

Con-Quest

game by Derek Brewster
map by Andrew Nile

This map is for the Amstrad CPC version of the game.

I was quite puzzled at the not-so-great map published within CRASH Playing Tips (May 1987), so I decided to draw out the map I'd created when I was younger.

There are two floors, connected by four staircases. Each floor loosely looks like an X. The ground colours refer to areas you can visit before you need a key.

Differences between the CPC version and the Commodore / Spectrum version:

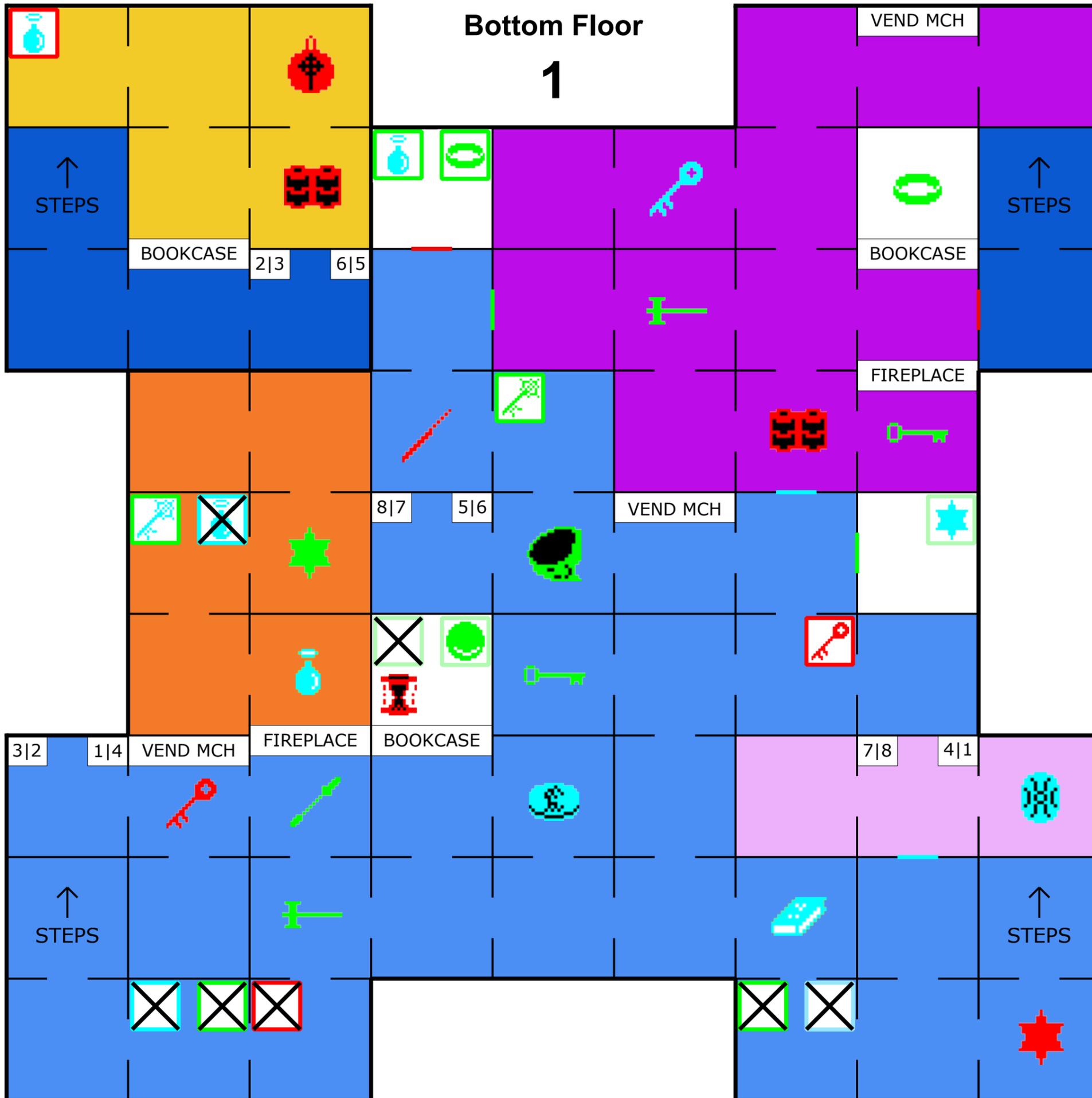
- There are 4 colours of keys, chests and doors instead of 3. This makes the map less useful.
- There is no red ornate cabinet key, so the contents of the 4 red ornate cabinets is uncertain. On the other platforms they contain an acidic potion and an ornate key.
- Minions don't respawn on the CPC.

Interesting Notes:

- The vending machines are extremely buggy and may crash the game.
- The cassette tape version of the game rarely works on CPC Plus models.
- There is a crystal ball object listed with the game's code, but it is nowhere to be found.

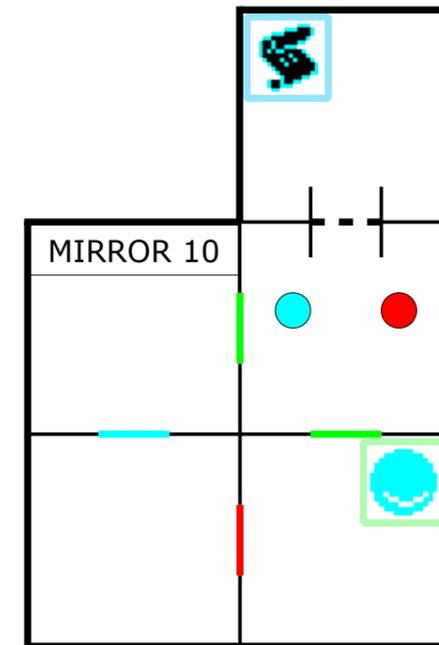
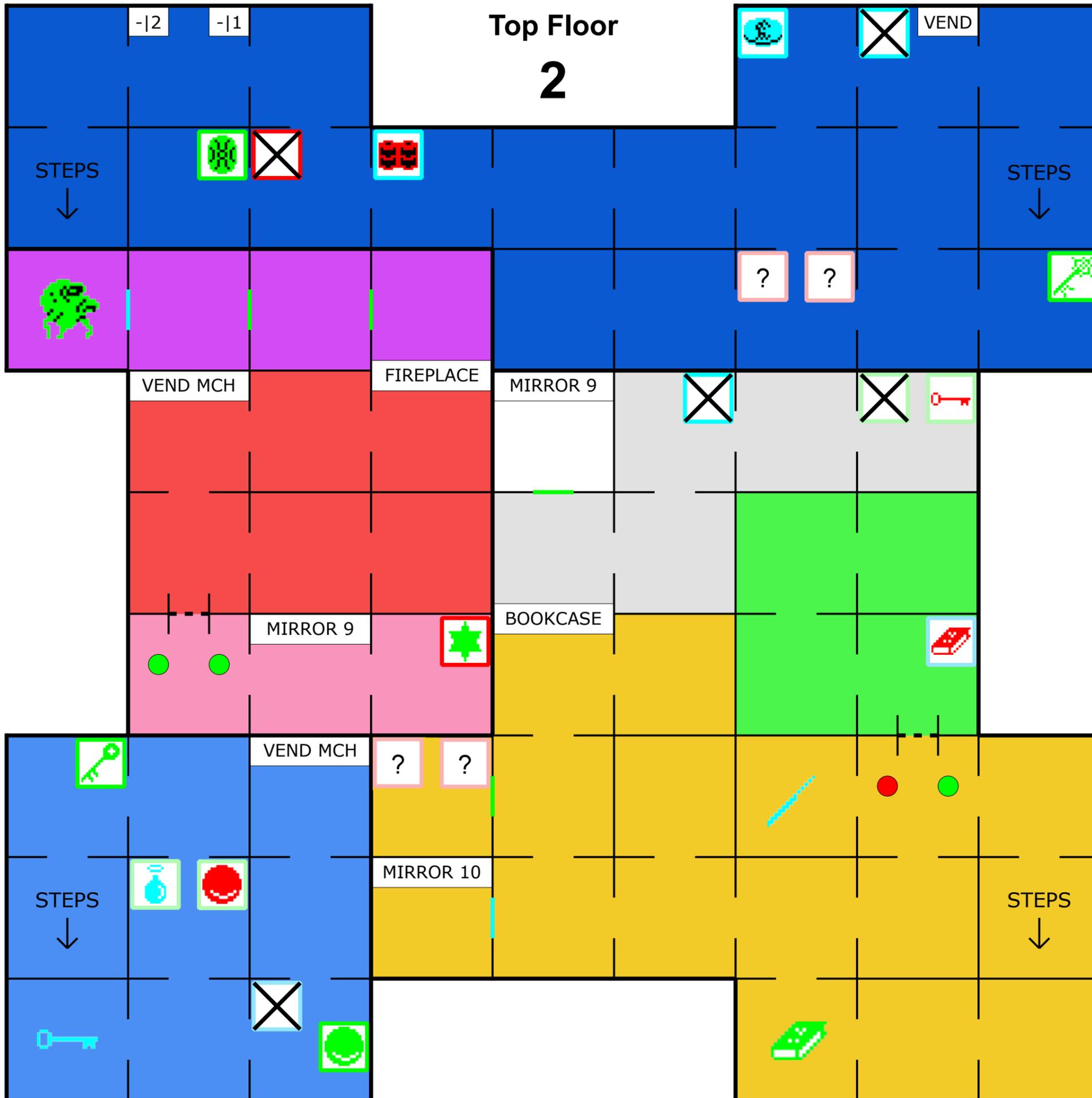
More notes are on the map pages.

Bottom Floor 1



Door Keys Unlocks gated doors.	Ornate Keys Opens ornate cabinets.	Chest Keys Opens small chests.
Strange Spheres Opens portcullis gates.	Ancient Stars Used to win the game.	Amulet Stops gremlins stealing items.
Tome of Potions Tome of Magic Tome of Legend	Wand of Ice Wand of Fire See notes.	Magic Axe See notes.
Talismans Green doubles, Blue halves damage.	Poker Travel through fireplaces.	Gold Ring Teleport via mirrors.
Strange Hour Glass Stops all enemies on screen. Single use only.	Globe of Invulnerability Power Pack	
Coin Use in vending machines.	Acidy Potions Salty Potions	Demon Grell Dispel Evil Scroll

Sour potions are poisonous.
Acidy potions cure snake bites and sour potion poison.
If not poisoned, drinking restores all HP after a short delay.
Hold the Tome of Potions to travel through bookcases.
Read the Tome of Magic in order to use magic wands.
The Magic Axe can destroy most enemies. It returns in a boomerang motion.
Wand of Fire destroys all white and green enemies.
Wand of Ice destroys all red and green enemies.



VEND MCH	BOOKCASE
Coin	Green Tome (of Potions)
FIREPLACE	
Poker	
MIRROR 9 / 10	IN OUT IN OUT
Ring	Ring
TC TC TC	C C C
Small Chests	Ornate Cabinets
Empty / Useless	Matching Sphere

The Globe of Invulnerability prevents enemy damage. It requires energy packs to move. It can hold 9 items: drop items while inside to store, and 'use' the globe to retrieve. Have the Tome of Potions, Poker or Gold Ring in the inventory to travel through bookcases, fireplaces or mirrors.

Walking into a mirror labelled '1' on the right will teleport you to the mirror labelled '1' on the left. Mirror 9 and 10 takes you to the other one with the same label.