

QUESTKRON

A Fantasy Adventure Game

The Book on Its History, Tales and Monsters



PRE



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TABLE OF CONTENTS

HISTORY AND TALES OF QUESTRON	1
HISTORICAL DATA	1
QUESTRON BEFORE THE BARON REBELLION	1
411 A.G. — <i>Notes from a Magician</i>	
402 A.G. — <i>Letter of the Traitor Baron</i>	
432 A.G. — <i>Writings from Sir Michael</i>	
<i>Postscript by Robert, Squire to Sir Michael</i>	
437 A.G. — <i>Selected entries from the Diary of Princess Lucane</i>	
DESCRIPTION OF QUESTRON'S MONSTERS	3
<i>Ocean Creatures</i>	
<i>Swamp Creatures</i>	
<i>Mountain Creatures</i>	
<i>Jungle Creatures</i>	
<i>Grasslands Creatures</i>	
ADVANCE INTELLIGENCE REPORTS	4
MONSTERS IN THE LAND OF EVIL	5
<i>Ocean Creatures</i>	
<i>Swamp Creatures</i>	
<i>Jungle Creatures</i>	
<i>Mountain Creatures</i>	
<i>Grasslands Creatures</i>	
DUNGEON MONSTERS	6

History & Tales of Questron



You are but a serf of Geraldton, former Barony of Vertaen. I realize that as a serf, you have learned little about the Realm. Yet the land you

love is in great danger. Terrible monsters roam the countryside, while a mighty invasion force prepares to attack our Western shore. Our bravest Knights have been crushed by the enemy, our greatest Wizard stymied.

Legend says that a lowly peasant will rise to vanquish our strongest enemies. With this hope, and the word of the oracle, I have chosen you to fight for Questron. I can promise you nothing, for the dangers are immense. But if you do succeed, the world will be yours.

To aid your quest, I have included writings which tell tales of the Realm. You will also find a summary that Mesron drew for me of Questron before the Rebellion, and a list from my tutor of important dates. I cannot send you a map, for part of your secret test will be the exploration of the land.

North of you lies Swamp Cathedral, and to the East lies Geraldton, your birthplace. Beware of fighting monsters with your hands. God speed and good luck. Do not let my father know that I helped you, and never acknowledge that you know me. There are spies everywhere.

Princess Lucane

HISTORICAL DATA

- 377 — Coronation of King Gerald
- 397 — Assassination of King Gerald
- 397 — Beginning of the Baron Rebellion
- 403 — Assassination of Queen Kristene
- 403 — Coronation of King Aaron
- 404 — End of the Baron Rebellion

425 — Mantor goes to the countryside

426 — Appearance of deadly monsters

430 — The Castle Massacre

QUESTRON BEFORE THE BARON REBELLION

KING GERALD - QUEEN KRISTENE

THE GREAT WIZARDS
Mesron and Mantor

THE THREE MAGICIAN PRIESTS
of the Great Cathedrals

THE BARONIES
The Fiefs of the 15 Barons

411 A.G. -
Notes from a Magician

Notes from the Magician Priest, William, of the Island Cathedral, Realm of Questron. Purveyor of magic and supplier of holy water. Traitor to the Crown.



I am the Magician Priest William, prisoner in my own Cathedral. I was nearly two steps from the throne, but Mesron the Wizard used his extraordinary magic to crush our armies and defeat the glorious Baron Rebellion. Once the King was killed, and his forces routed, we became too sure of our success. We underestimated Queen Kristene. Her strength of will, paired with the Wizard Mesron's magic, was powerful enough to destroy much of our magic. Now that the Rebellion is over, we Magicians are confined to the Cathedrals, and allowed to live only because the King and Knights need our holy waters.

Mantor was said to have supported the Rebellion, but they could never prove it. I know the Queen had her suspicions, until we killed her. I think that maybe the new King does too.

The new boy King is now 24 years. He was 16 when coronated, 17 when he ended the Baron Rebellion in 404. Although my powers outside this Cathedral are long since gone, my magic is still strong within these walls. I would love to have that child for a royal visit, yet he'll never come. He knows that no matter how many guards he brings, he would not leave alive.

I suppose that we Magicians have life better off than the Barons. Their leader, John, was decapitated in 404. The others are still imprisoned and tortured in the Castle. But our time will come again. We wait.

402 A.G. -
Letter of the Traitor Baron

Baron John of Blind Pass, of the Realm of Questron. Lord of all lands, and all serfs within 10 days march of the city. Born in 359 A.G., died in 404 A.G.



It will soon kneel and call me King John. I savor that moment. The Rebellion began when I slashed King Gerald's throat with a ceremonial sword. That fool never suspected that I had sharpened the blade. It was during the Spring Rites, a pageant for the serfs to celebrate the new growing season. The King had only a small contingent of guards, who were easily overcome. Mesron and Mantor killed many of us, for a Wizard may be killed only one way. But, I am confident the Magicians will defeat them.

The Rebellion has been vicious and satisfying. The fighting is almost over now. Those who have complained will discover soon that their pain is just beginning. I feel Questron within my

grasp, the Queen within my arms.
My conquest is at hand.

Postscript: captured letter to Baron Vertaen.

432 A.G. — Writings from Sir Michael

Writings before the voyage of Sir Michael of Royal City, Knight of the realm of Questron, servant to King Aaron, 406 to 432 A.G. Knighted in 426, the year that Mantor the Wizard is believed to have obtained the Book of Magic.



remember well when the monsters first appeared. It was one year after Mantor left the Castle (we had thought nothing of his departure at the

time, for the reasoning of Wizards has always been unknown). In the beginning, they kept to the mountains and swamps. But soon Gar Mind Flayers were venturing to the city outskirts, slaying merchants, serfs, and even friendly dogs. Then came the organized attacks by Flesh Feelers and Army Scorpions. Before long, butchering and pillaging. Faced with this reign of terror, the townspeople started building walls around the cities for their own protection.

These were busy times for me and the other Knights. We rode hundreds of days; fortifying towns and driving off the monsters. I began to suspect that the Great Wizard Mantor was directing this army of evil beings. Twice he was seen viewing our battles from faraway hills. I approached the great Wizard Mesron and confessed my suspicions. He too was beginning to suspect his half brother of treason.

One month after I voiced my suspicion, Mantor committed the terrible Castle Massacre. It was an outrage, and deserves no mention here. After the massacre, Mantor managed to escape the Realm, taking his book of evil magic. Only later did Mesron discover the source of the evil Wizard's book. Mantor had learned the secrets of time and space travel, and had pillaged his volume from a faraway place.

Little is known of Mantor's Land of Evil. Last year, Mantor's monsters assaulted the west coast of Questron. Our troops were barely able to defeat them.

We then launched a Naval Battalion against the Land of Evil, but were driven back to our homelands after three months of battle. Our foe is becoming stronger every day.

Since then, King Aaron and Mesron have decided to send individual Knights against Mantor. These Knights have been able to sneak ashore, and may do more by themselves than the entire Armada was able to do before. King Aaron and Mesron have devised many tests (some secret) to discover only the most powerful and brightest Knights. One of my tests was to describe the different monsters that now inhabit Questron. I have since passed all tests and leave in six days for the Land of Evil. My Quest is to return with the book of magic. I include my list of monsters here for you to study. . . to help you in case I fail . . . God speed.

Sir Michael

Postscript by Robert, Squire to Sir Michael.



Sir Michael would not allow me to accompany him, so I waited in Port City while he sailed. A merchant returned from the Land of Evil five

months later with a burlap bag for King Aaron and Mesron. In the bag was Sir Michael's armoured boot, with Sir Michael's head crushed into it. The boot was buried in the woods of Lagoon, with proper ceremony befitting a Knight. Long live the King.

437 A.G. — Selected entries from the Diary of Princess Lucane.

426 — My twelfth birthday. Squire Michael became a Knight today. The ceremony was glorious. Mother and Father looked so regal, and how our subjects cheered. The Guards were present in strength. Even so, the pageant was attacked by a group of Flesh Feelers and Maston Centuars. Only two subjects were killed before the guards could slaughter the beasts. Michael's first quest is to protect the city-states while the walls are being built for protection. He looks so handsome in his armour. I dreamt of him last night.

427 — Dearest Diary. I don't feel safe anywhere anymore. The Castle was attacked by monsters that no one had seen of before. My sister and I named one Albino Leech. It was slimy and ugly. A Gar Mind Flayer slaughtered an entire squad of guards on the drawbridge. It was gruesome. No one knows where these monsters are coming from. Father has doubled the Guards. Mesron has vowed to protect us. I wish Mantor were here; I haven't seen him in months. I hope the rumors are wrong.

429.9 — Dear Diary. Sir Michael came back from the countryside today (I wish I were older). He says there are more important matters than me. He says that all of the walls are built now. Each town has guards, where none were needed before. He says that the monsters are more numerous, and that every day a new kind is discovered. My Father, the King, says that I must stay in the Castle always.

430 — My life has ended at sixteen years. There is nothing left to live for. I hate this Castle. I hate Questron. Most of all I hate Mantor. I was in the Throne Room when it happened. Mantor blew into the Great Hall like a cyclone. Even Mesron was shocked. Mantor was holding an immense book. He demanded that my Father abdicate the throne. Mantor threatened to destroy Questron with this book of evil magic, and with the monsters he claimed to have created. Mesron lunged for the awful book, but Mantor was prepared. He hit Mesron head-on with a fireball. Mesron demanded the magic book, and father ordered the guards to seize Mantor. Mantor raised his arms, and floated from the floor, and the skies grew dark. Mesron raised an arm toward my father and myself, surrounding us in a blue light. I fainted. When I awoke, father was holding me and crying. He whispered to me that all were dead: mother the Queen, and my little sister Deborah. As I lay in father's arms, I saw that all the guards were dead, and Mesron was wounded. Mantor was nowhere in sight, but a foul stench lingered.

437 — I am 23 today. It is five years after Michael's death. Since then, many Knights of the realm have journeyed to the Land of Evil. None have returned. I fear that Mantor cannot be defeated. My only hope lies in the ancient legends.

Description of Questron's Monsters

(as told by Sir Michael)

OCEAN CREATURES

Piercing Pungie — This immense predator glides on giant wings through the ocean waters in search of prey. An average Pungie measures at least 20 feet from its mouth to the end of its piercing sharp tail. Its mouth is large, and filled with hundreds of venomous teeth. The Piercing Pungie is, without doubt, one of the fastest and toughest creatures of Questron. To kill it before it kills you, you may need special knowledge.

Slime Swimmer — Unless they notice its sulfur stench, many people miktake the Slime Swimmer for a large mass of ugly seaweed. This deception serves it well, for once near its unsuspecting victim, the Slime Swimmer surrounds its prey with thousands of tiny suckered tendrils.

Leech Woman — An escapee from the catacombs. She has a blood-sucking mouth, with razor sharp teeth.

Masher Whale — An immense pink mutant whale. Known as a 'Masher' because it uses its immense 4-foot thick skull as a battering ram to sink passing ships.

Hydro Snake — A common water snake, except 300 feet long, and 20 feet thick. The Hydro Snake secretes a substance which causes water to burn (it separates O and H₂), and also secretes a substance which stops water from burning. Caution: do not kill a Hydro Snake if it sets water on fire until it puts the fire out!

SWAMP CREATURES

Pit Screamer — This aberration of nature burrows small deep pits. Once

inside, it cries and whimpers until its victim looks into the pit. When this happens, its barbed teeth and clawnails make the outcome almost inevitable.

Strangler Fiend — Unless you carry your club, a walk through the swamp can end in a nightmare of death. The Strangler Fiend looks like a green-gray jellyfish, and is inactive until touched. Once so activated, its tendrils snake out to engulf entire creatures. It is hardly intelligent, but doesn't need to be.

Rot Weed — This plant grows in the muck of Questron swamps. It contains pricklers which, once they contact flesh, begin to exude a skin-destroying acid. Fortunately, Rot Weed is not too agile.

Albino Leech — This enormous blood-sucker is active mostly at night, to protect its light-sensitive eyes. Its lack of pigmentation is reputed to be the result of many years of existence in the breeding caves of Mantor's Mountain.

Gar Mind Flayer — An air-fish with honed teeth, and long sharp tendrils which it uses to grasp the head of its victims. It is rumored that the Flayer sucks the mind from its victims, so that those who survive its attack are never quite the same.

MOUNTAIN CREATURES

Stone Axe Beak — This mountain bird is very accurately named by the Questron natives. It grows to heights of 10 feet, and possesses a very sharp beak, similar in appearance and composition to a quality stone battle axe. It is hard to kill, unless you are successful at hurling stones into its eyes.

Phazor Spider — Instead of spinning webs, these deadly little mountain crea-

tures fire small laser beams at their prey. When Phazor Spiders travel in swarms, they surround their quarry with a web of light. Because they are fast, only one type of weapon is really effective against them.

Jackal Ram — Too clumsy for a jackal, too small for a ram, these 100-pound wolflike creatures roam the mountains in perpetual shame. When humans come by, they try to prove their fighting ability. Thus, they are quite annoying.

Leopard Yeti — A snowywhite creature the shape of a large man. The Leopard Yeti resembles a leopard only in the speed with which it strikes, and the grace of its movements as it bounds from peak to precipice. Adults reach heights of 8 feet and weigh up to 300 pounds.

JUNGLE CREATURES

Irish Stalker — This horned creature has a rack of almost 14 feet. It is always deadly when found in clearings, but frequently becomes entangled while in the jungle. Luckily, the Irish Stalker is immensely allergic to grassland wildflowers, and is forced to remain in the jungles. Nonetheless, it hurts when it hits, and is said to be susceptible only to the mace.

Bear — Questron is the only known planet in the galaxy to have bears identical to the Black Bear of beautiful Northern Michigan, Earth.

Woods Ogre — This celluloid fellow inhabits the Jungles of Questron. He is known as a "Woods" Ogre because of his mastery of various reeded instruments. It is said that the Woods Ogre will tie up his intended victims and serenade them. If they like his music, he sometimes sets them free.



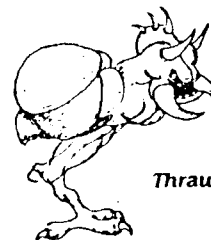
Flesh Feeler



Stone Axe Beak



Gar Mind Flayer



Thrawl

Gorilla — Gorillas are found in forsaken jungle areas and subterranean lairs. They are very nasty tempered, and quite evil. Sometimes Gorillas travel in groups of three or more. When met in such large numbers they are especially dangerous as they, like humans, love to show off to their friends.

Bloodhound Ghoul — This un-dead blood-drinking dog sucks the blood from already weakened victims. When weaned from blood, the Bloodhound Ghoul is said to make a good pet. For some reason, however, its owners never live all that long.

GRASSLAND CREATURES

Flesh Feeler — These creatures were magically created, part of an elite corps sent from the Land of Evil to sabotage and kill. Many fear that the Flesh Feelers are forming an army to destroy Geraldton.

Army Scorpion — A disgusting invention from Mantor's evil labs, this perversion is 3 feet tall at the tip of its eyestalks. Its stinger and tail often measure up to six feet long. Its powerful stings make it a tougher foe than most other grassland creatures.

Black Knight — These guys think they're tough, having graduated from Knight School. Most, however, are unemployed, for they failed the King's secret tests. Now they make a living on the lecture circuit.

Bandit — Just another name for a filthy killing thief.

Maston Centaur — The head of a woolly mammoth, the body of a thoroughbred racer, these creatures are extremely agile. Remarkably, weights of 1000 pounds are not unusual.

Dirt Weird — This slovenly creature stands about 6 feet tall, and walks upright like a human. It is a conveyer of disease and sickness, because it lives in filth, and uses rusty weapons. A scratch can cause sickness or death.

Wrention Warrior — Only a handful of these mighty warriors are now left. Originally, they came from a cult worshipping wrens. They usually attack on the mention of any birds, robins, wrens, etc.

TRAVELLING CREATURES

Blind Blood Dog — It is rumored that these potentially vicious, dog-sized scavengers have such a keen sense of smell that their eyes deteriorated from disuse. These once cruel predators may no longer be hostile. It is said that the Plains Elves trained them to be bearers of good will.

High Elf — These noble little beings are elusive inhabitants of all lands of Questron. Clans are said to exist in marshes and forests, more rarely in mountains. Elves shy away from grasslands, for their

stealth and ability to blend with surroundings are less useful there. Elves are often the bearers of good things, and only rarely make use of controlled substances.

Naga Pilgrim — Known for their greeting "Na-Ga," meaning unknown. The Naga can be fierce fighters, but they often accidentally cut themselves in battle. The destination for their pilgrimage is the Lost Isle of the Skull.

Faun Nymph — A friendly, seductive creature. The Faun Nymph has the body and ears of a goat, and the face of a lovely young woman. Tales abound of unwary travelers who are lulled to sleep by its sensuous songs, and then are never seen again. Nobody really knows whether the Faun Nymph is friend or foe.

Shedu Monk — Members of an unusually benevolent religious sect. Shedu Monks never wear armour, yet are so highly trained, they are rumored to be impossible to kill.

Merchant — As in many societies, a legal bandit. Merchants are quite wealthy, but too paranoid to carry around cash.

Lost Piker — The Lost Pikers came from an army of Swiss time travelers. They lost a battle to Mantor's armies, and now must serve him.

Thrawl — No one has ever lived to see one, but its name has been found written in the blood of its victims, who were turned inside-out and half eaten.

ADVANCE INTELLIGENCE REPORTS



Land of Evil.

I include a strange tale to pique your interest, and to give you a clue to my sources of information. The creature descriptions that follow are mine, compiled from numerous accounts. They are not intended to scare you, but I think, only a fool would not feel the touch of fear.

433 A.G. — Excerpts from Mesron's records concerning the journeys of a captured Bzapp.



I am a Bzapp known as Urr. I am from the Land of Evil and have been garrisoned both in the Dungeon of Death and the Isle of the Skull. I was captured somehow by a Knight, Sir Michael. He knocked me into a river to short out my circuits, and gave me to a Questron merchant. The merchant returned me to Questron where the Wizard Mesron magically removed my electricity. I am now harmless, but have no need to fight any longer.

When Sir Michael failed to return, Mesron sent me back to the Land of Evil to discover his fate. I was pleased to learn from a Wretched Hag that Sir

Michael almost made it to the bottom of the Mountain Catacombs before he fell to his death. A Flesh Render found him, ripped off his skull, and crunched it into his metal boot. He is still talked about and will be long remembered in the dungeons.

Life is little valued in the catacombs. I had almost forgotten the violence, for only the meanest and strongest survive. All others are killed in ritual combat. I dare not venture far.

After leaving the dungeon, I found two cities in the Land of Evil. They have immense walls, far larger than those of the Realm. They must have magic too, for nothing else could protect them from the monsters.

Monsters in the Land of Evil

OCEAN CREATURES

Sea Shrieker — The Sea Shrieker floats silently in the ocean until a hapless sailor wanders by. Then, annoyed by the intrusion, it shrieks so loudly that many sailors have gone deaf and crazy. Questron's sanitariums are filled with the insane, the sound of the Shrieker reverberating in their minds.

SWAMP CREATURES

Slime Golem — Legend says that Mantor breathed evil life into the muck of the swamp. The Slime Golem reminds one of putrid swamp grass and decaying animal dung. It stands on two legs in the swamp mists. No one knows how large it is, although those who have escaped it claim sizes of up to 12 feet high.

Venom Toad — This 35-pound toad shoots hundreds of poisonous quills from grooves in its tongue.

Mud Walker — The Mud Walker has enormous webbed feet, and inflatable air pouches, which it uses to walk right through quicksand. While harmless on normal terrain, it is fast enough on quicksand to grab its victims, and thrusts them into the mire. Once they suffocate, the Mud Walker pulls them out and feasts.

Dryad Squid — The Dryad Squid is a magical being. It lures the unsuspecting traveler by transforming a tentacle into the figure of a beautiful nymph. The other tentacles pretend to attack. Many a dying hero has listened to the laughter of the smiling nymph/tentacle.

Fire Beetle — Fire Beetles shoot an acid at their adversaries, which usually burns off a major portion of the victim's

epidermis. While the victim lies in pain, the Fire Beetles bore into the body, eating away the central nervous system.

Rust Worm — The peasants believe that Mantor created the Rust Worm. Legend has it that Rust Worms were once shiny metal, until a courageous Knight drove them from the land into the swamps. In any case, the hide of the Rust Worm is tough as steel. Its tongue is fast, and large enough to flick a man off his horse.

Giant Turtle — The Giant Turtle lurks just below the swamp surface. It is quite slow, but uses methodical movements of its head and neck to hypnotize any being within eyesight. Once entranced, the victim feels compelled to join the Turtle for dinner.

JUNGLE CREATURES

Blood Brownie — Blood Brownies are humanoid creatures, and stand about three feet tall. They were once fervent vegetarians until Mantor taught them to brew the blood of humans into a potent liqueur. They are extremely agile, and blend remarkably into the background.

Bone Displacer — The Bone Displacer is a mutant Gorilla, with very low intelligence. In battle it strides singlemindedly forward, apparently oblivious to weapon blows. Once in range, it uses its immense upper body strength to pull the victim's bones and joints apart.

Cave Yenog — Cave-dwelling untouchables, forever searching for "og," a slimy ooze they live on. Their name comes from their "yen" for "og."

Web Dweller — The Web Dweller has a humanoid form, with a valve in its chest to secrete its web material. The web contains a sleeping toxin so that victims stick to it and sleep until they starve to death. It's not a bad dieting program for those who wake up and get loose.

Were Jaguar — Don't confuse these creatures with their weaker cousins, the Werewolves.

Wolf — A nice pet. Will keep you warm on cold winter nights, self-heating, not usually housebroken. A sharp rap on the nose with a warm spoon will usually bring it into line. (This is a story Questron mothers tell their children to help them sleep at night).

Tree Gnome — Tree Gnomes live deep in the jungle. They tie young trees together, so that when the trees reach maturity they form a fortress in the sky. Tree Gnomes have learned to eat the fruit of the Gumba-do-do tree, which imparts extreme acidity to their urine. Wear a hat.

MOUNTAIN CREATURES

Crusher Rock — (see dungeon monsters for complete description). No one knows how Crusher Rocks ever got out of the dungeons.

Bzapp — The Bzapp was created by Mantor to patrol his dungeons. Decades ago a group of Bzapps escaped from the Dungeons. They now terrorize the surface as they please.

Army Ant — The Army Ant is three feet long, and covered with asbestos hide. It has two brains. When it goes into fight



Slime Golem



Gnome Dweller



Gas Floater



Crusher Rock

flex, these brains operate independently. The first uses psionic rays to stun its quarry. The second ignites special stomach gases, and torches the prey like a flamethrower.

Gnome Dweller — Thousands of years ago, this parasite invaded the Tree Gnomes. It resides in the brain stems of infected Gnomes, and from there weaves its synaptic fibers throughout their brains. All infected Gnomes moved to the mountains, their mutated bodies ruled by the invaders.

Ogre Monkey — This servant of Mantor uses magic to appear as a monkey. Warning: attack on sight. Destroy him within five blows.

Gas Floater — The Gas Floater creates lighter-than-air gases inside its balloon-

like body. During attack, it functions like a flame thrower by igniting and expelling gases. Hiccups mean instant death.

Orc — The Questron Orc lives only in dark mountain caves. It leaves its home only at night, for it fears the sun. During the day, an orc would be easy to overpower. At night, its tremendous vision makes it a deadly foe.

Snake — The Snake is cold, wet, slimy, evil, venomous, and entirely disgusting. It is NOT: warm, dry, and pleasant to the touch. It is: everything a nasty snake should be. Bear this in mind.

GRASSLANDS CREATURES

Fire Dragon — The Fire Dragon nests in active volcanoes where it fills its gizzard with molten lava. Although not a true fire

breather, one hit of its volcanic spit is deadly. For its victims, the difference is purely academic.

Plains Elf — The Plains Elf is hard to see because it stands about as tall as the grass on the plains. Throughout the centuries, it has become very adept at throwing its hunting scythe like a boomerang.

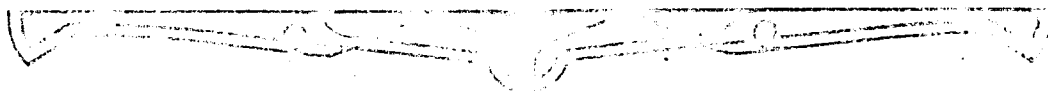
Morbeth Fighter — Morbeth Fighters are the only race powerful and brave enough to take on the dreaded Fire Dragon. When they kill one, they hold an immense ceremony to honor their gods. At this extravaganza, they serve Knights for hors d'oeuvres.

Zombie — Mantor used his magic to raise an army of the undead. They aren't worth killing.



Mesron's Description of

Dungeon Monsters



Mince Meet — Take the Mince Meet's name seriously, for it fits this warrior's deadly purpose. He provides fresh meat, of any kind, for Mantor's mince-meat pies.

Wretched Hag — Members of an ancient order of bag-ladies, these decrepit creatures prowl the upper levels of the dungeons looking for handouts. They can be recognized by their worn and tattered garments. If you refuse their request, they tell stories of the "good ole days" until you beg forgiveness.

Sparrow Piranha — These vile creatures possess stiletto beaks, and always travel in flocks. Their brains are telepathically linked for a coordinated

attack. They methodically "dive bomb" their victims, each Sparrow Piranha tearing away a small chunk of flesh. Once one is killed, however, the others quit the attack.

Death Guard — This lowly creature looks almost human in its long flowing robes. It is, in fact, half human - half spirit from hell. The Death Guard waits patiently to usher the living through death's dark gate. But watch out, if it gets impatient, it uses evil to hasten the trip.

Invisible Killer — The glint of flashing blades is the only visible sign of this unseen killer. All weapons and magic are effective against him, if you can find him.

Mad Monk — A group of Shedu Monks once entered the dungeon. They are now insane.

Knight of Death — Knights who enter the dungeons never leave. While most are killed, some go absolutely mad from the effects of the dungeons. Mantor lets them live, for they want no other Knight to succeed where they once failed.

God of Thunder — The God of Thunder came originally from the Great Swamp Cathedral. It created mighty storms, used by Mesron to repel Mantor's attacks on the Land of Good. It was captured and imprisoned by Mantor in a recent raid. It now lives an unhappy life, forced by Mantor's magic



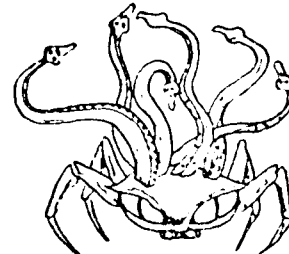
Wretched Hag



Sparrow Piranha



Knight of Death



Body Leech

to attack the Knights it once tried so hard to protect.

Body Lover — If the Body Lover is more than just a giant mouth, no one has ever lived to report it. Because it loves bleu cheese and garlic sauce, its breath is so foul and vile that the stench stuns its quarry. The Body Lover swallows its meal whole.

Body Leech — The Body Leech has a compact fleshy abdomen, about 18 inches in diameter, supported by four crab-like legs. It uses its six arms to immobilize its adversary. It leaves no remains, as its grinding teeth can then devour even the largest human bones.

Brain Leech — Brain Leeches attack only geniuses (intelligence over 40). They rarely kill their foe. Instead, they leave the victim witless, wandering the dungeons without the intelligence to fight off other creatures. Thus, in the end, death comes quickly anyway.

Lesser Evil — A Lesser Evil is a very large humanoid creature. A single Lesser Evil once stood and fought off wave after wave of guards for three days before it went back underground to regain its strength. Unknown why it is called "Lesser."

Smoke of Hell — Nobody has ever seen these creatures, for they are always shrouded in a putrid smoky mist. If the smell doesn't get you, the Smoke of Hell will. Nobody knows how or why they attack.

Flesh Render — This immense being uses an iron battle-axe to rend flesh from those it fights. You may even win the fight, but it has some special tricks up its sleeve.

Electric Bzapp — An electrically charged spirit, created in Mantor's Dungeon Laboratories. This creature roams all dungeons, attacking only good things. It uses high voltage to paralyze its prey, then its power surges to fry the opponent alive.

Air Golem — The Air Golem uses levitation to move about the dungeon.

usually about five feet above the floor. It moves like lightning, and attacks by flying past its foe, and spraying a cloud of tiny darts. Only when its enemy is dead does it land, and begin the feast.

Knight Seeker — Bored with the disco scene, bowling, and country music, the Knight Seekers were enticed by tales of the exciting Knight-life in the Dungeons. Knight Seekers were once refused Knighthood because of unworthiness. Now they spend their lives in service to Mantor.

Apparition — The Apparition was created by Mantor to attack only enemies of Mantor's realm. It floats silently and deadly, like an illusion, through the catacomb walls.

Meldorn — Imagine a common ant, magnified thousands of times. Mantor imagined your fear, so he performed the feat in his secret laboratories. Meldorn can lift up to three tons, or crush a human in heavy armour. It is rumoured that Meldorn can tear the armour off its adversary, leaving him alive, but defenseless.

Soul Buyer — This creature belongs to a mystic cult, which believes that they can capture the souls of those they kill. If so, resurrection would be impossible.

Tiny — You have to feel sorry for a giant trapped in a dungeon, although your feelings will change once Tiny gets a swipe at you. He crawls around on hands and knees; eight feet tall from hands to shoulders.

Tweester — These beauties drop in when you least expect it. Actually, only female Tweesters attack prey, hanging patiently from ceiling rocks. Her razor sharp pincers dangle, waiting for a careless meal.

Ghost Watchers — These "beings" are not known to attack. They float around the edges and corners of dungeons walls, watching and waiting for someone. They are hazy and hard to see.

Crusher Rock — Many explorers have died because they mistook the Crusher Rock for a giant boulder. While this heavily armoured creature does look like a boulder, it uses an internal system of weights to move about, trapping and crushing its victims. The Crusher Rock then releases hundreds of tiny beetles to bore into the prey's flesh. When they are full, they return to feed their host.

Blades of Blood — The Blades of Blood is actually a mobile fungus, similar in many respects to its smaller relatives which grow near the bottom of the dungeon. It is an excellent swordsman, able to stand repeated blows before succumbing. This is because it has no vital organs to lose, and can still fight with up to half of its body gone.

Stilted Dreb — The Stilted Dreb looks so awkward on its long skinny legs that it keeps only to lower dungeon levels, where the light is dim. The Dreb is highly intelligent, and uses its one glowing eye to hypnotically freeze passers-by. Watch out.

Acid Jelly — A distant cousin of Acid Peanut Butter, Acid Jelly can eat through anything: armour, floor, walls. However, if a human is already near death, the Acid Jelly can neutralize itself, and aid him. This has been reported only once.

Mangler — This creature is an omnivorous scavenger, always willing to add fresh meat to its normal diet of worms, mosses, and dung. Its giant pincer arms are constantly moving, collecting, dicing, and transporting food to its tiny mouth.

Thorad — The Thorad is said to be half mammal, half reptile. Its eyes are said to be capable of emitting a blinding flash of light. Warning: it hates weapons of all kinds, and tries its best to destroy them.



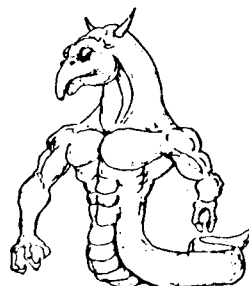
Body Lover



Stilted Dreb



Flesh Render



Thorad



Air Golem

QUESTRON

A Fantasy Adventure Game TM

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.

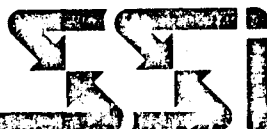
GAME STATUS

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

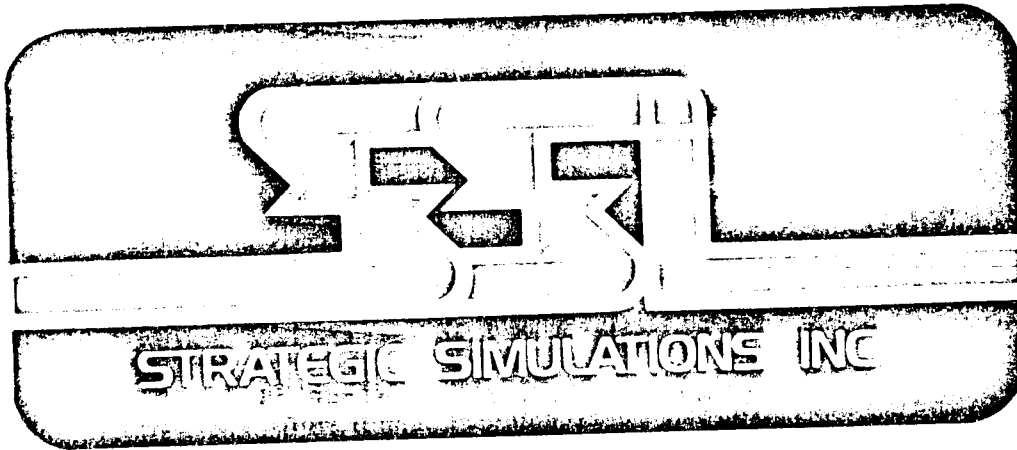
Time: As time goes by, the "politics" of Questron change.

ATARI® version by John Dougherty.

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STRATEGIC SIMULATIONS INC.



If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: *STRATEGIC SIMULATIONS INC.*, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043-1983.
Or call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.)

