

# Questron II

A prequel, *Questron II* takes you back to the days before the evil wizard Mantor created the Evil Book whose destruction was your goal in *Questron*. The quest spans two continents, sending you back in time to slay Mantor before he can create the Book. It's a one-character game whose landscape and eight-level dungeons are depicted from overhead. Graphics and sound effects are miles ahead of the original *Questron*, but the joystick interface, combat and magic system are much the same. The big difference is that when battling monsters in the dungeons, you now see the foe in a picture window like the one in *Legacy of the Ancients* (written by the authors of *Questron*, who designed but didn't program *Questron II*). Outdoor combat is still depicted from overhead, with animated figures representing your character and the various fiends. Puzzles consist mainly of finding colored keys that open the way to new areas. Auto-mapping spares you the effort of drawing and redrawing all those mazes, which makes this a good introductory role-playing game as well as a lot of fun for *Questron* veterans.

Type: Fantasy Role-playing

Skill Level: Novice

Systems: C 64/128, Apple, Amiga, IBM (256K), IIGS, ST

Company: Strategic Simulations/Electronic Arts

## The Solution

### Character Development

It's simple in this game. Just slay enough monsters and Mesron eventually promotes you through the ranks.

### Town and Tips

Be sure to *sfwj tj uifn* after being advanced a level, for the quality of weapons and armor is increased. Speak to Barbers and Mystics for clue. Octapoint offers the cheapest magic. The most gold you can acquire is 65,535. To attain this amount, save the game before entering a town with *b dbtjop*. Pick a game and bet all your gold. If you win, exit town and save. If you lose, power down, reboot and start over at the saved position.

Don't try to play with a resurrected character, who will have lost money and supplies. The Bread of Life boosts your Hit Points by 100. Wait until Hit Points fall below 100, then enter any *Dbuifesbm* and ask the Holy One for Bread. Purchase the maximum he offers, then exit. Repeat until he won't offer any more. (If he won't sell any to you initially, try after you get the *Vojdpso Ips* from Castle Redstone.) Valuable items, such as keys, are not always found in the same chests, so you have to loot every chest in order to obtain everything needed to solve the game.

### Landor

Buy *tuveefe mfbuifs* in Folman, then go north to Bay View and buy a hammer. There is no specific order in which to visit the towns; in this solution you begin by heading west to Castle Redstone.

### Castle Redstone and Mesron

Find the Hall of Visions by entering the door *mfbejoh tpvui* out of the *dpvsuzbse*, a little west and north of where you see blue "window" squares. Use the Gold Key to enter, then speak to Mesron (on the squares in the south area of Redstone Castle). He'll advance you to Adventurer and increase your Agility and Strength by five. He also tells you to find the Wand of Power.



### **Rivercrest Tomb and the Wand of Power**

The Wand of Power is in the Cathedral. First go to (A) on the map and get the Moonstone Amulet. It provides limited food and enables you to speak to the Holy Ones. Proceed to (B) and give 200 gold to the Blind Priest. At (C) speak to Morle, who gives you a Brass Key and asks for the return of the Orb of Enchantment. Get the Wand of Power at (D); it will increase your Hit Points by 200 but may only be used *uxjdf*. You need the Emerald Key from Castle Redstone to open the secret door at (E), where you'll find another passage leading to more valuables.

### **Raiding Castle Redstone**

After Mesron promotes you, build up strong attributes and get a good weapon. Then use the *Csbtt Lfz* to enter the Hall of Maps (it costs 1,000 gold to do so). Leave the castle to replenish Hit Points and supplies, then return and slay all the guards with a combination of Time Sap, Magic Missiles and your weapon. Don't get cornered or trapped in an area where you can be surrounded by guards. In the *mppufe diftut* you'll find Keys of Copper, Iron and Emerald as well as a Unicorn Horn. The Iron Key is used for Elfron (in the northeastern part of Redstone Castle), who boosts your Charisma (1,500 gold is also needed). The Copper Key enables you to pilfer the Orb of Enchantment, found in a chest *jo uijt dbtumf*. The Emerald Key opens a secret door (E) in Rivercrest Tomb. The Unicorn Horn decreases your Hit Points. Exit the Castle, then reenter, and visit Mesron for another promotion. He'll give you a Silver Key. Take the Orb to Morle (still at the same place in Rivercrest), who will transport you to the Realm of Sorcerers, avoiding the deadly and time-consuming trip by ocean.

### **Realm of Sorcerers & Dungeon of Despair**

You'll begin south of Demph. Go *tpvuifbtu* to Grissold and buy a Trained Eagle for 3,600 gold. Fly north to the first dungeon. Follow the maps to (A) and get the Scroll of Scalma. (Maps show only the most direct route to the goal. There are other chests, boxes and urns in the dungeon. Blue boxes are coffins that may hurt or help. Loot the box at (B) for an Onyx Key. Go down (C) and find an Agate Key at (D). Go back up

to (E), then down to (F) for safe exit from the dungeon.

### **The Fortress of King Kelfar**

Go west to the Fortress. Use the Agate Key to see Simon (A), who boosts your Intelligence. (See map for location of Simon and other people and things.) Now conquer the Fortress, using the techniques applied in Redstone. Find a Sapphire Key that will open a guarded room containing a Ruby Key (both keys are in chests in the Fortress). The *Bhbuf Lfz* opens the door to Kelfar (B) and the Ruby Key enables you to get an audience with the King. Kelfar will give you an Opal Key that allows you to steal the Eternal Flame (C). Take the *opsuifsonptu* route around the interior of the Castle. Go to the Twilight Tomb

### **The Twilight Tomb**

Journey to (A) for the Black Key. Fly back to Mesron, who will tell you Seacrest is being attacked by Mantor. Go to Seacrest and confront Mantor with a Fireball. After he flees, Mesron promotes you to Knight. Fly to Grissold and buy Crossbows and Plate Mail. After you have 5,000 Hit Points, fly to the *Evohfpo pg Eftqbjs*.

### **Dungeon of Despair: Into the Conclave**

The *Cmbdl Lfz* opens the entrances. Be wary of traps. Use Sonic Whines against all enemies. Avoid losing Hit Points; loot as many Urns as possible. (You'll need lots of Hit Points for the final confrontation.) At (A), stop and use all your Bread and the Wand. When you hit the bottom level, look around *gps b qju* (not shown on the map) that takes you directly into the Conclave. Don't pause once you enter the conclave. Head in a *opsuifsmz* direction, zapping soldiers and staying on the move.

### **Mantor's Conclave**

Use your weapon (though Fireballs and Missiles also work) against Mantor's Guards. Press forward until you reach the kidnapped Morle at (A). Proceed to (B) and the six Wizards. You *epo'u ibwf up efgfbu* them. To destroy the Book of Magic and Mantor, approach the Book and *sfbe uif Eftusvdu* spell from it.

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### **Map Key: Questron II**

#### **Rivercrest Tomb**

X: Entrance  
A: Moonstone Amulet  
B: Blind Priest  
C: Morle  
D: Wand of Power  
E: Secret Door

#### **Dungeon of Despair**

A: Scroll of Scalma  
B: Onyx Key  
C: Stairs down  
D: Agate Key  
E: Stairs up  
F: Exit from dungeon

#### **Fortress of Kelfar**

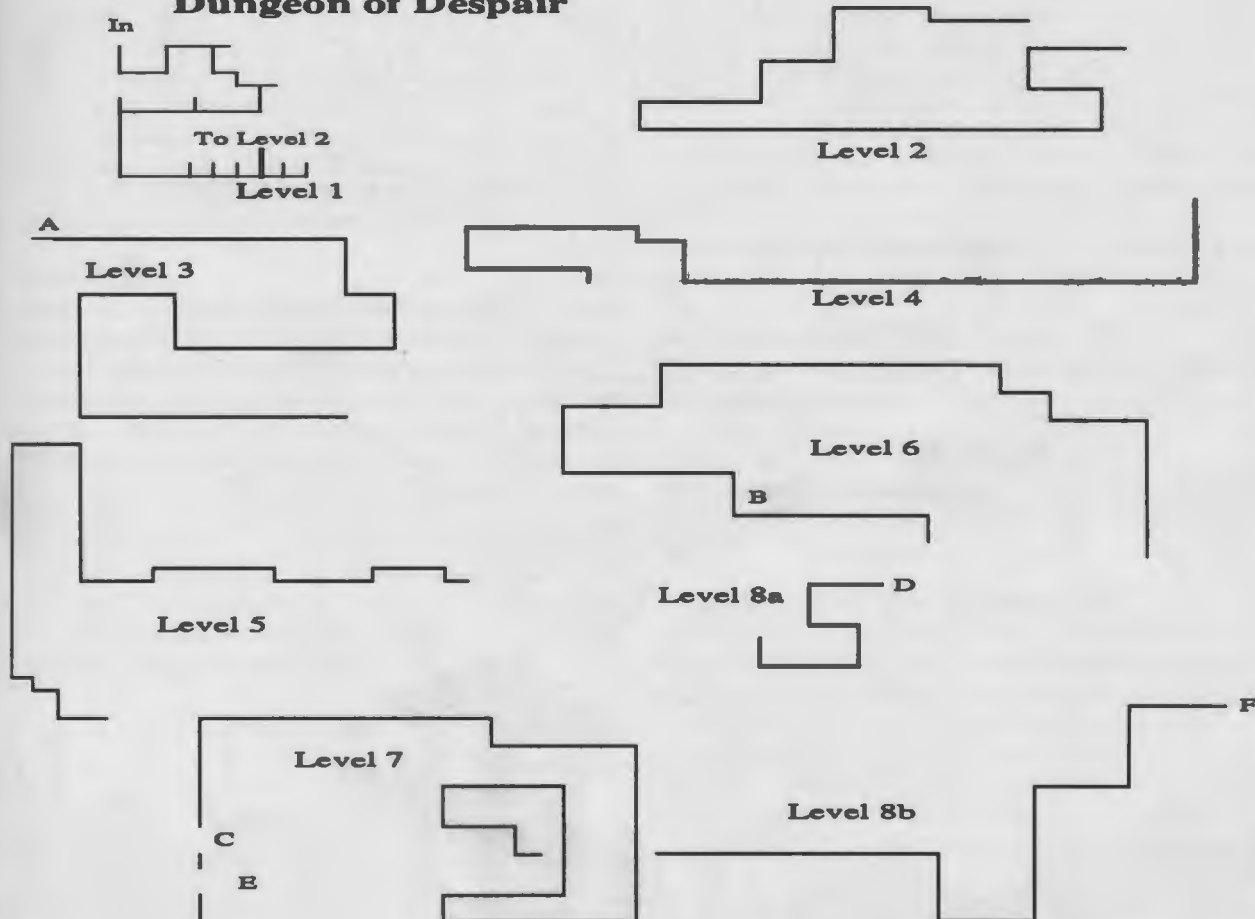
A: Simon  
B: Kelfar & Opal Key  
C: Eternal Flame

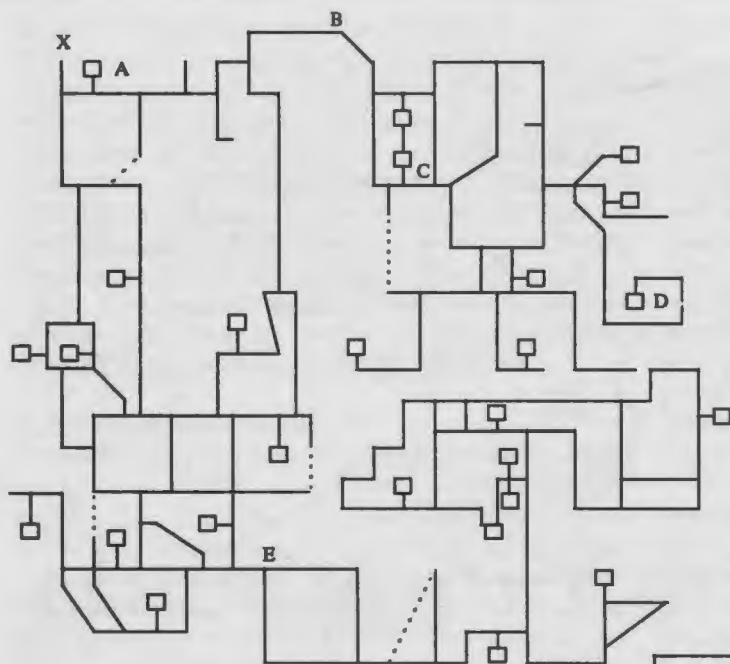
#### **Twilight Tomb**

A: Black Key

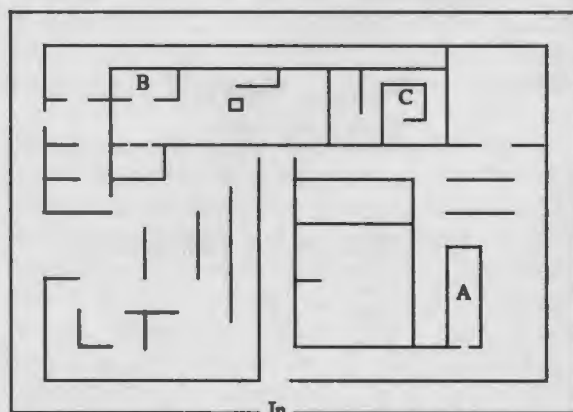


### Dungeon of Despair

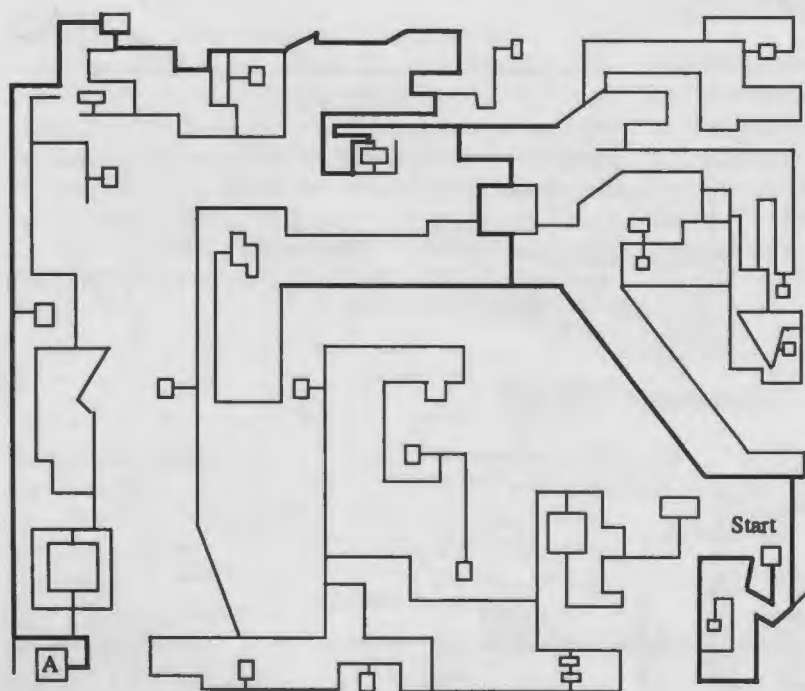




**Rivercrest Tomb**



**Great Fortress of Kelfar**



**Twilight Tomb**

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)