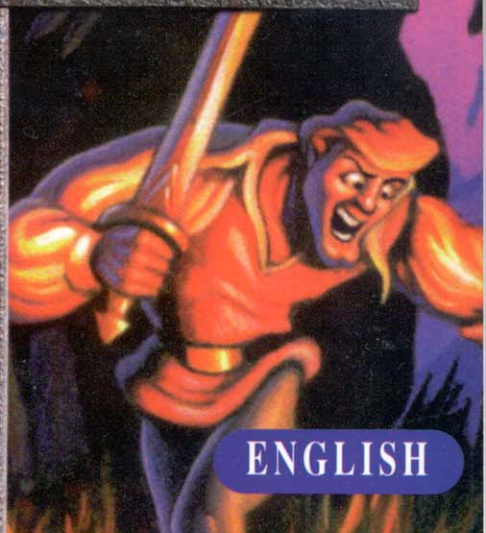
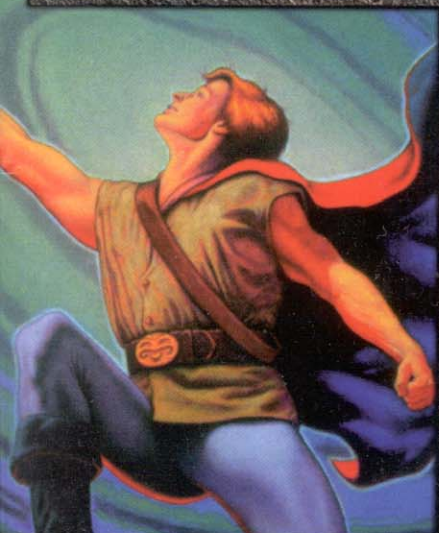


QUEST FOR GLORY®

ANTHOLOGY



ENGLISH



SIERRA®

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INSTALLATION INSTRUCTIONS

To install in Windows:

1. Insert the QFG Anthology CD into your CD-ROM drive.
2. If your computer is not already in Windows, type WIN and press the ENTER key at the MS-DOS prompt.
3. In Windows 3.1 and Windows for Workgroups, in the Program Manager, left-click on the menu choice FILE and select the RUN option. In Windows 95, left-click on the START button and select the RUN option. Type D:\SETUP and click OK. If your CD-ROM drive is F:, type F:\SETUP.
4. Follow the on-screen prompts to complete installation.

To install in MS-DOS:

1. Insert the QFG Anthology CD into your CD-ROM drive.
2. From an MS-DOS prompt, type the CD-ROM drive letter followed by a colon, then press the <ENTER> key. If your CD-ROM drive is D:, type D: and press the ENTER key. If your CD-ROM drive is H:, type H: and press the ENTER key.
3. At the CD-ROM drive prompt ("D:\>"), type: INSTALL and press the ENTER key.
4. Follow the on-screen prompts to complete the installation.

Note: Typing D:INSTALL will not work. You must type D: and press ENTER, then type INSTALL

To Play

In Windows, open the Sierra group and click on the game icon.

In MS-DOS, at the drive letter you installed to, type CD\SIERRA\QGANTH and press the ENTER key. Then type in the command to start the game you installed. Here's a list of commands to start each game:

QG1OLD.BAT
QG1NEW.BAT
QG2.BAT
QG3E.BAT
QG4E35.BAT

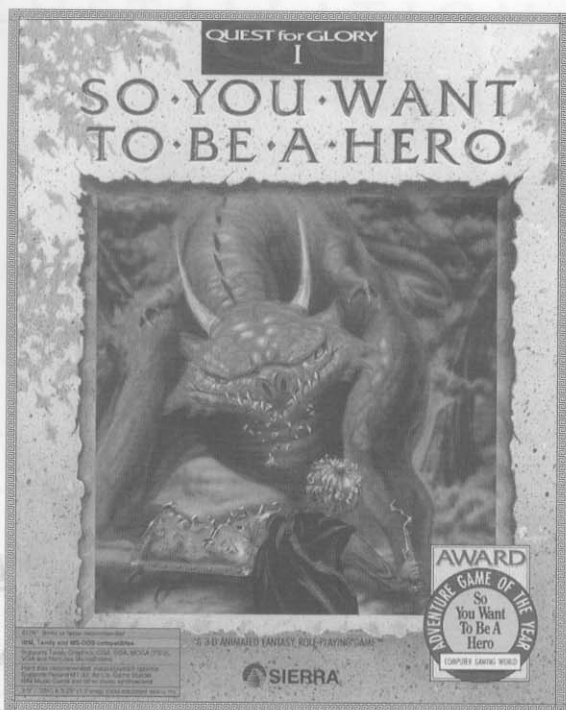


QUEST FOR GLORY ANTHOLOGY

As a Hero, you'll be given the responsibility to try to make things better, to improve the world around you. It's a good feeling to get through the games and realize that without your help, this game world would have been a sadder place.

QFG combines traditional Sierra graphic adventure techniques with Role Playing Game (RPG) elements such as abilities and skills that directly affect your character's performance. The series was designed so that players could choose to use a Fighter, Magic User, or Thief, and the story and puzzles would be sufficiently different for each to make the games worthy of replay.

You may remember QFG1 as "Hero's Quest". After the publication of the game, it was discovered that the Milton Bradley company had already trademarked the name "HeroQuest", and a decision was made to change the name to avoid the confusion.



QUEST FOR GLORY I ORIGINAL:

SO YOU WANT TO BE A HERO

QUICK SUMMARY

QFGI takes place in the Medieval style town of Spielburg. The goal is to be named 'Hero of Spielburg' by finding the Baron's missing children, fighting the brigands, and dealing with the ogress Baba Yaga. Walk around by using the keyboard arrow keys or clicking your mouse on a destination. Type commands such as "look at the floor", "ask about the brigands", "take the note", "run", "walk", or "sneak". Walk to new areas of the game by walking off the edge of the screen (if you can). Press the keyboard's [ESC] key to access the game's menu to save, restore, and quit. Press the [TAB] key to select menu options if you're not using the mouse. Save your game often before dangerous situations. If your save game directory is full, change to another directory.

MOVING YOUR HERO

Move your character on the screen with the keyboard [Arrow] keys, the numeric keypad, or the mouse.

To halt your character's steps with the keypad, press the number 5, or press the last used direction key again. **Do not attempt to move the character by holding down the direction key. This will cause the character to start and stop continuously, resulting in very slow progress.** Using the mouse, position the pointer to where you want the character to move, then click the left mouse button.

SPECIAL CURSORS

QFGI uses special mouse pointers during certain modes of play. The shape of each cursor shows you what actions are available to your character at that time. If your DOS mouse driver is not loaded, the special cursor will appear in the lower right corner of the screen.

SWORD SHAPED POINTER = You can move your hero and type commands

DRAGON FACED POINTER = You cannot move your character or type commands

MENUS

File Game Action Information

When you press the keyboard's [ESC] key, a menu bar will appear at the top of your screen with several menus that can be opened to show the command choices available to you. Use the left and right [Arrow] keys to open a menu, and the up and down [Arrow] keys to highlight items within a menu. Press the keyboard's [ENTER] key to select a highlighted command. Press [ESC] to return to the game without choosing a command. Using the mouse, position the pointer at the top of the screen, then click and hold down the left mouse button to access the menu. Choose a menu choice, then release the left mouse button.

GAME SPEED CONTROL

At times it may be useful to slow down the speed of the game animation in order to

negotiate a tricky section, or observe something more carefully. At other times, you may wish to speed up the game actions. The animation speed is controlled by the keyboard's + and - keys, or by selecting a choice from the Speed menu, using the mouse or Arrow keys.

LOOKING AROUND

You can 'look' at a person or object by using your mouse. Place the mouse arrow on the desired person or object, then press the RIGHT mouse button. You will now receive a descriptive message.

USING YOUR TAB KEY

The keyboard's [TAB] key will perform two major functions. You can use it to review the items in your inventory, and also (if you're not using a mouse) to select options from the menus. Example: If you type "Quit" and press ENTER, you'll see two choices: Quit and Don't Quit. Quit is highlighted. To choose Don't Quit, press the TAB key to move the highlight box, then press ENTER.

EXAMPLES OF COMMON COMMANDS

Many characters in the game will have information. To talk with a character, type: **ask about** [character, subject or object] (for example: **ask about the brigands**). Using a mouse, choose the menu command **ask about**. Try different approaches, and talk to everyone you meet.

You may encounter objects you need along the way. To take an object, type: **take** [object] (for example, **take the note**). You will need to use the objects you acquire as you explore. You can try different things such as typing: **use the** [object], **or give the** [object] **to** [character]. Different approaches to a puzzle may bring about a different outcome.

Pay close attention to details. To examine objects, type: **look at the** [object], (for example: **look at the table**), or press [CTRL-L], then type the name of the object.

Using a mouse you can also use the Right Click feature described earlier. To get a general description of the current room or scene, type:

look, or use your mouse to choose **LOOK** from the menu.

RETYPING COMMANDS

If you wish to repeat a command, do one of the following: Select **RETYPE** from the **ACTION** menu, press the [SPACEBAR] or press the keyboard's [F3] function key.

INVENTORY

If you wish to see the items you are carrying, do one of the following: Select **INVENTORY** from the **Action** menu, press [CTRL-I], or press the [TAB] key. A list of the items you are carrying will be displayed. Press [ESC] or [ENTER] to resume play.

PAUSING YOUR GAME

If you wish to pause the game, do one of the following: Select **PAUSE** from the **Action** menu, or press [CTRL-P]. Press [ESC] or [ENTER] to resume play.

SAVING YOUR GAME

To save your game, select **SAVE** from the **File** menu, or press [F5]. To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress. If you're saving to floppy disks, you must have a separate formatted diskette ready before you can save a game.

We also recommend that you create several subdirectories to assure adequate space for save game storage. You may name your saved games using standard English phrases. For example, if you are standing on a sandy beach, you might call your game '**standing on sandy beach**', or simply '**beach**'.

RESTORING YOUR GAME

Select **RESTORE** from the **File** menu, or press [F7]. You will be prompted to select the

game you wish to restore. Highlight the desired game and select **RESTORE**. If the game you wish to restore is in a different directory, select **CHANGE DIRECTORY**. If you do not have a mouse, use the [TAB] key to toggle between **RESTORE** AND **CHANGE DIRECTORY**. The last game that you or the computer saved will be at the top of the list when you need to restore.

QUITTING YOUR GAME

To stop playing, select **QUIT** from the **File** menu, or press [CTRL-Q].

RESTARTING YOUR GAME

If you wish to restart your game at any time during play, select **RESTART** from the **file** menu, or press the [F9] key. The game will begin again in front of the 'Hero Wanted' sign.

INTERACTING

You can interact with the game by typing simple commands consisting of as little as a noun and a verb. For instance, the command '**sit in the chair**' can be shortened to '**sit in chair**', or even '**sit**'. Unless otherwise directed, follow all typed commands with [ENTER].

A message window will appear after you enter each command, and at other times during the game. When you have read the message, press [ENTER] to remove the window and resume play.

QFGI understands many common verbs. Here are some you might try:

ASK, DROP, SEARCH, TELL, BUY, EAT, PLAY, SIT, THROW, CLIMB, GET, PUSH, SNEAK, USE, CLOSE, GIVE, READ, STAND, WALK, DRINK, OPEN, RUN, TAKE

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers, look under things and behind things for valuable objects and clues. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully. Search every area of the town of

Spielburg, and the valley surrounding it. Be careful! There are many hazards awaiting you!

DRAW A MAP as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

ASK ABOUT anything you think a character might know, as this is by far the best way to learn what is really going on in the valley. But use discretion! Some characters will be friendly and helpful. They may give you valuable information and advice. Others may mislead you.

GET objects you think you will need. You will come across a number of objects that may be of use to you later, but don't overload your character. The amount that you can carry will vary depending on your strength. You can see an inventory of items on hand by pressing the TAB key at any time.

USE the items you have picked up to solve problems in the game, or to help you to make progress and discover more clues.

BE CAREFUL, and remain alert at all times. Disaster may strike in the most unlikely of places.

SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points of the game, so you will be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish. You cannot save your game during combat.

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path. If all else fails, you can buy the

hint book from the dealer who sold you the game, or can order it directly from Sierra On-Line. Look in the Customer Service section of this manual for more information.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems, and Heroes throughout history have worked in teams.

WHAT IS QUEST FOR GLORY?

Quest for Glory combines the character development and combat of fantasy role-playing games with the basic adventure game concept of exploring a world and solving its puzzles. '*So You Want To Be A Hero...*' is the first *Quest for Glory* scenario.

The essence of role-playing is that you must try to think as your character would when faced with a dilemma. In *QFGI*, you can choose from three basic character types: the strong fighter, the mysterious magician, or the wily thief. Each has the same goal; to be named Hero of Spielberg. Each character will however, set about accomplishing that goal in a different way. The magician may use spells to overcome some obstacles, but might not survive a pitched battle with a monster. The thief must find a crafty way around the same problem that the fighter or magic user would approach directly.

Day will eventually turn to night, so you'll need to find safe places to sleep. Your food and money will eventually run out if you don't get more.

Experience is an important factor in this game. Your skills improve as you practice them. The more you do things, the better you get at doing them. Thus, you will be able to accomplish things by the end of the game that you would never be able to do at the beginning, simply because you have improved your skills.

Conversation is a very important part of *QFGI*. You will meet many strange people and creatures. To learn about your quest, you will need to speak with almost everyone you meet. Like your character, the beings you meet will have distinct personalities and

knowledge. You'll want to ask specific questions, and find out all you can.

Heroes must also deal with monsters they encounter. There are all sorts of monsters in the world, so it's important to learn when to fight and when to run away. Each battle you do fight will provide you with valuable experience, and sometimes your victories will yield treasure that you will need in order to buy food and equipment. Just don't forget to search the bodies after you slay the monsters.

A hero's life isn't always serious, though. Between desperate encounters with terrible monsters and life and death decisions lie many light-hearted, humorous and downright silly moments. This way, you can enjoy the excitement and have some fun as well.

CREATING A CHARACTER

Before beginning your adventure, you'll choose from three basic character types: **The Fighter**; **The Magic User**; or **The Thief**. Your selection will determine much about the sorts of obstacles you will encounter, and the means by which you will overcome them. Using your mouse or [Arrow] keys, place the cursor on the character type you wish to play, then press [ENTER] or click the left mouse button.

Each type of character comes with its own set of skills and abilities, some specific to the character type, some common to all three. Every type has pre-assigned point values for appropriate abilities. In addition, you will begin the game with a 50 point 'pool' to assign to the areas in which you wish your character to be strongest.

After you have chosen a character, you may use the [Backspace] key or press [CTRL-C] to erase the character's name (if there is one). Replace it by typing in any name you like.

The Fighter

The fighter depends upon his skill with weapons, his strength, and his vitality to survive the rigors of life as a hero. His weapon is his sword, and his best defense is his shield. We recommend that you play a Fighter during your first *QFG* adventure.


The Magic User

The Magic User must rely upon his intelligence and the successful casting of magic spells. He can best protect himself by avoiding close combat.

The Thief

The Thief counts on his skills, stealth, and agility. His weapon of choice is the dagger, and he prefers to throw it from a distance. He can best defend himself in combat by dodging.

ASSIGNING SKILL POINTS

Name: Jester				
	Strength	10	Weapon Use	10
	Intelligence	25	Parry	0
	Agility	15	Dodge	15
	Vitality	15	Stealth	0
	Luck	10	Pick Locks	0
			Throwing	0
			Climbing	0
Points Available			Magic	25
50 / 50		TAB to move around, Arrows to adjust values.		
Health Points	13 / 13	<input type="button" value="Start Game"/> <input type="button" value="Cancel"/>		
Stamina Points	15 / 15			
Magic Points	25 / 25			

To highlight a skill, use the mouse cursor, the up and down [Arrow] keys, or press the [TAB] and [SHIFT-TAB] keys. To assign points to a skill, press the right [Arrow] key. Each time the right [Arrow] key is pressed, 5 points will be assigned to the highlighted skill. Press the left [Arrow] key to subtract 5 points from a skill. You may not delete skill points below the original value of the given skill. For 'fine tuning' use the [+] and [-] keys to add or subtract one point at a time.

To attain a skill not normally available to your character type (such as lock-picking for a fighter), choose the desired skill from the skill menu and assign points. The minimum skill level of 5 will require 15 points from the 'Points Available' pool. These will be assigned automatically. If your character has 0 points for a particular skill, he will not be able to use that skill for the rest of the game, so choose wisely.

Points for **Health**, **Stamina** or **Magic** cannot be changed by you directly. The values for these attributes will change automatically as you gain experience, suffer damage and modify certain skills.

ABILITIES

Strength is important in performing physical activities, especially combat. The Fighter must be strong to be effective. **Intelligence** will enable the Magic User to successfully learn and cast spells, and will benefit all characters when engaged in mental activities, such as out-thinking opponents in combat. **Agility** is important during combat, and vital to lock-picking and stealth. The Thief cannot prosper without high agility. **Vitality** determines how much damage a character can sustain, and how quickly he will recover from damage and strenuous physical activity. High vitality is particularly useful to the Fighter. **Luck** can aid you in many subtle and mysterious ways, and is especially important to the Thief.

SKILLS

Weapon Use determines the character's ability to land a successful blow in combat. **Parry** is the ability to block an opponent's blow using a weapon or shield. **Dodge** is a skill used to avoid a blow by ducking or sidestepping it. **Stealth** is the art of moving quietly and discreetly, taking advantage of shadows and other camouflage when sneaking around. **Pick Locks** is the skill that allows a character to triumph over locked doors, chests, etc. A lockpick or thief's toolkit is necessary to use this skill. **Throw** determines your character's aptitude for throwing and accurately hitting a target with a small object such as a rock or a dagger. **Climb** is the skill that allows a character to scale difficult surfaces. **Magic** is the basic skill required to learn and cast magical spells.

Each character also possesses attributes that are set automatically based on certain skills and abilities:

Health Points gauge the amount of damage a character can suffer before he will die. Stamina Points determine how much energy a character has to perform physical activities. When Stamina points are low, the character is weak. He will fight less effectively, and may be injured more easily. Magic Points measure the amount of magic a character can perform. When magic points are gone, the character will be unable to cast spells.

Skills and abilities improve with practice. Those skills your character exercises frequently will improve more rapidly, while those left unused will remain at their original levels. Your character can only advance in skills in which he has at least five points. You never get better at throwing no matter how hard you practice if you don't have any idea how to throw something.

PLAYING A ROLE

You will begin *QFG* as a recent graduate of the Famous Adventurers' Correspondence School for Heroes. A poster in your local Adventurer's Guild reads, "WANTED: HERO. NO EXPERIENCE NECESSARY. VISIT BEAUTIFUL SPIELBURG, FIGHT MONSTERS, DEFEAT BRIGANDS, REWARD AND TITLE 'HERO OF SPIELBURG' TO THE SUCCESSFUL APPLICANT."

It sounded good, especially the "no experience necessary" part. Now, after a month's journey over tortuous terrain, narrowly evading death at every turn, you aren't as enthusiastic. But, here you are at the town gates, and it's too late to turn back. You will defeat the monsters and brigands that plague Spielberg, or die trying (the latter seems more likely at this point!).

Now you must become your character, and learn to think as he would, reason as he would, and solve problems as he would. You can only be successful if you use your character's own distinct personality to keep him alive.

LIVING IN THIS CRAZY WORLD

Just as in real life, there are basic things a person must do to stay alive. You will need to eat a couple of meals each day. If you are carrying food, you'll eat automatically, but try not to run out of rations.

You'll also need sleep to regain Health, Stamina and Magic points. Without sleep you will use these points quickly. Sleep is best accomplished at night, as travel is much safer during daylight hours. Besides, heroes are notorious for their "Type A" personalities. You must be careful where you bed down though, or you may wake up as someone's midnight snack.

Also like real life, basic necessities often cost money. To earn money, you can carry out a quest (they'll be posted at the guild hall), defeat a wealthy monster, or (worst of all) get a job at the castle. In the coin of the realm, ten silver pieces equal one gold. Supplies such as food, equipment, magical spells and healing portions can be purchased from the local shops. You will carry most of your equipment in a backpack. The amount you can carry is determined by your strength and the weight of the equipment.

If for some reason you are in a hurry (a monster on your tail, or some such thing), type '**run**' to move more quickly. Don't run too far though, or you'll soon become tired. Type '**walk**' to resume walking normally.

EXPORTING YOUR HERO

When you complete QFG1 successfully, you will be given the opportunity to save your character for use in *Quest for Glory II: Trial by Fire*. You will be asked to insert a formatted, writable disk. Save this disk, as it will allow you to begin *Trial by Fire* at an advantage.

TALKING TO OTHER CHARACTERS

You will meet many strange beings in Spielberg Valley - some human, some otherwise. Most of them know things that you don't, and will need to learn. Speak with them to gain some of that knowledge.

Everyone you meet will understand sentences in which you '**ask about**' something in their areas of expertise. You might '**ask about magic**' when speaking with Zara in her magic shop, or '**ask about heroes**' when you meet the sheriff. You'll want to jot down anything that seems important, as your conversations will provide you with most of the clues you'll need to become a Hero.

Many of the replies to your queries will suggest additional questions to ask, or lead you to others who can provide you with useful information. For example, when you ask the sheriff about heroes, he will tell you to talk to Wolfgang at the guild hall, or inquire at Spielberg Castle. Next, he might mention brigands, prompting you to probe in that direction.

COMBAT

The world is full of monsters and villains, and if you want to stay alive long enough to become a Hero, you really ought to learn how to fight them. A clash will occur any time a monster comes near enough to strike your character, or when you type '**fight**'. Combat can take place in the room where you encounter a monster (allowing more movement and strategy), or the screen may change to a close-up of the monster.

When you encounter a monster, you will need to react quickly. You can throw daggers or cast an appropriate spell while the monster is still at a distance, or you can type **fight** to engage in battle. While in combat, you can cast some spells, but you won't have time to use healing or other potions.

Distance Combat

Up arrow = thrust or swing.

Left arrow = dodge.

Down arrow = parry.

Right arrow = duck.

Close Combat

Up arrow = thrust.

Down arrow = shield block.

Left and right arrows = dodge

Timing is the most important element of combat strategy. Try to strike when your opponent is 'open', and anticipate his attacks to better defend yourself. Your choice to either block or dodge blows should depend on your skills and equipment. If you feel that the situation has gotten out of hand, you can type '**escape**', or press [CTRL-E] to retreat.

Many battles can be avoided, and it might be wise at times to do so. Combat, however, is one of the best ways for an aspiring Hero to practice and improve skills. Each time you defeat a monster, you'll gain valuable experience that will increase your chances in future battles. Remember, always **search the body** of your opponent after winning a battle, for some creatures carry money or other useful items.



Status Bars are displayed during combat, keeping you informed of Health, Stamina and Mana (magic energy) points for your character. Only Magic Users will see the MP bar. As you become injured, Health points diminish. You will use Stamina points as you work hard at fighting or using your skills. When Stamina points are depleted, energy is drawn from Health. When Health points are gone, the character is dead. A Health bar is also displayed for your opponent, to show how badly it is injured.

THIEF SKILLS

Thief characters have two special skills; 'Pick Locks' and 'Stealth'. To use these skills type '**pick lock**' to gain entrance to a locked door, or '**sneak**' to move quietly. When you are finished 'sneaking', type '**walk**' to resume walking normally.

MAGIC

A Magic User begins the game with one spell: ZAP. He can read and learn more spells as he finds or buys scrolls. The spells he possesses will be listed in his inventory. Also listed will be the number of Magic Points (MPs) needed to cast a spell, and the level of skill the character has in each spell. His spell casting will improve with practice. To use a spell, type '**cast**' or press [CTRL-C], then type [NAME OF SPELL].

THE MAGE'S MAZE

The most popular entertainment among those of the magical persuasion is a game known as "Mage's Maze." Each Wizard has his own personally customized game environment, suiting his or her peculiar predilections. While each game is thus somewhat different, all known examples share certain common features.

The object of Mage's Maze is to enable your

game creature to reach the finish point ahead of that of your opponent. Since the creatures are self-willed (and often very willful), the only way to achieve this is by encouraging your creature to follow a correct route to the finish. This is done by removing obstacles, placing bridges and ladders, and otherwise providing a hospitable path (or by impeding your opponent's creature).

Mage's Maze is played exclusively by casting spells. Popular spells include *Trigger*, *Open*, and *Fetch*. Some variations use additional spells such as *Flame Dart*, *Zap*, *Darkness*, and *Invisibility*.

The *Trigger* spell generally activates a pre-existing Shape Change spell on your creature. In one popular form of the game, each creature may take on one of several sizes at any given time. Each *Trigger* spell increases creature size up to some limit, after which the next *Trigger* switches to the smallest size. Of course, the creatures also interact in various ways - a larger creature may eat a smaller, or like-shaped creatures may be attracted to each other.

The *Open* spell may be used to remove obstacles or open doors in the game environment. The Mage casts *Open*, then concentrates on the offending obstacle. *Fetch* is often used to move bridges, ladders, carpets, or other useful objects around the game board. After casting the *Fetch* spell, the Mage focuses on an object, and must maintain concentration until it has been deposited in the desired location. *Flame Dart* is sometimes used to create an area of warmth to which the creatures will be attracted. Of course, most spells affect your opponent's creature as well as your own, so caution must be applied in their use.

HOW TO PLAY ERASMUS' VERSION OF THE MAGE'S MAZE

Erasmus' game has a few variations on the Mage's Maze. The maze screen consists of two Status Bars, four Spell Buttons, and a maze strewn with bridges, ladders and boulders. Two hyperactive 'bugs' are trying not to fall off the cliffs. The white creature is yours, and the purple one belongs to Erasmus. The object is to encourage your bug to finish the game first by reaching the lower right part of the screen.

The Status Bars show your current Magic Points (MP) and the amount of time remaining on your current spell. You play the game by casting spells at the game board. If you have a mouse, click the mouse while pointing at a Spell Button. Using the keyboard, press the left and right arrow keys to move the sword cursor to the Spell Button you want, then press [ENTER] to cast the spell.

Once you have selected a spell, the Timer starts. THE TIME YOU HAVE DEPENDS ON YOUR SKILL LEVEL IN THE CHOSEN SPELL. The exception is *Trigger*, which always works, and takes effect immediately.

Use *Fetch* to move a bridge or ladder into position. Point the mouse at any bridge or ladder, press the left mouse button, move the object where you want it, then release the mouse button. Using the keyboard or joystick, press [ENTER] to pick up the object, and again to place it.

Use *Open* to remove a boulder from your bug's path. Point to the boulder, then click the mouse or press [ENTER]. The boulder will vanish and reappear in another (random) position.

Use *Trigger* to change the size of your creature. Each *Trigger* spell will change to the next size: Small to Medium, Medium to Large, or Large to Small. Only Small bugs can travel through tunnels, only Medium bugs can climb ladders, Medium bugs like to eat Small ones, and are themselves the favorite food of Large bugs. All types are easily distracted when food, a predator, or a friend is near. same-size bugs are attracted to each other.

The *Flame Dart* spell will place a miniature sun in the maze. Use the mouse or cursor keys to position it. The bugs like warmth, and will be attracted toward the flame.

Should either bug die, a new one will appear at the top of the maze. Good luck!

HELP AT THE BEGINNING

If you have trouble getting started in playing *Quest for Glory I*, follow these instructions: At the start the game, you see a 'Hero Wanted' poster and three signs. The first sign is 'highlighted' with a blue rectangle. Press [ENTER] to see the stirring introduction

and credits; then prepare to play the game. On the 'Choose a Character' screen, click your mouse over the FIGHTER picture, or press your [TAB] key to highlight the FIGHTER, then press [ENTER] to select the FIGHTER. You will now see the 'Character Sheet' describing your character's abilities. Press [TAB] to highlight STRENGTH 25. Press right cursor [Arrow] key 10 times. Your strength is now 75. Press [ENTER] to start your Quest.

A message window will appear after you enter each command. When you have read the message, press [ENTER] to remove the window and resume play.

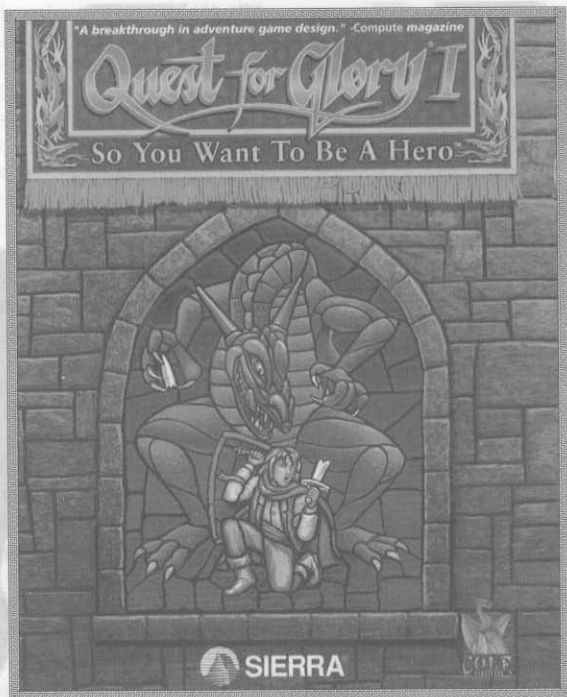
Type: **look at sheriff** and press [ENTER]. Type: **look at otto** [ENTER]. Type: **ask about heroes** [ENTER] Type: **ask about brigands** [ENTER]. Use the mouse or [Arrow] keys to move your hero to the top right screen corner. Type: **look at fruit** [ENTER]. (Short cut: Press [CTRL-L], and the computer will type look at for you. Then type: fruit and press [ENTER].) Use the cursor keys to move your hero off screen-left. If your hero is moving too slowly, press the [+] key several times. Type: look [ENTER]

Use the cursor keys to move your hero to the door of the tavern (the door with the beer stein) and walk towards the door. The door will open for you automatically. You are now in the tavern. Read the messages. Type: **save game** [ENTER], and then type: **in the tavern** [ENTER].

Use the cursor keys to move your hero to the center barstool. Type: **sit** [ENTER]. Type: **ask about drinks** [ENTER]. Type: **order dragon's breath** [ENTER]. Type: **drink breath** [ENTER]. (Oops! It was a good thing you saved the game!). Type: **restore** [ENTER].

This brings us back to the point at which you saved the game. Everything you did after saving your game is now gone. Let's try this again. Use the cursor keys to move your hero to the right bar stool. Type: **look at stool** [ENTER]. Maybe Spielberg really does need someone to clean up around here!

Now that you've been introduced to Spielberg and the world of *Quest for Glory I*, press [F9] to start the game over. Now select START NEW HERO, and create the Hero of your choice. Be sure to SAVE GAME frequently, and have fun!



QUEST FOR GLORY I REVISION:

SO YOU WANT TO BE A HERO

QUICK SUMMARY:

The plot is the same as the original *Quest for Glory I*. 256 color artwork was added. The typing parser was replaced with an icon-based mouse-controlled interface. Bring the mouse pointer to the top of the screen to access the icon menu. To look at a wall, click on the LOOK icon, then click on the wall. To take the note, click on the HAND icon, then click on the note. To talk to people, click the MOUTH pointer on them. The information duplicated in the *Quest for Glory I* section of this manual will not be repeated here.

ICON BAR



The typing interface described in the *Quest for Glory I* Original section of this manual has been replaced by a mouse-based point-and-click icon interface. Instead of typing commands, you will select icons such as LOOK or TALK, then click on things or characters in the game.

When your mouse pointer is moved to the top of the screen, the Icon Bar appears. These icons are WALK, LOOK, DO, TALK, SPECIAL, ACTION, MAGIC, ITEM, INVENTORY, SYSTEM, and HELP.

THE SPECIAL ACTION ICON BAR



In addition to the icons in your standard icon bar, you will notice two different ones. One of these is the Special Action icon. When you select it, a separate icon bar will appear. These icons control special actions that you might want your character to take. From left to right: WALK causes your Hero to resume walking normally after performing another action. RUN causes your Hero to run quickly. SNEAK causes your Hero to move stealthily. SLEEP causes your Hero to take a nap. CHARACTER allows you to look at your Hero's character sheet. HOURGLASS tells you the current game time. CHECK MARK means you don't want to select any of the other icons at this time. Selecting it will take you back to the main icon bar. QUESTION MARK will give you a definition of the other icons in the bar when you move the Question Mark Cursor over them.

THE MAGIC ICON BAR

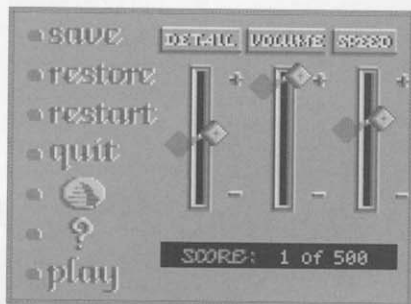


In addition to your standard icons and your Special Action Icon at the top of your screen, you will notice a Magic icon. If you are a

Magic User and you select the Magic Icon, a Magic Icon Bar and a Magic Inventory will appear. The Magic Icon Bar consists of four symbols. Left to right: LOOK (EYE cursor) allows you to look at the spells in your inventory. You will get the name and definition of the spell, as well as the MP's needed to cast it, and the level of skill your Hero has in that particular spell. DO (HAND cursor) allows you to cast the spell you have clicked the hand cursor on. CHECK MARK means you don't want to cast any spells at this time. Selecting it will take you back to the main icon bar. QUESTION MARK gives you a definition of the other icons in the bar when you click it on them. Below the Magic Icon Bar is your Magic Inventory. The beginning magic user will have only one spell: Zap. Your Hero can acquire seven other spells during the course of the game. A full listing of spells can be found in the Famous Adventurer's Correspondence School manual found on the game CD in the file BACKGRND.DOC and BACKGRND.TXT.

Your Magic User's spell casting will improve with practice. To cast a spell, select the spell from your Magic Inventory with the HAND (DO) cursor, then click the spell icon on the person or thing at which you wish to cast it.

CONTROL PANEL



Click on the ? mark, then on other control panel items to see more information about each item. The SPEED lever adjusts your hero's on-screen movement. Up is faster, down is slower. The VOLUME lever adjusts the game music unless you are using the internal speaker. The DETAIL lever adjusts the amount of non-essential animation in the game.

COMBAT

The information duplicated in the *Quest for Glory I* Original section of this manual will not be repeated here. When you engage a monster in battle, a Combat Menu will appear in the lower right hand corner of your screen. There are three different variations on the Combat Menu: One for Fighters, (Sword) one for Thieves, (Dagger) and one for Magic Users. The Sword or Dagger menu will appear automatically, depending on which weapon you are carrying. You can switch between that menu and the Magic menu by clicking on the center of the menu, or pressing the [5] key in the center of your keypad. You can do battle either by selecting your actions on the Combat Menu with your mouse or joystick, or by using the corresponding keys on your keypad.

If you feel that the situation has gotten out of hand, switch to the Magic menu and select the RUN icon to 'make tracks'. Many battles can be avoided, and it might be wise at times to do so. Combat, however, is one of the best ways for an aspiring Hero to practice and improve his skills. Each time you defeat a monster, you'll gain valuable experience that will increase your chances in future battles. Remember, always search the body of your opponent (click the HAND icon on the body) after winning a battle, for some creatures carry money or other useful items.

In most cases, Status Bars are displayed during combat, keeping you informed of Health, Status and Mana (magic energy) points for your character. As you become injured, Health points diminish. You will use Stamina points as you work hard at fighting or using your skills. When Stamina points are depleted, energy is drawn from Health. When Health points are gone, the character is dead. A Health Bar is also displayed for your opponent, to show how badly it is injured.

IMPORTANT INFORMATION

This is a refresher course of the information from the *Famous Adventurer's Correspondence School* manual. The full text of this manual can be found on the QFG Anthology CD in the \DOCO directory.

Fighter

To become a fighter, you must begin by developing your strength and skill with weapons.

Magic User

To become a Magic User, you must first find a teacher of the craft. For the uninitiated, only a few minor spells are available. These, however, can become quite powerful as the Magic User becomes skilled in their usage. As with all skills, it takes practice to improve a spell, and as with all magic, it takes intelligence to know when a spell is useful.

Zap: A spell that is cast upon a weapon such as a dagger. The spell is used to increase the amount of damage a weapon can do. It can be cast upon the weapon before it is needed, but only one spell can be cast on a weapon at a time. It is also unfortunate, but this must be used in close combat.

Open : Unless an item is designed to be used with the spell, the 'Open' is limited to unlocking simple locks when first learned. With experience, however, the spell can be used to open a variety of closed objects such as doors.

Fetch: Manipulate objects at a distance. Upon casting, this spell creates an energy field around a visible object and brings it to the caster. It is limited to small, non-living objects.

Flame Dart: Project a field of magical fire towards an object or thing. The amount of damage Produced is directly related to the amount of experience with the spell.

Detect Magic: Used to reveal objects that have spells cast upon them be used to find things made invisible by spells.

Trigger: Allows the caster to 'set off' operating magical spells. Thus the magic user can avoid damage from magical traps or closed doors. This spell is commonly used in Wizard games.

Calm: This spell is used to prevent a combat situation. The 'Calm' spell is cast when first a monster is spotted. With experience, more aggressive creatures can be 'Calmed'. It is not practical to cast this in close combat or where aggressive actions have already taken place.

Dazzle: Produces a flash of brilliant magic that temporarily blinds a creature eyeing the magic user. The duration of this effect is determined by

FIGHTER'S COMBAT MENU

SWING

Causes you to slash at your opponent.

BLOCK

Causes you to block your opponent's blows.



ALTERNATE MENU

THRUST

Causes you to stab at your opponent.

DODGE

Causes you to evade your opponent's blows.



THIEF'S COMBAT MENU

DODGE LEFT

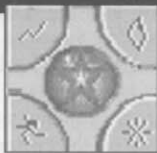
Causes you to evade your opponent's blows by dodging left.



ALTERNATE MENU

DODGE RIGHT

Causes you to evade your opponent's blows by dodging right.



MAGIC USER'S COMBAT MENU

ZAP

Causes you to cast a ZAP spell.

RUN

Causes you to run from your opponent.



ALTERNATE MENU

FLAME DART

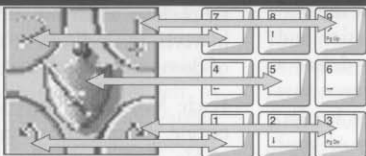
Causes you to cast a FLAME DART spell.

DAZZLE

Causes you to cast a DAZZLE spell.



KEYBOARD ACTION



the caster's skill in the spell. This spell is quite effective in close combat.

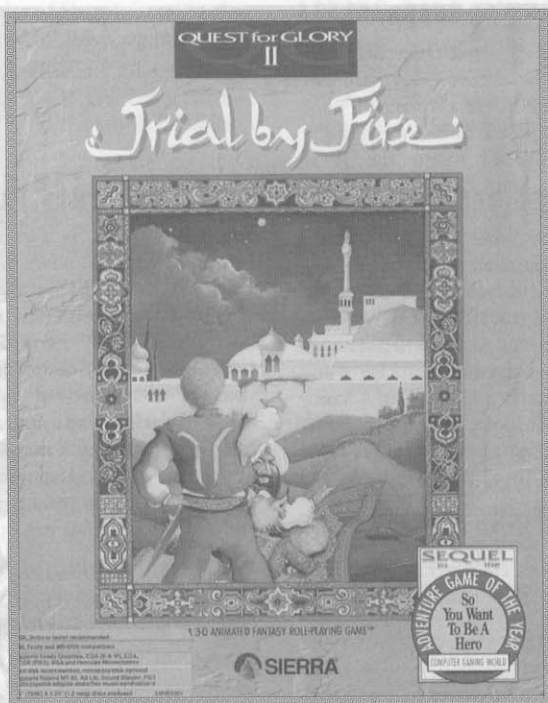
Thief

To become a thief, you must practice your agility, stealth, and lockpicking. Find the hidden Thieves' Guild. Agility is an important thing to develop if you intend to pursue the honorable profession of purloining. You must become one with your lock-pick. To aid the Thief on his never-ending journey for the True Way, The Thieves' Guild was created. This benevolent organization was formed to give the Thief a chance to socialize among people of like mind without having to watch his purse, for this is the refuge from the petty worries of the world. The Thieves' Guild motto is 'Thou shalt not steal here.' This is the place to find those lock-picks and tool kits you crave. Here is where you relieve yourself of another's possessions and fence the items for cash.

To identify yourself as a Thief, you must make the proper 'Thief Sign'. This consists of

placing your thumb upon your nose with the hand held perpendicular to the face and the fingers outspread. You then wiggle your fingers while focusing your eyes on your thumb and patting your belly with the other hand. Asking the sheriff where you can find the local Thieves' Guild will at the very least make him suspicious of you and quite possibly get you thrown into the local hoosegow. Most local thieves will know the location of their guild, so give them the sign and they'll give you what you are asking for. Remember to find out the password, for the Guild wishes to discourage casual inquirers and spies.

Useful Info: Floating Spirits are a minor sort of ghost caused by desecrated graves. Although they are graceful and even strangely attractive, they can draw out the life from any unfortunate who wanders into a graveyard at night without magical protection. Undead Unguent is commonly used to repel floating spirits and is usually available at the local healer.



QUEST FOR GLORY II: TRIAL BY FIRE

QUICK SUMMARY

The information duplicated in the *Quest for Glory I* section of this manual will not be repeated here. Please refer to that section for details about creating a character, walking around, and talking to others. Experience with the previous *QFG* games is not required to play this game. *Quest for Glory II* takes place in the ancient Arabian desert city of Raseir. The goal is to find Arus al-Din and restore him to the rank of Emir of Raseir. Type "stand" to start exploring. Buy a map as soon as you can to easily travel throughout the confusing city. If you and your Saurus are lost in the desert, type "go home". You'll encounter different stories and puzzles playing as different characters.

IMPORTING A CHARACTER

If you successfully completed *Quest For Glory I: So You Want To Be A Hero*, your hero can travel to Shapeir by magic carpet and once again help you defeat evil. Locate the diskette on which you saved your hero after the QFGI victory celebration. Start *Quest for Glory II*, insert the saved hero diskette into a drive and choose IMPORT CHARACTER. A file selector box will appear on the screen, listing the files in the hard drive's QFG2 directory. Choose CHANGE DIRECTORY, then change the directory to A: (or wherever you saved the exported character). Use your mouse or [Arrow] keys to highlight the name of the file containing your saved Hero (usually GLORY1.SAV), then click on the Import box or press [ENTER]

Please note that a "Saved Character" (Export) file is not the same thing as a "Saved Game". You can only save your character for Export at the end of each game. The resulting file will be relatively small (100-200 bytes compared with thousands of bytes for a Saved Game).

CREATING A CHARACTER

Similar to *Quest for Glory I* Original Version's Creating a Character section, except that acquiring a new skill costs 10 points, which means the minimum skill level of 5 will require 15 points from the 'Points Available' pool. Honor is an additional category added to *Quest for Glory II*. Honor aids your interactions with those characters who live their lives by a code of honor. Honor points must be earned - they can not be assigned directly.

Name: Jester																																	
	<table><tr><td>Strength</td><td>20</td><td>Weapon Use</td><td>20</td></tr><tr><td>Intelligence</td><td>40</td><td>Parry</td><td>60</td></tr><tr><td>Agility</td><td>60</td><td>Dodge</td><td>40</td></tr><tr><td>Vitality</td><td>70</td><td>Stealth</td><td>0</td></tr><tr><td>Luck</td><td>50</td><td>Pick Locks</td><td>0</td></tr><tr><td></td><td></td><td>Throwing</td><td>50</td></tr><tr><td></td><td></td><td>Climbing</td><td>0</td></tr><tr><td></td><td></td><td>Magic</td><td>0</td></tr></table>	Strength	20	Weapon Use	20	Intelligence	40	Parry	60	Agility	60	Dodge	40	Vitality	70	Stealth	0	Luck	50	Pick Locks	0			Throwing	50			Climbing	0			Magic	0
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Magic Points 0 / 0																																	
<div>Start Game</div> <div>Cancel</div>																																	

SKILLS

Communication is an additional category

added to *Quest for Glory II*. Communication is the skill of putting your thoughts in order and expressing yourself effectively to others. Fighters need lots of strength and agility to quickly break chains.

THE STORY THUS FAR...

You begin *Trial By Fire* flushed with the success of your last adventure (as depicted in *Quest for Glory I: So You Want To Be A Hero*). As you recall, you arrived in Spielburg with little but your **Famous Adventurers' Correspondence School** diploma. But now you are the Hero of Spielburg, having defeated the brigands and driven Baba Yaga from the valley. You also made many important friends, including the Archmage Erasmus (and his faithful companion Fenrus), and the Baron Stefan von Spielburg.

Your friendship with the Kattas Shema and Shameen, and Abdulla Doo the Merchant, has led to your current quest.

You are now riding with Abdulla and the Kattas on the merchant's magical carpet recovered from the brigands' stolen treasures. After a long and harrowing journey, you at last arrive in the magnificent city of Shapeir. Unfortunately, just when you thought you could take a well-earned rest, you discover that Shapeir has problems of its own. A Hero is needed here, too! Now you must become your character, and learn to think as he would, use his unique skills to experience the land of Shapeir, and be a Hero on your *Quest for Glory*.

LIVING IN THIS CRAZY WORLD

You will need to eat a couple of meals each day. If you are carrying food, you'll eat automatically, but try not to run out of rations. Be especially careful not to run out of water. In the desert, water is life itself.

You'll also need rest or sleep to regain Health, Stamina and Magic points. Without rest or sleep you will use these points quickly. Sleep is best accomplished in the safety of an inn.

Also, as in real life, basic necessities often cost money. To earn money, you can fulfill a quest (thereby obtaining a reward), or defeat a wealthy monster. The thief has other options.

The coin of the realm of Shapeir is unlike that of Spielberg. Here, **100 brass centimes = 1 golden dinar**. Supplies such as food, equipment, magical spells and healing potions can be purchased from the local merchants.

FINDING YOUR WAY AROUND SHAPEIR

The city of Shapeir, in contrast to the quaint Alpine village of Spielberg, is an ancient and thriving metropolis. Many first-time visitors find Shapeir's dense maze of streets and alleyways almost overwhelming. Outside the gates is the seemingly endless Shapeir Desert. The keys to keeping yourself oriented in this vast realm are proper use of a map and compass, taking advantage of such clues as street signs and the knowledge of local citizens.

A map of Shapeir has been included with this manual. However, purchasing a map in the game will help your character find his way around the streets of Shapeir without getting hopelessly lost. Once your character has a map, you can type **'use map'** anywhere in the streets and plazas of Shapeir. Then, simply place your cursor on a map location, click the mouse button or press [ENTER], and your character will walk directly there (unless, of course, something gets in his way). Until you have visited a location (such as a particular shop), it will not show up on the map. As you explore the city, you will discover more places and your map will become more useful. It's better than getting lost.

To exit the map, press [ESC].

A compass is a very useful item for navigating the trackless desert, or even finding your way around town.

Even natives of Shapeir sometimes need a reminder as to where they are going and which way they are heading. For this reason, street signs are prominently posted at all major intersections and in the plazas.

Type **look** when you wander the streets to read the street signs. Plaza signs also often include the direction symbols N, S, E, or W above the entrance to the streets.

ASKING DIRECTIONS

One way to find locations you haven't yet visited is to talk to the locals. A clear, concise set of directions may be your reward. (Of course, that rather depends on whom you ask!)

THE SAURUS AND DESERT TRAVEL

Distances in the desert can be deceiving, and it is easy to lose your way. A well trained desert Saurus purchased from a reliable dealer can mean the difference between exploring the desert in comfort and death from sunstroke or dehydration. Whether you are walking or riding, never travel in the desert without a full waterskin. Night travel is also a good way to avoid the blazing desert sun.

EXPORTING YOUR HERO

When you complete *Quest for Glory II* successfully, you will be given the opportunity to save your character for use in *Quest for Glory III: Wages of War*. You will be asked to insert a formatted, writable disk. Save this disk, as it will allow you to begin *Wages of War* with your character from *Trial by Fire*.

TALKING TO OTHER CHARACTERS

Many of the replies to your queries will suggest additional questions to ask, or lead you to others who can provide you with useful information. For example, when you ask Shameen about his inn, you will learn of the poet Omar.

COMBAT

When you encounter a monster, you will need to react quickly. You can throw daggers or cast an appropriate spell while the monster is still at a distance, or you can type **fight** to engage in battle. While in combat, you can cast some spells, but you won't have time to use healing or other potions.

In *Quest for Glory II* combat, you can *Attack*, *Parry*, *Dodge*, or *Cast* spells (assuming your character has the appropriate skills). All combat moves are made with the numeric keypad.

7 = swing back	8 = thrust	9 = swing low
4 = high parry	5 = middle parry	6 = low parry
1 = dodge left	2 = dodge back	3 = dodge right

A *Swing* is a powerful blow that generally does more damage than a *Thrust*. However, it takes slightly longer, giving your opponent a better chance to defend himself. Choose a High Swing or Low Swing to take advantage of weaknesses in your opponent's defense. The direct *Thrust* is faster and harder to defend against, but leaves the attacker more open to a counterthrust. Use a *Thrust* when accuracy is more important than damage, as against a fast-moving but lightly-armored opponent. All attacks benefit from careful planning and timing. *Parry* or *Dodge* your opponent's attacks while preparing your next blow. Attacking too quickly will make you tire rapidly, and you will not hit as often as when you delay your thrusts.

The *Parry*, most often practiced by Fighters, is the art of blocking your opponent's attack with your weapon or shield. *Parrying* is quicker than *Dodging*, and less tiring, but must be timed properly to stop the enemy attack.

Dodging is the art of physically avoiding your opponent's attacks. It is the only defensive skill available to most Thieves and Magic Users, and can also be crucial to Fighters when facing a clearly more dangerous opponent. Watch your enemy carefully - anticipate his moves, and choose the proper *Dodge* accordingly.

Spells which may ordinarily be used in close combat include: *Flame Dart*, *Force Bolt*, *Zap*, and *Dazzle*. When in doubt, **Run Away** (but watch your backside!)

In terms of combat strategies, timing and defense are both important. Try to strike when your opponent is 'open,' and anticipate his attacks to better defend yourself. If you feel that the situation has gotten out of hand, you can type escape, or press [CTRL-E] to retreat. Many battles can be avoided, and it might be wise at times to do so. Combat, however, is one of the best ways for an aspiring Hero to practice and improve skills. Each time you defeat a monster, you'll gain valuable experience that will increase your chances in future battles. Remember, always

search the body of your opponent after winning a battle, for some creatures carry money or other useful items.

When Health points are gone, the character is dead. A Health bar is also displayed for your opponent, to show how badly it is injured. Your opponent's Stamina is not displayed, since it would not be obvious to you during combat.

MAGIC

A Magic User begins the game with several spells. The spells he possesses will be listed in his inventory. Also listed will be the number of Magic Points needed to cast a spell, and the level of skill the character has in each spell. His spell casting will improve with practice. To use a spell, type cast (or press [Ctrl-C]), then type the name of the spell. Some spells must be aimed. If you cast such a spell, a targeting cursor will appear onscreen. The targeting cursor is in the shape of crosshairs (a circle with a cross inside). Use the mouse or [Arrow] keys to move the cursor to where you want to cast the spell, then click your left mouse button or press [ENTER]. The spell's success will depend on your skill in magic in general, and your skill with that spell in particular. Practice pays off.

GAME TIME SCALE

You can adjust the speed at which days and nights pass in the game by choosing GAME TIME SCALE from the Game menu.

GAME DETAIL

If your computer system is running the game too slowly, you may want to adjust the amount of nonessential animation in the game. At the beginning of the game, Game Detail will be automatically set at the best level for your system's speed. This level will be shown on the Game Details screen as OPTIMAL. You can adjust the detail level at any time during game play by choosing Game Detail and making another selection from the Game Detail screen.

ARCADE LEVEL

You can set the difficulty level of arcade sequences (combat and skill-based puzzles) using the ARCADE LEVEL option in the Action menu.

INTERACTING WITH QUEST FOR GLORY II

Trial by Fire understands many common verbs. Here are some you might try: *Ask, Close, Fight, Bargain, Mount, Dismount, Get, Bet, Drink, Give, Buy, Drop, Go, Cast, Eat, Jump, Climb, Escape, Look, Ride, Stand, Move, Run, Tell, Oil, Search, Thank, Open, Show, Throw, Pick, Sit, Use, Read, Sneak, Walk.*

Some Common Things to ASK ABOUT: *Shapeir, Raseir, Rumor, Money, Elemental, Monster, Weather, Name, Magic, Sultan, Emir, Guild.*

IMPORTANT INFORMATION

This is a refresher course of the information from the *Famous Adventurer's Correspondence School* manual. The full text of this manual can be found on the QFG Anthology CD in the \DOCO directory.

In addition to the three types of Heroes (Fighter, Magic User, and Thief), there is another character type: Paladin. It is achieved only as the reward for great personal honor and caring about goodwill above all else. Players who make it all the way through the game in a completely honorable fashion will find the option at the end of the game to become a Paladin. The Paladin is essentially a Fighter with special abilities such as healing and the ability to sense evil.

Magic Users will start learning advanced magic. The best way to improve the status of your spells is to travel to a place where Wizards congregate. Through the city of Shapeir travel many experienced magic users on their way to the Wizard's Institute of Technocery, or WIT. WIT is the ultimate University of the Occult. Naturally, the Wizards of WIT do not wish to be found by any riffraff. While the entrance to WIT is reputed to be in Shapeir, the Institute itself is said to exist on another plane. The entrance is well-hidden from all but those meant to find it. If you are among them, careful application

of your knowledge should soon point the way. Before you can become a full-fledged student, you will be given a series of entrance examinations. Failure is not held against you - as long as you are willing to try again. These trials are a learning experience in themselves.

In addition to the spells mention in the QFG1 Important Information section (Zap, Open, Fetch, Flame Dart, Detect Magic, Trigger, Calm, and Dazzle), you'll need to know about the following spells:

Force Bolt: A magical globe of energy which can punch something in the distance. It can bounce off an object, so it pays to aim properly.

Levitate: Allows the spell caster to move up and down at will. This is ideal if you're not good at climbing walls. This spell continually drains the caster's Spell Points while in use.

Reversal: Reflects offensive spells back upon the caster. Cast this spell before entering magical combat. It should be noted that when two opposing Magic Users both use this spell, the results can be very dangerous to spectators.

Advanced Thieving Techniques: You have your toolkit, stealth and dexterity. Practice daily; honing your skills. Now learn how to use the rope and oil you'll find in the game to move heavy objects and fix squeaky hinges in the nights.

Eternal Order of Fighters (EOF): Only the best Fighters can join. No Magic Users or Thieves allowed. Membership by invitation only.

Thieves' Guild: Provides a safe haven for Thieves. The way to locate it is to contact a local thief by use of the Thieves' Sign. Once you have found the guild and identified yourself, it is not uncommon to be asked to prove your identity. A simple test is often given to prove your worth to the organization. Accomplishing this trial will improve your position in the guild. It is recommended that you do not fail this test.

Background and History: Shapeir is a small Sultanate in the South. It consists of two major mountain ranges surrounding a desert of sand dunes. Its climate is arid and extremely hot in the Summer. It has two major cities: the capital, Shapeir, in the

north, and Raseir in the south. Shapeir's principal income is from imports and exports as it is along a major trade route. It is noted for its exotic scenery and fascinating bazaars.

The twin cities were built around Katta settlements protected by mountain barriers. Magical springs which never run dry create the central fountains of the cities. Both Raseir and Shapeir were designed as mirrored cities, with the Sultan's Palace in Shapeir, and the Emir's in Raseir. Some thousand years ago, a powerful genie called Iblis attempted to rule the world and turn all men into slaves. He created a huge city in the desert and tried to summon all genies to his side. The Sultan Suleiman bin Daoud in turn summoned all the magical genies he could find, and a great war occurred. Iblis was defeated and bound into the form of a statue. Ruins remain near Raseir of what is now called the 'Forbidden City.' The current Sultan is Harun al Rashid. During the past year, the Emir (governor) of Raseir is rumored to have disappeared, and there have been disquieting tales about the current political situation.

Desert Survival

Water - Without it, you are just a heap of bones covered with sand. It is best to carry several waterskins when traveling in the desert. Water is available in the cities and at the occasional oasis. Saurus - The friend you can depend upon for roaming the dunes. It is obedient and willing to go wherever its master wishes. Most critically, it can always find its way back to the place where it is stabled, so it never gets lost. A properly trained Saurus will understand such simple commands as "go home." Don't leave town without it. Caravans - For long distance travel of any sort, it is best to join a caravan.

Money: The basic coin of the realm is the Dinar, a gold coin equal in value to the gold coin of Spielburg. The people of Shapeir also use centimes, which are small brass disks. The current rate of exchange is one silver to ten centimes, and ten silvers (or one gold) to one dinar. When visiting the city of Shapeir, it is wisest to first seek out a Money Changer, who will exchange your coins. This person will usually retain a small percentage as an exchange fee.

Sentients of Shapeir

Humans - A relatively new race to this area. They created the cities and towns which occasionally dot the landscape of Shapeir. Gnomes - Small humanoids with a frivolous outlook on life, Gnomes, as always, go

anywhere they choose to go in order to have fun. If you become the victim of one of their practical jokes, it is best to grin and bear it. Katta - Small, feline-like humanoids which have adapted well to dealing with human society. They resided for centuries in the region around where Raseir was built, but are now found throughout the Southern regions. They are gifted artisans and talented merchants. Liontaurs - look like a cross between a human and a lion. They reside primarily to the south of Shapeir in their great kingdom of Tarna. Occasionally a young male will wander into the Shapeir lands. Liontaurs are fierce fighters and very proud, so it is best not to annoy them.

The Land of Enchantment: When Shapeir is called the 'land of enchantment', it is not simply a motto. There are many magical beings residing here. Djinn and their relatives, the Djann, Shaitan, Ifreet, and Marid, are magical creatures of high intelligence found primarily around the lands of Shapeir. They are occasionally found trapped in items such as bottles and rings.

Enchanted Creatures

Much of the magic in Shapeir has to do with shape-changing. It is not uncommon for humans to be turned into animals. It is wise to be wary around Wizards and Djinn to avoid this occupational hazard.

Monsters of the Desert Regions

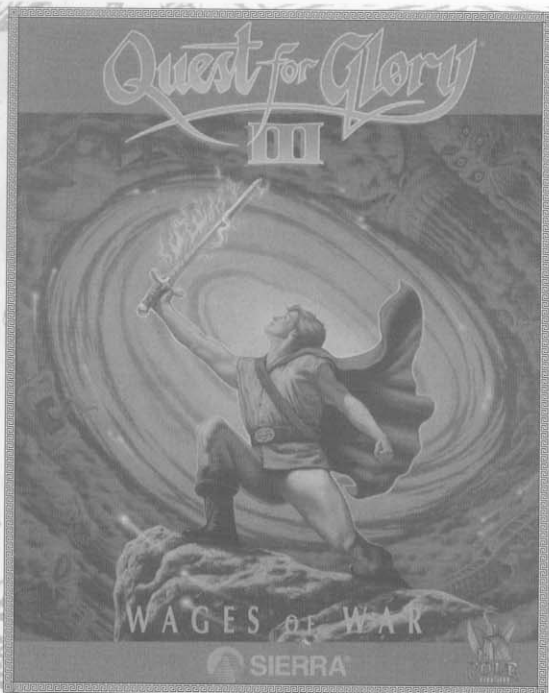
A monster, as always, is defined as "that which attacks before asking questions". Jackalmen are jackal-like humanoids that travel in packs. They are cunning and prefer to attack things previously wounded. Desert brigands roam the desert in search of unwary travelers to waylay. The griffin is a highly intelligent creature which seldom attacks humans. However, this cross between an eagle and a lion is a ferocious fighter, and is extremely tough. It is difficult to kill. Griffins can be found nesting on the rocky ledges of the mountains surrounding the desert regions. Terrousaurs - an extremely quick-footed creature well adapted for racing down and disemboweling prey with the deadly claws upon its hind feet. The giant black desert Scorpion is one of the deadliest creatures upon the sands. Its claws are capable of inflicting deep wounds. The tail has a stinger which contains a deadly poison. One sting brings death to the one stung. Antivenom pills are available, but are of no avail against multiple stings.

QUEST for GLORY II
Trial by Fire.
Map



Land of
Shapir





QUEST FOR GLORY III: WAGES OF WAR

QUICK SUMMARY

The information duplicated in the *Quest for Glory I* section of this manual will not be repeated here. Please refer to that section for details about creating a character. Previous experience with the previous *QFG* games is not required to play this game. *Quest for Glory III: Wages of War* is set in the Egyptian and African jungle kingdom of Tarna. The goal is to prevent a war between tribes, and to discover the true enemy. When your mouse pointer is at the top of the screen, the icon bar appears. Use your mouse to select different icon actions, such as walk, look, do, talk, magic, run, and sleep. Talk to people in the game by clicking the mouth icon on your character. Ask people questions by clicking the mouth icon on them. Save your game often before dangerous situations. If your save game directory is full, change to another directory.

IMPORTING A CHARACTER

If you have completed either *QFG1* or *QFG2*, you were able to save your character at the end of the game. Now you can import that character into this game and continue your quest. When you start the game, select the 'Play Game' option, then select the 'Import a Character' option. Continue by following the on-screen instructions.

Please note that a "Saved Character" (Export) file is not the same thing as a "Saved Game". You can only save your character for Export at the end of each game. The resulting file will be relatively small (100-200 bytes compared with thousands of bytes for a Saved Game).

THE PALADIN CLASS

If you played *Quest for Glory II: Trial by Fire*, you had the opportunity to become a Paladin. Your character can become a Paladin in *Wages of War* if he does no dishonorable actions and goes out of his way to increase his honor. The only way to play a Paladin is to become one in a previous QFG game.

CREATING A CHARACTER

Name: Jolan		
Strength 80	Wizard	Weapon Use 80
Intelligence 150		Parry 0
Agility 100		Dodge 100
Vitality 100		Stealth 0
Luck 100		Pick Locks 0
Magic 150		Throwing 0
		Climbing 0
Avail. Pts. 30		Comm. 120
Puzzle Pts. 93	start	Honor 80
Health 93	cancel	Stamina 100
		Mana 150

Similar to *Quest for Glory I* Original Version's Creating a Character section except you will begin the game with a 50 point 'pool' to assign to the areas in which you wish your character to be the strongest. To attain a skill not normally available to your character, (such as lock-picking for a fighter), choose the desired skill from the skill menu and assign points. The minimum skill level of 10 will require 30 points from the 'Points Available' pool. In other words, it will cost you an extra 20 points to learn the skill.

Communication determines how well your character speaks. This is important for bargaining and impressing important people.

Honor is a measure of your virtuous behavior throughout the game. The more you help and show courtesy towards others, the greater your honor skill. This is essential for Paladins.

PLAYING THE GAME



When your mouse pointer is moved to the top of the screen, the Icon Bar appears. These Icons are WALK, LOOK, DO, TALK, SPECIAL ACTION, MAGIC, ITEM, INVENTORY, SYSTEM, and HELP.

THE SPECIAL ACTION ICON BAR



When you select the Special Action Icon, you will reveal the Special Action Icon Bar. These icons control special actions which you might want your character to do. These are RUN, SNEAK, SLEEP, CHARACTER, HOURGLASS, and QUESTION MARK.

RUN causes your Hero to run quickly. SNEAK causes your Hero to move stealthily (if your character has that skill). SLEEP allows your Hero to take a nap or rest. CHARACTER allows you to look at your Hero's character sheet. HOURGLASS shows you the current game time and day. QUESTION MARK will give you a definition of the other icons in the bar when you pass it over them. Moving your cursor above the Special Icon Bar will take you back to the game.

THE MAGIC ICON BAR



In addition to your standard icons and your

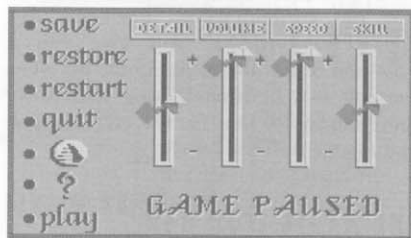
Special Action Icon at the top of your screen you will notice a Magic icon. If you are a Magic User, or any character with magic ability, and you select the Magic Icon, a Magic Icon Bar and a Magic Inventory will appear. The Magic Icon Bar consists of four symbols: LOOK, DO, OK, and QUESTION MARK.

LOOK (EYE cursor) allows you to look at the spells in your inventory. You will get the name of the spell, as well as the Magic Points needed to cast it, and the level of skill your Hero has in that particular spell. DO (HAND cursor) allows you to cast the spell you have clicked the hand cursor on. OK means you don't want to cast any spells at this time. Selecting it will close the Icon Bar. QUESTION MARK gives you a definition of the other icons in the bar when you pass it over them.

Below the Magic Icon Bar is your Magic Inventory. You are an experienced Wizard at the start of the game, so you will start out with a lot of spells. Your Magic User's Spell Casting will improve with practice and your spells will become more effective.

To cast a spell, select the spell from your Magic Inventory with the HAND (DO) cursor. Some spells are automatic, others require you to click the spell icon on the person or thing at which you wish to cast it.

CONTROL PANEL



Click on the ? mark, then on other control panel items to see more information about each item. The SPEED lever adjusts your hero's on-screen movement. Up is faster, down is slower. The VOLUME lever adjusts the game music unless you are using the internal speaker. The DETAIL lever adjusts the amount of non-essential animation in the game. The SKILL lever adjusts the difficulty of certain puzzles.

SURVIVING IN EAST FRICANA

Just as in real life, there are basic things a person must do to stay alive. You will need to eat a couple of meals each day. If you are carrying food rations you'll eat automatically, but once you run out, you will need to find other things to eat.

You'll also need a certain amount of Sleep (found in your Special Action Icon Bar) to regain Health, Stamina, and Magic Points. Without sleep you will use these points quickly. Sleep is best accomplished at night, as travel is much safer during daylight hours. You must be careful where you bed down, though, or you may wake up as something's midnight snack.

Also as in real life, basic necessities cost money. Since you are the Prince of Shapier you start out with money. Unfortunately, it isn't the type used in Tarna. You will need to exchange your money from Shapeir before you can purchase things. Supplies such as food, equipment, and potions can be purchased from the local shops and bazaars in the city of Tarna. You will carry most of your equipment in a backpack. The amount you can carry is determined by your Strength and the weight of the equipment.

If you are the stealthy sort, select the Sneak icon while you travel through dangerous areas. The monsters will have a more difficult time trying to find you. Once they do spot you, though, you better stop sneaking and start running!

EXPORTING YOUR HERO

When you complete QFG3 successfully you will be given the opportunity to save your character for use in QFG4. You will be asked to insert a formatted, writable disk into your computer's disk drive. Save this disk, as it will allow you to begin *Shadows of Darkness* at an advantage.

TALKING TO OTHER CHARACTERS

You should TALK to everyone you meet. To learn information, click the TALK (Mouth) icon on them. Select what you want to ask them, and they will talk about it. You'll want to

jot down anything that seems important, as your conversations will provide you with most of the clues you'll need to bring peace to Tarna.

Many of the replies to your queries may suggest that further communication would be helpful, or lead you to others who may provide you with useful information. Sometimes you will want to tell others about things. To say things, click the TALK icon on your character. This will bring up a list of things to say.

BUYING AND BARGAINING

To buy something in this game either click the Purse item from your Inventory upon a merchant, or click the TALK icon on your character and select the **Buy** option. This will bring up a Purchase Window if there is something you need from the merchant.

If you select **Bargain** from the Purchase Window you can try to make a deal with the merchant. The top of the Bargain Window will show the amount of money the merchant is currently asking for the merchandise. You use the arrow buttons to enter the amount you wish to offer. To increase or decrease the amount you offer click the mouse on the arrow buttons, or select the desired arrow button by using the [TAB] key or the arrow keys located on your keyboard.

Communication is critical to making a good deal, because it takes real skill to out-bargain a merchant. Figuring out just how much to offer is just as important since you don't want to insult the merchant by making too low an offer.

COMBAT

When you engage a monster in battle a Combat Menu will appear in the lower right hand corner of your screen. There are three different types of Combat Menu: One for Fighters (Sword), one for Thieves (Dagger), and one for Magic Users (Spells). The Sword or Dagger menu will appear automatically, depending on which weapon you are carrying. If you are a Magic User you can switch between the Dagger menu and the Magic menu by clicking on the center of the menu, or pressing the [5] key in the center of your keypad. You

can do battle either by selecting your actions on the Combat Menu with your mouse or by using the corresponding keys on your keypad.

If you feel that the situation has gotten out of hand, you may need to make a quick get away. If you are a Fighter or a Thief, select the center button on your Combat Menu. If you know magic spells, switch to the Magic Menu and select the RUN icon to 'make tracks'.

Many battles can be avoided, and it might be wise at times to do so. Combat, however, is one of the best ways for an aspiring Hero to practice and improve his skills. Each time you defeat a monster you'll gain valuable experience that will increase your chances in future battles. Remember, always search the body of your opponent (click the HAND icon on the body) after winning a battle, as some creatures carry money or other useful items.

THIEF SKILLS

Thief characters have two special skills: **Pick Locks** and **Stealth**. To use these skills, click your Lock-Pick from your inventory on the lock in question, or select the SNEAK icon from the Action Menu to move quietly. When you are finished "Sneaking" select the WALK icon to resume walking normally.

SAVING THE GAME

Since this game has many life or death situations, it is wise to save early and often. Select the SYSTEM Icon (the one that looks like a stereo's volume control) and click on Save, entering the title under which you wish to save your game. Sometimes, though, the game gets so exciting you may not remember to save. Since there is nothing more exasperating than having to replay puzzles you've already solved, and since a game is supposed to be fun, there is an auto-save feature that tries to prevent you from screaming every time your character dies.

Whenever you enter a critical situation, the program will save the game under the title "Automatic Save". There is only one Auto-save, and this will be updated only at critical moments, so you will still need to save the game occasionally, particularly before you

quit. The last game that you or the computer saved will be at the top of the list when you need to restore.

SKILL LEVEL

When you select the System Icon, you reveal various controls to modify the play of the game. One of the slider bars is labeled "SKILL". This allows you to adjust the difficulty of certain game puzzles requiring player or character skill.

Physical activities require skill on the part of your character. To throw a spear and hit the target, your character needs the throw and strength abilities. The lower the Skill level is set on the control panel, the less character skill an action will take. The higher the skill level is set, the more skill it will take on your part. When the control is set to high, you will need to adjust the aim of the spear and the amount of strength your character uses to throw the spear and hit the target. In high skill setting, actions require more thought on your part as well as higher character skills in order to succeed.

HELP AT THE BEGINNING

If you have trouble getting started in playing *Quest for Glory III*, follow these instructions: At the start the game, select "Introduction". On the "Choose a Character" screen, click your mouse on the Fighter, or press your [TAB] key to highlight the Fighter nameplate and press [ENTER] to select the Fighter.

You will now see the "Character Sheet" highlighting your character's abilities. Name your Hero.

Place your cursor or press [TAB] to highlight STRENGTH. Press right mouse button or cursor 50 times or [Arrow] key 10 times. Your strength has now been determined. Select START and click the mouse or press [ENTER] to start your quest.

A message window will appear after most of your actions. Click the mouse or press [ENTER] to remove the window and resume play. You are now in the city of Raseir at the end of *Trial by Fire*. This is a re-telling of what has occurred to your character since the last game. Watch the action to understand

the background of this game. When the game actually begins, you will be at Kreasha's house in the city of Tarna. Your cursor will be a WALK cursor. Move the cursor and click near Kreasha. Now move your cursor up to the top of the screen. When the menu appears, select the Look (Eye) Icon. Click the EYE on various places to read the descriptions of what is in the room. Move your cursor up to the top of the screen and select the Talk (Mouth) Icon. Click the MOUTH cursor on your character. Select the option "Greet". Click the MOUTH cursor on Kreasha. Select the option "Tarna". Click the MOUTH cursor on Rakeesh. Select the option "Tarna". Click the MOUTH cursor on your character. Select the option "Good-bye". Move your cursor up to the top of the screen and select the WALK icon. Move your cursor to the alcove at the upper left of the picture and click. Your character will move towards that exit.

IMPORTANT INFORMATION

This is a refresher course of the information from the "Famous Explorers' Correspondence Course" manual. The full text of this manual can be found on the QFG Anthology CD in the \DOCO directory.

Always observe local customs. Many tribes have customs worth observing. Try to obey the villagers' rules and never annoy the locals. Some will spear you for using magic in front of them and others will counter your fire with some flame magic of their own.

In addition to the spells listed in the QFG1 and QFG2 sections of this manual, there are a few additional spells you need to know about:

Lightning Ball: Creates an orb of energy you can use to direct against an opponent. While this spell uses more spell points than a Flame Dart, there are fewer monsters immune to it.

Juggling Lights: This undignified spell creates a series of lighted spheres spinning around the head of the spell caster. Useful for lighting up dark areas.

Summon Staff: While this is not in the true sense a spell, a Magic Staff is a magically created manifestation for the purpose of casting spells. Created through magical ritual

from magically attuned wood, the Magic Staff does not truly exist in this world. Thus it requires concentration to maintain its presence and is not something with which you can walk around or engage in close combat. On the other hand, spells cast from the Staff do not use up the Magic User's spell points. More importantly, the Magic Staff enhances all spells, making them more powerful.

Lock-Picking Explorers: As Explorers, thieves are rather out of their element. In villages, lock-picking is a lost art, since there are no doors to unlock and very few things worth stealing. In remote and ancient cities strangers are rather obvious and a prime suspect when things are missing. Punishment can be swift and deadly. Thieves' Guilds seldom survive in the savanna since there is nothing to swipe.

Sneak frequently. Unlike many of your other skills, sneaking is actually useful when exploring. The less noise you make, the less encounters you take. Throw thoroughly. The more you practice your pitching, the fewer monsters you'll be missing. Avoid direct confrontation. Sneak, hide, do anything to keep from being noticed. The longer you stay out of sight, the longer you stay out of fights. Contact your confederates. Everybody needs somebody sometime, but only make the Thief Sign to those you suspect perform your own profession. The Thief Sign may have a disquieting effect upon strangers.

Paladin Explorers: Paladins uphold the virtues of goodness and are at one with the essential rightness of the universe. Paladins are not followers but leaders of their own destinies. Where the laws of the land and the rights of the individual are in conflict, the Paladin promotes what is 'Good' rather than what is 'Lawful'.

To become a Paladin you must be trustworthy, helpful, pure, and brave. A potential Paladin is often watched by those who are already Paladins and is rewarded for his good actions by a formal presentation of a Paladin Sword. Through the acts of kindness, charity and heroism, the Paladin gains in his knowledge and understanding.

Because the Paladin is in harmony with the peaceful power which pervades all, he gains certain abilities as he continues to do 'Good':

Flaming Sword: The first benefit the Paladin gains is the ability to create a magical flame around his Paladin Sword. This increases the amount of damage the sword will do to evil doers. **Healing:** As the Paladin continues to promote peace, monsters tend to try to tear him to pieces. Therefore, the Paladin acquires the ability to heal by touch. Since this draws upon the Paladin's inner strength, this temporarily weakens him, so the ability cannot be used in combat. **Sense Danger:** After the Paladin has continued pursuing good activities for some time this ability will automatically give the Paladin advance warning if danger is present. **Honor Shield:** When a Paladin has performed many deeds of great heroism he is surrounded by magical protection whenever the Flaming Sword is ignited. The Flaming Sword will now incinerate certain magical attacks intended for the Paladin.

Background for East Fricana: The continent of Fricana is somewhere south. East Fricana is a major section of this continent. Its principal city/country is a place called Tarna, run by Liontaurs. Most of the area consists of peaceful villages surrounded by dense jungles or vast savannas.

Tarna: Built centuries ago on the banks of the Mto Kubwa (Big River) at the western edge of the great savanna, this city has retained the basic architectural style of the ancient Egyptians. Some of the descendants of the original builders still remain there and the major languages spoken are Egyptian, Swahili and Common.

Liontaurs are the dominant species in the city. They are the ruling class, and the warrior class of guards. The Liontaurs primarily live in the eastern section of the city. This area is restricted to humans. The government of Tarna is headed by the position of King. The laws of Tarna are made by the matriarchal Council of Judgment.

Money: The primary currencies of Tarna are Royals and Commons. Royals are roughly equal to the Golds and Dinars of other lands. There are 100 Commons to the Royal. Tourists should note: There is a Money Changer in the northwest section of the city who will exchange other currency for Royals and Commons.

FIGHTER'S COMBAT MENU

7- SWING causes you to slash at your apponent.

1- DODGE causes you to evade oppponents blows.



9 - THRUST causes you to stab at your opponent.

3 - PARRY causes you to block opponent's blows.

THIEF'S COMBAT MENU

7- SLASH causes you to swing at your apponent

1- DODGE LEFT causes you to evade oppponents blows moving left.



9 - STAB causes you to thrust at your opponent.

3 - DODGE RIGHT causes you to evade opponent's blows moving right.

ALTERNATE THIEF'S MENU



If your thief knows magic, center Symbol changes to allow you to move to Magic Users

Combat Menu (see next).

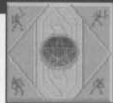
MAGIC USER'S COMBAT MENU

7- LIGHTNING BALL causes you to cast a Lightning Ball spell.
1 - FLAME DART causes you to cast a Flame Dart spell.
4- ZAP causes you to charge your weapon with a zap spell.



9 - DAZZLE causes you to cast a Dazzle spell.
3 - FORCE BOLT causes you to cast a Force Bolt spell.
6 - RUN AWAY causes you to run from your opponent.

ALTERNATE MAGIC USER'S MENU



KEYBOARD ACTION



The savanna is a large plain of grass with a few trees and rocks to break up the monotony. Scattered through this vast grassland are the villages of the Simbani people.

Simbani Village Life: The Simbani are traditionally nomadic Warriors and herders of cattle. They travel many months of the year from village site to village site in order to keep the herds in fresh pasturage. They value physical fitness and greatly respect outsiders who are physically fit. They are openly antagonistic towards Magic Users, so it is strongly suggested that no magic be used in their presence. The main ruler of the tribe is the Laibon. If you are walking somewhere to the south of the main Simbani village of Tarna you will find the Pool of Peace. This pleasant little lake has the reputation of being magical and is always a great place to watch for wildlife.

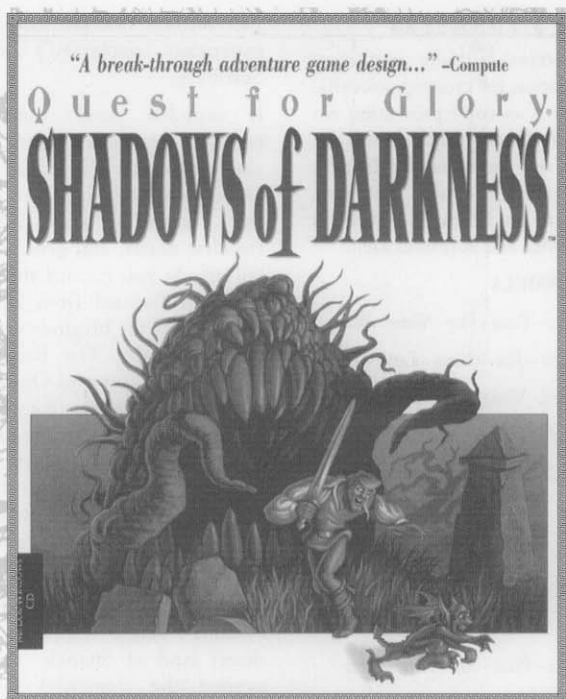
Money: Gold is of no value to the Simbani except as jewelry.

Various tribes live in the jungle of East Fricana. It is only a matter of finding them. Lost civilizations are concealed everywhere in the thick undergrowth, too. Be careful.

Things to See: Plants, snakes, monkeys, bugs,

leopards, vines, mosquitoes, trees, ferns, etc. It is rumored that there is a giant, magical tree somewhere in this part of the country and a lost sister city of Tarna filled with ancient treasure. Such are the stories of this great land.

Harmful Creatures: Flying Cobras - Venomous vipers with wicked wings. When journeying through jungles, Poison Cure pills are recommended. Crocs - These humanoid reptilemen are intelligent, tough and toothsome. Dinosaurs: Big, ugly, mean, too stubborn to quit, too stupid to die. Demon Worms: Since no one who has ever actually seen this thing has ever lived to tell about it, rumors are sketchy. It is supposed to burrow underground after its prey and spring up out of the earth at the last moment. Demons: Demons are not native to this region. In fact, they are not native to this world. They enter our world through magical gates to spread chaos and desolation upon everything. The gates are opened by means of negative energy released through death or destruction. Such gates are usually temporary unless sustained by a Gate Orb, a magical device that draws magic and negative energy from the air in order to maintain a gate. Demons are resistant to fire and damage from non-magical weapons.



QUEST FOR GLORY IV:

SHADOWS OF DARKNESS

QUICK SUMMARY

The information duplicated in the *Quest for Glory I* section of this manual will not be repeated here. Please refer to that section for details about creating a character. Experience with the previous QFG games is not required to play this game, but be aware that you'll be jumping immediately into a hostile environment with little preparation. *Quest for Glory IV: Shadows of Darkness* is set in the Transylvania-like land of Mordavia. The goal is to save the land from permanent darkness. To ask a question, click the mouth icon on someone. To tell someone something, click the mouth icon on your hero. Dr. Cranium's front door and maze puzzles can be bypassed by clicking on the ? mark.

DR. CRANIUM'S FORMULAS

This manual contains crucially important alchemical information for creating scientific potions (also known as copy protection for the floppy version). When you deal with the good doctor, you may be asked to click on icons of the five elements (Earth, Air, Fire, Water, and Pizza) to create a certain "formula". The names and formulas are:

NAME	FORMULA
Alkazotz	Pizza - Pizza - Fire - Water - Water
Betazene	Water - Fire - Water - Earth - Fire
Cranomeal	Earth - Water - Fire - Pizza - Earth
Desertix	Earth - Fire - Earth - Fire - Water
Elkorn	Pizza - Earth - Pizza - Air - Air
Fliegnitz	Air - Pizza - Fire - Air - Pizza
Gargoil	Pizza - Water - Water - Earth - Earth
Hintline	Earth - Air - Pizza - Air - Earth
Ickyuckoop	Water - Earth - Earth - Water - Pizza
Jollene	Pizza - Pizza - Air - Pizza - Pizza
Kickaptui	Water - Air - Water - Pizza - Earth
Laxabiff	Earth - Earth - Water - Earth - Water
Mexacalish	Fire - Earth - Pizza - Fire - Pizza
Noxipyu	Air - Fire - Earth - Air - Earth
Ossipye	Earth - Fire - Pizza - Earth - Fire
Pentickle	Air - Pizza - Pizza - Air - Water
Quixcoat	Water - Air - Fire - Pizza - Air
Romburn	Fire - Earth - Fire - Air - Earth
Sumthin	Water - Pizza - Earth - Air - Air
Tamlin	Pizza - Water - Air - Earth - Water
Ultimo	Fire - Air - Pizza - Pizza - Pizza
Voltoffen	Air - Fire - Earth - Fire - Air
Whammbo	Earth - Fire - Earth - Air - Fire
Xasparil	Air - Air - Water - Air - Water
Yammer	Air - Pizza - Air - Water - Pizza
Zotzbrue	Water - Fire - Fire - Air - Water

THE STORY THUS FAR

You began your Quest for Glory as a graduate of the **Famous Adventurers' Correspondence School for Heroes**. A poster in your local

Adventurers' Guild said a Hero ("no experience necessary") was needed in Spielberg.

It sounded good, especially the "no experience necessary" part. That was before you learned that being a Hero meant fighting vicious monsters, solving puzzles and evading traps, having to walk miles through the trackless desert, and generally working your tail off. As you rescued the Baron's children Elsa and Barnard from enchantment, you learned that the brigands were only part of a larger problem. The Baron had offended Baba Yaga, a powerful Ogress, and her curse had caused disaster throughout Spielberg Valley. Only when you used her own magic against her to drive her out of Spielberg was the land once again free from her enchantments. (This story was told in *Quest for Glory I: So You Want To Be A Hero*.)

Then you travelled with your friends Shameen, Shema, and Abdulla Doo on Abdulla's magic carpet to the mysterious desert land of Shapeir. There you fought against the elemental forces of nature themselves to guard one city and release another from the evil rule of the Wizard Ad Avis. You also made more friends, Rakeesh the Liontaur Paladin and Uhura, the Simbani warrior woman, among them. The wise Sultan Harun Al-Rashid adopted you as his son for your heroic deeds there (as recounted in *Quest for Glory II: Trial By Fire*.)

But something went wrong. Although you saw Ad Avis fall to his doom, streaming with flames and calling to his Dark Master for help, the body was never found. The Sorceress Aziza informed you that Ad Avis was certainly dead but that his magic had somehow survived him. Part of his influence allowed a powerful Demon Wizard to break through the veil between worlds to attack Rakeesh and Uhura's homeland of Tarna. Travelling through a magical portal, you accompanied your friends to help stop the Demons from bringing more of their kind into our world and to prevent a Demon-incited war between the Liontaurs, the Simbani, and the Leopard People. (You helped shape these events in *Quest for Glory III. Wages of War*.)

Even as your friends and companions were

congratulating you after your final battle with the Demon Wizard and your closing of the world portal, you were seized by a dark magical force and wrenched away from the land of Tarna. Stripped of your possessions, you awaken in a dark cave in an unknown land. It is time to become a Hero once more! You are no longer a green 'wannabe adventurer'. You are a seasoned adventurer with many skills and talents to help you in your Quest for Glory.

PLAYING A ROLE

The information duplicated in the *Quest for Glory I* Original Version Technical Manual will not be repeated here. Please refer to that section for details about creating a character. Mordavian currency comes in units of Crowns and Kopeks; there are 100 Kopeks to the Crown.

CREATING A CHARACTER

The information duplicated in the *Quest for Glory I* Original Version Technical Manual will not be repeated here.

In addition, you will begin the game with a 100 point 'bonus pool' to assign to the areas in which you wish your character to be the strongest.

IMPORTING A CHARACTER

If you successfully completed any of the first three Quest for Glory adventures, you were given an opportunity to "Export" your character for use in later games in the series. You can Import such a character into *Shadows of Darkness* by choosing the "Import" option on the opening screen. You will then be presented with a "File Selector" which will help you locate your saved character file.

Please note that a "Saved Character" (Export) file is not the same thing as a "Saved Game". You can only save your character for Export at the end of each game. The resulting file will be relatively small (100-200 bytes compared with thousands of bytes for a Saved Game).

Once you have successfully imported your character, *Shadows of Darkness* will give you the opportunity to stay with your character's previous line of work or to switch to another

character type. Staying with the same type is best for role-playing, but you might want to try another character type for a change or to start with higher ability levels once you've completed the game with the original type.

THE PALADIN

The Paladin character is a 'bonus' character type only available to players who have completed one of the first three Quest for Glory games. The Paladin has similar abilities and tasks to the Fighter, but also has the opportunity to fulfill certain special honor-related quests. To help him with these quests, the Paladin gains certain magic-like abilities such as Healing and Protection as a result of his actions.

SKILLS AND ABILITIES

Strength	200	Weapon Use	200
Intelligence	250	Parry	0
Agility	200	Dodge	200
Vitality	200	Stealth	0
Luck	200	Pick Locks	0
Magic	250	Throwing	0
Communicate	225	Climbing	0
		Acrobatics	0
		Honor	200
Points Avail	100	Wizard	Stamina
Health	200		Mana
		Start	Name Wednesday Cancel

After you Create or Import a character, *Shadows of Darkness* shows you your character's current abilities and gives you a bonus pool of 100 additional attribute points which you may assign to skills. Alternatively, you can spend all 100 points to add one additional skill which your character did not previously know.

To highlight a skill, use the mouse cursor, or the up and down [Arrow] keys or the [TAB] key. To assign points to a skill, press the right mouse button, or the right [Arrow] key. Each time the right mouse button or right [Arrow] key is pressed, 5 points will be assigned to the highlighted skill. Press the left mouse button or left [Arrow] key to subtract 5 points from a skill. (You may not delete skill points below the original value of any given skill.)

To attain a skill not normally available to your character type (such as lock-picking for a Fighter), choose the desired skill from the skill menu and assign points. Since the skill level minimum for *Shadows of Darkness* is

100, adding a new skill will use your entire bonus pool.

Points for Health, Stamina, Mana, and Honor cannot be changed by you directly. The values for these attributes will change automatically as you gain experience, suffer damage and modify certain other skills.

Honor is a measure of the honorable deeds your character has performed and the reputation he has achieved. The Paladin must constantly work to maintain and increase honor.

Acrobatics is the skill used (primarily by Thieves) to jump large gaps without special equipment and to launch devastating flying attacks in combat.

Communication aids your character in bargaining and in talking his way out of trouble.

Skills and abilities improve with practice. Those skills your character exercises frequently will improve more rapidly, while those left unused will remain fixed at their original levels. Your character only advances in skills he is given when you create him (i.e., skills that were assigned at least 5 skill points.)

THE STATUS BAR



The area at the top of the screen is called the Status Bar. This area contains three gauges which indicate the current level of your character's Health, Stamina, and Mana. Pay special attention to the Health gauge; if your character's Health is low, drink a healing potion or try to get to a place of safety and rest as soon as possible. If your Health gauge is bright green, your character has been poisoned. Try to find an antidote or keep healing him until the poison wears off.

Move the cursor up into the Status Bar to access the Icon Bar.

THE ICON BAR



When using the Inventory Window, if your character has more than 18 different objects, you can use the scroll bar and arrows at the right side of the Inventory Window to see other objects in his inventory.

THE TALK CURSOR

You can click the Talk cursor on either a character in the game or on your own character. When you click Talk on yourself, your character has the opportunity to say something to another character in the scene. For instance, if you have learned the whereabouts of the shopkeeper's missing husband, you could click Talk on yourself and choose "Tell About Husband" to the shopkeeper. Sharing information is sometimes as important as gaining it.

When you click Talk on another character, you can ask that character a question. For example, click Talk on someone you've just met and select "Ask About Name" to learn his/her name. You will learn many important game clues by asking questions.

In many cases, talking to a person will suggest additional topics of conversation. When you Talk to the character again you may have a different set of choices of questions to ask or statements for your character to make. Choose "Ask About Something Else" to go back to an earlier set of questions.

People you meet often have different things to say if you talk to them at different times. Conversation is a crucial part of *Quest for Glory* so be sure to visit and talk to characters often, especially after you've been involved in events that might affect them.

SPECIAL ACTIONS

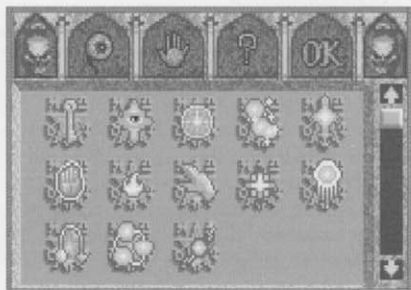


These icons control special actions that you might want your character to take. From left to right: **RUN** causes your Hero to run quickly. **SNEAK** causes your Hero to move stealthily and quietly. **JUMP** causes your Hero to take a mighty acrobatic leap (if you are skilled at Acrobatics). **REST** causes your

Hero to sleep or to rest for a short time. This is important as it allows him to recover Health, Stamina, and Magic power.

CHARACTER allows you to look at your Hero's character sheet (status information). Any skills or abilities which have improved since the last time you looked at the character sheet are highlighted in a different color to show your character's progress. **HOURLASS** tells you the current game day and time. **QUESTION MARK** will give you a definition of the other icons in the bar when you click it on them. If you decide not to take a special action, click anywhere else to exit or press [ESC].

MAGICAL SPELLS



If your character has skill in using Magic, you can access the Magic icon in the Main Icon Bar. When you click on this icon a new screen window appears. In the window are icons for all of the spells your character knows. Click on the Eye icon at the top, then on one of the spells, to see the name of the spell and your skill level at casting it. The more skilled your character becomes at casting a particular spell, the more effective the spell will be. As with any other skill, "practice makes perfect" at spell casting. If your character is short on spell points, some of the spell icons may be disabled.

The Magic Window has its own icons. From left to right, these are: **LOOK** (EYE cursor) allows you to look at the spells in your inventory. You will get the name and definition of the spell, as well as the MPs needed to cast it, and the level of skill your Hero has in that particular spell. **DO** (HAND cursor) allows you to cast the spell you have clicked the hand cursor on.

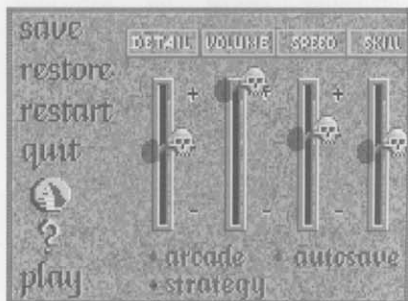
QUESTION MARK gives you a definition of the other icons in the bar when you click it on them. **OK** means you don't want to cast any spells at this time. Selecting it will take you back to the main icon bar.

Below the Magic Window Icon Bar is your Magic Inventory showing all the spells your character has learned so far. To cast a spell, select the Hand icon, then click on one of your spell icons. There are three general types of spells: "Area", "Personal", and "Directed" spells. If you choose an Area or a Personal spell, the Magic Window will vanish and you will immediately see the results of the spell. If the spell you select is a Directed spell, the Magic Window will disappear and you will have a "targeting cursor". Click the targeting cursor where you want the spell to go. For example, if you cast an "Open" spell, a targeting cursor will appear. Click the cursor on the door or chest you want to open.

If your character knows more than 15 spells, you can use the scroll bar and arrows at the right side of the Magic Window to see more of the available spells.

THE CONTROL PANEL SKILL LEVEL

The *Shadows of Darkness* Control Panel contains a "Skill Level" lever. Set it near the top for a serious challenge: monsters will be tougher, some puzzles harder, and so on. The Normal setting (near the center) provides a fair challenge, while the Easy setting (near the bottom) generally makes the game easier to play.



Combat is most affected by the Skill Level

setting. On the Hard Level setting, monsters are faster and tougher and you must make all combat decisions yourself. On Medium Level, the computer will assist you with defensive maneuvers whenever you are not taking action. On Easy Level, the computer will help with both defense and attacks - if you do not try to fight, the computer will play out the entire combat; only your character skills will affect the result. Of course, you can override computer decisions at any point by attacking, defending, or casting a spell yourself. The computer will only take over when you aren't doing anything.

AUTOMATIC SAVES

At many especially dangerous moments in the game, *Shadows of Darkness* will automatically create a saved game position for you. This position will always be named "Automatic Save", will appear on your saved game disk (or in your hard disk game directory if you have not saved any games during the session), and will replace any previous Automatic Save.

Should your character die or get into a position you consider untenable, simply use the Restore Game feature to restore your Automatic Save position. So don't be afraid to experiment (some of the life-and-death situations are ones in which your character can only die if he really, really works at it) and don't worry about becoming so engrossed in Mordavia that you forget you're using a computer and ought to save occasionally.

Of course there is still no substitute for a set of carefully preserved Save Games representing crucial (or particularly interesting) parts of the game. Be sure to save your game any time your character has solved a major puzzle or accomplished a deed of note. That way you won't have to remember everything you did after the power failure zaps your computer.

STORING EXTRA EQUIPMENT

It's just as bad to overload your character as to be under-equipped. Should you find that your character has picked up a heavy item that he won't need until later, he can store it

in a storage chest in his room in the Hotel Mordavia. Select the item from inventory and click it on the chest to store the item. Remember, even too much money can load your Hero down and impair his fighting (and running away) ability.

To retrieve items from the storage chest, click the Hand cursor on the chest, then select the items you want from the "Storage Chest Window". Items stored in the chest are totally safe - there are few Thieves left in Mordavia.

If there are more than 18 different objects in the chest, you can use the scroll bar and arrows at the right side of the Storage Chest Window to see more of the items in it.

CONVERSATION

Conversation is an important part of playing *Shadows of Darkness*. You talk to characters by clicking the Talk cursor on your character (to make a statement) or on another character (to ask a question). Doing either will bring up a window containing a choice of topics to Tell or Ask About (respectively). Your choices (even when talking to the same character) will change frequently during the course of the game because people react to things you've accomplished since your previous visit.

In addition, you may have several sets of choices in a single conversation. After you ask a question and get a response, the set of conversation choices will appear again. In most cases, this will be the same list (allowing you to choose another topic). Sometimes, however, it will be a new list because the previous question you asked has led to a new line of conversation. You can always go back to the previous set of questions by choosing "Ask About Something Else".

During any speech (or when reading any game text for that matter) click the Left Mouse Button or press the ENTER key to skip to the next message. Click the Right Mouse Button or press ESCAPE to skip the entire conversation or string of messages. (This is useful if you realize that you've already seen the text, but be careful - you can miss important information by skipping conversations.)

If you're finished with the conversation, choose "Enough Already" or "Say Goodbye" (or press ESC) in the conversation window.

PUZZLE WINDOWS

A number of game scenes and situations (such as removing the trap from a chest or trying to get into Dr. Cranium's secret laboratory) give you the opportunity to solve visual puzzles. Many of these puzzles are presented in Puzzle Windows for your convenience. All Puzzle Windows have three common features:

1. Each contains an "Exit" button if you want to come back to the puzzle later.
2. Each contains a "?" (hint) button which provides successively more explicit clues to solving the puzzle.

CAUTION: If you ask for too many (generally five) hints on the same puzzle in one session, the game will simply bypass the puzzle entirely. You will get past whatever obstacle the puzzle represents but will not receive Puzzle Points for solving the puzzle so your final game score will be lower.

3. Most contain a "Chest" button to allow you to use inventory items where appropriate.

When a Puzzle Window is first displayed, you will see text explaining the nature of the puzzle. You can see these instructions again at any time by choosing "Exit" then accessing the puzzle again. Some puzzles are solved by clicking on icons within the Puzzle Window; others require you to click directly on the puzzle pieces in the Puzzle Window.

COMBAT

The world is full of monsters and villains, and if you want to stay alive long enough to become a Hero, you really ought to learn how to fight them. A clash will occur any time a monster comes near enough to strike your character.

When you encounter a monster, you will have to react quickly. You can throw daggers or cast an appropriate spell while the monster is still at a distance, or you can engage it with your sword, dagger, or axe when it comes close enough.

Timing is the most important element of combat strategy. Try to strike when your opponent is 'open', and anticipate his attacks

to better defend yourself. Your choice to either block or dodge blows should depend on your skills and equipment.

When you engage a monster in close-up battle, the game will switch to a "battle screen" with your character on the left and the monster on the right. Below the battle area are status indicators for you and your opponent and icons which you can select to cast spells or to try to escape. Which icons are available depends on which combat spells your character knows. All characters have the "Run Away" icon.

If you feel that the situation has gotten out of hand, click on the Run Away icon and your character will escape (if possible).

To move towards your opponent, click between your character and his foe. To attack, click on the opponent's body or click the right mouse button anywhere. Hold down the mouse button for a second or two before releasing it to make a stronger, fiercer attack. Click the button quickly for a faster (but lighter) thrusting or slashing attack.

To retreat, click to the left of your character. Click on your character to have him defend (dodging or parrying as appropriate according to his skills and equipment). Your character will stay in the defensive position as long as you hold the button down.

If your character knows the Acrobatics skill, launch an Acrobatics attack by clicking above the monster. This attack is very hard to defend against and does a lot of damage, but takes some time.

If your character knows magical spells that can be used in closeup combat, icons will appear at the bottom of the screen representing those spells. Click on a spell icon to cast the spell. Hold down the mouse button for a second or two to cast a more powerful version of the spell or click the button quickly to cast a faster but weaker version of the spell. It is generally more cost effective in terms of Magic Points to cast a few powerful spells than many weak ones, but you leave your character exposed while he is preparing the spell. If your character is hit by the opponent while preparing a spell, the spell will not be cast but your character will also not expend any magical energy on the spell.

Many battles can be avoided, and it might be wise at times to do so. Combat, however, is one of the best ways for an aspiring Hero to practice and improve his skills. Each time you defeat a monster, you'll gain valuable experience that will increase your chances in future battles. Remember, always search the body of your opponent (click the HAND cursor on the body) after winning a battle, for some creatures carry money or other useful items.

In most cases, Status Bars are displayed during combat, keeping you informed of Health, Status and Mana (magic energy) points for your character. As you become injured, Health points diminish. You will use Stamina points as you work hard at fighting or using your skills. When Stamina points are depleted, energy is drawn from Health. When Health points are gone, the character is dead. If your character runs out of Magic Points he will be temporarily unable to cast spells. Your opponent's Health Bar is also displayed so you can see how badly it is injured.

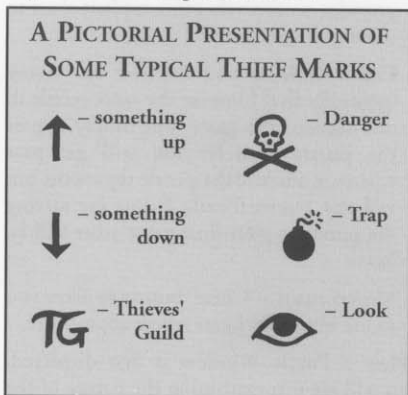
The "Skill Level" setting you choose from the Control Panel (on the Main Icon Bar) affects combat in several important ways. Monsters are tougher and faster if you choose a higher Skill Level. Also, the game will try to help you fight on the lower Skill Level settings. At Normal (medium) Skill, if you have not taken an action for a second or two and your opponent attacks, your character will automatically parry or dodge (if he is sufficiently agile and skilled). On the Easy Skill setting, the game will help your character both to defend and attack when you are not controlling his actions; your character will even run away if he becomes seriously injured. Success or failure in this mode depends on your character's skills, not your physical dexterity. Of course, you can override the game decisions at any time by attacking and defending yourself.

USING THIEF SKILLS

Thieves (and other characters for whom the Pick Locks and/or Stealth skills are added) have certain specialized skills. These include *Picking Locks*, *Disarming Traps*, *Reading Thief*

Marks, and *Sneaking*.

To pick a lock, your character must have some skill at using lockpicks and must have a lockpick, thieves' toolkit, or other appropriate tool (sometimes you need to improvise). Click the appropriate tool on the door, chest, or safe to attempt to pick the lock. The Thieves' Toolkit works best - your character should try to find one as soon as he can. You can also attempt to pick a lock (once your character is appropriately equipped) by clicking the Hand cursor on the locked object and choosing "Pick Lock".



Many chests and safes are equipped with fiendish traps to catch unwary burglars. There isn't much your character can do about them until he acquires a Thieves' Toolkit and studies a book on disarming traps that he will find in the Thieves' Guild. Once he has these, attempt to disarm a trap by clicking the Hand cursor on the potentially-trapped object, then select "Disarm Trap" or "Search for Traps" from the listed options. The most common trap disarming process is represented with a 3x3 grid on which colored lights continually flash. Click on the lights to get three of the same color in a line in any direction to disarm the trap. Creating three in a row with unmatched colors will set off the trap. If you're having trouble, choose Exit and try again. The Skill Level (see "Control Panel") affects trap difficulty.

Thieves (and others with Thief skills) have also received training in "reading Thief Marks". These crude marks are often scribed by Thieves to help them remember where wealthy victims live or to help them

remember how to get past traps or guardians. Thief Marks are designed to look like random scratchings to those not trained in their use.

Finally, Thieves receive special training in moving quietly and using concealment. To use these skills, select the "Sneak" icon in the Special Action Icon Bar. Sneaking around town during the daytime will make your character look rather silly, but appropriate use of Stealth may also save his life. Sneak around the forest to avoid many monster encounters. Also use Stealth when visiting a house to which you haven't been invited (ahem). Your character's success at Sneaking is dependent on his Stealth skill and improves with practice.

HELP AT THE BEGINNING

Select "Introduction". On the "Choose a Character" screen, click your mouse on the Fighter, or press your [TAB] key to highlight the Fighter nameplate then press [ENTER] to select the Fighter. You will now see the "Character Sheet" highlighting your character's abilities. Highlight "Name" (bottom of screen). Type in a name for your Hero. Point the mouse or press the Up and Down arrow keys to highlight STRENGTH. Press right mouse button or right cursor [Arrow] key repeatedly to build up your strength (or allocate your bonus points anywhere you prefer). Select START and click the mouse or press [ENTER] to start your Quest.

Message windows will appear after many of your actions. Press [ENTER] or click on the window to continue play. Your character has been magically transported from the African land of Tarna (setting of *Quest for Glory III*) into an ominous dark cave. You have no idea where you are, and your equipment failed to make the journey with you. You have nothing but the clothes and armor you were wearing in Tarna. No one ever said a Hero's life was easy, did they?

Fortunately, there is a little light in the cave from glowing fungi on the walls and ceiling. Start by looking around - select the Look (Eye) icon from the Icon Bar, then click the Eye cursor on anything that looks interesting. You

can see a couple of piles of bones on the ground and some torch sconces on the wall. You could use some more light, but you don't have anything with which to light the torches.

Maybe the skeletons can help. Select the Do (Hand) icon and click the Hand cursor on the nearest skeleton. You find a dagger on the body. At least you have a weapon now! On a second skeleton you can find a few coins; you'll need these later.

On the last skeleton you find a hard, grey rock - it's a piece of flint. Now you're getting somewhere! You've heard of starting fires with flint and steel. Are you carrying any steel? That's right, the dagger. Lighting a torch with flint and steel isn't going to be easy, but it's worth a try.

Now click the Do cursor on one of the torches. (They're in the round holders near the right side of the screen.) Bring up the Inventory Window by clicking on the Chest icon. Click on the "Hand" icon, then on the rectangular grey stone (that's your piece of flint). The cursor now looks like the flint; click it on the torch in Inventory. You now have a magical torch that will never burn out.

Now that the cave is illuminated, you can see a strange round opening in one corner of the room. Select the Walk cursor and walk over to the opening. You pass through the valve blocking the opening and into another part of the cave. Something is moving in the shadows - be careful. But don't worry too much. *Shadows of Darkness* automatically saved your game position when you entered this scene. Should your character die, you can bring him back by choosing "Revert" from the death message options. Bring up the Control Panel and set "Player Skill" to "Novice" in case you have to fight.

Look around this area and at anything which might be useful. There must have been a battle here many years ago - there are more skeletons here. One of them has a usable shield and a battered sword. Pick them up with the Hand cursor. Now you're really equipped for battle!

As you continue searching, the Badders (Bat-Spiders) attack! Combat takes place in a close-up screen. You can click on the monsters to move towards them and attack, behind you to retreat, or on your character to block attacks. Hold down the mouse button a second or two to make a more damaging "Swing" attack, or click quickly

to do a fast "Thrust". Make sure you mix up your attacks and defensive moves - it takes time to line up a really effective attack; constant thrusts aren't very effective and will allow the monsters to hurt your character. On the "Novice" player skill setting, the computer will automatically attack and defend for you if you don't take action. You can override the computer's decisions at any time by choosing your own actions.

Whew! Congratulations. You've won your first battle and are ready to take on anything! You're also still lost in the caves. Search the rest of the room and pick up any useful objects you find. Enjoy the game!

PLAYING THE WIZARD'S GAME

The information duplicated in the *Quest for Glory I* Original section of this manual will not be repeated here. The blue creature is yours, and the purple one belongs to Erasmus.

THIEF SKILLS

Thief characters have two special skills; 'Pick Locks' and 'Stealth'. To use these skills, click your Lock-Pick from your inventory on the lock in question, or select the SNEAK icon from the Action menu to move quietly. When you are finished 'Sneaking', select the WALK icon to resume walking normally. Sneaking helps you avoid being seen or heard by monsters and other enemies.

IMPORTANT INFORMATION

This is a refresher course of the information from the "HERO: The Journal of General Job Adjusting" magazine. The full text of this manual can be found on the QFG Anthology CD in the VDOCO directory.

Fighters: Build your strength and stamina with the Stair Stepper located in the Adventurers' Guild.

Paladins: There are many advantages to becoming a Paladin. The ability to sense danger and emotional currents gives a Paladin a real edge in avoiding embarrassing accidents. The magical aura of the "Flaming Paladin Sword" can affect even the most ethereal of enemies, once you have received such a sword from another qualified Paladin. "Healing Hands" will frequently be useful in the event

of serious injury, although it does draw upon your stamina to use them. "Protection from Magic" will aid you against those nasty offensive spells when you have built up enough Paladin Points to use it. "Honor Shield" will help you deflect the slings and arrows of outrageous fortune when you have gained enough honor to use it. The Paladin earns the ability to use these spells through the exhibition and accrual of honor and can just as easily lose them through dishonorable acts.

A Paladin is bound by Honor to do what is Good rather than what is lawful. If the Laws of the Land interfere with the Rights of the Individual, it is the Paladin's duty to support the Individual's inalienable rights to life, liberty, and the pursuit of happiness.

Magic Users: Magic is a skill which requires brains and common sense as well as talent. Knowing what to cast and when to cast it is the mark of a true mage. Researching your spells thoroughly to know their weaknesses and strengths will vastly improve your chance of survival when casting magic in critical situations. In addition to the spells learned in QFG1, QFG2, and QFG3, there are additional spells to learn:

Frost Bite: The only combat spell that can effect more than one creature at a time, assuming the monsters are close to one another. However, it doesn't work well against things which are unnaturally cold, so don't try it against a Frost Giant or the Undead.

Aura: This spell protects you against the dreaded Undead. While Ghosts and Ghouls can still harm you, you will be shielded from their special attacks (such as those which drain your strength).

Hide: This is the spell to cast when you are being chased by a monster and really need to get away. When you Hide, as long as you don't move, most monsters won't even know you are there. It doesn't work against the Undead though.

Protection: This acts as a magical shield in combat, and can really help reduce damage from wicked, sharp claws and teeth. If you can't get out of a fight, make certain you go into it with this spell.

Resistance: This spell reduces the damage you take from element-based magical attacks such as fire, lightning, and cold. It can also protect

you somewhat from the actual elements in nature.

Glide: This spell operates when you step upon a liquid surface. You will be able to skate around upon water as if it were solid ice. While it does use up mana points rapidly, it beats having to swim across rivers or burn your feet on hot lava.

Thieves: You need to get an Acme Mark II Toolkit with the Trap Disarming Tools. It takes some practice to learn how to find and disarm traps without seriously killing yourself, so visit your local Thieves' Guild and spend some time trying out their traps first. If you survive, you'll be a better Thief for it. Next on the list of things you got to do well is Acrobatics. You never know when a flip and a twirl will save your life. Whether you're trying to cross a burning tightrope, or to leap an alley between building tops as you run away from the coppers, Acrobatics is something you can't do without. Learn the Thief Marks. Those are the things a smart crook uses to communicate with fellow members of his profession. Those are the scratches made in the wall and the floor which warn you to look out for things. If you don't look for them, you won't know what you missed.

Background: Mordavia is a small valley nestled amidst the Malignant Mountains to the south, the Carpathologic Mountains to the west, the Aphotic Alps to the north, and the Heinous Hills to the east. There is but one pathway to this valley and as it is currently cut off by a mephitic and quagmire-filled swamp, entrance to Mordavia is rather difficult.

Since the days when the Cult of Amon Tillado first raised dark powers above the Land of Mordavia, the area has been overrun with hideous hordes of aberrant abominations.

Domovoi: This Slavic house spirit inhabits many family residences in this region. Harmless and occasionally helpful, Domovoi are seldom seen or heard. Should you actually meet a Domovoi, you will do well to follow any advice it gives you.

Leshy: This spirit of the forest has a very mischievous nature and is quick to play tricks upon the unwary traveler. Leshy are renowned for their love of riddles, and can be helpful to those who guess the right answers. Never let a Leshy make you mad!

Rusalka: This spirit of a young woman who died drowning swims in the waters that became her grave. She lures others to share her fate. Only a Paladin can release a Rusalka to her proper rest.

Faerie Folk: These magical beings remain aloof from mankind, and dwell in remote areas. However, they have been known to interact with humans, providing they want something. Faerie Folk are often powerful magic users, especially in spells of illusion. You will only see them if you are a Magic User.

Hexapods: These strange octopus-like creatures are extremely rare, always hungry, and frequently dangerous. Recognize a Hexapod by its six tentacles and try not to become one's lunch!

Vorpal Bunnies: These seemingly cute and innocent little furry animals have nasty, sharp teeth and a taste for blood. Also known as Killer Rabbits.

Badders : These weird creatures look like bats crossed with spiders; they are small, fast and come in flocks. They are relatively easy to kill, assuming you can hit them. Their bite is poisonous, and they attack by swooping by their prey and biting them in passing.

Antwerps: These bizarre and absurd creatures are far too ridiculous to describe. Whatever you do, don't attack one with a sharp or pointed object — the results will be explosive to say the least!

Revenants: These are low-power Vampires. They are undead creatures that have no memory of what they were before they died. They only know the hunger for living flesh that drives them out of their graves at night. They may look like walking corpses, but they're far more vicious and bloodthirsty than any mere Zombie.

Wyverns: Wyverns are relatives of Dragons. They are smaller and do not have hind legs. Their bodies are long and snake-like, the wings bat-like. They attack with their teeth, claws, and the poisonous sting at the end of their tail. Their poison can quickly weaken even the strongest Hero, so be sure to have a Poison Cure potion on hand.

Chernovy: These were once the human followers of the Dark One. They sought after immortality (and got it, after a fashion). They

can be killed but do not die of natural causes. The spell that gave them this partial immortality also mutated them. They now look basically human but with twisted, mutated features reminiscent of insects, spiders, and octopods. They wear the remnants of their ritual robes and are powerful spellcasters.

Ghosts: Eldritch creatures of indefinite, insubstantial form. Ghosts hang around graveyards or near where a person died. A person becomes a ghost on dying if he/she has substantial "unfinished business" in this world (such as an unfulfilled vow or loved ones left behind), and if the death was sudden and unexpected. These ghosts tend to retain some human qualities and are relatively benevolent. The other type of ghost is that of a mean-spirited person who "died hard" and whose passions and emotions refused to settle in the grave. This type of ghost wants nothing more than to bring others down in death just as it was brought down. You'll live longer if you can distinguish between the two types!

Wraiths: These are the jealous ghosts of miserly men. A Wraith always hovers near the site of its death, guarding some item of value. These undead spirits are powerful and can cast magical spells. They also have the ability to drain the health of anyone who ventures too near them. Unless you have magical protection, avoid Wraiths!

Necrotaurs: These fierce monsters look like a cross between a Rottweiler and a bear that has been dead for a very long while. The nasty temper, razor-sharp claws, and huge fangs make these good monsters to avoid. Despite their appearance, Necrotaurs are not actually Undead creatures. They are alive and vicious.

Werewolves: Legends say these are the victims of a terrible curse which manifests when the moon is full. The victim is transformed into a wolf-like animal with a vicious attitude and a taste for human blood. Only silver or magic can affect the monster in Werewolf form. Werewolves are frequently associated with Gypsies.

Vampires: Most feared of the Living Undead, the Nosferatu are also the most powerful. They drink the blood of the living to maintain their unnatural existence. They have a natural ability to charm their victims before sucking out their life blood. Vampires can also create

other Vampires from their victims. These new Vampires are slaves to the will of their Vampire creators.

Vampires are forced to flee the light of day, and must sleep helplessly in their coffins. Destruction of a Vampire is best done with a stake driven through its heart. At night, the Nosferatu are virtually invulnerable to attack. If the Vampire was a Magic User in life, it retains its magical abilities as an Undead. They are also reputed to have superhuman strength. The Vampire is truly the most dangerous of monsters!

COMBAT REFERENCE GUIDE



STRATEGY MODE CONTROL

Mouse Solution:

- Let the computer fight for you: press the S icon.
- To take over from the computer fighting for you : press the right mouse button.
- To tell the computer what AI style to fight in for you: press the left mouse button.

Tip: To special attack when you control the fighting, duck by clicking on your hero, hold down the mouse button, move the mouse onto the monster, then release the mouse button.

- In the AI control panel, press any button to exit the panel.

KEYBOARD CONTROLS

Keyboard Controls are the same as the menu with the exception of Strategy Mode Control.

- To switch from Manual to Automatic or vice versa: press the F1 key.
- To switch to the AI panel: press the space bar.
- To exit the AI panel: press [ESC].



KEYBOARD COMBAT KEYS

ESC KEY: Run away

SHIFT Z: Zap

SHIFT X: Flame Dart

SHIFT C: Lightning Ball

SHIFT V: Force Bolt

SHIFT B: Frostbite

LEFT ARROW: Move back

w/Shift Key: Defense.

UP ARROW: Jump

w/Shift Key: Attack High

DOWN ARROW: Duck

w/Shift Key: Defend

RIGHT ARROW: Move Right

w/shift: Attack

MOUSE COMBAT CONTROL

• SLASH: click Right button on monster.

• DUCK: click Left button on ego.

• PARRY LOW: click Right button on ego.

• JUMP: click Cursor above ego.

• RETREAT JUMP: click Left button above ego.

• MOVE LEFT: click Cursor to the right.

• MOVE RIGHT: click Cursor to the right.

• CAST SPELLS: click on Spells buttons. Hold for a powerful spell.

• JUMP AND SLASH: click Right button above monster.

• THROW DAGGER: click Right anywhere on Combat Panel back.

GAME CREDITS

Quest For Glory I - Original

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