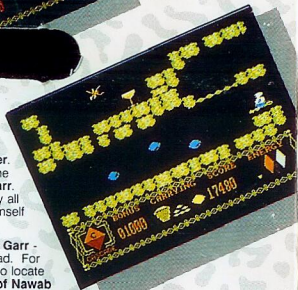




You are **Questor** - and only you have **The Power**. Only you can deliver the kingdom from the evil **Garr**. For **Garr** would destroy all that stands between himself and domination!

Enter the **Catacombs of Garr** - where others fear to tread. For you have been chosen to locate the beautiful **Daughter of Nawab** and free her - then find **The Key** that will destroy **Garr** for ever!



Questor is a fully animated arcade adventure filled with the mysteries of the exotic Orient.

Magic Carpet is your mode of transport as you search the vast complex of caverns awaiting you in the **Catacombs** - full of false passages, obstacles and deadly creatures. Exploration and mapping will be essential!

Use your power wisely for your mind is your weapon. Fight when you must - hide when you can - and always expect the unexpected!



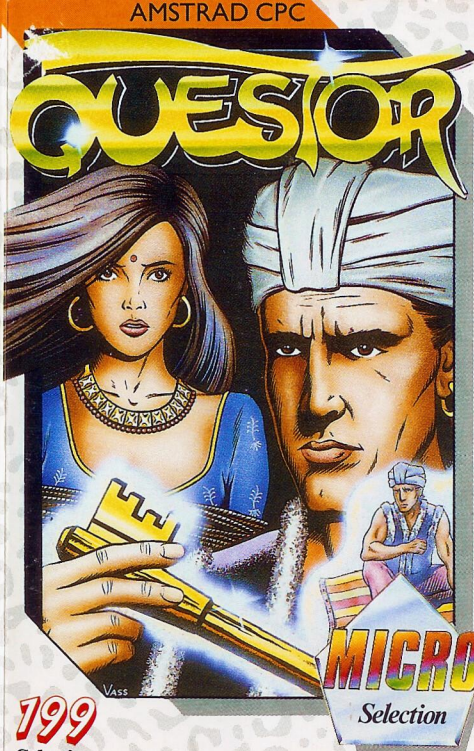
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QUESTOR



MSL3AM

199
Selection



AMSTRAD CPC

QUESTOR

LOADING

Type **RUN** and press **ENTER**

CONTROLS

Use Joystick or the following keyboard controls...

K = UP
Z = LEFT X = RIGHT
M = DOWN
SPACE = FIRE

Also **DEL** = Quit game, **COPY** = Pause (Hit any key to restart).

PLAYING

Press **FIRE** or **SPACE** to start.

The aim of the game is to release the Princess, Daughter of Nawab, from the clutches of the evil Garr. To accomplish this you must venture into the dreaded **Catacombs of Garr** and find the **Giant Key** that unlocks her cell. You will soon find that your way into many locations is blocked - to proceed you must be carrying the correct items. Pick up items by flying over them and pressing **FIRE**. But remember you can only carry three items at a time.

Many strange creatures live in the catacombs - some can kill you instantly, while others drain your energy. You can pick up **Magic Pearls** that kill some of the creatures - it's up to you to find out which! Whole groups of creatures can be killed if you are carrying the correct item. Here's a clue - **Poison** will kill the **Bats**.

The flashing items are clues - you'll have to work them out! When you find the Princess you must kill the **Guard** - and **Garr**! To free her you must be carrying the **Giant Key**. Good luck - you'll need it!

The **MICRO Selection**, 36/38 Southampton St.,
Covent Garden, London, WC2 E 7HE.