****

**for TI99/4A**

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!

Document Revision: 1.0.2 – 01/11/2019.