

GRAIL OF THE GODS

for TI99/4A

Enhanced Edition



Play the *Enhanced Edition* of the beautiful *Grail of the Gods* game on your TI-99/4A!

Original Version by **Ibol**, TI99 conversion by **Majestyx**, enhanced TI99 version by **TMOP**.

Main features:

- Seek the *Grail Of The Gods* through 8 levels in two different dungeons (*Dungeon of Doom* and *Fires of Hell*);
- Fight 14 monsters, from the lowly *Rat* to the mighty *Archdemon*.
- Discover 25 different weapons and armors.
- Use the Joystick or the Keyboard (E, S, D, and X keys) to move. The dungeon is revealed as you move through it.
- Get too close to a monster and it's a fight to the death!
- Your sword and armor degrade with use, so be sure to find replacements.
- Shiny gold adds points to your wealth and experience.
- Avoid deadly traps and drink the healing potions on each level.
- Find for the grail on level 8.

The *Enhanced Edition* includes all the features of the last TI99 version (XL) and has the following additions:

- Original graphic (text mode only) and Enhanced graphic mode selection;
- Joystick support, in addition to keyboard (now supporting upper or lower case);
- Sounds;
- Improved game longevity, introducing four different ways to show each level.

Player's indicators:

Depth = Dungeon Depth;

Rank = Experience Level;

XP = Experience Points on the current level, listed as N/M where N is how many points you currently have and M is the required number of points to gain one level in experience;

Gold = Collected Gold;

Weapon = Attack Level;

Armor = Armor Level;

Health = Hit Points.

You get one *Experience Point* every time you kill a monster or pick up some gold. When you gain a level of experience, the counter is reset, but the goal is higher.

Weapon indicates the quality of the weapon you currently are using. *Weapon* and *Armor* are reduced to zero as you are fighting, therefore, you need to pick up new armor and weapons regularly.

Health starts at a high number (increasing as you gain experience levels) and is reduced every time a monster hits you. If you drink a *Healing Potion*, your hit points are restored to the highest possible at the experience level you currently are at. If you already have maximum *Health* for your experience level, you won't see a difference. When you're below 0 hit points, you are dead, and the game is over!