

QUESTRON

A Fantasy Adventure Game TM



STRATEGIC SIMULATIONS INC



To My Faithful Subject:



As you are well aware, these are dire times for the Questron Empire. Indeed. Ever since the renegade sorcerer, Mantor, took possession of the Great Book of Evil Magic, our beloved land has come under murderous attack by his legion of hideous monsters. My once invincible Army, even my noblest Knights, lie decimated in the wake of these demons summoned forth from the stygian bowels of Hell.

It is because of this desperate state of affairs that I, your King, now appoint you as the Last Defender of the Realm. I know you are but a serf, but I sense greatness in you. Where my Army has failed, one such as yourself may yet succeed — if you have enough strength, stamina, dexterity, intelligence, and charisma. Instead of a frontal assault against Mantor, you can only defeat him through stealth and cunning. Find Mantor, steal his Book of Evil Magic, and he will become powerless.

In this noble Quest, you must cross treacherous lands fraught with creatures as innumerable as they are deadly. Yet, of all the dangers, none will be greater than the monsters you will face when you enter Mantor's dreaded dungeons.

On a less gloomy note, you may also come across priceless treasures in the many castles and cathedrals you will explore. What you find, of course, is yours to keep.

To help you on your way, I present these eldritch pictures that our good wizard, Mesron, has been gracious enough to conjure up on the mysterious talisman he calls a computer.

A final word of encouragement: Remember that legend has it that a lowly peasant will rise to vanquish our strongest enemies. I know in my heart of hearts that this savior is you.

Godspeed and good luck.

From His Regal Majesty,

King Aaron

Liege Lord of the Questron Empire



The countryside near Geraldtown, your birthplace.



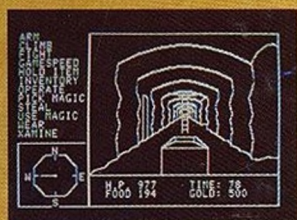
A town at the river junction. You can bargain with the merchants for goods or play games of chance for gold.



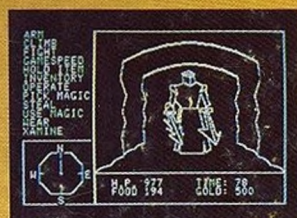
Inside the Island Cathedral where you can find danger, wizards, and/or treasures.



Inside the King's Castle. Here you can seek an audience with the King or Mesron, the Good Wizard.



Deep inside the Dungeons, home to Mantor's countless death-dealing monsters!



Here is just one of them! Prepare to fight for your life when you meet the Dungeon Monsters.

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