Brewed according to the secret recipe of an unnamed alchemist of the gnomes. Tastes like raspberries and replenishes health to 100%. The further effect lasts until the end of the level: Walking around with too little booziness in the bloodstream no longer costs the player gnome energy. From 1.50 booziness, the intake even has a healing effect. A.D.T.B.M. stands for "acetylsalicylic acid of the brave, drunken mine dwarves". The only drawback: dwarves hate the taste of raspberries and besides, the stuff doesn't contain alcohol.

CAMI'S FAIRY SWATTER- Once this artefact is used, the banshees lose their gold and no longer do any damage. As Cami is a very good-hearted gnome girl, she developed this artefact exclusively to fight the evil fairies. The good wish fairies were so grateful to her for this that they double the effects of their wishes when the swatter is used.

PAT'S DOUBLE STRIKER - The dream of every warrior and gladiator. This balm is an invention of the dwarf hero Pat and is applied to the weapon. It doubles the bonus, because the player dwarf hits twice as fast - so fast that the opponents see everything twice.

SHMENDRIC'S AMULET - No wonder the hobbit Shmendric has already drunk countless dwarves under the table. With his magic pendant, the alcohol level can be set at 3.5 boozy. If the player dwarf hangs it around his neck, he can drink as much as he wants until the end of the level without falling off his feet. This can save the player-dwarf even as a last resort if he is over 3.5 boozy: If he uses it immediately, he can continue to march blithely.

LYNX'S MAGIC MAP - The dwarven expert in the arcane and mysterious, Lynx is not only known for his skills in creating and manipulating space and time. His magical maps are also known throughout Roglia, for they are capable of representing the complete environment. When used, the labyrinth map is completely displayed and corridors, enemies, items and the exit become visible.

JAMMET'S GEMS - Glass marbles are usually only fallen for by stupid trolls, except when it comes to the mystical marbles of the dwarf Jammet. They can be used three times. The next monsters you fight are bribed with them. In exchange, the player dwarf even receives gold and experience points. If the monster is a dragon, the dwarf receives the dragon badge. It is highly questionable whether even a clever little guy like Fulgore will fall for it.

TARGA'S MAGIC SHIELD - The archimage Targa earns a golden nose with his disposable spell scrolls. Once written, they can only be read out loud and triggered once, then they destroy themselves. In the mine, the player dwarf can occasionally get hold of a protective spell scroll, which will prove very helpful. For the spell protects against all traps until the end of the level. The magic formula contains wild curses, one should not utter it in the presence of dwarf children.

Taverns

A well-known book begins with the question of what a hobbit actually is. Well, these always hungry gourmets from Roglia's neighbouring country Kiluu traditionally have a friendly relationship with the dwarf people and run small taverns in the mezzanines of the mine levels. Those who constantly have to swing their axe against the annoying orcish brood are in dire need of regular refreshment. There's nothing like a roast leg of mutton in a strong beer sauce to keep body and soul together. Everyone knows that the halflings can cook damn well. That is also the reason why they can survive in the mine among all the hostile greenskins - because if they tasted better than they cooked, the orcs would have eaten them long ago. Besides, it is said that once a troll cook was close to despair when he tried to put an apple into the mouth of a fat hobbit before roasting it - the gluttonous glutton simply ate one after the other...

The taverns are a great help to the player-dwarf because there you can take advantage of helpful services, receive orders, play dwarf poker and, of course, drink and eat. Here you can meet other traders. The dwarves Tele, Lynx, Jammet and Pat trade weapons and useful items.

In the inn you can also play cards with the hobbit Shmendric and win - or lose - gold. You draw a card and can then determine the stake - if Shmendric draws a lower card, your dwarf heart beats faster. But if you pick a higher card, you lose your bet.

Had enough trading and playing cards? Then it's off to the cosy part of the inn: eating and drinking! For a small amount of money, you can buy delicacies that replenish your life energy and drinks that

bring your blood alcohol level back up to par, and for a little more gold you can buy food that has a greater effect - ideally directly as a menu.

Oh yes, one more little thing: In the inn, you might be approached by a shady character... a gnome offers you a small rune quest. Listen carefully and accept the offer, for you will be rewarded if you succeed. In case of failure, on the other hand... watch your gold pouch!

Missions

In the Extended Edition, the dwarf can earn special points through 12 missions. He receives 250 extra points per mission in the final score. After completing each mission, this is indicated by a message.

1. DRAGON PAL - Tame two dragons with JAMMETS GLASS MURBLES.
2. ZOMBIE HUNTER - Chop up 12 zombies.
3. GAMBLER - Set 5x everything at the goblin.
4. FAIRY SWATTER - Slap 3 evil fairies with CAMI'S FAIRY SWATTER.
5. LITTLE COWARD - Flee from level 5 and lower 10x from orc & co.
6. BEER DRINKER - Drink 10 beers, orc beer and hobbit beer count.
7. PIGGY BANK - Carry 250 gold pieces and more.
8. STONE SOBER - Bring the boozy value to 0.00.
9. ABSTAINER - Do not drink alcohol in level 4 and above.
10. PARTY POOPER - Do not go 2x to the tavern.
11. GOURMET - Eat 4x the "Dragon Breast" menu.
12. HOLY SAINT - Buy 2x "Thy Holy Handgrenade".

6. Strategy Guide

Some of the game's internals are revealed here. However, if you want to explore the game on your own, you should not read this chapter.

Runequest

The rune quest starts in the inn at the end of level 2, where a shady gnome offers you a mission. You are to collect runes in the next two levels and tell him about the runes at the end of level 4.

There are 3 rune stones hidden on each level.

These are to be told to the gnome in the correct order. If you succeed, you will receive points and gold.

It is important to type the 6 runes (=letters) in the correct order. If a letter is not correct, there is no gold, and the gnome leaves the tavern in a huff.

Marriage Quest

The marriage quest starts in the inn at the end of the level where Fulgore was first weakened. There a dwarf is desperately waiting, whose wife has been kidnapped by Fulgore and turned into an orc by black magic. The dwarf offers you his magic card. You can buy it from him for gold. To solve this quest, you must find the wife. To do this, you must not kill any ORK until you find her. You can recognise the wife by her wedding ring. If you solve the marriage quest you will receive 1,000 points and weaken Fulgore.

Points system

For each question mark that the dwarf explores, 5 points are awarded. The merchants are an exception: no points are awarded for them. Instead, the traders offer attractive weapons and items.

For each battle, additional points are awarded depending on the strength of the opponent.

For each level that the dwarf manages, 100 to a maximum of 500 points are awarded. The number of points depends on the size of the level. In addition, the remaining life energy is converted into points, which is a maximum of another 100 points per level.

In the final calculation, the dwarf receives 2 points per gold piece for his gold.

If Fulgore is defeated, the player receives a bonus of 2,000 points. The dwarf receives an additional bonus the sooner he does so. The additional bonus is a maximum of 5,000 points and decreases by 1,000 points for each additional level.

For defeated and tamed dragons there is a dragon bonus in the final score. For the first dragon 100 points, for the second 200 points and so on. If the player has defeated all 7 dragons, this is a maximum of 2,800 points.

If the rune quest is solved, the player receives 500 points and 100 gold pieces.

If the marriage quest is solved, the player receives 1,000 points and has weakened Fulgore once.

There are 12 missions in the game. If these are solved, the player receives a bonus of 250 points each in the final score. This is a maximum of 3,000 points.

Tips & Tricks

Here are some short tips.

- Spin in circles to reduce per thousand.
- Try to build up your weapon strength first before buying items.
- At the end of the first level, the merchant with the cheap prices is trading. Remember his name.
- The first dragons are not so strong yet, so it is worthwhile to tame the stronger dragons with JAMMETES MURMELN first.
- You can practice with the dwarf CHEATOR. However, his achievements do not go into the glory list. Special keys: G=+20 gold, += next inn, M=reveal card, !=GodMode. With "SHIFT + S" you can achieve victory over FULGORE.
- Prepare well for the zombie wave in level 5. A WAR BEIL would be optimal.
- Be careful not to fall through a pit during the rune quest in level 4. TARGAS PROTECTION MAGIC will help you here.
- SHMENDRICS AMULETT is very helpful for the marriage quest.
- In the deeper levels you should activate PAT'S WEAPON DOUBLER because the enemies are getting stronger.

7. Versionen

Gold Quest 6 v1.0

This first version of Gold Quest 6 appeared in German on Digital Talk #111 on 11 March 2022. In the CSDb and on C64Games.de this version can be downloaded directly.

Gold Quest 6 v1.1

The second version of Gold Quest 6 was released in English on the cover disc of ZZAP!64 Micro Action Issue 7 on 2 April 2022. It contains slightly larger opening levels and sound effects by Richard Bayliss. This version can be downloaded directly from the CSDb.

Gold Quest 6 v1.2 Extended Version

This version contains two new NPCs (zombies and dragon warriors). The first levels have been made easier for beginners and the escape damage has been adjusted. In addition, 12 special missions have been added. The game is completely playable with joystick.

8. Credits

Idea & Concept: Sledgie

Programming: Sledgie, RetroLynx, 1570

Graphics: Sledgie, RetroLynx, Daimansion

Sound effects: RetroLynx, Richard Bayliss

Music: Richard Bayliss

Quick guide: Sledgie, Telespielator

Translation: Jammet, RetroLynx

Testers: Camailleon, Daimansion, Pat Power, Shmendric, Adtbm, Jammet, Alke01, Telespielator, Zinnober, Knalltüte

Manual: Sledgie, Camailleon, Daimansion, ReMol, RetroLynx

Story & Cover: Shmendric

9. Gold Quest 6 – Checklist

Runequest

Level 3 and 4, 100 Gold & 500 Points

Runes

1	2	3	4	5	6

Fulgore weakened 1x 2x 3x

Defeat 3x Fulgore without dying

Bonus 2,000 points and variable the earlier the more points (maximum 5,000 in level 7)

Marriage quest

Prerequisites: Fulgore 1x weakened, nearest inn.

Reward: 1x Fulgore weakened & 1000 points

Missions

Reward: 250 points each in the final ranking

1. DRAGON PAL Tame two dragons with JAMMETS GLASS MURBLES.
2. ZOMBIE HUNTER Chop up 12 zombies.
3. GAMBLER Set 5x everything at the goblin.
4. FAIRY SWATTER Slap 3 evil fairies with CAMI'S FAIRY SWATTER.
5. LITTLE COWARD Flee from enemy NPCs 10x from level 5.
6. BEER DRINKER Drink 10 beers, orc beer and hobbit beer count.
7. PIGGY BANK) Carry 250 gold pieces and more...
8. STONE SOBER Bring the boozy value to 0.00.
9. ABSTAINER Do not drink alcohol in level 4 and above.
10. PARTY POOPER Do not go 2x to the tavern.
11. GOURMET Eat 4x the "Dragon Breast" menu.
12. HOLY SAINT Buy 2x "Thy Holy Handgrenade".