

## **QUESTRON™ HINTS**

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**Q. What are the different terrain types?**

**A. 1) Grasslands - which are the safest and the easiest to cross 2) Water - which is difficult to cross and has many hungry monsters 3) Forests - which are more dangerous than grasslands but also have more treasure 4) Mountains - which are very difficult to cross and contain many fierce creatures 5) Swamps - which contain the most deadly creatures in the game and are difficult to cross.**

**Q. How do I get across the different terrain types?**

**A. Walking works for grasslands, forests, and swamps but it uses up food quickly. Riding a horse is an efficient way to cross grasslands and forests. Horses may be walked through swamps. Riding a Wam Lama is a good way to cross a mountain. Wam Lamas will not go into swamps. Rafts may be used to cross lakes but not the ocean. Clippers may be used to cross the oceans. Riding a Trained Eagle is the best way to travel. The eagle can cross any type of terrain and at twice the normal movement rate.**

**Q. What is the best way to deal with an unknown creature?**

**A. Speak to it. Many creatures are friendly and will sell or give you things that will help you. Be nice to them.**

**Q. How do creatures differ from one another?**

**A. Each type of creature has 8 qualities that make it unique.**

**Q. What should I do in towns?**

**A. Talk to the guards. Bribe the guards so you can talk to the prisoners. Kill and rob the peasants. Steal from the shops. Buy supplies. Buy magic where available. Play Black Jack and don't play Double or Nothing. Fight guards if you have good strength, hit points, and weapon.**

**Q. What should I do in Cathedrals?**

**A. Talk with the priests. Examine for traps. Find the special room in each cathedral (you especially want the magic flute from the Ocean Point Cathedral). Go to the room with the cross and speak at the counter. Pay the priest until he gives you holy water. Fight the priest and then turn around and rob the secret treasure behind the priest. If you find the hidden guards, run for your life.**

**Q. What should I do in the castles?**

**A. Find Mesron the Wizard and speak with him until he gets boring. Find the specially decorated chests which hold the keys and take the keys. Watch out for the guards. Use the gold key to enter the throne room where you will be knighted and steal the trumpet (make sure you have lots of holy water before you steal the keys and the trumpet). Look at maps in the map room (500 gold pieces a peek). Trade the lead key and holy water to the physician for strength. Give the princess gold and the ruby key and she will increase your charisma. Stay away from the torture room.**

**Q. What should I do in the dungeons?**

**A. First, get a musket or a longbow. They will be very helpful. Watch out for traps. Be prepared to use magic where your weapons won't help you. Safes are at the bottom of each dungeon. Always open the safes. Other treasure are: chests, coffins, urns, and boxes. Always use the Armour Enhance Spell. Freeze monsters with the Stone Still Spell when they gang up on you. Watch your hit points and leave the dungeon when they drop too low. Have about 5 of your best armour and weapons.**

**Q. What does the flute do?**

**A. The flute may be used three times. It is recharged each time your status increases. The flute may be used to give you things when you are really desperate.**

**Q. What does the trumpet do?**

**A. It clears away fog.**

**Q. What is magic power used for?**

**A. To slow guards and to kill monsters.**

**Q. Why do I need a rope and a hook?**

**A. To climb into and out of dungeons and to cross mountains.**

**Q. Is there an order in which dungeons must be entered?**

**A. Yes. An item found in the bottom of one dungeon will get you into the next dungeon. The first dungeon is the Mountain Catacombs, the second dungeon is the Dungeon of Death, and the last dungeon is Mantor's Mountain.**

**Q. How often should I save the game?**

**A. Often. Before you enter a dangerous situation (such as stealing keys from the castle), use the "E" command to save your character.**