Kooky's Quest (1985) – Anschuetz/Weisgerber/Anschuetz

Game Play

The following description of the gameplay was written by the A/W/A Team to be submitted to a computer magazine along with the game.

> *Kooky's Quest is an action adventure game. You play using the keyboard and a joystick in controller jack one. There are two skill levels: expert and beginner. In a beginner game, you have a map of the dungeon to follow. If you like the challenge of mapping a game, you should play expert, as you can only see the section of the dungeon you are occupying.*
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> *Trapped in an ancient dungeon, your only hope lies in descending to the lowest level and retrieving the magic key. By returning to the first level with the key and placing it in the lock located in one of the level-one rooms, you can free yourself from the evil dungeon and win the game. You have ten lives with which to accomplish this task.*
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> *In order to move from one level to another, you must obtain a certain number of treasures (rings and chests). You need only one treasure to go from the first level to the second, but you need five in all other cases. Once you have enough treasures to change levels, you simply move to the up or down staircase, designated by a U and a D on the map. If you are playing without the map, you can only identify a staircase by the sound effects for going up and down, because the stairs aren't visible in the view of your immediate vicinity.*
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> *Getting treasures is not an easy task. In each room, you will find a treasure and a monster. It is important to get to the treasure before the monster gets it, before you kill the monster, or before the monster kills you, since, in any one of these cases, that treasure will be lost to you. If you clear all the rooms on any level and don't have enough treasures to move to another level, you will be forced to wander that level forever.*
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> *As you enter a room, you are asked to choose which weapon you will use. Listed at the bottom of the screen are the six weapons available to you. Simply press the number of the weapon you want to use. Three of the weapons, the sword, axe, and mace, are swinging weapons. To swing any one of these, you press the fire button, then push the joystick to the left or right. The knife, lightning bolt, and fireball are throwing weapons. The procedure for using one of these is the same as for a swinging weapon, but it will travel across the room until it hits a monster, a treasure, or the wall. Your choice of weapon is very important, since each type of weapon has a different effect on each monster, taking from one to six hits to kill the monster.*

There are six varieties of monsters you may encounter during your quest. These include vampire bats, giant hobgoblins, wicked skeletons, venomous serpents, decaying mummies, and worst of all, malevolent spiders which can catch you in their webs and inhabit only the lowest level.

As a variation of Kooky's Quest, instead of attempting to escape the dungeon with as many lives as possible, you can go for points, seeing how many you can accumulate before you lose all your lives. A treasure is worth five points and a monster is worth ten.

The following gameplay instruction for Kooky's Quest was published in Antic Magazine.

Trapped in an evil dungeon, your only hope of escaping is to descend to the lowest level, retrieve the magic key, and use it to unlock the portal at the uppermost level. Playing Kooky's Quest uses the keyboard and a joystick in port one. There are two skill levels. In the beginner game, you're aided by a displayed map of the dungeon, which is erased for the expert game. To move from one dungeon level to another, you must obtain enough treasures-rings and chests. You need only one treasure to descend from the first level to the second, but you'll need five to reach each of the deepest dungeons. Once you have enough treasures to change levels, go to the up or down staircase, shown with a D or U on the map. If you are playing without the map, you can identify a staircase by sound effects, because the stairs aren't in your view.

Getting treasures is not an easy task. In each room, you will find a treasure and a monster. It is important to get to the treasure before the monster gets it, before you kill the monster or the monster kills you. In each case, you'll lose the treasure. If you clear all the rooms on any level and don't have enough treasure, you'll be forced to wander that level forever-or until you stop the game. You have ten lives for the entire game.

You'll be asked to choose a weapon as you enter a room. Available weapons are listed at the bottom of the screen and can be selected with numbers. The axe, mace and sword are swinging weapons-press the fire button and move the joystick from left or right. The knife, lightning bolt and fireball are throwing weapons. They are used in the same way as swinging weapons - except they continue moving in a straight line until they hit something. Choose your weapons with care. Each has different properties. You'll find that some require six hits to kill, others only one hit. Note that while fighting, you can only attack to the left or right, and can't protect yourself from above or below.

You can encounter six types of monsters - vampire bats, giant hobgoblins, wicked skeletons, venomous serpents, decaying mummies and malevolent spiders that inhabit only the lowest level. Your adventurer, Kooky is shown as a

happy face symbol. Instead of escaping the dungeon, you may choose to
accumulate points. Treasures are worth five points, defeated monsters ten.

Recollections

Kooky's Quest was based on Exidy's Venture arcade game.   In Venture, the primary character was called "Winky" and had a smiley face just like the Kooky's Quest main character. Venture also took place in an underground maze, where you wander through halls, enter rooms, and battle the villains in the rooms. All of these game traits are also found in Kooky's Quest.

Kooky's Quest took quite a long time to write and finish.   The original name for the game was Dungeon Quest. The game was started before Kooky Klimber, but Kooky Klimber was finished first and set the standard for the Kooky-named series of games which included Kooky's Quest and Kooky Diver. Development got stuck in an almost infinite loop as John Weisgerber tried several techniques to get the scrolling maze to work smoothly. The wait was worth it, since the scrolling effect looks completely smooth in all four directions, and was implemented through manipulation of text strings in memory.

Kooky's Quest was sold to Antic Magazine for about $200 or $300, and was the first A/W/A program published because Kooky Klimber and Night Rescue were purchased by COMPUTE! Magazine but never published.   The A/W/A Team was so excited when the magazine reached the news racks, that they had their parents take them to Fairlane Mall in Dearborn to purchase the magazine the first day it came out.