

## **QUESTRON II™ HINT SHEETS**

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### **Ranks:**

Plebe	Apprentice
Adventurer	Knight
Scout	Baron

### **Locations:**

#### **On Continent 1:**

A Tomb (in the Rivercrest Cathedral)  
Eleven towns  
Three Cathedrals:  
    Rivercrest  
    Sanctuary  
    Great Plains Redstone Castle (Hall of Visions is here)

#### **On Continent 2:**

A Tomb (in the Twilight Cathedral)  
Eight towns  
A Cathedral: Twilight Cathedral  
Two Dungeons  
A Fortress  
The Conclave of Sorcerers

### **Towns:**

There are nineteen towns. Each town has its own personality in terms of shops and item/information availability. Prices vary from town to town. There are many different shops/merchants you can interact with in a town:

Healers	Barbers
Mystics	Inns
Weapons shops	Armor shops
Food shops	Magic shops
Banks	Casinos
Travel shops	

### **Weapons-14 different types:**

Dagger (worst weapon other than hands)	Hammer
Hatchet	Staff
Cudgel	Rapier
Axe	Fauchard
Sabre	Weighted Spear (has a range of 2)
Pike	Bow (has a range of 4-6)
Crossbow (best weapon, has a range of 4-6)	Broadsword

### **Armor-7 different types:**

Rawhide (least protection other than bare skin)	Chain Mail
Studded Leather	Plate Mail
Ring Mail	Ribbed Plate (best protection)
Bar Mail	



### **Spells-5 types of magic:**

**Magic Missile:** Projectile type directional spell, range four to six squares.

**Fireball:** Stronger magic missile.

**Sonic Whine:** Dissolves monsters on squares immediately around player. Always fails in tombs.

**Time Sap:** Freezes monsters, guards, and sometimes you for a short time.

**Destruct:** Special spell used at end of game, (see Magic Book).

### **Transports-6 types of transport you can buy:**

**Ropes and Hooks:** Actually an item used for travel through mountains and in dungeons.

**Mule, Pony, Camalon:** Can travel on any non-water square.

**Boat:** For water travel.

**Trained Eagle:** Travels rapidly over any terrain.

### **The Inns, Mystics, Taverns, Barbers (and Wandering Creatures):**

Information (hints of which there are 24) for a price. Banks are places where money can be stored in case of death and where interest is earned at a rate of 5% every 255 days. Casinos can offer up to three different games to gamble in: Wizard's Squares, Hi-Low, and Blackjack. Food is bought at food shops and Hit Points can be bought at healer shops. The character cannot carry more than 65535 gold, hit points, or food. (Apple and C64 limitation only. On other machines the limit will be 99,999.) He can never have more than 99 of any spell type.

### **Cathedrals:**

There are the places where the Bread of Life can be bought from the Holy Ones. The Rivercrest and Twilight Cathedrals have tomb doors. There are also priests in the cathedrals, but they are very misleading. A priest gives the user the impression that by giving him (the priest) gold, a character may earn permission to see a Holy One. Once the player has the Moonstone Amulet, he may interact with a Holy One. Depending on how many Hit Points a character has, the Holy One will either offer to sell the Bread of Life or tell them to come back later. Of the four Holy Ones (one per cathedral), three of them will accept gifts in exchange for more than the usual amount of bread sold and a discount on the base cost of the bread from that point on. The gifts are the Chalice of Arvyl (Rivercrest), the Unicorn Horn (Great Plains), and the Crystal Goblet (Twilight). The Sanctuary Cathedral Holy One will not accept any gifts. Usually there are two chests per cathedral. One is guarded by a priest and is always empty and will be protected by the priest until the character attacks with a weapon better than a Hatchet. The second chest contains a considerable amount of gold (1400-2000) and can be looted once per visit, but each time this chest is looted the gold in it drops until the chest is forever empty. Attacking a priest or looting always triggers the guards.

### **General Information:**

You start out the game as a Plebe with a dagger, rawhide, a gold key, and the Evil Book of Magic. The Evil Book of Magic can be used to cast spells, but at a cost to the user's Hit Points. The Destruct spell only works in the conclave of sorcerers when you are near the Evil Book of Magic which Mantor and the six evil sorcerers are attempting to create. By casting this spell in the conclave, the user wins the game.

### **Specials, Items, and Miscellaneous Information:**

**Moonstone Amulet:** Found in a Rivercrest Tomb chest. If used can have two to three charges and can cause food to appear.

**Wand of Power/Silver Wand:** Found in Rivercrest Tomb chest beyond Morle or in the Inner Sanctum. The first quest reestablishes the link through space and time with Mesron in the Hall of Visions. Upon returning to the Hall with the wand for the first time, the player's rank becomes Adventurer. If used, the wand can have two to three charges to increase Hit Points.



- Emerald Key:** Opens the green/emerald door in the Rivercrest Tomb which opens up the inner sanctum. Hidden in one of four chests in the Redstone Castle.
- Blind Tomb Priest:** Asks for gold as a donation. If gold is given, he disappears and opens the way beyond him.
- Morle the Magician:** Found either in the inner sanctum or beyond the tomb priest. Gives brass key and tells of Orb of Enchantment. If player returns with the Orb, Morle offers to use the Orb to teleport the player to Realms of Sorcerers (Continent Number 2). Later in the game Morle will be kidnapped by evil forces.
- Orb of Enchantment:** Found in Redstone Castle. Player must be rank Scout or greater. If used it will enchant/freeze the player for a short time.
- Brass Key:** Morle the Magician gives this key. Unlocks a door in Redstone Castle.
- Copper Key:** Hidden in one of four chests in the Redstone Castle. Unlocks a door in the Redstone Castle.
- Iron Key:** Hidden in one of four chests in the Redstone Castle. Unlocks a door in the Redstone Castle.
- Unicorn Horn:** Hidden in one of four chests in Redstone Castle. Can be given to Great Plains Holy One to gain favorable treatment and a chance to buy extra loaves of Bread of Life. If used the player will take Hit Point damage.
- Bread of Life:** Use to increase Hit Points. Can only be bought in Cathedrals from the Holy Ones and usually in limited supplies. Player's current Hit Points will determine availability, (i.e., the lower the Hit Point, the more Bread is sold, but a Holy One will remember how much he has sold until the players leaves the Cathedral).
- Ropes and Hooks:** Allows passage through mountains if on foot. Lets players climb up and down pit traps and in hidden holes in ceilings to go up or down dungeon levels.
- Chalice of Arvyl:** Found in Rivercrest Tomb beyond Morle or in the Inner Sanctum. Can be given to Rivercrest Holy One (see Unicorn Horn).
- Gold Key:** Every player starts the game with this item. Used to open the Hall of Visions door in the Redstone Castle. Eventually replaced by the Silver Key.
- Silver Key:** Mesron gives this to the player when he's promoted to Apprentice. Replaces gold, brass, copper, and iron keys.
- Hall of Visions:** In the Redstone Castle (see Gold Key). The player must stand on the center squares in the Hall and Speak. Mesron will then "fade in" and tell the player of his current standing or promote the player, speak of politics in the world, and sometimes issue quests.
- Elfron the Beuiler:** In the Redstone Castle. Sells Charisma twice for a price (only one offer per visit).
- Hall of Maps:** In the Redstone Castle. For a price the maps of Landor, the Realm of Sorcerers, and the Twilight Tomb are revealed.
- Old Man in Rivercrest Tomb:** Basically a thief who requests gold. No matter whether gold is given, he fades away.
- Cramford:** A town on Landor in the northern part of the continent which is ultimately destroyed by the Evil Wizard Mantor. Nothing can be done to save this town.
- Seacrest:** A town on Landor on the western shores which is attacked by Mantor. This town can be saved if the player goes to the town swiftly. Mantor is easily scared away by being attacked with a weapon or missile type spell. All guards will be under his spell and will attack until Mantor is foiled.



**Book of Magic/Evil Book:** Every player starts the game with this item. It is a spell book which contains the four basic magic spells (Missile, Fireball, Time sap, Sonic whine) and a fifth spell, Destruct. The book can be used at any time to cast these spells, but each spell draws its power from the player's Hit Points, so usage is not free. The Destruct spell will fail everywhere until the end of the game. See Spells.

**Eternal Flame:** Found in the Fortress in the Realm of Sorcerers. Ruby key needed to open the door. The flame is needed to get beyond a dark zone in the Twilight Tomb.

**Sapphire Key:** Found in a chest in the Fortress. Used in the Fortress.

**Ruby Key:** Found in a chest in the Fortress. Used in the Fortress.

**Agate Key:** Found in the dungeon in a random chest on Level 6. Used in the Fortress.

**King Kelfar:** Found in the Fortress in the Realm. Warns of evil and requests player's aid. If his offer is accepted, he gives gold, the Opal key, and increases the player's stamina.

**Opal Key:** Opens all doors in the Fortress in the Realm.

**Simon the Stooge:** Found in the Fortress. Sells a spell which increases the player's intelligence.

**Scroll of Scalna:** Found in the dungeon in a chest, usually Level 3. Functions as a compass: gives directions and creates a map on screen of the current dungeon level. Remembers all levels and steps taken until player leaves the dungeon.

**Black Key:** Found in the lower left corner of the Twilight Tomb. Needed to get into the Dungeon of Despair.

**Dungeon of Despair:** On the Realm of Sorcerers in the center of the map. Must be a Knight with the Black Key to enter. On the eighth level in the upper right corner of that level there is a hole down leading to the Conclave of Sorcerers. See A Dungeon.

**Conclave of Sorcerers:** Entrance gained through the eighth level of the Dungeon of Despair. This is where the Evil Book of Magic is being created (yet again?) by Mantor the evil wizard and the six mad sorcerers. You must destroy the book before it is completed.

**Crystal Goblet:** Found in the dungeon in a random chest on Level 4.

**Onyx Key:** Found in the dungeon in a random chest on Level 7. Needed to get into the Twilight Tomb.

**A Dungeon:** Found on the Realm on the Eastern shore. Many monsters great and small inhabit the dungeons, but there are many items and rewards to be found here. Contains eight levels full of chests, urns, coffins, and traps.