

A Fantasy Adventure Game

QUESTRON II

COMMAND CARD

I. Getting Started

A. BOOTING INSTRUCTIONS

1. For All Computers: Make a copy of the game disk with a commercial copy program or your computer's disk copy routines. Put your original aside and play off of your copy. You may save the game to your copy of the game disk or on a blank formatted diskette. Keep your command card and history book handy; from time to time you'll have to use them to look up the answer to protection questions. Certain copy programs may produce defective copies on the Commodore. If you experience any problems, call the SSI Technical Hotline at (415) 964-1200, for a list of copy programs which work.

2. Apple Family: Insert the game into your disk drive with the "Boot" side facing up. Turn on your computer.

3. Commodore Family: Plug your joystick in port 2. Turn on your disk drive and then your computer. On the Commodore 128 hold down the Commodore Key while turning the computer on. Insert the game disk into the disk drive with the "Boot" side facing up. Type LOAD**",8,1 and press RETURN.

4. IBM and Compatibles: Start your computer with the DOS diskette. If you don't see the A prompt (A>) type A: and press ENTER. Insert the game in your A disk drive. Type START and press ENTER. Most game operations that can be done with the keyboard can also be done with a standard mouse.

5. Atari ST Family: Insert your copy of the game disk into your disk drive. Turn on your computer. The game will self boot from this point. Most game operations that can be done with the keyboard can also be done with the mouse.

6. Amiga Family: Boot your system using Kickstart 1.2 or greater. When the computer asks for the Workbench disk insert your copy of the game disk. The game will self boot from this point. Most game operations that can be done with the keyboard can also be done with the mouse.

II. Game Control

A. INTERACTING WITH YOUR COMPUTER

Questron II can be played from the keyboard (all computers), with a joystick (Apple II and Commodore 64), or with a mouse (IBM, Atari ST, and Amiga).

1. Movement in Overhead View: In overhead view you can move up, down, right, and left. With a joystick push in the direction you wish to go. With a mouse place the pointer on the window in the direction you want to go and click the left button. From the keyboard you use the cursor keys to move. The Commodore 64 can use the "@" key to move up, "." to move left, "," to move right, and "/" to move down. The Apple II+ can use the RETURN key to move up, the arrow keys to move left and right, and the "/" key to move down.

2. Movement in Dungeons: In dungeons you can move forward, turn right, turn left, or turn around. With a joystick move right or left to turn, push forward to walk forward, and pull back to turn around. With a mouse place the pointer to the right or the left of the window to turn, to the top of the window to move forward, and to the bottom of the window to turn around. From the keyboard you can use the right and left cursor keys to turn, the up cursor key to move forward, and the down cursor key to turn around. The Commodore 64 can use the "@", ";", ",", and "/" keys to move and turn. The Apple II+ can use the RETURN key, arrow keys, and "/" key to move and turn.

3. Giving Commands: All current commands are listed on screen. To choose a command with a joystick hold the button (Button 1 on the Apple II) down until the commands are highlighted. Use the joystick to position the cursor over the command you want and push the button (Button 0 on the Apple II). With a mouse, position the pointer over the command name and click the left mouse button to choose the command. From the keyboard, press the first letter of a command's name to choose that command.

4. Making Other Choices: Throughout the game you'll be presented with small, self-explanatory menus. If there is a highlighted cursor use the joystick or cursor up and down keys to move the cursor to the command. Press the button or type RETURN/ENTER or SPACE to make a choice. With a mouse, move the pointer to the command and click the left mouse button to choose. When a menu is numbered, type the command's number.

B. COMMAND LIST

These commands are always listed on screen when they are available. Some commands may be unavailable or deactivated in some situations.

ARM - Grab a weapon from your inventory. A weapon won't help you in combat until you are armed.

BOARD - Mount transportation. You can also board transportation by walking onto it.

CLIMB - Move up and down in dungeons on ropes, ladders, and such.

DISMOUNT - Get off of your transportation.

END GAME - Quit playing or save your character to disk. Note: you can only END a game outside.

EXIT - Leave an area without having to walk out. Doesn't work in tombs, dungeons, or once the guards are trying to kill you.

FIGHT - Attack creatures with your armed weapon.

GAME SPEED - This affects how long messages are on screen.

INVENTORY - View your inventory list. Objects you are wearing or armed with are highlighted.

LOAD GAME - Reload a saved game.

LOOT - Grab or steal items from people, chests, etc.

MAGIC - Use a magic spell. Certain spells only work in some areas.

SPEAK - Converse with others nearby. In many cases it is better to talk than fight.

USE ITEM - Use an item from your inventory. Some items only work in the proper time and place.

WEAR - Wear your armor. Armor doesn't provide protection until you wear it.

XAMINE - Examine the world around you for useful information. For example, you use "Examine" in the dungeon to search for and avoid traps.

C. COMBAT

The wise player soon learns to pick and choose his battles. While you will have to fight to win the game, it is unwise to attack potential friends. There are times when cutting and running is better than standing and dying.

Your success in combat depends on your attributes (strength, stamina, and agility), the weapon you're armed with, the armor you're wearing, and the strengths and weaknesses of the creature you are fighting. During battle you decide what direction to attack (if necessary) and then you see if you hit and how much damage you do. You also see the monsters you're fighting, how often they hit and how much damage they do.

III. Your Character

A. ATTRIBUTES & STATUS

Your character's status is listed on screen in the following values:

HP or Hit Points: This represents how much damage you can take before you are killed. If your Hit Points reach zero you die.

Food: This is the number of days of food you have. You buy food in towns, and you starve if you run out.

Gold: This represents how much money you have on you to buy things with. You can also have money in the bank that isn't shown here.

If you take an "Inventory" of your character's possessions you will also see your character's attributes and other status information. The status values include:

Level: This name represents how far along you are in the quest. You begin as a Plebe.

Time: This measures how long since the beginning of the quest. As it gets later your enemies become more powerful and the politics of Landor begin to change.

The character's attributes represent how fit he is in a number of areas. The attributes include:

Charisma: This helps you bargain for better prices on some goods.

Strength: This helps determine the damage you cause when attacking an enemy.

Agility: This helps determine your ability to land blows and to avoid the return blows of your opponents.

Intelligence: This helps determine how reliable your magic spells are. Only a highly intelligent character can use magic well.

B. MAGIC

You can buy 4 different kinds of spells. You pay for each use of a spell individually. The spells are:

Magic Missile: This is a single target damage spell.

Fireball: This is a more powerful single target damage spell.

Sonic Whine: This is a spell that attacks all adjacent enemies.

Time Sap: This spell slows the enemies' sense of time to "freeze" them.

C. YOUR INVENTORY

All of your equipment is divided into three categories: weapons, armor, and items. Weapons add to the damage you do and occasionally have other uses. Use the "Arm" command to get a weapon from your inventory or change weapons. Use the "Fight" command to strike at an opponent. Armor reduces the damage you'll take from opponent's blows. Use the "Wear" command to get armor from your inventory or change armor. Items include everything else you can carry. The "Use Item" command activates an item if the item is useful in your current situation.

When you begin, your choices of arms and armor are very limited. As you become more powerful you will have the chance to obtain better arms and armor. In general,

the more expensive the item the better it is. You can also accumulate many valuable items necessary to complete your quest.

IV. Landor

A. CREATURES

Over 60 different types of creatures inhabit Landor. Each type of creature looks different, reacts differently, and is best attacked with certain weapons. Some should never be attacked at all! By listening to rumors, reading the Questron II history booklet, and through bloody experience you'll learn how to deal with each different type of creature.

B. OUTDOORS

Outdoor adventure is shown on a vast scrolling overhead map. While outside you'll notice different types of terrain, as well as different symbols for towns, buildings, and other places of importance. Be sure to check out any symbols on the map by moving onto them. This allows you to visit places and board transportation. You can also learn about the terrain types by "Examining" them as you walk through. Each type of terrain has its own characteristics and unique monsters.

C. TOWNS, CATHEDRALS, & CASTLES

While outdoors, any town, cathedral, or castle can be entered by walking onto its symbol on the Outdoor map. When you enter, the scale will expand and you'll be able to walk from room to room and building to building.

TOWNS offer a place to rest, gamble, buy goods, rob stores, and otherwise partake in the joys of civilization. Your tongue will be as useful as your sword as you seek out rumors, gossip, and other information of import.

CATHEDRALS are magical places controlled by holy ones. Nothing is obvious in a cathedral; there are both traps and rewards. But you will have to discover their secrets to complete your glorious quest.

CASTLES are important centers of government in Landor. Here you can find important people, information, and items to help you on your quest.

D. TOMBS

Tombs are secret labyrinths of corridors and rooms, filled with danger, treasure, and magic. You'll have to find the tombs and brave their depths to gain information and power.

E. DUNGEONS

Dungeons are evil places, shown in three dimensional perspective. You will need to be very powerful to survive the rigors of the dungeon. The deeper one delves into the dungeon, the more powerful the monsters and traps become, but, the greater the rewards you'll find in chests, vases, coffins, and other magical devices.

When you first enter a dungeon, take a moment to become familiar with the three dimensional view. When you turn left or right you don't actually move, you just change your facing. If you stand next to an object and turn you'll always keep the object in front of you as you "circle" it.

A legendary scroll can help you navigate in the dungeons. The scroll remembers every step you take to create a "map" as you stalk the halls. The map disappears after you leave the dungeon.



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