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Subject: Thayer's Quest

Posted by [bobr](#) on Tue, 28 May 2013 02:29:33 GMT

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Date: Sun, 28-Oct-84 14:58:05 EST

Article-I.D.: zeus.401

Posted: Sun Oct 28 14:58:05 1984

Date-Received: Thu, 1-Nov-84 03:03:18 EST

Organization: Tektronix, Beaverton OR

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I discovered a new video game at my local parlor this weekend called "Thayer's Quest". It is the most sophisticated video game I've seen yet, and marks a new direction in coin-op video. It is essentially an analog of the Adventure game that we all have grown up with, but it incorporates video disk and audio output technology into a unit. There is actually an instruction manual that goes with the game. Quoting from it:

"Thayer's Quest" creates a realm of fantasy and adventure where survival and success depend more on your decisions than your reflexes.

YOU control apprentice wizard Thayer Alconred in his quest against an evil sorcerer. Choose the course of action Thayer takes by pressing the number key which matches your choice. Each option leads to a different outcome. Depending on your choices, each play differs from the last.

You will have time to make your choice, but some situations require quick thinking. If you wait too long, you can miss your chance.

There is a collection of magical items that you need to find and wield at the appropriate places. Many of the teenagers standing around the machine would get bored and walk away (this game is no "Stargate"), but I found the game fascinating. What was particularly amazing was that in the prolog, you are given a chance to enter your name by spelling it, and the game responds by pronouncing it! It had no trouble with my name (Robert), or someone else's fictitious name (Duin). I am very curious about the sophistication of just this small element of the game.

Has anyone seen this game?

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Robert Reed, Logic Design Systems Division, tektronix!teklds!bobr

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Subject: Re: Thayer's Quest  
Posted by [danny](#) on Tue, 28 May 2013 02:29:33 GMT  
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Message-ID:  
Date: Sat, 3-Nov-84 16:46:00 EST  
Article-I.D.: convex.26000001  
Posted: Sat Nov 3 16:46:00 1984  
Date-Received: Tue, 6-Nov-84 04:17:48 EST  
Lines: 28  
Nf-ID: #N:convex:26000001:000:1690  
Nf-From: convex!danny Nov 3 15:46:00 1984

I have also seen Thayer's Quest and have dumped something around ten dollars in it so far. The game requires one quarter for three units of time. One unit is roughly a half minute of play time. As you advance further in the game and collect magic items or make certain discoveries you gain one unit of extra time for each such discovery/collection. However, you must pay attention to the picture. When getting the black mace, for example, it is in the corner away from the obvious places in the screen. You must then press the "Black Mace" button to get it.

To get clues as to how one must advance, one must listen to the tales told my various people. This is crucial to success.

The game has many problems. For example, when getting the black mace one must enter the crystal castle (after dealing away with the familiars). Then the closed door should go to the room of knowledge, but often will lead outside which will cost you extra time getting back in again. Even worse, when reaching knowledge and taking the door to the treasure room (with the mace) I have been put outside in a place where it is impossible to get back in again unless I kill myself and start over again.

The game is in three phases. The unit here has only the first so once accomplish the first mission that is it and you cannot finish the other two (which I believe can exist all at once in the same machine). You only kill the black magician in the first phase. Not Sorcible the bad-guy ringleader.

Does anyone out there know how to get the scepter. This is crucial to getting the bow to get the orb to get the coins to get the tapestry. Any help would be appreciated.

Dan Wallach  
(...!convex!danny)

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Subject: Re: Re: Thayer's Quest  
Posted by [danny](#) on Tue, 28 May 2013 02:29:33 GMT  
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Message-ID:  
Date: Sat, 10-Nov-84 15:14:00 EST  
Article-I.D.: convex.26000002  
Posted: Sat Nov 10 15:14:00 1984  
Date-Received: Thu, 15-Nov-84 01:27:05 EST  
References:  
Lines: 13  
Nf-ID: #R:convex:26000001:convex:26000002:000:510  
Nf-From: convex!danny Nov 10 14:14:00 1984

I would like to update this. In the crystal castle as anywhere else  
it is important to choose fast. Always.

Items are visible in the screen but you must know what to look for.  
Also, some items such as the crystal cannot be taken by pressing the crystal  
button. For these other measures must be taken such as, for the crystal, using  
the spell of release.

Once again, anyone knowing the whereabouts of the scepter, please post  
them to the net or mail me.

Thankyou,  
Dan Wallach  
(...!convex!danny)