

## Credits

MSX2 original version:  
(c) Momonoki House, 1990  
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MSX Adaptation:  
(c) Karoshi Corporation, 2005

EDUARDO ROBSY PETRUS:  
Code, In-game Graphics, Sound Effects

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Musics, Still Graphics, Storyboard, Testing

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Karoshi Corporation's Boards  
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**KAROSHI**  
C O R P O R A T I O N

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Connect the EAR jack of your MSX to the PHONES entry of your CD Player. Adjust the volume of your CD Player to aprox. 3/4. Type BLOAD "CAS:,"R and press RETURN. Press PLAY on your CD Player. The game will start loading. If not, try adjusting the volume again and repeat the process. When a disk drive is present, remember to press SHIFT key while switching on the computer.

**MSX**

**KAROSHI**  
C O R P O R A T I O N

**COMPACT**  
**disc**  
DIGITAL AUDIO

32KB

RK709EX

System requirements:  
64KB RAM / 16KB VRAM

# Griel's Quest for the Sangraal

## Extended Edition

## Instruction Manual

**KAROSHI**  
C O R P O R A T I O N

RK709EX



## Introduction

The prophecy says that every thousand years the Demon awakes and comes to our world to destroy it. Many evil creatures have appeared everywhere and one of the darkest ages of mankind is about to start. Our fate has been decided.

Our last hope is the Sangraal, the only artifact powerful enough to destroy the Enemy and restore the balance to our world. But the Holy Cup was lost centuries ago and no one knows where it can be now.

If the legend is true, the Sangraal can only be found by a brave warrior with a pure heart. This would be the most difficult quest ever started. Become Sir Griel, the wise knight with no fear, who has been selected to overcome all the perils and vanquish the darkness that threatens our world.

The Quest for the Sangraal has begun... Would you dare to accept the challenge?

## The Game

The goal of the game is to find the Sangraal and cast its power to destroy the Enemy. In order to find the Holy Cup, Griel will have to face different mazes in which the logic is required to break the magic seal and escape to the next level.

In each round Griel should find the key and use it to break the magic seal that locks the door. Once that the portal has been opened, the knight should hurry through it to pass to the next maze.

The Sangraal is located on the last maze, as well as the Devil itself. Griel should take first the Grail and then destroy with it the Demon, banning him from our dimension.

But reaching the key and then the door is not always easy: there are plenty of evil creatures that will block Griel's path:



### Slime

A bouncing green ooze with no intelligence at all, but very bad tempered.



### Ghost

The cursed spirit of an unburied knight who died in the Quest for the Sangraal.



### Ogre

A dangerous and tough creature that usually lives hidden in the mountains and deep forests, but under control of the Evil Lord himself.

Luckily, different magic objects have been spread to help you in your Quest and to destroy the fiendish monsters:



### Magical Staff

Can be used to remove poisonous slimes



### Holy Cross

Its power gives to its bearer the spiritual strength to cast away spirits.



### Sacred Sword

The blade has been blessed and can destroy strong enemies with heavy armours with just one blow.

However, due to the fact that these are special artifacts, their power is lost once that they have been used. Each object can be utilized just once. And there is another limitation: Griel can only wield one object at the same time. If the knight is carrying an object he cannot take another one: he should use the one that he is holding first.

In some stages there are also direction spells in the ground, drawn as a white arrow over a blue tile. If Griel steps into these special places he will move in that direction. Be careful: it is very easy to get trapped!

## Controls

Guide Griel's movements using either the cursor keys or a joystick plugged into port 1. Each direction would move Griel that way, if movement is possible.

Whenever Griel gets blocked he should surrender to the devil forces by pressing ESC key. This will cost him a try. Once that all available tries have been used, the game is over.

## Continue the Quest

Every five mazes Griel will be given a holy pray. This pray can be used to resume the Quest from the point in which the search for the Sangraal was interrupted. Select the CONTINUE option from the main menu to recite the pray and continue your adventure from the point where you left it.

## Helpful Tips

- Think before moving Griel.
- Count the number of special items and the number of enemies.
- Some levels have different solutions and others have cutoffs.
- The order in which you use the objects is very important.
- All the mazes have at least one solution: if you cannot advance, try a totally different approach.
- Be patient!