

KNIGHTSQUEST  
ATARI 40TH  
COMPETITION -  
SAVE THE WORLD



# THE GAMES

Play the loading game for interface

Find the secret code in each of the four games

Find the secrets in the bonus level games for points

## VR - Asteroids

1. Asteroids - Quest for Sword of Freedom

1.2 UrQuan the masters - Quest for Equality

## VR - Hazard

2. Berzerk Requiem - Quest for Shield of Faith

2.2 HackRazor - Quest for Liberty

## VR - Atari adventure

3. Dragonfire - Quest for Helmet of Justice

3.2 -Castle of fire - Quest for Glory

## VR - Spelunker

4. Pitfall 2 - Quest for Cup that heals

4.2 La-Mulana - Quest for redemption

Quest for peace of the past

5. Z+Angband - Tunnels of Angband

5.2 The Hobbit (1982 48k Spectrum/ Dos)

(Zipped 48k, 128k, dos)

Quest for peace for the future

6. Fantasy Star VR - Tower of Babylon

6.2 Phantasy star Extended+ (1988 SMS/2018 Java)

## Final Round

### 7. Retro Reload VR - Accel Challenge

A-Team atari 40th knightsquest competition concept edit

[youtu.be/75VkJR6Yw3PE](https://youtu.be/75VkJR6Yw3PE) - Trailer 1

Planning final release round 1 - 30/March/2018

1st Round - Sword, Shield, Helmet, Cup

1. Asteroids [retroreloader.itch.io/lysoroid...](https://retroreloader.itch.io/lysoroid...)

2. Berzerk [retroreloader.itch.io/40th-ata...](https://retroreloader.itch.io/40th-ata...)

3. Dragonfire [retroreloader.itch.io/dragonfi...](https://retroreloader.itch.io/dragonfi...)

4. Pitfall 2 [retroreloader.itch.io/pitfall-...](https://retroreloader.itch.io/pitfall-...)

-Secret Keys + Code - 2nd Round - The Knights quest to free the two realms

5. Z+A+ngband - 100 floors tunnels - Perm death, 1 try

6. Fantasy Star - Tower of Babylon - 100 floors tower - Perm death, 1 try

0 3

# THE QUEST

## Can you beat the challenge?

Free the realms and save the world of Knightsquest

1. Asteroids - Quest for Sword of Freedom

2. Berzerk - Quest for Shield of Faith

3. Dragonfire - Quest for Helmet of Justice

4. Pitfall 2 - Quest for Cup that heals

Retrieve the password then proceed to free the 2 Realms.

# THE PRIZES

1. Asteroids - Sword of Freedom
2. Berzerk - Shield of Faith
3. Dragonfire - Helmet of Justice
4. Pitfall 2 - Cup of health

Retrieve the codes then proceed to free the 2 Realms.

5. Z+Angband - Breastplate of Righteousness
6. Fantasy star VR - Tablet of truth

7. ?  
0 2

# THE FACTS

Two Rounds.

Round 1. Four games - 4 keys+codes

Competition and prizes for each

Round 2. Two games - RPG style adv

Competition on each and ultimate prize for final stage winner

Timeline 2018-2020 Round 1.

Timeline 2020-2022 Round 2.

Find the secret key in each of the four games

1. Asteroids - Quest for Sword of Freedom
2. Berzerk - Quest for Shield of Faith
3. Dragonfire - Quest for Helmet of Justice
4. Pitfall 2 - Quest for Cup that heals

-Enter the Realm- 100 floors to beat the final boss of both to realm the World

5. Zangband - Atari edit - Perm Death - Port items to VR

6. VR World Seed Tower - Perm Death - Port items to Zangband

I wanted 4 games with keys and codes hidden like swordquest competition and RP1, which you have to find and then use a secret passcode to enter two D&D games (Dos + VR) to finally win the competition.

Shock 1 is a cyberpunk pioneering game, but a while back I did a berzerk tweak like a demake which I was hoping to lend a theme to and finish the extra features in the 2nd game of the 4 in the atari anthology challenge





# RETURN LEARN

## DIRECTOR

Developing & Supporting indie games. Research/writing/training on games

<https://www.patreon.com/retroreload>

<https://gamejolt.com/@retroreloader>

<https://retroreloader.itch.io/>

<http://retroreloads.deviantart.com/>

Championing indie games for making a social change.

# J HORSFIELD

## EXECUTIVE PRODUCER

For myself, I started my programming journey 30 years ago on the zx spectrum 48k, moving onto the 128k and commodore 64 before the amiga (AMOS, SEUCC) and then qbasic years.

These days I prefer leaving the programming to partnerships and highlighting retro remakes + indie games which inspire change or challenge for the gamer. This website is a collection of my research and games I've found on those themes. I always release public domain for free with open source where possible to support the community and prefer the credit goes to the team or the project.

# RETRORELOADER

## EDITOR & ANIMATION

Opened in 2013 Manchester, UK

Themed custom apparel - Designs/illustration

Clothing & Apparel inspired by retro games, film, series and cartoons.

Keeping the retro theming alive and creating custom covers and edits

# HeartsMindsMedia

## CINEMATOGRAPHER

Hearts and Minds Media seeks to raise awareness and social change through talks, documentaries and media (Infographics and games)

By working with local communities and organisations we aim to promote social change and provide lasting impact for future generations. Working with the return learn gaming project

([returnlearn.com](http://returnlearn.com)) to promote positive gaming;

we create publications to inspire and inform. Infographics and retro art design by Retro Reloader

([retroreloader.com](http://retroreloader.com))

[youtu.be/75VkR6Yw3PE](https://youtu.be/75VkR6Yw3PE) - Trailer 1 - Round 1  
[youtu.be/lpnnRsaUm4g](https://youtu.be/lpnnRsaUm4g) - Trailer 1 - Round 2

Planning final release round 1 - 30/March/2018

1st Round - Sword, Shield, Helmet, Cup

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-Secret Keys + Code - 2nd Round - The Knights quest to free the two realms

5. Z+A+ngband - 100 floors tunnels - Perm death, 1 try
6. Tower of Babylon - 100 floors tower - Perm death, 1 try

-Final Round - Freedom?

Dragonquest 40th competition - Zangband + "Tower Of Druaga: Recovery Of Babyim" edits  
[atari40th-RP1-Competition-knightmare-adventure-combo-true](#)

Atari 40th competition game 1 - Asteroids Mod

Find the secret key in each of the four games

1. Asteroids - Quest for Sword of Freedom
2. Berzerk - Quest for Shield of Liberty
3. Dragonfire - Quest for Helmet of Justice
4. Pitfall 2 - Quest for Cup that heals

1 - Asteroids Mod Find the secret key in each of the four games

1. Asteroids - Quest for Sword of Freedom
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I wanted 4 games with keys and codes hidden like swordquest competition and RP1, which you have to find and then use a secret passcode to enter two D&D games (Dos + VR) to finally win the competition. Shock 1 is a cyberpunk pioneering game, but a while back I did a berzerk tweak like a demake which I was hoping to lend a theme to and finish the extra features in the 2nd game of the 4 in the atari anthology challenge. I wanted 4 games with keys and codes hidden like

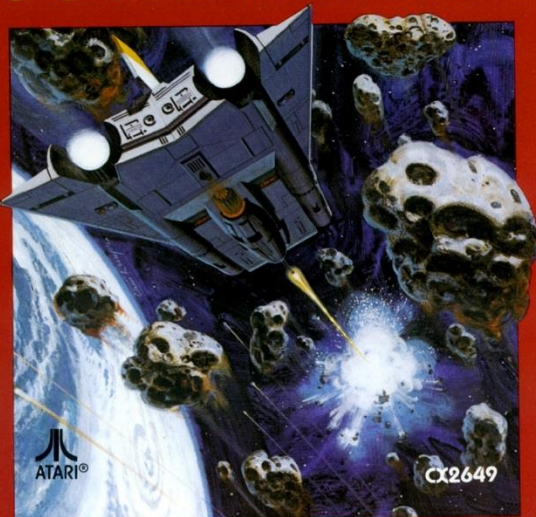
swordquest competition and RP1, which you have to find and then use a secret passcode to enter two D&D games (Dos + VR) to finally win the competition. I've used gamemaker 4,5,6 and studio from time to time. Please find the sshock demake here along with the first 3 atari 40th games. Retrieve the password then proceed to free the 2 Realms.

# ASTEROIDS™

VIDEO COMPUTER SYSTEM™  
GAME PROGRAM™

66 VIDEO  
GAMES

HYPERSPACE •  
THRUST CONTROL  
ONE PLAYER • TWO PLAYERS



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SPECIAL FEATURE

VIDEOGAMEOBSESSION.COM

# ATARI® 2600™

## BERZERK



IMAGIC

## DRAGONFIRE

Cartouche de jeu vidéo compatible avec le Système de Jeu Vidéo "Atari®"  
Fernsehspiel-Kassette vereinbar mit dem Atari® Video Game System  
Cassette compatibile con il Sistema Video giochi Atari®  
Cartucho del Juego Electrónico compatible con Atari® Video Game System

Video game compatible with the Atari® Video Game System



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Imagic n'a aucune connexion avec Atari®, Inc.

Imagic non ha alcun rapporto con Atari®, Inc.

Imagic steht in keiner Beziehung zu Atari®, Inc.

# ATARI® 2600™

## AWESOME ADVENTURE

Join Pitfall Harry as he searches a vast subterranean cliff dwelling high in the Andes. He's looking for the fabled Raj Diamond, gold bricks, his niece Rhonda and the cowardly Lion Quickclaw. He finds more than he bargained for — eels, poisonous frogs, albino scorpions, bats, condors, a raging river — in the greatest challenge of his career!






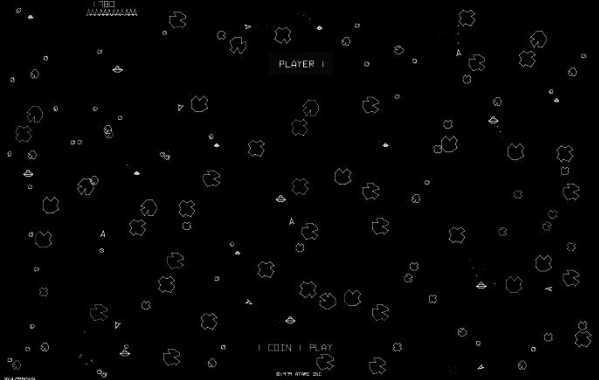
DAVID CRANE'S







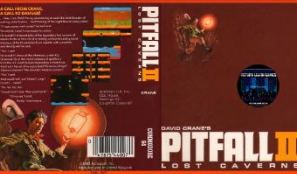

## PITFALL II

LOST CAVERNS

ACTIVISION


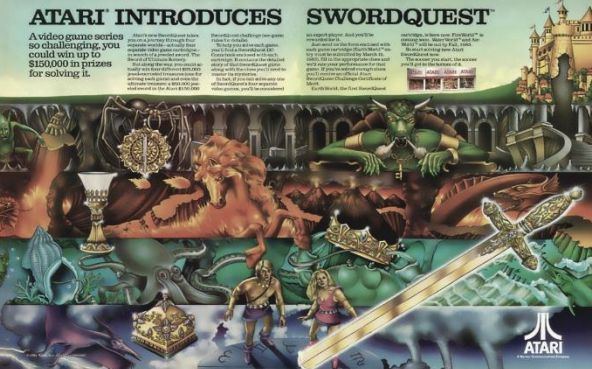
# Atari Anthology Adventure - KnightsQuest Competition









## ATARI INTRODUCES SWORDQUEST

A video game series so challenging, you could win up to \$10,000 in prizes for solving it.



## Atari Anthology Adventure - KnightsQuest Competition

### SAY HELLO TO ATARI VR



[illegible]



# START BLASTING!



It's your only way out of this cloud of punishing alien battles. Permanent vision. Lightning reflexes. And cool control. That's what it takes to save your ship. And your life.

- Is worth of devastating asteroids.
- For 1 players.
- Competing player's ship can appear on screen simultaneously.

■ For use with the Atari 7800 Score System.

■ For use with North American and other NTSC television sets only.

■ For use with Twin 7800 controllers.



ATARI

ATARI 7800 SCORE SYSTEM



## ATARI 7800 VIDEO GAME CARTRIDGE

# ASTEROIDS™



ATARI 7800 VIDEO GAME CARTRIDGE



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ATARI 7800 SCORE SYSTEM


ENTER A 100% GUARANTEE: ANY PRODUCT THAT DOES NOT EXCEED 100% OF YOUR MONEY. MONEY BACK GUARANTEE. ANY PRODUCT THAT DOES NOT EXCEED 100% OF YOUR MONEY. MONEY BACK GUARANTEE. ANY PRODUCT THAT DOES NOT EXCEED 100% OF YOUR MONEY. MONEY BACK GUARANTEE.

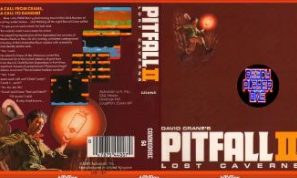
Two quest objectives are displayed side-by-side. The left objective is for the 'Sword of Freedom' quest, featuring a long sword with a red scabbard and a gold hilt. The right objective is for the 'Shield of Faith' quest, featuring a shield with a black background and a white border, containing a red and yellow dragon. Below the shield is a small thumbnail image of the game's interface.



**Dragonfire**


How Quest is for the Helmet of Justice  
Can you find all the keys to enter the realm?






**PITFALL II**  
LOST CAVERNS


How Quest is for the Cup that Heals  
Can you find all the keys to enter the realm?



**ATARI INTRODUCES SWORDQUEST**


A video game series so challenging, you could win up to \$100,000 in prizes for solving it.

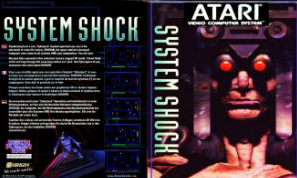




**ASTEROIDS**


How Quest is for the Sword of Freedom  
Can you find all the keys to enter the realm?







**SYSTEM SHOCK**

How quest is for the Shield of Justice  
Can you find all the keys to enter the realm?






**Atari Anthology Adventure - KnightsQuest Competition**



**SAY HELLO TO ATARI VR**

**Zangband 1990-2018+ The original Dos 50A VR**

You must beat all 100 Floors of Angband - Defeat Morgoth \*Perm Death - Flow Items -



and goodbye to everything else!

Introducing the new Atari 2600 VR Headset

With a 20° field of view and a blisteringly fast 10Hz refresh rate, you will be surrounded with eye popping new 3D game worlds that will blow you away to what new you wanted for? Get yourself in the zone!

You must beat all 100 Floors of the Tower - Defeat ..... \* SHROLU based interface. \*Perm Death

On entering can you free both realms? And win?..



**Atari Anthology Adventure - KnightsQuest Competition**

**SAY HELLO TO ATARI VR**



**and goodbye to everything else!**

**Zangband 1990-2018+ The original Dos 50A VR**

You must beat all 100 Floors of Angband - Defeat Morgoth \*Perm Death - Flow Items -



**Introducing the new Atari 2600 VR Headset**

Enter a new world of gaming glory that could only be brought to you by Atari, the makers of the most popular home console ever made. No other system lets you enter into a whole new gaming universe, with included hits PacMan VR and Combat VR!

Includes Combat VR and PacMan VR



With a 20° field of view and a blisteringly fast 10Hz refresh rate, you will be surrounded with eye popping new 3D game worlds that will blow you away to what new you wanted for? Get yourself in the zone!

You must beat all 100 Floors of the Tower - Defeat ..... \* SHROLU based interface. \*Perm Death

**On entering can you free both realms? And win?..**

**Dragonfire**

Dragonfire is the first of a new series of games from Atari. It is a fast-paced action game that will challenge you to the limit. Dragonfire is the first of a new series of games from Atari. It is a fast-paced action game that will challenge you to the limit.

**Pitfall II**

Pitfall II is the second game in the Pitfall series. It is a fast-paced action game that will challenge you to the limit. Pitfall II is the second game in the Pitfall series. It is a fast-paced action game that will challenge you to the limit.

**Swordquest**

Swordquest is the first game in the Swordquest series. It is a fast-paced action game that will challenge you to the limit. Swordquest is the first game in the Swordquest series. It is a fast-paced action game that will challenge you to the limit.

**Quest**

Quest is the first game in the Quest series. It is a fast-paced action game that will challenge you to the limit. Quest is the first game in the Quest series. It is a fast-paced action game that will challenge you to the limit.

**Adventure**

Adventure is the first game in the Adventure series. It is a fast-paced action game that will challenge you to the limit. Adventure is the first game in the Adventure series. It is a fast-paced action game that will challenge you to the limit.

**Asteroids**

Asteroids is the first game in the Asteroids series. It is a fast-paced action game that will challenge you to the limit. Asteroids is the first game in the Asteroids series. It is a fast-paced action game that will challenge you to the limit.

**System Shock**

System Shock is the first game in the System Shock series. It is a fast-paced action game that will challenge you to the limit. System Shock is the first game in the System Shock series. It is a fast-paced action game that will challenge you to the limit.

**Rings of Quest Competition**

Rings of Quest Competition is the first game in the Rings of Quest Competition series. It is a fast-paced action game that will challenge you to the limit. Rings of Quest Competition is the first game in the Rings of Quest Competition series. It is a fast-paced action game that will challenge you to the limit.

**Quest**

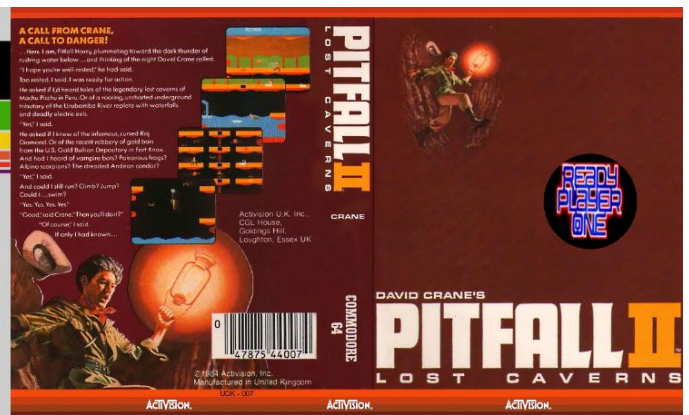
Quest is the first game in the Quest series. It is a fast-paced action game that will challenge you to the limit. Quest is the first game in the Quest series. It is a fast-paced action game that will challenge you to the limit.

**System Shock**

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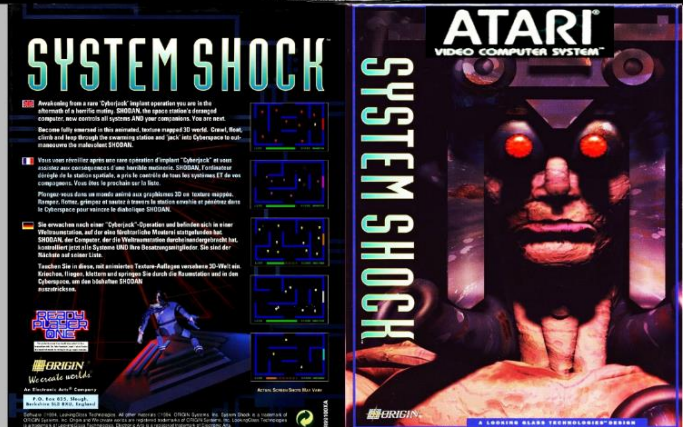
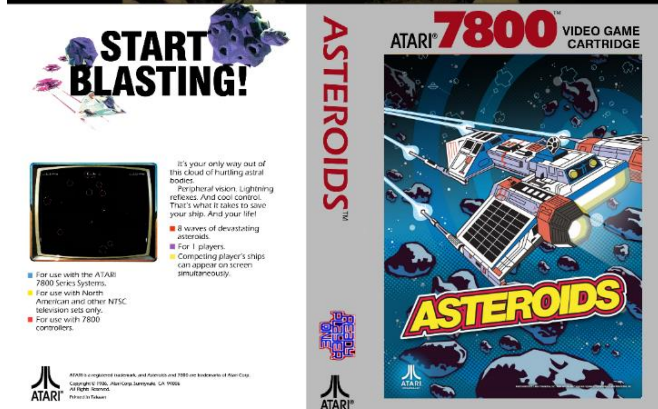
**Zangband**

Zangband is the first game in the Zangband series. It is a fast-paced action game that will challenge you to the limit. Zangband is the first game in the Zangband series. It is a fast-paced action game that will challenge you to the limit.



Your Quest is for the Helmet of Justice  
Can you find all the keys to enter the realm?

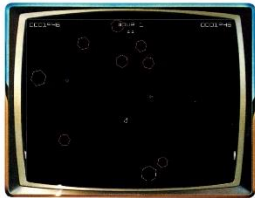
Your Quest is for the Cup that Heals  
Can you find all the keys to enter the realm?



Your Quest is for the Sword of Freedom  
Can you find all the keys to enter the realm?

Your quest is for the Shield of Justice  
Can you find all the keys to enter the realm?





- For use with the ATARI 7800 Series Systems.
- For use with North American and other NTSC television sets only.
- For use with 7800 controllers.

It's your only way out of this cloud of hurtling astral bodies.

Peripheral vision. Lightning reflexes. And cool control. That's what it takes to save your ship. And your life!

- 8 waves of devastating asteroids.
- For 1 players.
- Competing player's ships can appear on screen simultaneously.

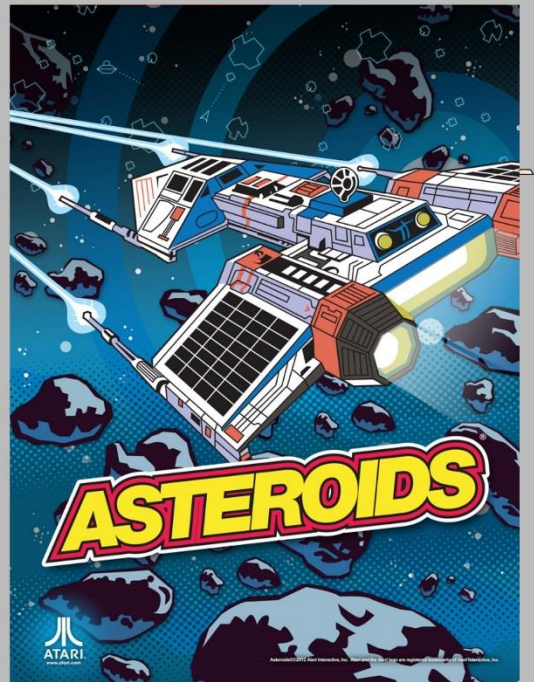


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ASTEROIDS™



ATARI® **7800™** VIDEO GAME CARTRIDGE



Your Quest is for the Sword of Freedom  
Can you find all the keys to enter the realm?



# SYSTEM SHOCK™

**Awakening from a rare 'Cyberjack' implant operation you are in the aftermath of a horrific mutiny. SHODAN, the space station's deranged computer, now controls all systems AND your companions. You are next.**

**Become fully immersed in this animated, texture mapped 3D world. Crawl, float, climb and leap through the swarming station and 'jack' into Cyberspace to outmanoeuvre the malevolent SHODAN.**

**Vous vous réveillez après une rare opération d'implant "Cyberjack" et vous assistez aux conséquences d'une horrible mutinerie. SHODAN, l'ordinateur dérangé de la station spatiale, a pris le contrôle de tous les systèmes ET de vos compagnons. Vous êtes le prochain sur la liste.**

**Plongez-vous dans un monde animé aux graphismes 3D en texture mappée. Rampez, flottez, grimpez et sautez à travers la station envahie et pénétrez dans le Cyberspace pour vaincre le diabolique SHODAN.**

**Sie erwachen nach einer "Cyberjack"-Operation und befinden sich in einer Weltraumstation, auf der eine fürchterliche Meuterei stattgefunden hat. SHODAN, der Computer, der die Weltraumstation durcheinandergebracht hat, kontrolliert jetzt alle Systeme UND Ihre Besatzungsmitglieder. Sie sind der Nächste auf seiner Liste.**

**Tauchen Sie in diese, mit animierten Texture-Auflagen versehene 3D-Welt ein. Kriechen, fliegen, klettern und springen Sie durch die Raumstation und in den Cyberspace, um den böshafte SHODAN auszutricksen.**

**READY  
PLAYER  
ONE**

The game is rated ESRB rating of 17+.

**ORIGIN**  
We create worlds.

An Electronic Arts® Company  
P.O. Box 835, Slough,  
Berkshire SL5 8XU, England

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RSB100XA

**ATARI®**  
VIDEO COMPUTER SYSTEM™

# SYSTEM SHOCK

**ORIGIN**

A LOOKING GLASS TECHNOLOGIES™ DESIGN

Your quest is for the Shield of Justice  
Can you find all the keys to enter the realm?



## A CALL FROM CRANE, A CALL TO DANGER!

...Here I am, Pitfall Harry, plummeting toward the dark thunder of rushing water below...and thinking of the night David Crane called. "I hope you're well-rested," he had said.

Too rested, I said. I was ready for action.

He asked if I'd heard tales of the legendary lost caverns of Machu Picchu in Peru. Or of a roaring, uncharted underground tributary of the Urubamba River replete with waterfalls and deadly electric eels.

"Yes," I said.

He asked if I knew of the infamous, cursed Raj Diamond. Or of the recent robbery of gold bars from the U.S. Gold Bullion Depository in Fort Knox. And had I heard of vampire bats? Poisonous frogs? Albino scorpions? The dreaded Andean condor?

"Yes," I said.

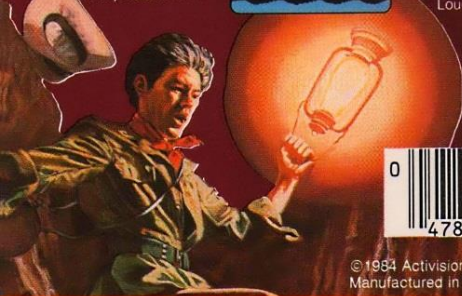
And could I still run? Climb? Jump? Could I...swim?

"Yes. Yes. Yes. Yes."

"Good," said Crane. "Then you'll do it?"

"Of course," I said.

If only I had known...



Activision U.K. Inc.,  
CGL House,  
Goldings Hill,  
Loughton, Essex UK



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Manufactured in United Kingdom  
UDK - 007

LOST  
CAVERNS  
**PITFALL II**

CRANE

COMMODORE  
64

DAVID CRANE'S

**PITFALL II**  
LOST Caverns



ACTIVISION.

ACTIVISION.

ACTIVISION.

Your Quest is for the Cup that Heals  
Can you find all the keys to enter the realm?





# DRAGONFIRE



# DRAGONFIRE

Video Game Cartridge  
For MATTEL INTELLIVISION System and Sears Super Video Arcade

IM 7603

Video Game Cartridge  
For MATTEL INTELLIVISION System and Sears Super Video Arcade

FAST ACTION CHALLENGE!



Dreadful dragons control the King's castle! You, the young Prince, want them banished, but first you must reclaim the royal treasures. You have to cross castle bridges, dodging dragonfire as you go. Leap, duck and sprint to reach the other side!



Once across, enter a splendid storeroom. Pocket every treasure you touch. But beware of deadly dragonfire! Each dragon is smarter than the last, and some are almost invisible! How many bridges can you cross? How many storerooms can you empty?

1 or 2 players can hunt treasures in the splendid storerooms. 2 keypad overlays will guide you in your dangerous quest.



Program designed by Alan Smith  
Operating Instructions Inside

Plus details of the **TWO YEAR LIMITED WARRANTY** on Imagic Video Game Cartridges

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71001D-2A  
Printed in USA

DRAGONFIRE



For The **INTELLIVISION™** System

IMAGIC is not related to Mattel Electronics, INC or Sears

Your Quest is for the Helmet of Justice  
Can you find all the keys to enter the realm?





Premise - Run all four games in a 80's themed VR bedroom to complete within a timelimit for each games, then on learning the secret password after obtaining the secret key in each game. Progress onto a VR nightmare interface for the final competition element.

Perhapes a kickstarter for prizes like the original atari competition? This time for all the prizes?

IMAGIC

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# DRAGONFIRE

Video Game Cartridge  
For MATTEL INTELLIVISION System and Sears Super Video Arcade

# READY PLAYER ONE

IM 7603

# DRAGONFIRE

Video Game Cartridge  
For MATTEL INTELLIVISION System and Sears Super Video Arcade

FAST ACTION CHALLENGE!

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Printed in USA

For The **INTELLIVISION™** System

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# DRAGONFIRE

BASED ON THE NOVEL BY  
ERNEST CLINE

DIRECTED BY  
STEVEN SPIELBERG

NO ONE IN THE WORLD EVER GETS  
WHAT THEY WANT...  
AND THAT IS BEAUTIFUL.

## THREE HIDDEN KEYS

## OPEN THREE SECRET GATES

WHEREIN THE ERRANT WILL BE TESTED FOR WORTHY TRAITS  
AND THOSE WITH THE SKILL TO SURVIVE THESE STRAITS  
WILL REACH THE END WHERE THE PRIZE AWAITS

## READY PLAYER ONE

BENMADETHIS

ATOMIC THUMB/75

# ATARI® INTRODUCES

A video game series so challenging, you could win up to \$150,000 in prizes for solving it.

Atari's new SwordQuest takes you on a journey through four separate worlds—actually four separate video game cartridges—in search of a jeweled sword. The Sword of Ultimate Sovereignty. But along the way, you could actually win four different \$25,000 jewel-encrusted treasures (one for solving each game) and even the ultimate treasure: a \$50,000 jeweled sword in the Atari \$150,000

SwordQuest challenge (see game rules for details). To help you solve each game, you'll find a SwordQuest DC Comicbook enclosed with each cartridge. It contains the detailed story of that SwordQuest game along with the clues you'll need to master its mysteries. In fact, if you can solve any one of SwordQuest's four separate video games, you'll be considered

# SWORDQUEST™

an expert player. And you'll be rewarded for it. Just send us the form enclosed with each game cartridge (EarthWorld™ entry must be submitted by March 15, 1983), fill in the appropriate clues and we'll rate your performance for that game. If you've solved enough clues you'll receive an official Atari SwordQuest Challenge Certificate of Merit. EarthWorld, the first SwordQuest

cartridge, is here now. FireWorld™ is coming soon. WaterWorld™ and AirWorld™ will be out by Fall, 1983. So start solving new Atari SwordQuest now. The sooner you start, the sooner you'll get to the bottom of it.



WHEREIN THE ERRANT WILL BE TESTED FOR WORTHY TRAITS  
AND THOSE WITH THE SKILL TO SURVIVE THESE STRAITS  
WILL REACH THE END WHERE THE PRIZE AWAITS

THE ORIGINAL **READY PLAYER ONE**

## Swordquest!

You Can Win Fabulous Prizes by Solving the Mysteries of Four New Cartridges

In October, Atari presents the EarthWorld Game Program cartridge, launching the most exciting real-life treasure hunt of our time—the SwordQuest Cycle.

There will be four new SwordQuest games in all, each part of the total SwordQuest adventure story. This continuing fantasy tale of treacherous tyrants and daring deeds is told in the special DC comic books packed with the cartridges, and played out in the games themselves.

But the SwordQuest challenge is more than on-screen action—by finding clues hidden in each cartridge and comic book combination, players can win prizes worth thousands of dollars.

The Quest begins with EarthWorld, which holds the key to winning a spectacular 18kt solid gold Thulian, studded with twelve diamonds and twelve

\$25,000 golden Crown, encrusted with diamonds, rubies, sapphires, green tourmalines, and aquamarines.

Finally comes AirWorld. Uncovering its secrets will win the fourth \$25,000 prize for some lucky player—it's a modern-day version of the mythical Philosopher's Stone, encased in an 18kt

gold box studded with emeralds, rubies, diamonds, and corals.

And when the SwordQuest cycle is complete, it will be time for the fifth and final challenge of SwordQuest—the stunner which will earn the grand prize winner an incredible jewel-encrusted sword, with 18kt gold handle and gleaming silver blade, blazing with diamonds, emeralds, rubies, and sapphires—a \$50,000 sword!

What kind of secrets are hidden in the games? No one is saying—but Jew-el Savadela, Atari's Director of Marketing Software, says, "When someone finds the clues, they'll know it!"

"All the contest details will be enclosed in the cartridge boxes," she explains, "but I can tell you that we're going to recognize everyone who finds at least a single valid clue. Find more, you'll receive a greater level of recognition. But you have to find all five valid clues to be eligible to win the major prize for each cartridge—and that fifth valid clue is a real challenge!"

other precious stones—a prize produced at a cost of \$25,000.

Next comes FireWorld, in early 1983. The winner of the FireWorld contest walks off with a Chalice, a gorgeous goblet of platinum and gold, glowering with rubies, sapphires, diamonds, and pearls—another \$25,000 prize.

Later in 1983 there is WaterWorld, with a prize truly fit for a king—a

THE THULIAN

THE CHALICE

THE CROWN

THE PHILOSOPHER'S STONE

ATARI 2600

## SWORDQUEST™

EARTHWORLD

ATARI 2600

## SWORDQUEST™

WaterWorld™

ATARI 2600

## SWORDQUEST™

AirWorld™

USE WITH JOYSTICK CONTROLLER  
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Atari planned four interrelated Swordquest games, one each based on earth, fire, water, and air. The company intended that playing all four games would be necessary to win the final prize.[1] Each had essentially the same gameplay: Logic puzzle adventure style gaming interspersed with arcade style action gaming. The character wanders through each screen, picking up and dropping items, playing simplified variants of then-current "twitch" games between screens. If the correct items are placed in a room, a clue shows up, pointing the player to a page and panel in the comic book included with the game. There, the player would find a word that was hidden in that panel. If the player found all five, or in the case of Waterworld, four, correct clues, amongst all the hidden words (hinted at by a hidden clue in the comic), they could send the sentence to Atari and have a chance to compete in the finals and win a prize. During the playoff, which ran on special versions of the games, the person who managed to find the most clues within 90 minutes would be considered the winner. The winners of the four game contests would go on to a final competition where they would compete for a sword valued at \$50,000. However, only two of the competitions fully took place before Atari cancelled the contest entirely in 1983.

## Plot

The games follow twins named Tarra and Torr. Their parents were slain by King Tyrannus's guards, prompted by a prophecy by the king's wizard Konjuro that the twins would slay Tyrannus. The twins were then raised as commoners by thieves to avoid being slain by the king. When they go to plunder Konjuro's sea keep, they accidentally reveal their identities to him. The twins then start running from a demon summoned to kill them, but it appears that a jewel they stole attracts it. After smashing the stone to avoid the demon, two of Tyrannus's old advisers appear and tell the two about the "Sword of Ultimate Sorcery" and the "Talisman of Penultimate Truth." They are then transported to Earthworld.

After defeating many beasts of the Zodiac and another thief (Herminus) in Earthworld, the twins are transported to the "central chamber" where the "Sword of Ultimate Sorcery" and the "Talisman of Penultimate Truth" are kept. Upon reaching them, the sword burns a hole through its altar all the way to Fireworld. In Fireworld, the twins split up to look for water, and Torr, with the aid of the talisman, summons Mentorr who shows Torr the "Chalice of Light," which will quench his thirst. The twins reunite eventually and find the chalice. However, Torr drops it after he is startled, and it is revealed that the one they found was not the true chalice. Herminus then gives them the chalice, and it grows until it becomes large enough to swallow the twins and transports them to Waterworld.

Upon reaching Waterworld, the twins become separated. Tara travels to a ship made of ice, somehow forgets her name, and meets Cap'n Frost, who desires to find the "Crown of Life" and rule Waterworld. Meanwhile, Torr travels to an undersea kingdom, forgets his name as well and meets the city's ex-queen Aquana, who desires to find the "Crown of Life" in order to regain her throne. After a brief war between the ex-queen and captain, Herminus sets the twins to duel each other. They then pray to their deities for guidance, which summons Mentorr who allows them to regain their memories. The twins throw down their swords, causing the crown to be revealed and split in half. The halves are given to the ex-queen and the captain, who then rule as equals. The "Sword of

Ultimate Sorcery" then transports the twins to Airworld where they would have to do battle with King Tyrannus and Konjuro.

Airworld was never finished, though two prototypes are widely rumored to exist.

## Contest

### Earthworld

Earthworld was the first of the four games. Its room structure was based on the signs of the zodiac. While the basic creative direction of the game was provided by Swordquest Lead Tod Frye, the game was coded by Dan Hitchens. Sounds from Swordquest: Earthworld were used in the 2002 film Solaris directed by Steven Soderbergh and starring George Clooney. The sounds are used to represent the spaceship breaking up.[citation needed]

Out of 5,000 entries, only eight people managed to find all five of the correct clues. Of those eight, Steven Bell, who was 20 and lived near Detroit at the time, took first place and won the "Talisman of Penultimate Truth." The talisman was made of 18K solid gold, with 12 diamonds and the birthstones of the twelve Zodiac signs embedded in it, as well as a small sword made of white gold attached to the front. At the time of the contest, the Talisman was valued at \$25,000. Bell melted down the Talisman to pay the taxes, but kept the baubles and the sword as keepsakes. Unfortunately the sword was stolen.

### Fireworld

Fireworld's room structure was based on the tree of life.

As there were more than the 50 planned participants, a much larger turnout than the previous contest, they held a second preliminary round where the contestants were told to write what they liked about the game. From there, Atari chose fifty of the entries to continue on.

The Chalice of Light was won by Michael Rideout. The chalice itself was made of gold and platinum and was adorned with citrines, diamonds, green jade, pearls, rubies, and sapphires. Like the Talisman of Penultimate Truth, the Chalice of Light had a value of \$25,000. In a 2005 interview, Rideout stated he was still in possession of the chalice which is kept in a safety deposit box.[2]

## Waterworld

The room structure of Waterworld was based on the seven centers of chakra. It was originally released only through the Atari Club.

The winner of this contest was supposed to receive the "Crown of Life," which was made of gold and encrusted with aquamarines, diamonds, green tourmalines, rubies, and sapphires. It was valued at \$25,000 when the game came out.

The overall contest (including the one for the yet-to-be released Airworld) was cancelled at the last minute due in part to Atari's financial troubles during the video game crash occurring around this time. Two preliminary rounds had been conducted prior to this, with the winners of those rounds receiving \$2,000. Steven Bell and Michael Rideout, the winners of the Earthworld and Fireworld competitions, received \$15,000, as they could not advance to the final competition between the winners of all four contests. According to Atari historian Curt Vendel, "Under contract, Warner [Communications] was obligated to complete the contest for Waterworld, because players had submitted correct answers, and the game was sold to the public based on the fact that whomever solves the puzzle in the game would be awarded a prize. They held a very quiet, non-public contest with the 10 people who solved the Waterworld contest. The crown was awarded to the third prize winner." While there is no hard evidence of this contest, Vendel says the contest had to take place by law.

## Airworld

The game was never released, although two prototypes were rumored to exist. According to programmer Tod Frye, Airworld's room structure was going to be based upon the I Ching. Additionally, Tod Frye was planning on representing each room from 1 to 64 with a six-bit number. Each bit would control a different aspect of the rules for that room (e.g., whether the player had to avoid or capture the enemies, whether the enemies attacked or avoided the player, whether the player or the enemies moved fast or slow) but this concept never got out of the design phase, and yielded some unplayable combinations, such as a slow player that had to capture fast moving enemies that avoided the player.

The winner of the Airworld contest was to receive a Philosopher's Stone, a large piece of white jade encased in an 18 karat gold box encrusted with diamonds, emeralds, citrines, and rubies, that like its counterparts was valued at \$25,000. That player was also scheduled to face off against Bell, Rideout, and whoever won the Waterworld contest for the grand prize, a sword with a gold handle encrusted with jewels and a blade made of pure silver. The sword, called the "Sword of Ultimate Sorcery", was valued at \$50,000.

## Postscript

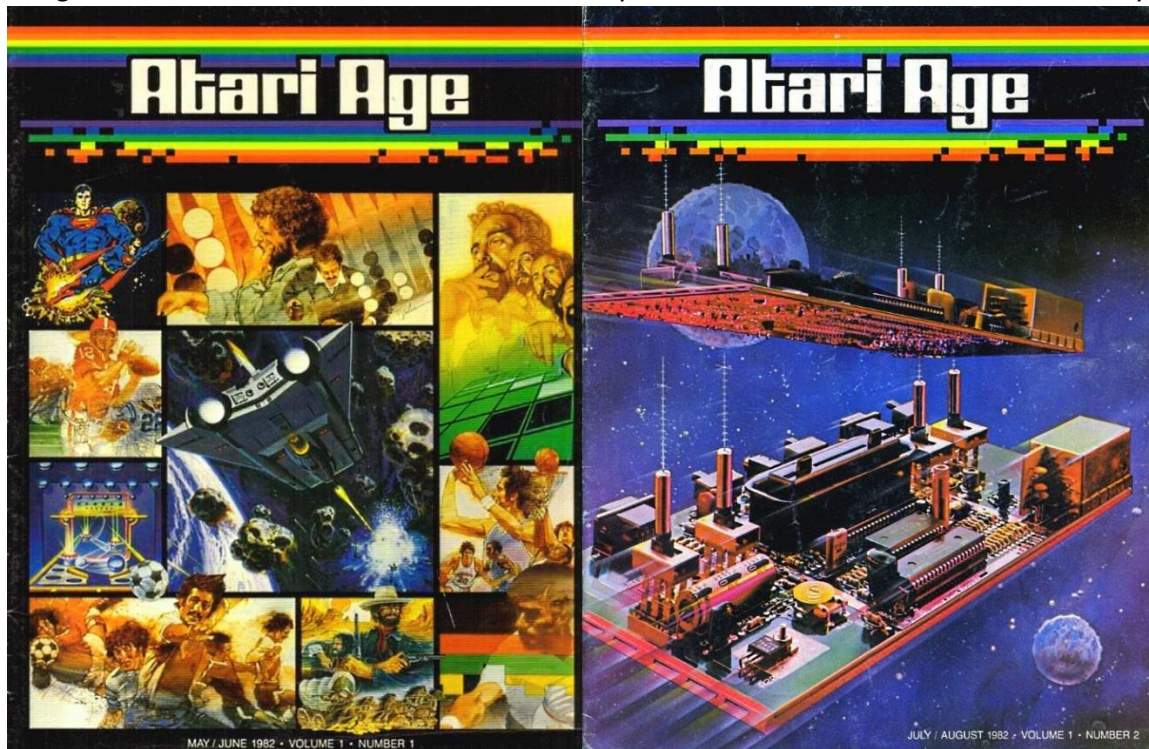
As noted above, Michael Rideout has said that he is still in possession of the chalice he won in the Fireworld competition. In 2005, he sent pictures to the gaming website Digital Press, which posted them along with an interview he gave to the website Atari Headquarters in 1999. In the course of the interview, Rideout mentioned he had heard the medallion won by Steven Bell was melted down by a coin dealer for scrap after Bell sold it for \$15,000; he kept the baubles that were part of it, but the white gold sword was stolen.[2]

Years after the contest, the remaining three prizes (the crown, philosopher's stone, and sword) were assumed to have been in the possession of Jack Tramiel, the founder of Commodore International, who purchased the remnants of Atari after the video game crash and his ouster from Commodore.[3] However, Atari historian Curt Vendel has said the remaining prizes, which were owned by The Franklin Mint and on loan to Atari for the Swordquest contests, were not part of the sale of Atari's consumer division to Tramiel, and ownership of the remaining prizes reverted to The Franklin Mint, which recycled them into other items.[4]

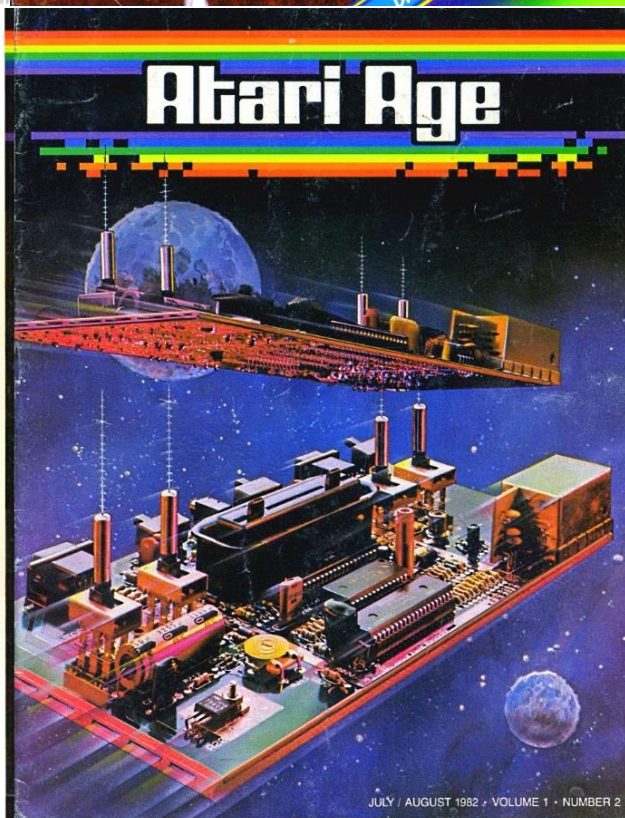
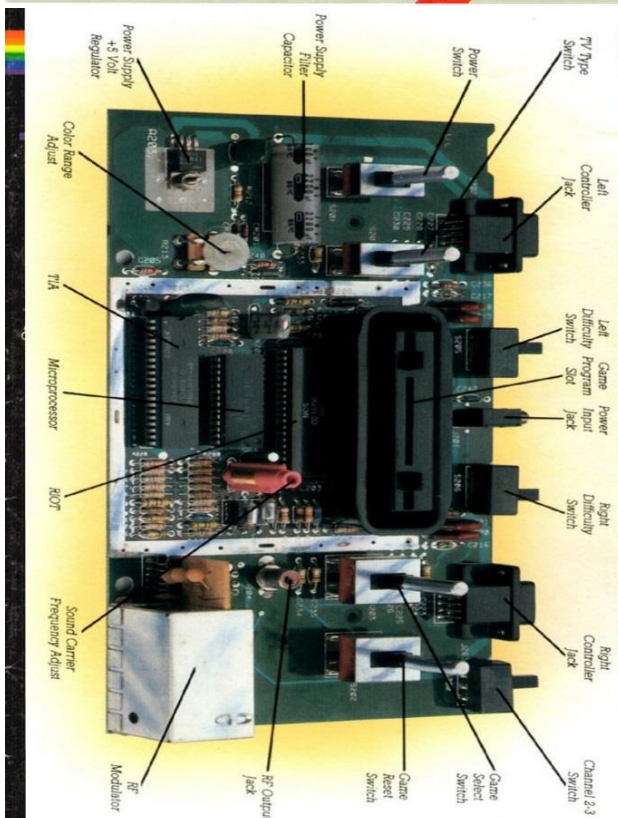
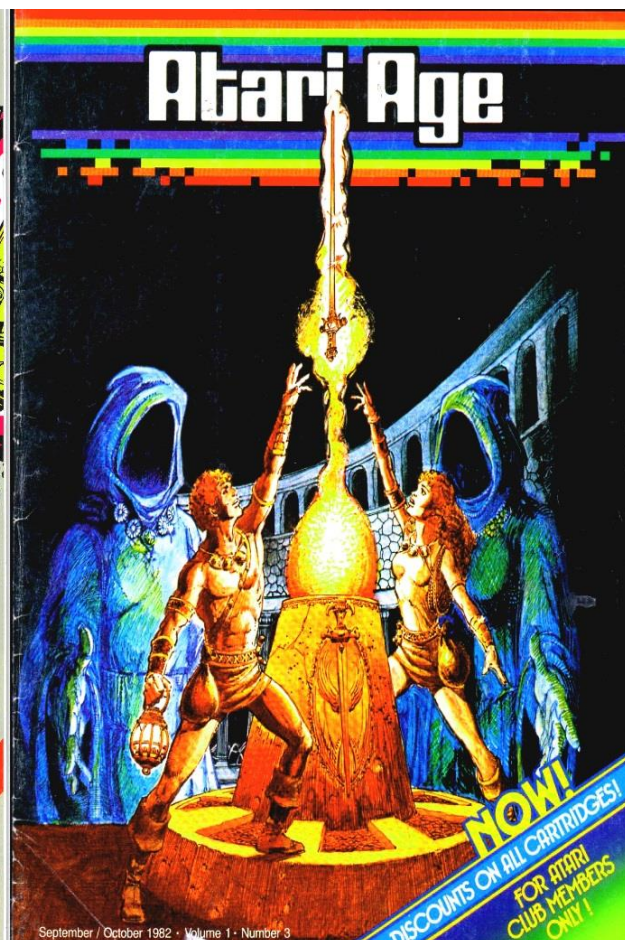
## Comic books

Each of the three released games shipped with a comic book, published jointly by Atari and DC Comics. The books included clues to solve the puzzles within each of the games.

In February 2017, Dynamite Entertainment announced a new comic book series, called *Swordquest* but based on the actual contest around the three games, rather than the story within the games. It will feature the story of a person who had played the three *Swordquest* games when they were younger and was anticipating *Airworld*. Now as an adult, he continues his efforts to play *Airworld* using his old Atari hardware. The comic is written by Chad Bowers and Chris Sims and has art by



Scott Kowalchuk. The first issue got published in May 2017



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