QUESTRON
A Fantasy Adventure Game ™

COMMAND LIST

A — ARM (put a weapon in hand)

C — CLIMB ladders, ropes, trap doors

D — DISMOUNT transportation

E — END Game (save game in progress)

F — FIGHT creatures (with weapon in hand)

G — GAMESPEED (how fast things happen)

H — HOLD ITEM (hold anything that isn't weapon or armour)

I — INVENTORY list

K — KILL SELF (in times of despair)

O — OPERATE item in hand

P — PICK MAGIC (pick the spell that's ready to use)

R — ROB

S — SPEAK to others nearby

U — USE Magic

V — VACATE a Town or Cathedral

W — WEAR armour (instead of carrying it around)

X — EXAMINE things around you

MOVEMENT of character is controlled by a joystick, or by the arrow keys on the keyboard.

COMMANDS are selected on the keyboard (by first letter), or by joystick (use menu-driven system described below).

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QUESTRON

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 shooting the traps, and test your nerve exploring the Castle. Your Quest 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 QUESTRON

Insert the Character Disk (Disk #0) into your Disk Drive and boot the disk. You will see the Questron Logo. When you press a key, the following menu will appear.

QUESTRON MENU

1. Scenes From Questron
2. Some Simple Instructions
3. Play a Game
4. Change # of Drives

Make sure that the number of drives (choice #4) is configured to your system, and then feel free to choose from the menu. We suggest that if you are just beginning, you start with "Scenes From Question" or "Some Simple Instructions". Then, when you are ready to start Questron, pick "Play a Game". You will then see the following menu.

GAME START

1. Start a New Character
2. Restart an Old Character
3. List of Characters
4. Delete a Character
5. Change # of Drives

To begin a game, press choice #1. All other choices concern characters already on the disk (your character disk holds up to 14 characters in progress). You can experiment with the other options later, when you restart your character.

NOTE: Any time you are asked to put in a different disk, do so, and then press the "escape" key to acknowledge the change.

GAME CONTROL

Questron is a menu driven game, played equally easily by keyboard or joystick. Commands are listed on the screen, so there is no need to memorize command lists.

JOYSTICK CONTROL

- Joystick — move character, or choose a direction if asked.
- Button 1 — Push, then move joystick to change menu selection.
- Button 0 — Execute Highlighted Command.

KEYBOARD CONTROL

- *(Apple II+)* Use arrow keys to move a character left and right, RETURN to move up, and "/" to move down.
- *(Apple IIe)* Use arrow keys to move character, or when asked to choose a direction.
- When choosing from menus:
  - If the menu choices are numbered, then make your selection by number.
  - Otherwise, press the first letter of your choice (eg: 'A' for 'Arm').

NOTE: You must use the keyboard to BEGIN a game of Questron, or when changing disks. All other parts of Questron may be played with either joystick or keyboard.

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. Note: 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 arrow keys on the keyboard, as described above.

While outside, you will notice different types of terrain, as well as different towns and buildings. You can learn more about your surroundings by EXAMINING them. You will soon notice that each terrain has unique characteristics.

COMBAT

When you FIGHT an opponent, the outcome depends on your: Attributes (strength, stamina, agility), the Weapon in your hand, your Armour, and the strengths and weaknesses of the creature that you are fighting. Ongoing battle status is described at the bottom of the screen. Careful attention to this information will help you fight wisely.

YOUR INVENTORY

All your material possessions are divided into three categories for your convenience: WEAPONS, ARMOUR, and ITEMS. Weapons are, of course, usually used to fight with. Armour is worn for protection. Anything not a weapon, and not armour, is considered an item.

As you become more powerful, you will have the chance to obtain increasingly better weapons and armour. At the beginning, your choices are much more restricted.

In order to be useful, possessions must be actually worn or carried in hand. To do this, you must use the ARM command for weapons, the WEAR command for armour, or 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 backpack.

When looking at your INVENTORY, a flashing * by a possession indicates that it is in use, or being held. All possessions without the * are actually in your backpack, 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. Each looks different, sells somewhat different things, and offers other unique advantages. Many offer much more than meets the eye, so experiment and be innovative.

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, without question, use all your skills and all your magic to survive the trip to the bottom. When mapping the dungeons please note that walls and doorways are one area in thickness.

PLAYER STATUS

Hit Points: Measure of your hold on life. You need them to live.

Food: You need it to travel.

Time: As time goes by, the "politics" on Questron change.

Gold: Life is no fun without it.

PLAYER ATTRIBUTES

All player attributes start at 15. You can work on increasing them, but they will rarely go over 40.

Strength: Helps determine how hard you can hit an enemy.

Stamina: Measure of your ability to absorb blows.

Dexterity: Measure of your ability to land blows, and dodge those of your opponent.

Intelligence: Measure of your ability to cast Magic spells.

Charisma: Helps you bargain, and get good prices on certain goods.

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