

# QUESTRON

## A Fantasy Adventure Game™

### COMMANDS

**ARM** — Put a weapon in your hand. Once armed, you stay armed until you change weapons or lose your weapon. Remember that a weapon in your travel bag does you no good in combat.

**CLIMB** — Scramble up and down ropes, ladders, and trap doors in the dungeons.

**DISMOUNT** — Get off your transportation. Note that you can board transportation outside simply by walking "onto" it.

**END** — Quit playing, and save your character to disk. Always "End" the game before turning off your computer. Even if you think your character has made little "progress", things which you don't know about may have happened. *Note:* you can only END a game outside.

**FIGHT** — Attack creatures with the weapon in your hand. Your ability to fight depends on your weapon, strength, stamina, and dexterity.

**GAMESPEED** — This command affects the amount of time that messages stay on the screen (1-fast <—> 5-slow). It is best to slow the action in unfamiliar surroundings. If you are bored, speed things up. In addition, if a message stays on the screen too long, you can usually resume action by pressing a key/button.

**HOLD ITEM** — Take an item out of your travel bag. You can hold only one item at a time.

**INVENTORY** — View your inventory list. Any object you are currently wearing or holding is highlighted.

**KILL SELF** — Take your life (in times of despair).

**MAGIC** — Use magical spells. You'll find that spells only work in certain places. Magic is an important asset.

**OPERATE** — Operate the item in your hand. Items are only helpful when properly used.

**PASS** — Pass your turn.

**ROB** — Steal from people, places, or things.

**SPEAK** — Speak to others nearby. In many cases it is better to speak and listen than to fight.

**TAKE** — Take an item that's next to you.

**UNLOCK** — Use your skills to pick locks. You may be able to unlock chests of gold and other goodies.

**VACATE** — Vacate a town or cathedral. This command can save your legs the trip out.

**WEAR** — Wear armour. It's better to wear armour than to carry it around.

**XAMINE** — Examine the world around you. You can often learn useful things. In dungeons you must "Examine" to see and avoid hidden traps.



The Questron Empire is vast and powerful; it is also a land in trouble. As you travel the Empire to fulfill your Quest, you will meet many different creatures. You will talk to Kings and Wizards, as well as farmers and merchants. A world of variety awaits you, if you know how to find it. You can win or lose a fortune at the wheel, test your skill shoot-

ing the traps, and test your nerve exploring the Castle. Your journey will take you through catacombs, and into torture chambers. You will find mystery, secret tests, and tremendous magical powers. Along the road you may die, but you will surely try again.



## BEGINNING TO PLAY

To start Questron, turn on your disk drive, and then your computer. When the drive stops spinning insert the disk (side 1 up) and close the drive door. Type LOAD "\*", 8 and press <RETURN>. When the computer says READY, type RUN and press <RETURN>. The program takes about a minute to load. If you have a joystick, plug it into Game Port 2.

Once Questron has loaded, a menu of options will appear. Press the number keys to make a selection.

### QUESTRON MENU

1. Play a Game  
When you are ready to start or restart a game press a "1". You will then see the "Game Start" menu (see below).
2. Some Simple Instructions  
This option is designed especially for people who like to start a game first and read about it later. If this is your style ... press a "2".
3. Scenes from Questron  
Press a "3" to obtain a quick preview of the game. You will glimpse some of the challenges that await you.
4. Color Test  
Questron looks great if your TV or monitor is adjusted properly. Option 4 makes it easy.

### GAME START

Your Questron adventures will take many hours to complete. To accommodate players who like to stop for food and sleep, up to four characters (four separate games) may be saved to the disk. In fact, your character is automatically saved to disk each time you "End" the game. The following commands allow you to start a new character, continue with an old one, or eliminate a past character.

1. Start a New Character  
Pick this if you are new to Questron.
2. Restart an Old Character  
If you've played before, this will bring your old character back to life, exactly where you left it.
3. Delete a Character  
Some old characters do nothing but hang

around and boast of past exploits. This command allows you to silence their bragging.

## GAME CONTROL

Use the keyboard to start up a game of Questron. Once started, Questron can be played equally easily by keyboard or by joystick (which plugs into Control Port 2). In fact, you may switch back and forth at any time. Since commands are always listed on the screen, there is no need to memorize command lists.

### JOYSTICK CONTROL:

**Movement** — Use the joystick to move your character on the screen. Press the stick in the direction you wish to travel: up, down, right or left. It will ignore diagonal movement.

**NOTE:** Occasionally you will be asked to choose a "direction." You may do this with the joystick.

**Dungeon Movement** — The joystick movements take on slightly different meanings here. Move the joystick right or left to turn your character in place. Push forward to walk forwards. Pull back to walk backwards.

**Commands** — The last command to be executed is always highlighted on the screen. To perform the command again, tap the joystick button.

To execute a different command you must first change the command highlighting. To do this, hold down the joystick button until the command list turns yellow (about one second). You may then use the joystick to change to a new command. Once you get the new command highlighted just tap the button to execute the new command.

**Other Choices** — When you are presented with a list of choices, use the joystick to highlight your selection; then press the joystick button.

### KEYBOARD CONTROL:

**Movement** — Four different keys are used to move your character. These keys are located together near the right side of the keyboard.

- — to move up
- : — to move left
- ; — to move right
- / — to move down

**Dungeon Movement** — The direction keys have slightly different meanings here.

- — WALK forwards
- : — TURN left
- ; — TURN right
- / — WALK backwards

**Commands** — To give a command, press the first letter of the command's name. For instance, press "I" to see your "Inventory".

**Other Choices** — You will sometimes be presented with additional choices. Let common sense be your guide. If the choices are numbered, press a number key to choose. If there are no numbers, use the first letter of the choice (eg. "Y" for "Yes" and "N" for "No").

## CREATURES

Over 100 different types of creatures inhabit Questron. Each type looks different, reacts differently, and is best attacked with certain weapons (if at all). Dealing effectively with each creature requires knowledge and flexibility. You must learn when to fight, when to run, and when to talk. Each creature is described in detail in the booklet "History and Tales of Questron."

## OUTDOOR PLAY

Outdoor adventure is shown on a large and detailed map. You can move around this map with a Joystick or by using the movement keys, as described above.

When outside you will notice different types of terrain, as well as symbols for different towns and buildings. You can learn the terrain types by "Examining" them. Each different terrain has unique characteristics (for instance, most creatures are found in only one terrain).

Be sure to check out any symbols on the map by moving your character onto them. This will allow you to visit places and board transportation.

## COMBAT

The wise player soon learns to pick and chose his/her battles. While a potential Knight does need to fight, it is unwise to attack potential friends. There are also times when cunning stealth can accomplish far more than brazen bravado.

When you do fight, the outcome depends on your Attributes (strength, stamina, dexterity), the Weapon in your hand, and the strengths and weaknesses of the creature you are fighting.

Ongoing battle status is displayed at the bottom of the screen. You will see: how many creatures are attacking you, how many times you are hit, and how hard you are hit. You will also see how often and how hard you strike your opponent.

## YOUR INVENTORY

All your material possessions are divided into three categories:

1. Weapons are usually used to fight with, although some weapons have dual purposes.
2. Armour is worn to lessen the impact of blows.
3. Items are everything which are not weapons or armour.

As you become more powerful, you will have a chance to obtain increasingly better weapons and armour. At the beginning of your adventure, the choices are much more restricted. Things will soon improve. If you keep your eyes open, you will gradually start to accumulate valuable items. It is up to you to discover their uses.

In order to be helpful, a possession must actually be worn or carried in hand. To do this, you must use the ARM command for weapons, the WEAR command for armour, and the HOLD ITEM command for items. Most beginning players lose a battle or two because they forget to use the things they are carrying in their travel pack.

When looking at your INVENTORY you will see some objects that are highlighted. These are things that are being worn or held. All other possessions are actually in your travel bag, and not of immediate use.

## TOWNS, CATHEDRALS & CASTLES

While outdoors, any town, Cathedral or Castle may be entered by walking onto its "symbol." When you enter, the scale will expand, allowing you to walk inside buildings, or from building to building.



Most Towns are actually caves, cut deep underground. Castles and Cathedrals are buildings above ground. All places are unique.

TOWNS offer you the opportunity to stop for a breather. Most explorers replenish supplies while in town. Some also gossip with strangers, seek entertainment, or consort with the "less desirable elements". It's all for the taking, but you'll need courage and a little detective work to truly get the most out of towns.

CATHEDRALS are magical places. The "Priest" within each Cathedral is actually a magician from the earlier days of the empire (see "History and Tales of Qwestron"). Nothing is obvious in the cathedrals. They contain both traps and rewards. Only one thing is certain: you must discover their secrets to unravel the mysteries of Qwestron.

The CASTLE is the hub of Qwestron's government. Seek out the Wizard Mesron. His power is fascinating, and his advice could turn out to be worthwhile.

One word of advice: be neither too timid, nor a courageous fool. As you explore, loot, and question, you'll come closer to a true understanding of the Empire.

## DUNGEONS

Dungeons are immensely evil places, shown in "3-dimensional" perspective. To enter one, you must be very strong, or very foolish. As you travel deeper and deeper toward the secret treasure of each, you will find your path thwarted by 32 increasingly dangerous monsters.

You will also discover chests, coffins, safes, and other magical devices. Less thrilling will be your encounters with trip wires, burning oil, poison gas, and other inventions of the evil Mantor.

When you first enter a dungeon, take some time to become familiar with the 3-dimensional view. As you turn left or right, notice that you are actually turning in place. Try standing next to an object and then

turning. You will notice that the object stays in view while you "circle" it.

Dungeons may be either mapped or explored by intuition. If you have a compass, you'll find exploration much easier. Try to avoid wandering around in circles. This will only make Mantor happy.

*Note:* When mapping dungeons please note that dungeon walls are as thick as corridors. Don't let doorways confuse you. When you pass through an archway you are actually inside a thick wall.

## PLAYER STATUS

Your status information is vital to you and is almost always displayed on the screen. Keep a watchful eye on it.

**HIT POINTS** measure your hold on life. You need them to live, and you will die if they reach zero.

**FOOD** is not only satisfying, but necessary to your well-being.

**TIME** measures the passage of Qwestron Days. As time goes by, the "politics" on Qwestron change.

**GOLD** is a must. Life is no fun without it.

## PLAYER ATTRIBUTES

Each person is different, and so are different Qwestron characters. Player Attributes reflect these differences. Your character's attributes start at 15 (not bad for a serf). You will find ways to increase these attributes, but they will rarely go over 40.

**STRENGTH:** Helps determine how hard you can hit an enemy.

**STAMINA:** Measures your ability to absorb blows. When your stamina is high, enemy blows do little damage.

**DEXTERITY:** Measures your ability to land blows and dodge those of your opponent.

**INTELLIGENCE:** Affects your use of Magic. Only a highly intelligent character can use magic well.

**CHARISMA:** Helps you bargain for good prices on certain goods.