

QUESTRON

A Fantasy Adventure Game™

COMMAND LIST

- A — ARM (put a weapon in hand). Type in the first TWO letters of a weapon name to choose a weapon.
- B — BOARD transportation (from horses to clippers).
- C — CLIMB ladders, ropes, trap doors.
- D — DISMOUNT transportation.
- E — END game (saves game in progress). Players should end the game periodically to preserve their character on disk.
- F — FIGHT creatures (with weapon in hand).
- G — GAMESPEED (how fast things happen).
- H — HOLD ITEM (hold anything that isn't weapon or armour). Type the first letter of the item you want.
- I — INVENTORY list.
- K — KILL SELF (in times of despair).
- M — MAGIC spells (try a spell).
- O — OPERATE item in hand.
- P — PASS your turn.
- R — ROB.
- S — SPEAK to others nearby.
- T — TAKE an object.
- U — UNLOCK something (pick the lock).
- V — VACATE a Town or Cathedral.
- W — WEAR armour (instead of carrying it around). Type the first letter of the armour you wish to wear.
- X — EXAMINE things around you.

MOVEMENT of your character is controlled by the arrow keys on the keyboard. The arrow keys are also used any time the game asks you to choose a direction. Note: Do NOT hold the control key while pressing the arrow keys.

DUNGEON MOVEMENT is a little different. Use the arrow keys to turn left and right, or to walk forwards and backwards; use the space bar to turn completely around.

NOTE: You may execute a command repeatedly by holding down the appropriate key.

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. If you have an Atari 400/800/1200XL, make sure that the Basic Cartridge is in place. Boot the Disk. You will see the Questron Logo while the game is loading. When you press a key, the following menu will appear:

QUESTRON MENU

1. Scenes from Questron
2. Some Simple Instructions
3. Play a Game

Feel free to choose from the menu. If you are just beginning, we suggest you start with "Scenes from Questron" 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. View Characters on Disk
4. Delete a Character
5. Return to Previous Menu

To begin a game, press the "1" key. If you want to go back and see the "Scenes" or "Simple Instructions," press the "5" key. All of the other choices concern characters already on the disk (your character disk holds up to four characters in progress). You can experiment with the other options later, when you restart your character.



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 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 will soon notice that each terrain has unique characteristics. EXAMINE your surroundings to find out more about the terrain. This command will also show you your current "longitude" and "latitude," which will help you find your way around each major land mass.

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. All armour and items are then specified by their first letter (no need to type their full name). All weapons may be specified by their first two letters. 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, an * 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. 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.

PLAYER STATUS

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

Food: You need it to travel.

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.

GAME STATUS

Rank: Although you begin life in Questron as a lowly serf, feats of daring do not go without notice.

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

ATARI® version by John Dougherty.

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