

Quest for Glory I


So You Want To Be A Hero



HINTBOOK

 SIERRA®





Quest FOR Glory

DO YOU WANT
TO BE A HERO

HINTBOOK



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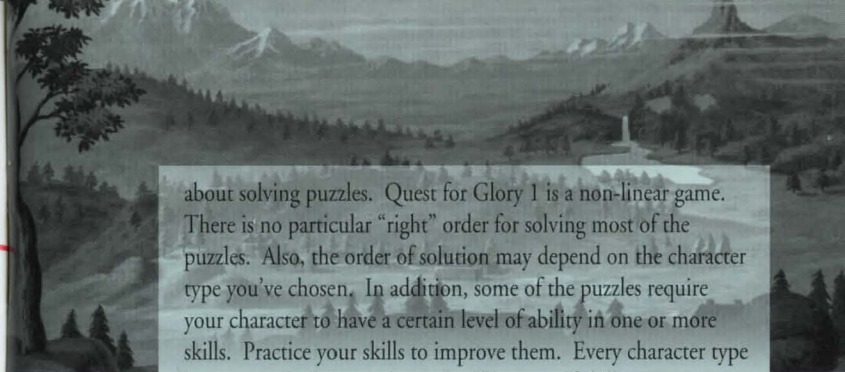
INTRODUCTION BY LORI AND COREY COLE

Hi! We hope you're enjoying the new version of Quest for Glory 1: So You Want to be a Hero. With all-new digitized 256-color VGA graphics, 3-D clay animation, music support for a long list of sound cards, easy to use point-and-click interface, and some new twists to the original story, we're proud to present you with this new version of Quest for Glory 1, designed to enhance the enchantment, humor and "sense of wonder" you experienced from the earlier release.

If you have never played one of Sierra's new games, before you go any further, take a moment to read your game documentation and become familiar with our new point-and-click interface. In fact, this hintbook has been re-written with the new point-and click interface in mind.

Quest for Glory 1 is the kind of game that we would like to play, and we are really proud of the results. Quest for Glory 1 is one of the first true role-playing adventure games. It combines the character skill development of computer role-playing games with the puzzle-solving and consistent story line of adventure games.

Unlike most computer adventure games, you have a choice of who your character is, what abilities he has, and how he goes



about solving puzzles. Quest for Glory 1 is a non-linear game. There is no particular "right" order for solving most of the puzzles. Also, the order of solution may depend on the character type you've chosen. In addition, some of the puzzles require your character to have a certain level of ability in one or more skills. Practice your skills to improve them. Every character type has a way of solving each puzzle. The type of skills your character has determines how he should solve the puzzles.

The Quest for Glory 1 series is set in a world full of magic, wonder and humor. The people you meet have unique personalities, and you will need to take this into account when talking to them. For this reason, we recommend that you do not read the final answer of each hint question unless you are desperate. These answers will get you through the game, but you will miss most of the fun. (For more details on the organization of this hintbook, see the page 14 entitled How this hintbook Works.) It's okay to make some mistakes—a real adventurer would! Besides, since this is a computer game, your "last mistake" doesn't have to be final. Save early and often.

Quest for Glory 1 is the first of the game sequence which takes the characters you create from their lowly beginnings as correspondence school adventurers through...well, that would be telling. Just note that the adventure does not end with this game. When you finish Quest for Glory 1, you will have the opportunity to save your character to play in Quest for Glory 2: Trial by Fire and Quest for Glory 3: The Wages of War.

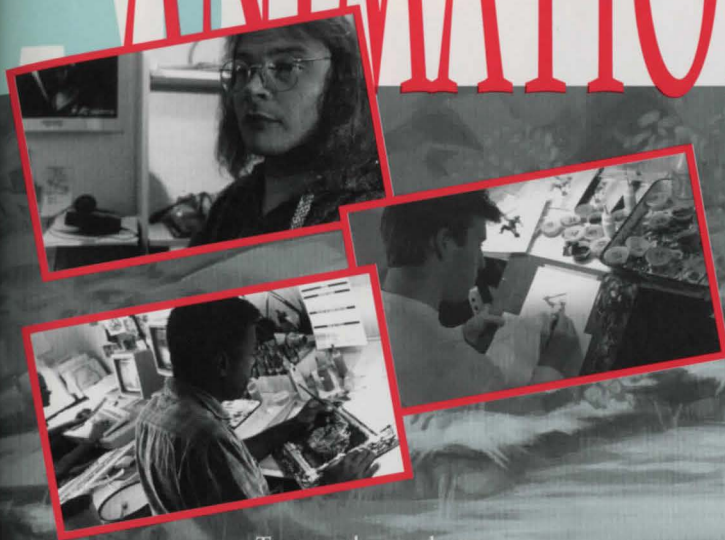


WHAT'S NEW IN QUEST FOR GLORY



To create the realistic 3-D monsters in *Quest for Glory 1*, our artists turned to a process used in cartoon animation—clay animation. This process allowed us to make the characters you speak to and the monsters you fight seem almost too real. In fact, you can almost feel them breathing down your neck!

CLAY ANIMATION



To create the scary beasts and other characters, Art Director Arturo Sinclair gave his team of artists (Jon Bock, Jerry Moore, Willis Wong, Diana Wilson, Frank Ferrel, Jeff Crowe, Gloria Garland, Eric Kasner, and Roger Hardy Jr.) the freedom to re-create the characters from the original game using computer colorized clay animation.

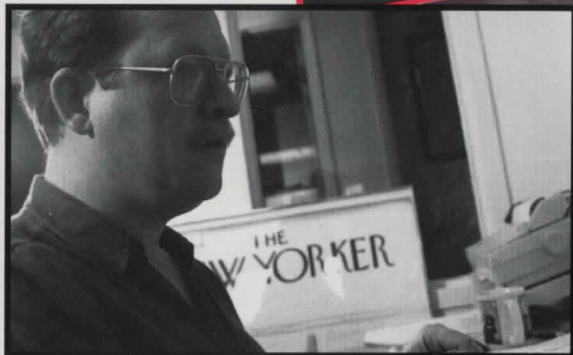


The process went something like this. Each artist began with an idea for a monster. Some sketched out their ideas while others just took the clay in their hands and began sculpting. Once a model was created to their satisfaction, they'd position it in front of the animation camera, add just the right lighting, then



capture it on film (in black and white). The creature would be moved slightly and another picture would be taken. This process was repeated over and over until the perfect movements were recorded to bring the monster to life using 20 frames per second to create the smooth, realistic motion. Once on film, the monsters were digitized on the computer, then colorized a pixel at a time.

Along with the new clay animation sequences for the monster's battles and speech, Marc Hudgins created several additional animation sequences on paper, which completed the rest of the game's animation. All the animation was placed on top of the beautiful hand-painted digitized background images.



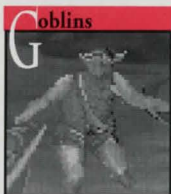
Once the art was completed, Lead Programmer, Tom DeSalvo, and his team of programmers (Vana Baker, Richard Aronson, Oliver Brelsford, Bob Fishbach, Carlos Escobar, Robert Mallory, and Brett Miller) brought it all together on the computer. Their efforts took many months of long evenings to bring the rich animation into the interactive gaming environment you're now enjoying.



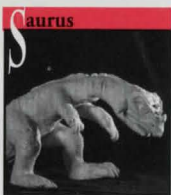


MONSTERS

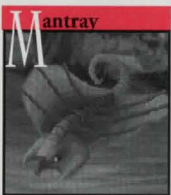
Here's a list of some of the wandering monsters with tactical suggestions for dealing with them. For more background information on each monster, consult the section entitled "Famous Monsters of Adventureland" in the Famous Adventurer's Correspondence School manual.



Those annoying little blue humanoids who march around carrying a club and a shield are not very dangerous unless you are already wounded. All types of adventurers can get some combat experience with Goblins.



The man-sized dinosaur who runs around everywhere is easy for an adventurer to avoid since it is extremely stupid. However, it is also fairly easy to defeat in combat and makes good combat practice.

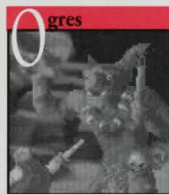


This flying terrestrial combination of a Sting and Manta Ray uses its talent at camouflage to surprise unwary adventurers. Its tail produces a strong jolt of lightning. The best way to deal with it is to keep it always on the defensive.



This monster can be dangerous to beginning adventurers, so you should keep an eye on your Health Points and remember to run away before it is too late. Magic Users should note that this monster is highly resistant to magical spells.

Men who march around the forest wearing armor and attack first before asking questions can usually be classified as Brigands. Individual Brigands have various degrees of skill in fighting, but most are tough. Combat with Brigands therefore requires the use of all the combat skills of Weapon Use, Parry and Dodge. Non-Fighters should use other skills against a Brigand before engaging in direct combat.

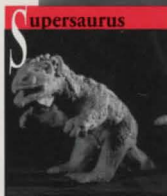


Ogres are big, ugly, slow, and stupid. However, when Ogres hit, adventurers get hurt. It is better to outwit an Ogre than to try to outfight it. That is, unless you're a Fighter.



This cat-like creature is skilled at tearing adventurers apart. A Fighter should attack constantly to try to keep the creature on the defensive. Other adventurers be warned: avoid direct combat with a Cheetaur altogether. Cheetaur claws are valuable for use in Potions. Ask the Healer about them.

This large cousin of the Saurus has strong jaws, tough scales, and a hard head. When injured, the Supersaurus reacts by attacking. Liberal use of the shield is recommended for Fighters. Other adventurers should just run away at the sight of these awesome monsters.



This huge man-like monster walks softly and carries a large club. Direct sunlight will turn a Troll to stone, so a Troll travels at night and stays in deep caves by day. Trolls are strong, have tough, armor-like skin, and are resistant to Flame Darts in this region of the world. Trolls are extremely dangerous so avoid them unless you are extremely skilled. Trolls' beards can be valuable if you can get them. (Ask the Healer about them.)



Minotaurs are half-man, half-bull. They are especially dangerous because of their intelligence. Don't even think about taking one on unless you are a skilled Fighter. Watch for openings in the Minotaur's defense. Know when to attack and when to parry or dodge.





HOW THIS HINTBOOK WORKS

The whole point of playing *Quest for Glory 1* is to discover its puzzles and solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.

Think of this book as your complete reference to *Quest for Glory 1*. The hint answers are arranged to progress from a slight hint to an out and out solution to each puzzle in the game. In fact, an answer with a star (*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. Since your hero can be either a fighter, a thief, or a magic user, some puzzles in the game will require different solutions. You'll also find some answers specific to your character. Therefore, you'll find some questions broken into the three categories as follows: fighters, thieves, and magic users. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

NOTES TO BEGINNING ADVENTURERS

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

- 1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.
- 2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first.

IF YOU HAVE FINISHED QUEST FOR GLORY I:

The last section of this hint book entitled *After You've Completed the Game* contains a points list, an object list, a list of things you may not have tried in the game, plus some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for purchasing *Quest for Glory 1*. We hope you have as much fun playing it as we had creating it.



HINTS

Before reading the hints here, please take a look at the game click-through in your Quest for Glory 1 game documentation.

My hero moves too fast! My hero moves too slow!

On your icon bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used.

Example:

To talk to someone, click the talk cursor on him. (With the keyboard, position the cursor on him using your cursor keys and press ENTER.) To look at something, click the eye cursor on it. (With the keyboard, position the cursor on it using your cursor keys and press ENTER.) To walk somewhere, click the walk cursor on that screen position. (With the keyboard, simply press your arrow or cursor keys to move in that direction.)

To take action on something or someone, click the hand cursor on the person or thing. (With the keyboard, position the cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.



GENERAL QUESTIONS

What's this game about anyway?

Read the following sections in your game documentation, *What is Quest for Glory and Playing a Role*.

How do I keep track of time in this game anyway?

Take a look at your Icon Bar. Select the special action cursor, then choose the hourglass. Now you'll know what time it is.

I don't understand how time works in this game. When does a day end?

Time progresses from day to night, just like in real life—daytime is followed by nighttime followed by daytime, etc. Therefore, you might like to check the time every so often. In fact, you'll be able to do certain things at night that you can't do in the daytime. One caution: don't try sleeping in the wilderness.

Okay. How many days are there in this game?

The answer to this question is, it depends. As many as you need to complete your quest. For some Players, this will be just a few days in the game. For others, it will be twenty or more days. There is no right or wrong number of days necessary to complete the game.

How do I defeat the Weapons Master?

Don't feel bad if you don't defeat him at your first practice session, or even your first twenty sessions. Your hero is inexperienced and needs to build up skills. Practice every day with the Weapon Master. Fight a lot of monsters. Sleep at Erana's Peace and eat the fruit from the tree there. Drink healing and stamina potions from the Healer. Work in the stable every day. Remember: the Weapon Master is a formidable opponent. Your only hope of defeating him is by working long and hard to build up your character's strength and skills. It's rumored that the Weapon Master has a weak backhand-try approaching him from the left side of the screen.

What are all the spells I can acquire as a magic user? Where do I find them?

There are eight spells in all as follows: Open, Fetch, Flame Dart, Detect Magic, Trigger, and Calm. Begin the game with the Zap spell, then get Dazzle from the Wizard. You can pick up the Open, Fetch, and Flame Dart Spells from Zara at the magic shop. Zara can also teach you how to use them. You can get the Detect Magic Spell from the Meeps and the Trigger Spell from the Hermit's Cave. Finally, you can find the Calm Spell at Erana's Peace. Please note: in order for these spells to really be useful, you'll have to practice them often. Once you've built up your magic skills, you'll find these spells are invaluable for your success.

It's nighttime. When I tried to sleep in the wilderness, something ate me. What am I doing wrong?

You're not supposed to sleep in the wilderness! Check your time regularly. To do this, select the special action icon and then choose the hourglass. If evening is approaching or you notice that it's starting to get dark, find a safe place to sleep for the night. There are four safe places: Erana's Peace, the Hermit's Cave, the stables (at the Baron's Castle), and the Hero's Tale Inn. If it starts to get dark and you wish to sleep somewhere safely, head to one of these places.

I'm carrying too much stuff. Now what do I do?

Drop some items out of your inventory. Now go build up your strength so that you can carry more. To drop something, select an item from your inventory, then select the drop icon.

How does this fighting interface work anyway?

If you're having problems with the fighting interface, consult the section in your game documentation entitled **Combat**.



GAME PLAY TIPS

Okay, I'm a beginner. Do you have any tips to ensure my successful completion of this game?

Although you'll have to fight your own battles in this game, here are some general guidelines that experienced game players usually follow. Keep the following in mind as you play:

- 1) Save frequently,
- 2) Don't pick up everything you see. Just get what you need.
- 3) Try to think as your character would think. When you face a puzzle, try to solve it using your character's greatest skills.
- 4) Check your character statistics frequently. To do this, select the special action icon from your Icon Bar and choose the character icon. Make sure your Health and Stamina points are as high as they can be. Keep extra Health and Stamina potions in your inventory at all times and drink them any time you're in a scrape with a foe.
- 5) Ask questions of everyone you meet. Usually everyone has something to tell you about them. Try to pick up clues from what people say as to what to ask next.

I'm creating a new character. What's the best way to allocate my points?

This is really up to you. There's no harm in allocating the points any way you want.

Read the sections in your game documentation entitled, Creating a Character and Assigning Skill Points.

Fighters:

We recommend you allocate points as follows:

- a) Add 15 to Strength,
- b) Add 15 to Agility,
- c) Add 10 to Vitality, and
- d) Add 10 to Weapon Skill.

Thieves:

We recommend you allocate points as follows:

- a) Add 10 to Strength,
- b) Add 10 to Agility,
- c) Add 10 to Vitality,
- d) Add 10 to Luck, and
- e) Add 10 to Weapon Skill.

Magic Users:

We recommend you allocate points as follows:

- a) Add 15 to Agility,
- b) Add 5 to Magic,
- c) Add 10 to Intelligence, and
- d) Add 15 to Vitality.

Do you have any important tips on how to develop my skills as a new Hero?

Begin by reading the sections in your game documentation entitled, Playing a Role and Living in this Crazy World.

Fighters:

In order to survive as a Fighter, we recommend the following:

- a) Practice with the Weapon Master and work in the stable daily (at the Baron's Castle),
- b) Fight monsters (in the Wilderness) at every opportunity,
- c) Buy Healing and Vigor Potions (from the Healer) and use them,
- d) Sleep in the Magic Meadow, and
- e) Buy the best armor you can afford (from the Dry Goods Shop). Just make sure you're strong enough (Strength is over 60) and wealthy enough.

Thieves:

In order to survive as a Thief, you'll need to do the following:

- a) Think Sneaky,
- b) Avoid powerful monsters—prey on the weak,
- c) Explore the town at night,
- d) Try to pick all locks,
- e) Buy a Thief Tool Kit at the Thieves' Guild, and practice dagger throwing at the archery range or in the Thieves' Guild. Thieves need to be sneaky. Therefore, they need lots of stealth. Build up your climbing skills, dagger throwing skills, and sneak around a lot.

Magic Users:

In order to survive as a Magic User, you'll need to do the following:

- a) Get all spells as soon as possible and practice them whenever possible,
- b) Avoid close combat with tough monsters by using the Calm Spell and then running away,
- c) Always have a Zap spell on your weapon before entering combat, and
- d) Sleep in the Magic Meadow to recover Magic and Health points. Magic Users need to be tricky. Therefore, they need a lot of spells and a lot of practice using them.



Can you give me some more tips on fighting Monsters?

Here's the best advice we can give you:

- 1) Read the section entitled **Combat** in your game documentation.
- 2) Save the game whenever you encounter a monster.
- 3) If you are wounded from your last battle, drink a Healing Potion before entering your next combat.
- 4) Don't let your Stamina get too low. Drink Vigor potions before you engage (or enrage) a foe.
- 5) Remember that some monsters are too tough to fight until your skills improve, so watch your Health Points and run away whenever your character is badly damaged. But be careful, there are some encounters you can't run away from.
- 6) A Magic User should use the Calm Spell to avoid the tough encounters until he has gained skill with his Dazzle, Flame Dart, and Zap spells.
- 7) The Thief should throw daggers at the monster before he gets into combat. Just don't throw the last dagger or else the Thief will be defenseless.
- 8) Finally, carrying too much weight, or letting your character get tired, will make fighting much harder. Don't carry anything more than you need.

I'm playing as a Fighter, but I'm not as tough as I'd like to be. Do you have some helpful pointers?

Don't feel discouraged. Some of these monsters are pretty tough. It takes practice and patience to build up the strength you'll need to defeat some of these creatures. And, of course, if you wish to get all the puzzle points in the game, it's essential to fight and defeat each type of monster.

If you keep getting killed, try the following:

- 1) If a monster is too fierce, run away. (If the monster kills your character three times in a row, the character is just not strong enough to handle it yet, or your Health Points are too low.) Two safe places to hide are back in the town of Spielberg or the Healer's hut.
- 2) Practice your fighting skills with the Weapons Master every day.
- 3) Start off with the weaker monsters. (In fact, if you see a monster you're unsure of, just move your mouse cursor to the top of the screen to display the Icon Bar. This will pause your game. With your game paused, take a look at the section of this Hintbook entitled **The Monsters You'll Encounter**.)
- 4) Carry several Healing and Stamina potions (as many as you can afford). Drink them after every battle.
- 5) Rest after every major encounter.
- 6) If your hero is killed, restore your game and try again. Of course, the more you fight, the better you'll become. Now get going and get tough!

I don't feel like I will ever complete this game because the monsters keep killing me. What am I doing wrong?

Don't try to save Spielberg in just one day. It takes time to become a great hero.

Fighters:

In order to complete this game, your fighter character must be tough. Build his strength and fighting skills as close to perfect as you can get them. This means practicing with the Weapon Master, working in the stable, and fighting monsters whenever possible. Buy Healing and Vigor Potions from the Healer and use them whenever your strength and stamina get low. Rest and sleep. Save games frequently.

Thieves:

If a monster hasn't caught you, you can kill it by throwing daggers at it. If a monster does catch you, run away. (For details, consult the section in your game documentation entitled, Combat.) Now throw another dagger at it.

Magic Users:

Use your spells to attack from a distance.





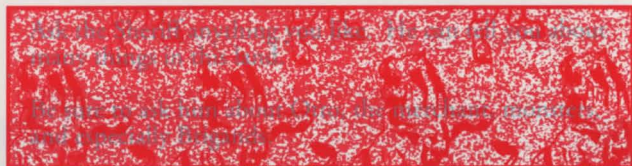
MAIN HINT SECTION

*NOTE: Before reading this section of the hintbook, read the section in your game documentation entitled **Quest for Glory Walkthrough**. There are also some great tips on creating your Hero in the General Hints Section of this hintbook.*

TOWN OF SPIELBURG

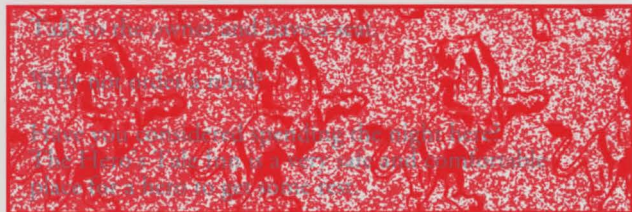
In the Daytime...

- I'm at the Sheriff's Office and town gateway. What should I ask the Sheriff about?

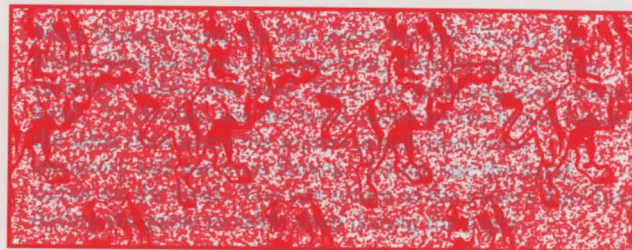


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- I'm in the Hero's Tale Inn. What's to do in here?



*

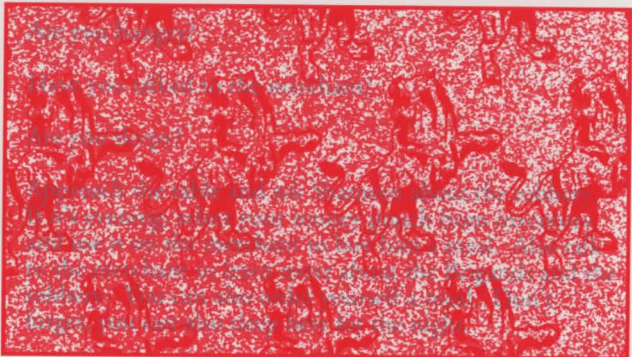


- I just met the merchant in the Hero's Tale Inn. What can I learn from him?

*

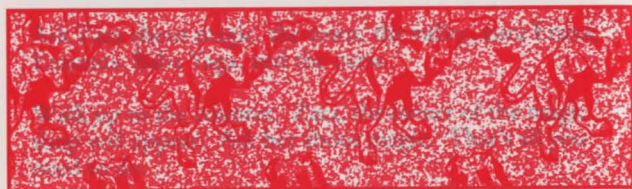


- I've returned to the Hero's Tale Inn later in the game. What can I do here?

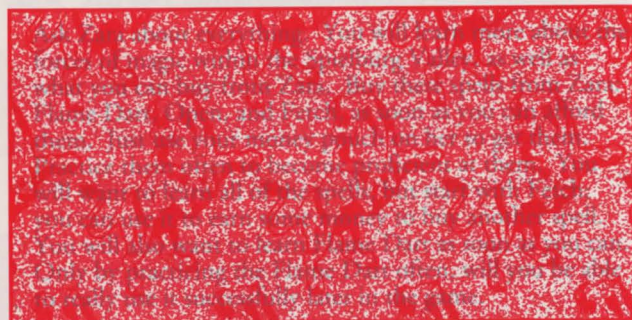


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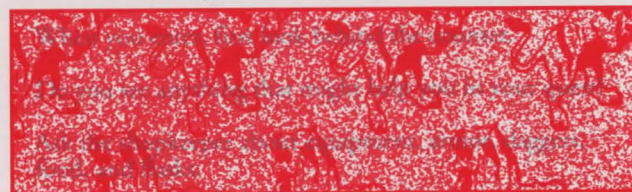
- I'm in the magic shop. What can I do here?



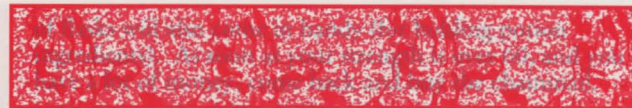
Magic Users:



- Is there anything to do at the Dry Goods Shop?



Fighters:



Thieves:



Magic Users:

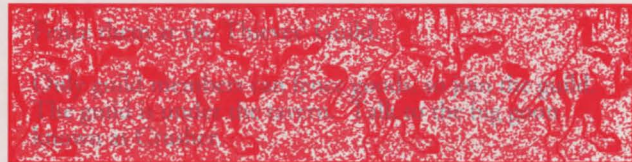


- I'm at the Dry Goods store in town. Should I buy something with all this money the Baron gave me?

Fighters:

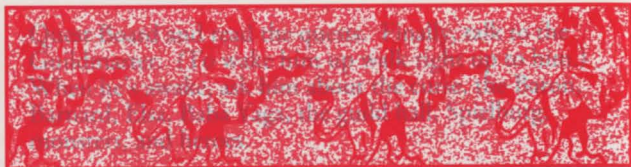


- I'm playing as a thief. What do I do with the things I stole?



- I've gone to the Guild Hall. Now what do I do in here?





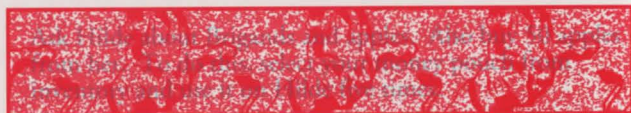
- I'm reading the quests on the bulletin board at the Guild Hall. How do I exit the quest board?

*



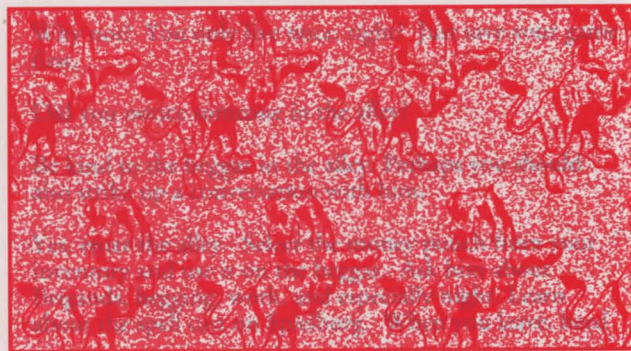
- What should I buy from the centaur? And what should I ask her?

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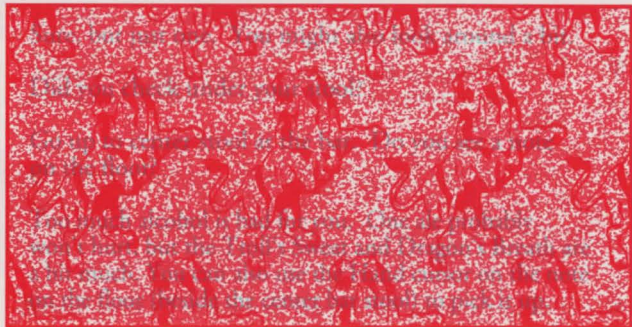


- I've come to Town's End during the day. That's a strange looking alley. Should I enter it?

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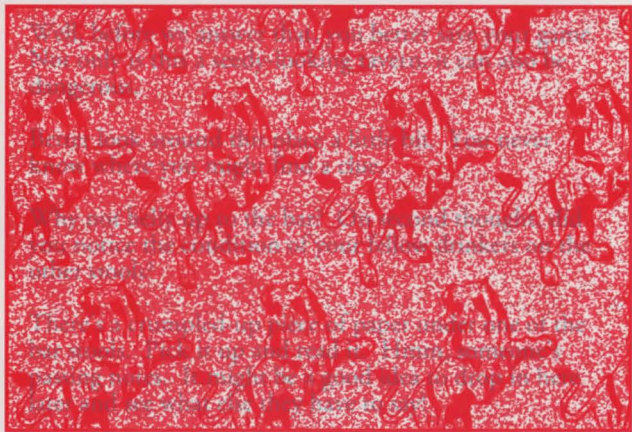


- I'm at the tavern, should I buy a drink?



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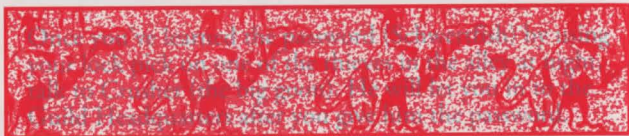
- Why am I in this seedy-looking tavern?



*

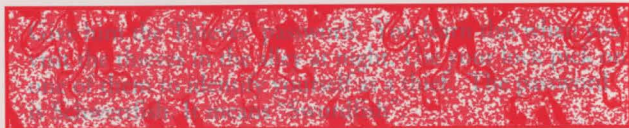
Thieves:

*



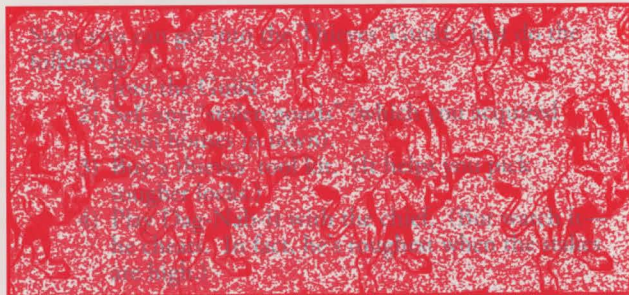
- I'm playing as a thief and I tried talking to Crusher. He's not exactly friendly. How do I keep him from killing me?

*



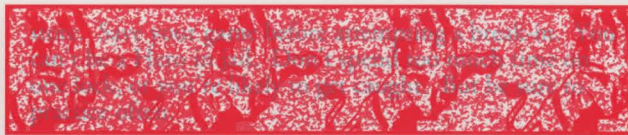
- I'm not a thief, but I want to see the Thieves' Guild. Can I do it? If so, how?

*

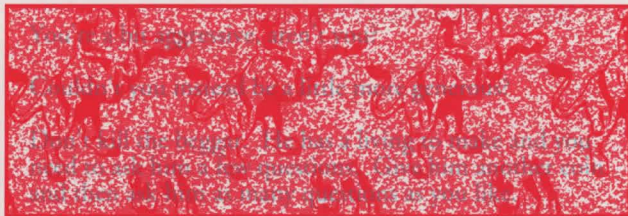


- Where can a Thief find a good time in this game?

*



- I entered the alley during the day, but that beggar won't answer my questions. Should I kill him?



*

IN THE NIGHTTIME...

- I've come around Market Street to Town's End. Is there anything, in particular, I should pay attention to?

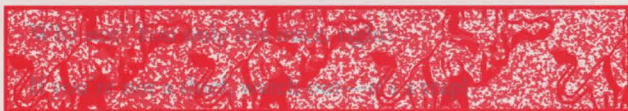


Thieves:

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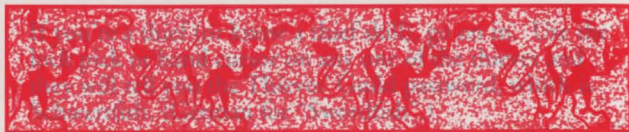
- I see an intriguing glow in the alley. Should I enter the alley?



*

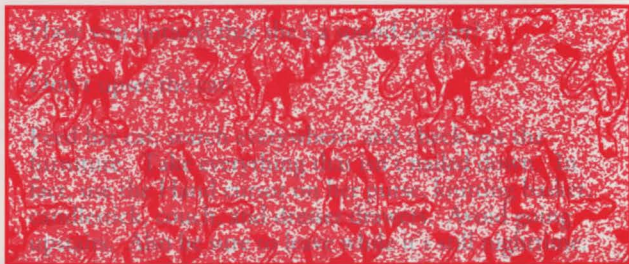
Thieves:

*

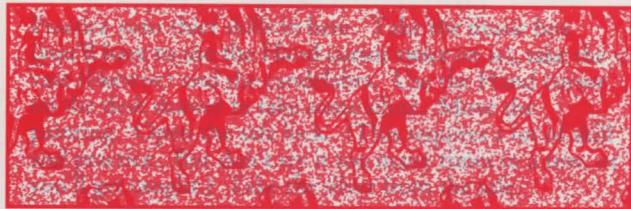
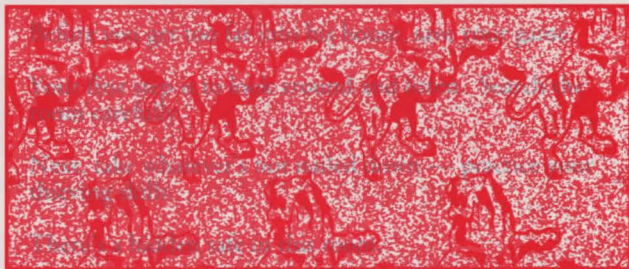


- I'm a thief and I've gone inside the Little Old Lady's house. What should I do now?

*



- I'm playing as a thief and have broken into the Sheriff's house. Now what kinds of skills can I practice in here?

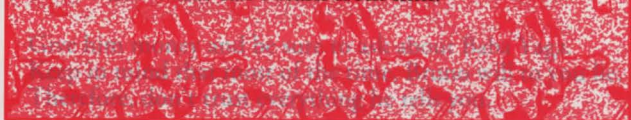


WILDERNESS

At the Crossroads with Bruno

- I'm at the crossroads and noticed Bruno leaning on the town wall. What can I learn from him?

*



Thieves:

*



- Bruno told me I could get in to the Thieves' Guild, but I haven't been successful at it. How do I that?

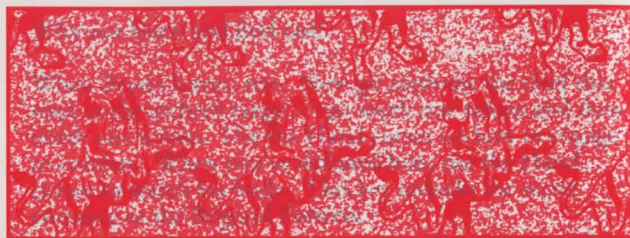
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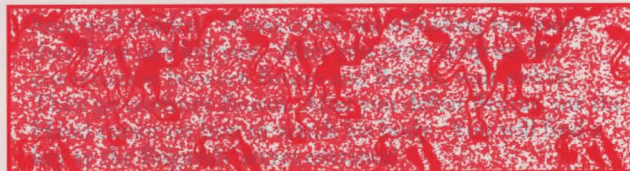
ARCHERY RANGE

- I'm at the Archery Range. What are these two up to?

*



- I tried to eaves drop on the two Brigands at the archery range, but one of them threw a dagger at me. What am I doing wrong?



Fighters:

*



Thieves:

*



Magic Users:

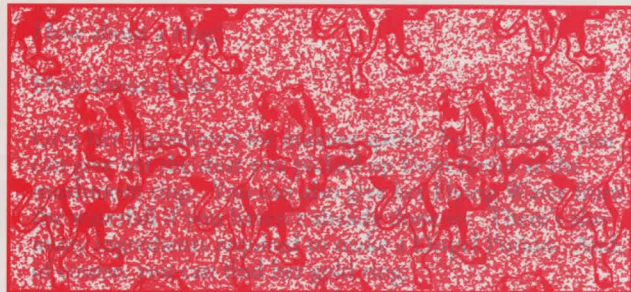
*



HEALER'S HUT

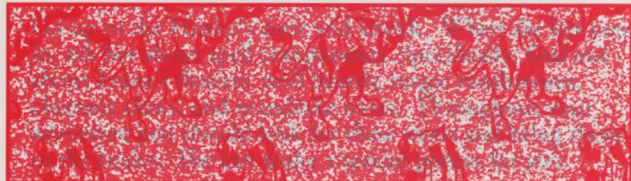
- I visited the Healer. What can I give her?

*



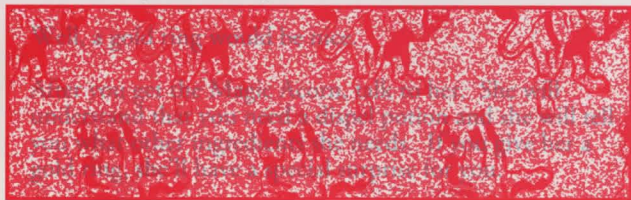
- What is there to do in the Healer's hut?

*

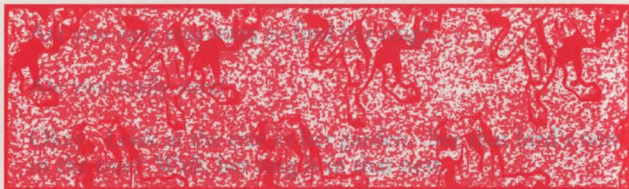


- What things should I give to the Healer?

*



- Oh no, the healer has lost her ring. Where can I find her ring?

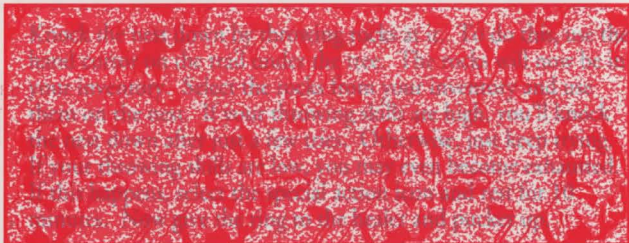


*

- How do I get the healer's ring down from that bird nest?

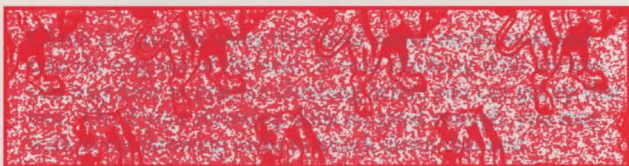


Fighters:



*

Thieves:



*

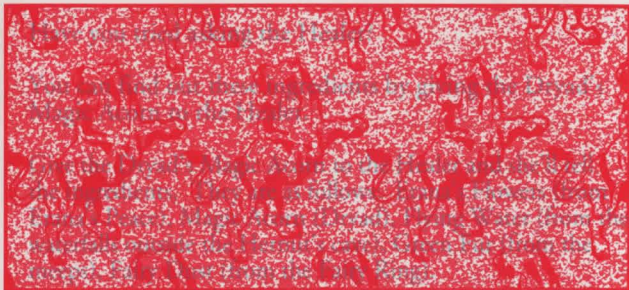
Magic Users:



*

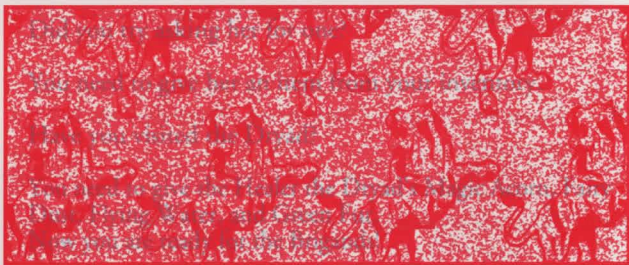


- What are the ingredients of a dispel potion and where do I find them?



*

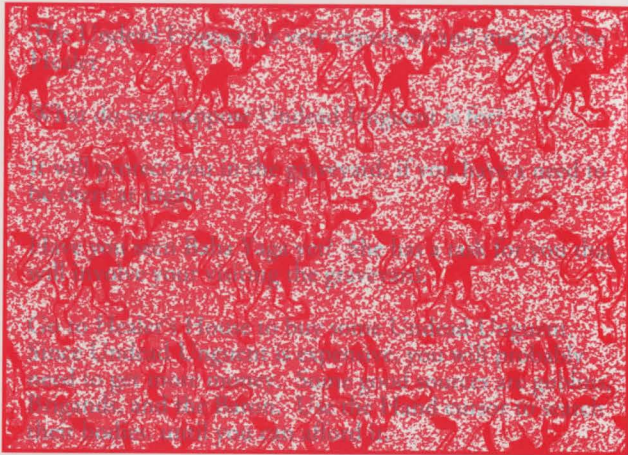
- How do I get a Dispel Potion from the Healer?



*

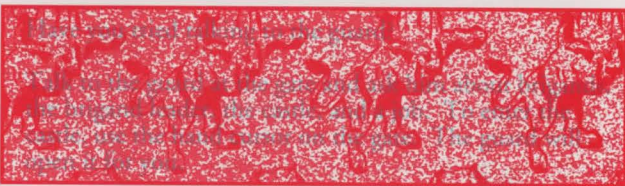


- Where can I get some Undead Unguent? And what's it for?



BARON'S CASTLE

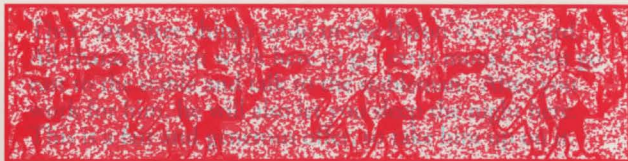
- I'm at the Baron's Castle gates. How do I get in?



- Okay. I'm in the Baron's Courtyard. Now what do I do?

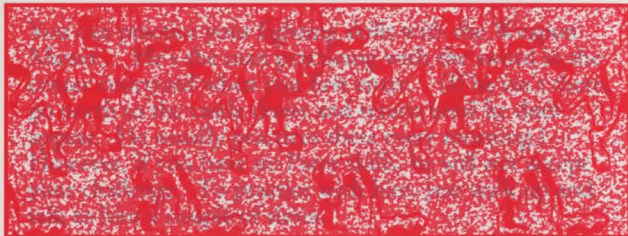


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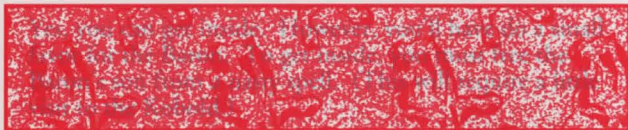
Fighters:

*



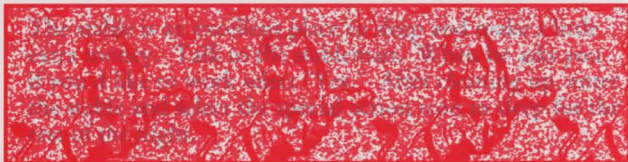
- The Baron's castle guards are surly! Can I get inside the Baron's castle?

*



- I fought the Weapons Master, but I'm so tired. Where's a good place to sleep?

*



Fighters:

*



- I'm inside the Baron's Castle. What is my task here?



*

CENTAUR

- I went one screen west of the Healer's Hut and encountered a centaur working a farm. Is there anything I can do for him?

*



SEED-SPITTING SPIREA

- How do I get a seed from the Seed-spitting Spirea?

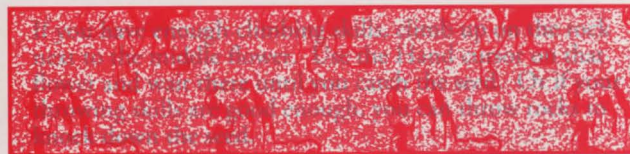
Fighters:

*



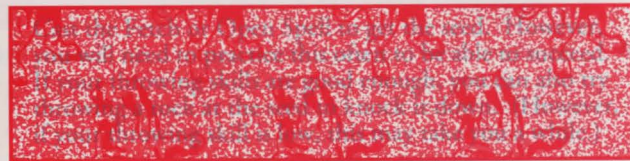
Thieves:

*



Magic Users:

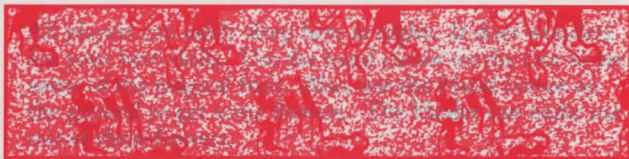
*



MAGIC MEADOW

- I'm at Erana's Peace, what are some things I can do here?

*



Magic Users:

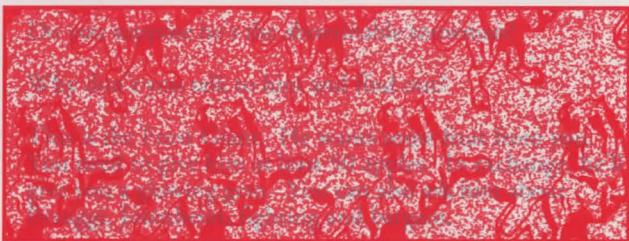
*



THE FROST GIANT

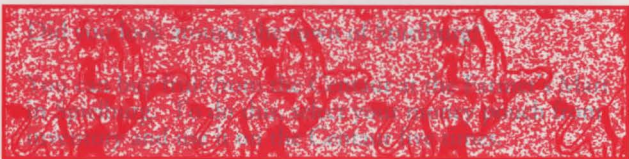
- Who is this big guy with the white beard? What does he want from me?

*



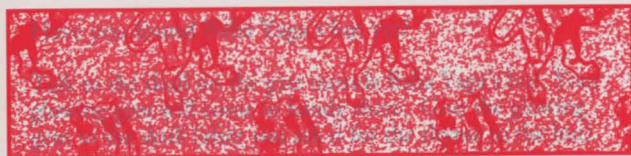
- So where can I buy some fruit to give to the Frost Giant?

*



- The Frost Giant gave me a glowing gem. Now what do I do with the gem?

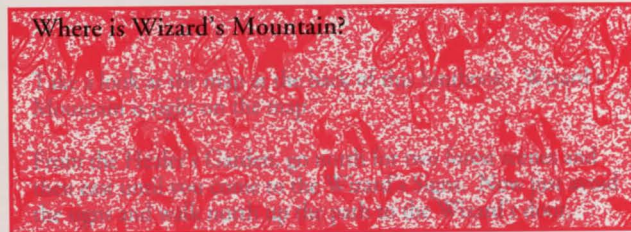
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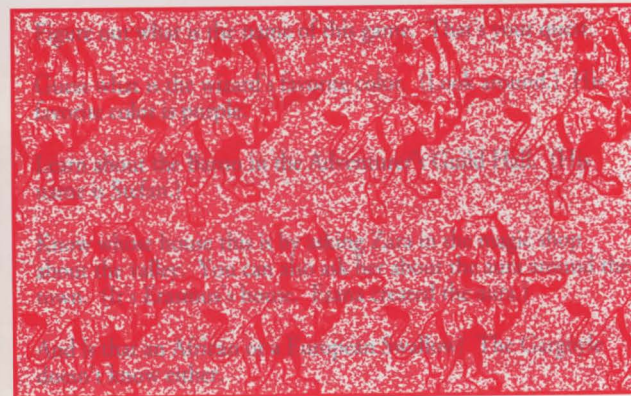
WIZARD MOUNTAIN

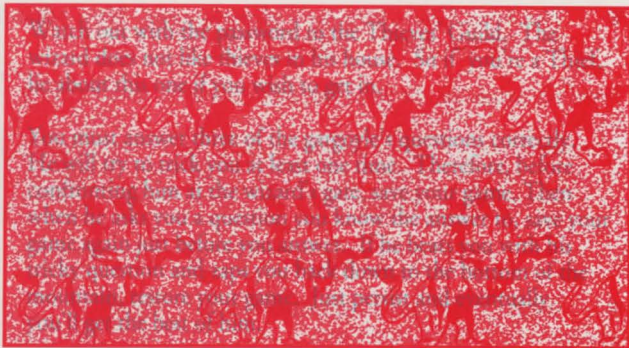
- Where is Wizard's Mountain?

*



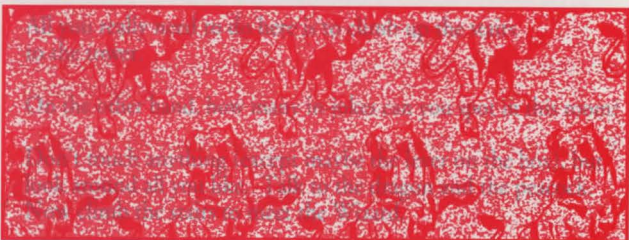
- I'm at the Wizard's House door. How do I get in?





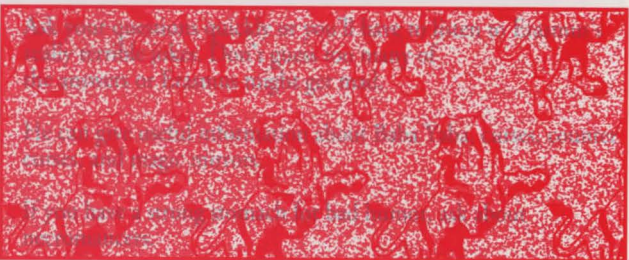
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- I'm in the Wizard's Hall, now what?



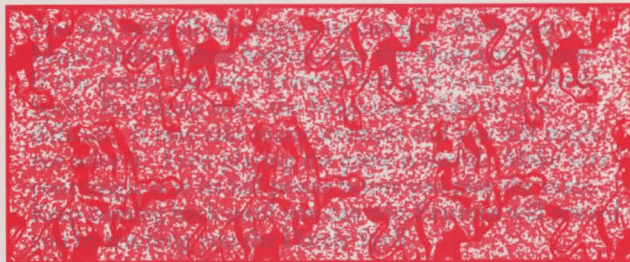
*

- How do I get through the Wizard's Tower?



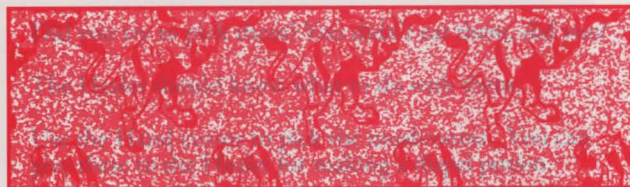
Magic Users:

*



MUSHROOM RING

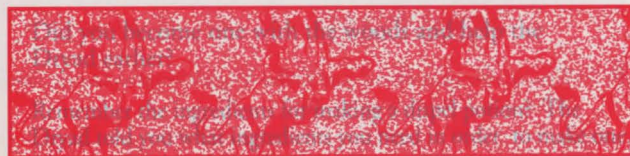
- I've stumbled upon a ring of mushrooms. What now do I do with them?



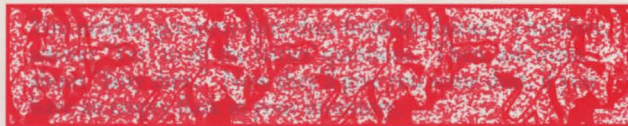
*

FAIRY RING

It's nighttime and I've encountered some fairies at the mushroom ring. What kind of deal can I make with them?



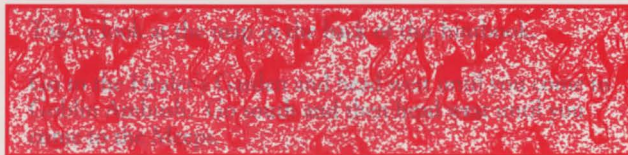
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MEEPS

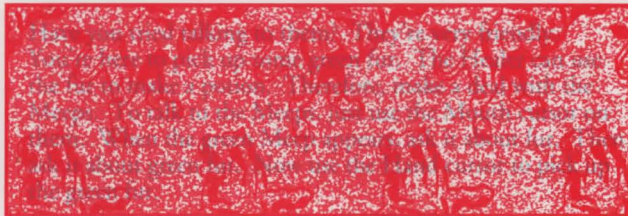
- Where are the Meeps?

*



- I found the Meeps. Now what business do I have with them?

*



Magic Users:

*



GRAVEYARD

- I'm at the graveyard per Baba Yaga's instructions. Now what am I supposed to do?



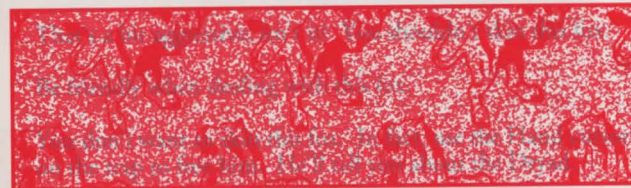
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FOX ROAD

- I've found a fox at the Road's End. How do I skin it?

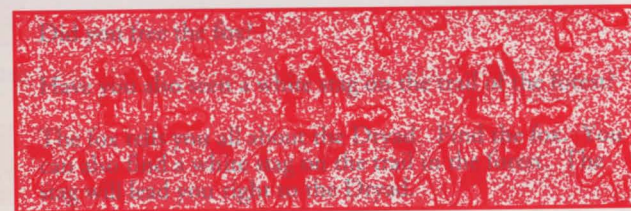
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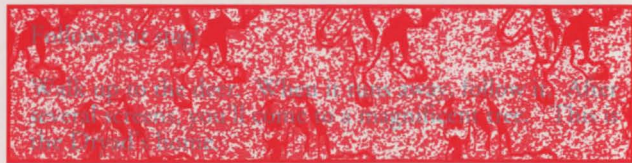
DRYAD'S WOOD

- Where and what is the Dryad?

*

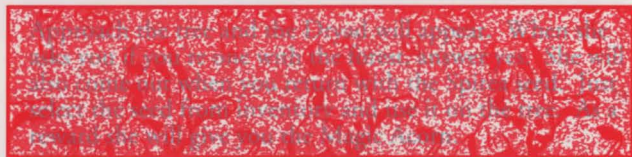


- I've stumbled upon a white stag on the trail in the forest. What should I do now?



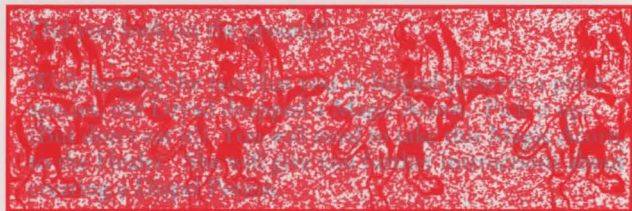
*

- I followed the white stag to a magnificent tree. Now where's this Dryad? How do I get her to come out and talk to me?



*

- I gave the Dryad a seed from the Seed-spitting Spirea. Where's my reward?



*

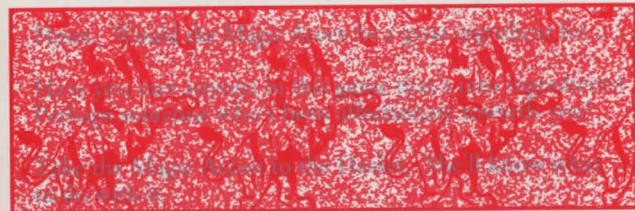
- Say! That Magic Acorn was delicious. Where can I get another one?



*



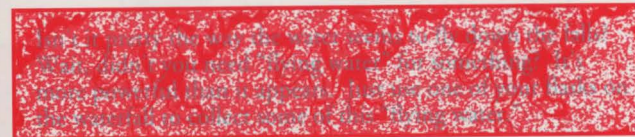
- Okay. I give up. What am I supposed to do with the Magic Acorn?



*

WATERFALL

- Is there anything special about this waterfall?



*

THE HERMIT'S CAVE

(By the Waterfall)

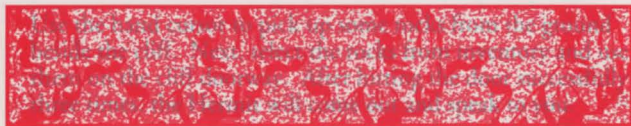
- I'm at a beautiful waterfall south of Spielberg. What's that doorway in the cliff?



Fighters:



*



Thieves:

*



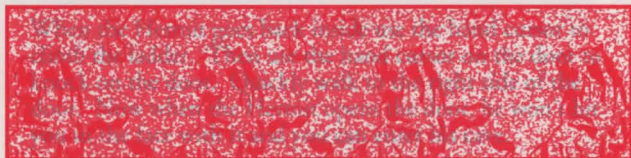
Magic Users:

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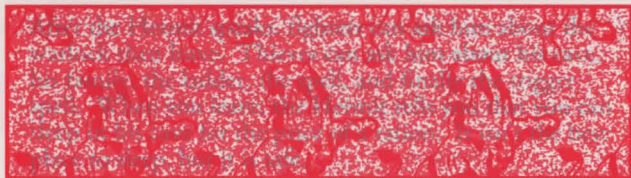
- I'm having trouble getting inside the Hermit's cave. He opens the door and I fall off the edge. What am I doing wrong?

*



- I'm inside the Hermit's cave. What do I do now?

*

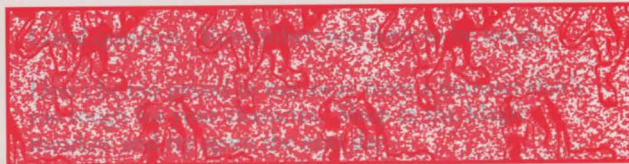


NOTE: The following pages discuss some of the fiercest monsters you'll ever encounter. These are monsters that you must kill simply 'cause they need killing! Since these monsters are so wicked, don't be discouraged if you keep getting defeated by one of them. This just means your character still needs more toughening-up. Therefore, fight the less fierce monsters until you have more experience, then come back for another round!

OGRE

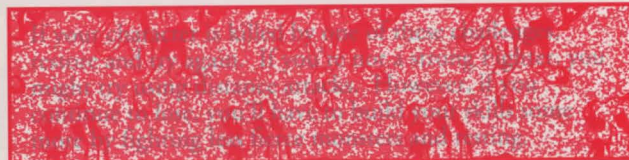
- How do I defeat the Ogre? He keeps killing me.

*



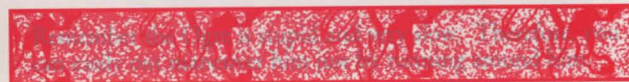
Fighters:

*



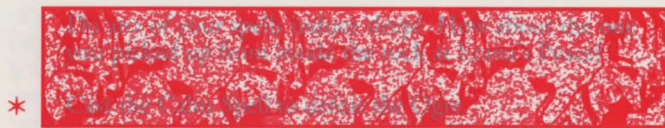
Thieves:

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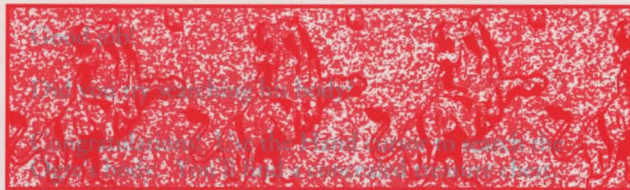
Magic Users:





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- Yeah! I killed the Ogre. Now what should I do?



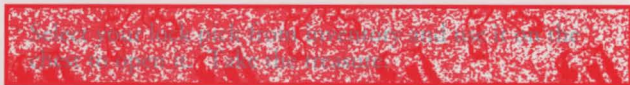
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Fighters:



*

Thieves:



*

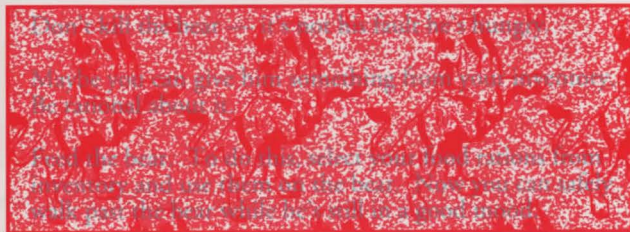
Magic Users:



*

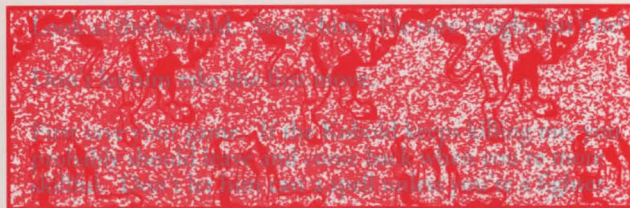
THE BEAR AND KOBOLD CAVE

- Hey! This is one aggressive bear. When I try to walk past him, he tries to kill me. Am I supposed to kill him? Or how do I get past this bear?



*

- I got past the bear, now how do I defeat the Kobold?



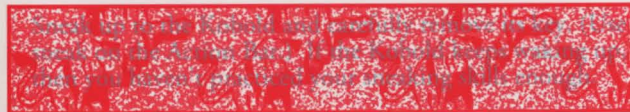
*

Fighters:



*

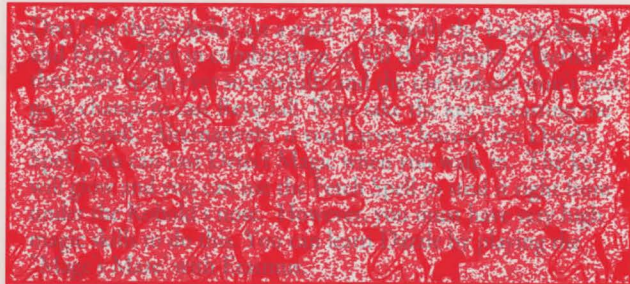
Thieves:



*

Magic Users:

*



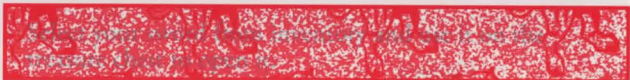
- I killed the Kobold. What should I look for in his cave?



*

Fighters:

*



Thieves:

*



Magic Users:

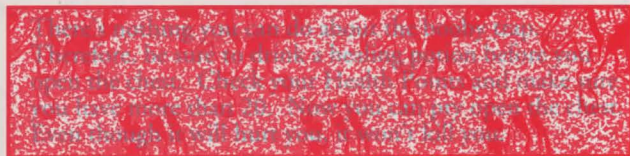
*



- I opened the Kobold's treasure chest and it was booby trapped! How do I open this without getting killed?

Fighters:

*



Thieves:

*



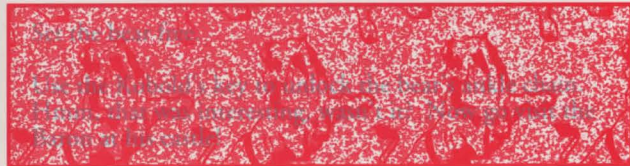
Magic Users:

*



- I've defeated the Kobold and searched his cave, is there anything more to do here?

*



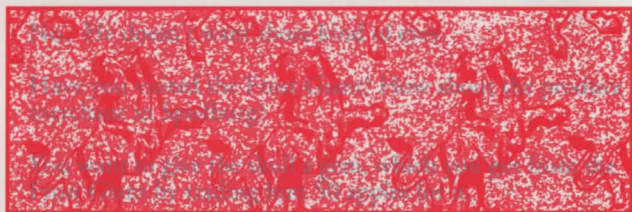
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BABA YAGA

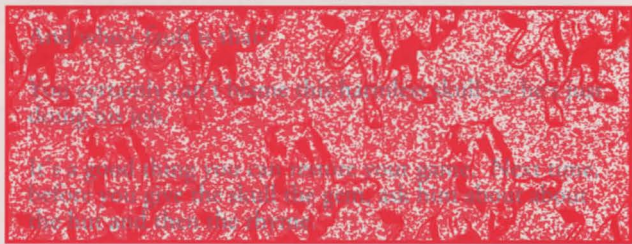
- Where is Baba Yaga's hut?



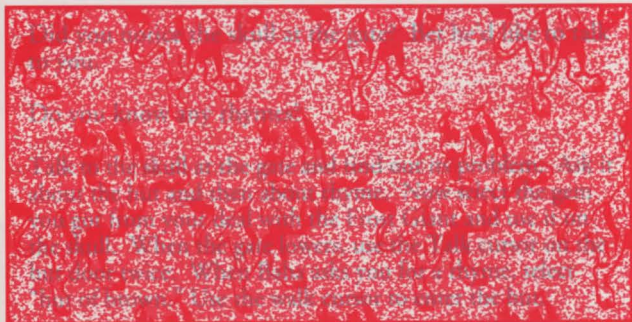
- *
● The skull at Baba Yaga's gate wants me to find him some eyes. Gross! Am I supposed to dig these up in the graveyard or what?



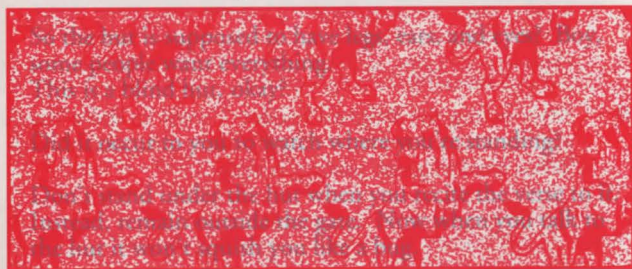
- *
● Hey! I gave that ungrateful skull new eyes and he sunk in ground without telling me the password! What do I do?



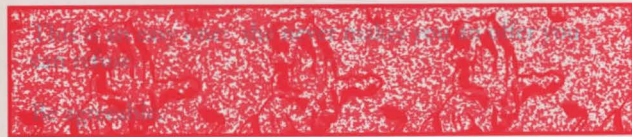
- I found Baba Yaga's hut. Now how do I get this chicken thing to sit down?



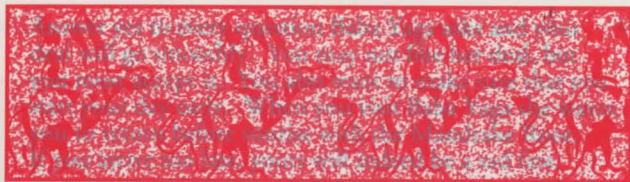
- *
● Hey! That stupid hut sat on me! Why doesn't it watch out where it's sitting?



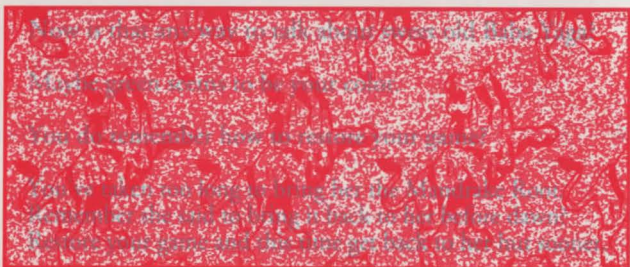
- *
● How do I make a deal with Baba Yaga?



*

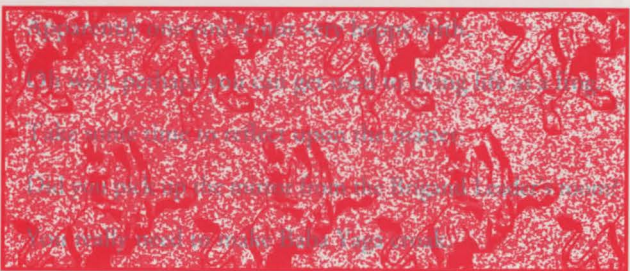


- Hey! I made good on my end of the deal, but when I brought the Mandrake Root to the old hag she turned me into a frog. What did I do wrong?

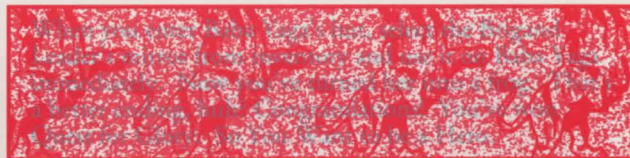


*

- After saving the Brigand Leader, I went to Baba Yaga's and she turned me into a frog! Then the game ended. What kind of game ending is that?!

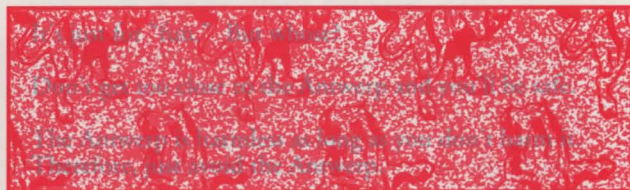


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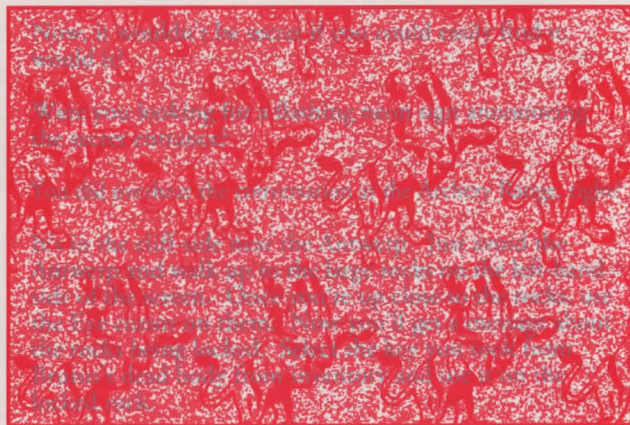
ANTWERP AREA

- The Antwerp is sure annoying. What purpose does it serve?



*

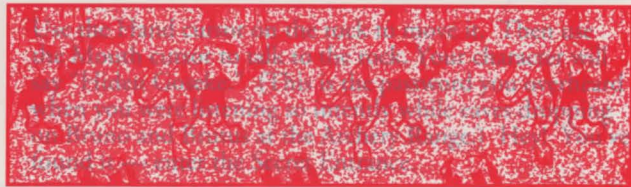
- I can't find the Secret Entrance to the Brigand Fortress. Where is it?



*

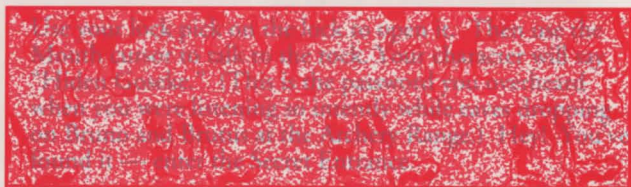
Fighters:

*



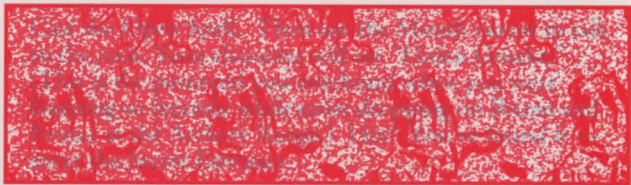
Thieves:

*



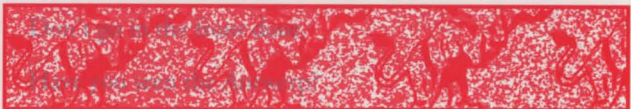
Magic Users:

*



BRIGAND FORTRESS

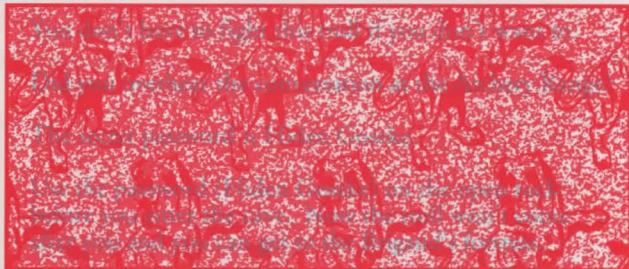
- Every time I try to enter the Brigand Fortress, I get killed. How do I get in the Brigand Fortress?



*



- I got past the secret entrance and inside the Brigand's cave. Now how do I defeat this troll?



*

- All right! I got inside the Brigand Fortress. Who's the mean-looking bull with the bad breath and how am I supposed to get around him?



Fighters:

*



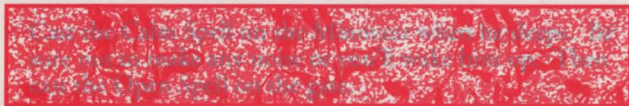
Thieves:

*



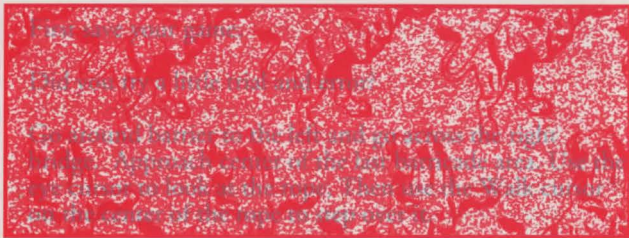
Magic Users:

*

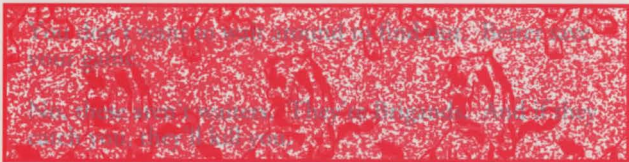


- I got past old bull breath. Now how do I get around the barriers inside the fortress without getting caught?

*

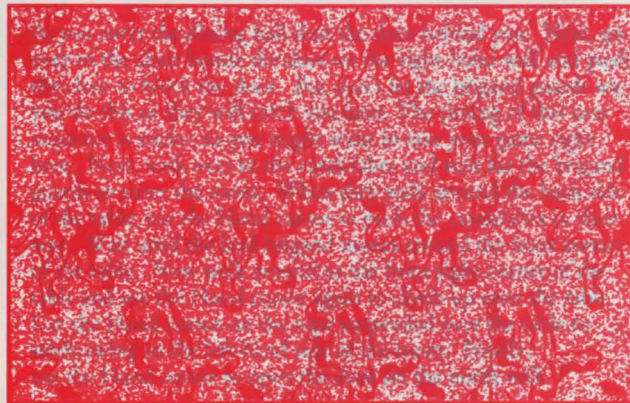


- I'm in the Brigand Cafeteria. Those three guys are chasing me? Are they waiters or what?



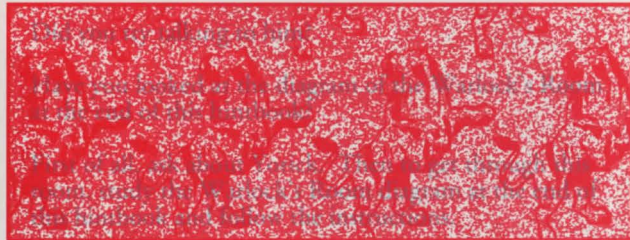
- Okay. So how do I keep these guys from killing me in the Brigand cafeteria?

*



- I got past the Brigands in the cafeteria. Now how do I get past this guy — what's his name? — Yorick!

*



- All right! I made it past Yorick! But this Brigand in the next room killed me. What am I doing wrong?





AFTER YOU HAVE COMPLETED THE GAME

ONE FINAL NOTE (from Corey Cole):

Thank you for persisting to the end of the game. Now that you've become a real hero, follow the instructions to save your character on a floppy disk. Then you have a choice—start over as another character type, or go straight on to Quest for Glory 2: Trial by Fire. Your saved character can also be imported directly into Quest for Glory 3: The Wages of War. You really ought to buy both of them, you know. (Hey!! *Who let the designer in here anyway?!*)

Did you try the following fun-but-stupid actions?

- Visiting the magic lake several times?
- Drinking the Dragon's Breath in the Aces and Eights tavern?
- Harming the Hermit?
- Eating the Magic Mushrooms you found in the fairy ring?
- Entering the secret passage to the Brigand Fortress without saying the secret password (Hidden Goseke)?
- Walk in the Fairy Circle at night?

Fighters:

- Using your sword on the Antwerp, then walking to another screen with your sword drawn?
- Using your sword on a Seed-Spitting Sporea?
- Using your sword on the Meeps?

Thieves:

- Climbing upstairs in the Little Old Lady's house in Spielberg?
- Attacking the Little Old Lady's cat?
- Opening the music box in the Sheriff's House? (Listen at the various doors and then check them out in bottom to top order.)
- Standing in front of the Dag-Nab-It board?

Magic Users:

- Casting the Flame Dart at the white stag then visiting the Dryad?
- Casting the Trigger Spell in the Hermit's cave?
- Walking into the Fairy Ring at night?



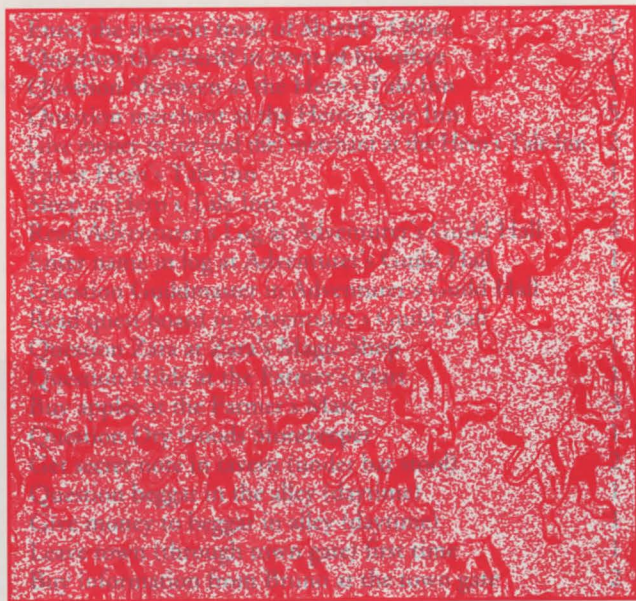


POINTS LISTS

Points every character can get:
In the Town of Spielberg:

Action

Point Value



Subtotal

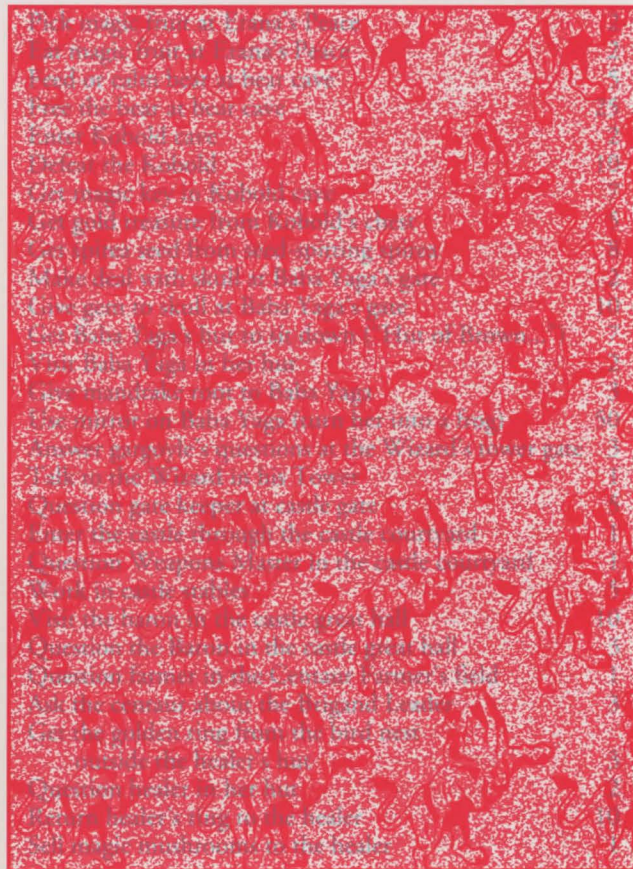
37

72

In the Wilderness:

Action

Point Value

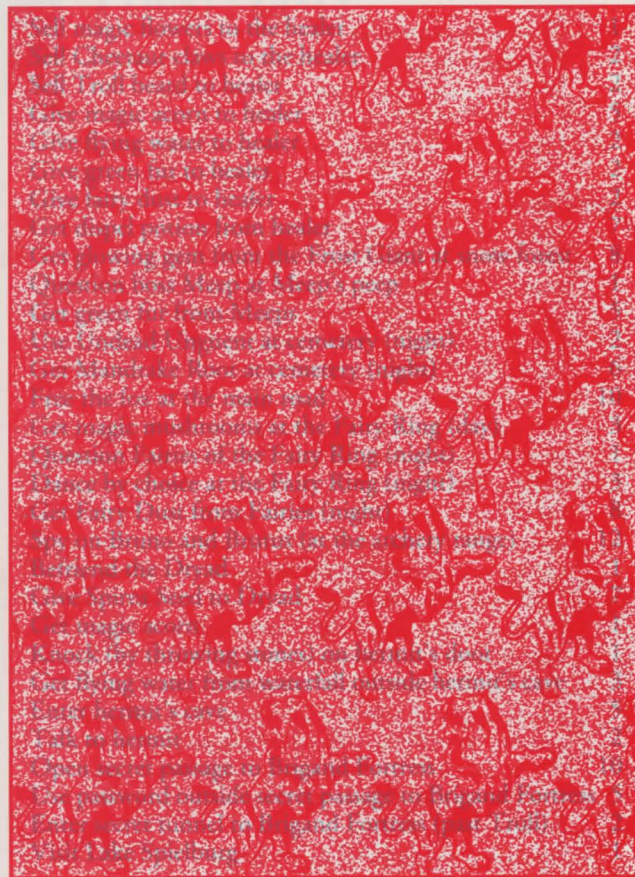


73

In the Wilderness: (cont.)

Action

Point Value

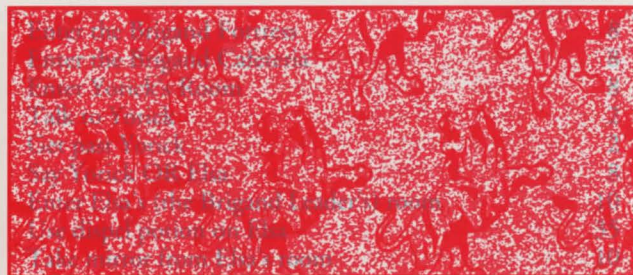


74

In the Wilderness: (cont.)

Action

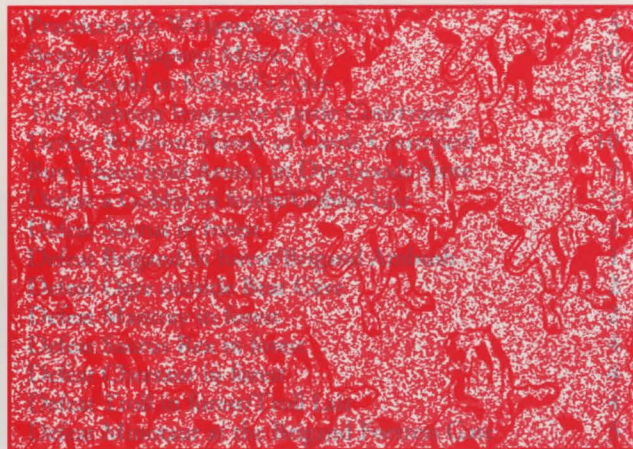
Point Value



Subtotal

400

Points only Fighters can get:



Subtotal

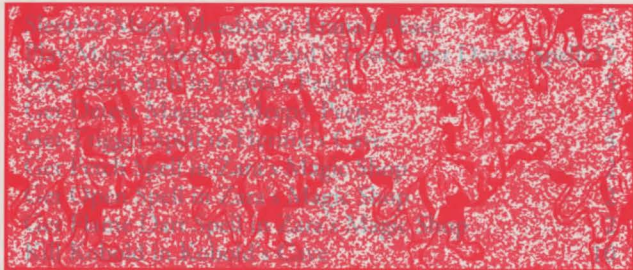
63

75

Points only Magic Users can get:

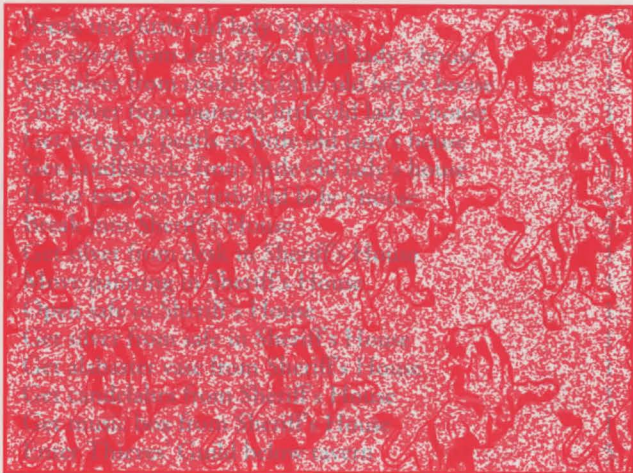
Note: It is possible for magic users to defeat all monsters.

Action Point Value



Subtotal 46

Points only Thieves can get:



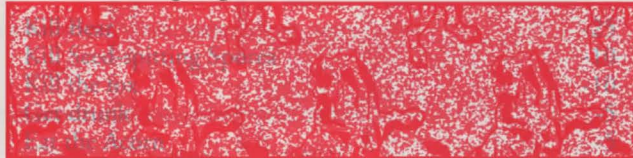
Points only Thieves can get: (cont.)

Action Point Value



Subtotal 50

Getting Negative Points:

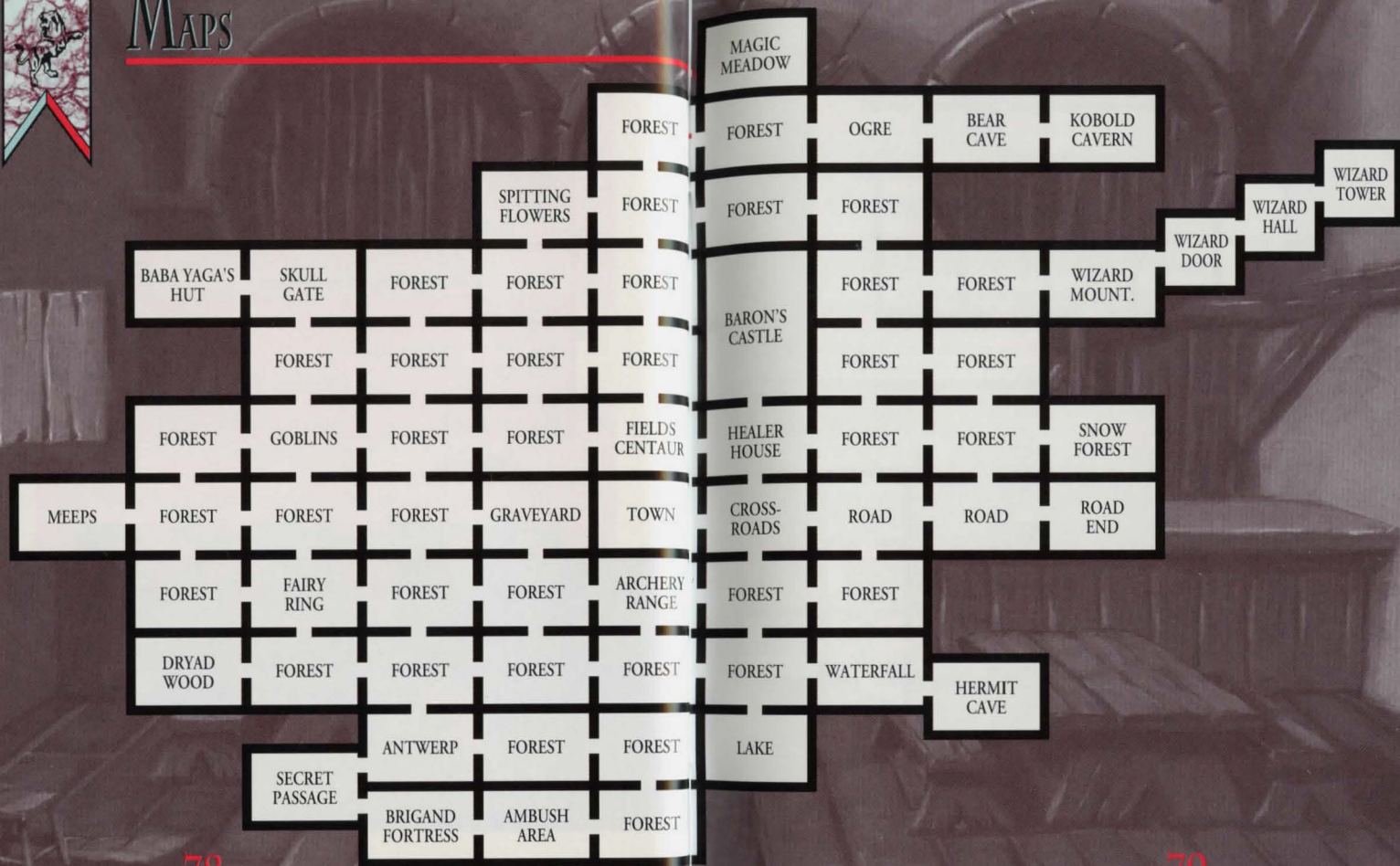


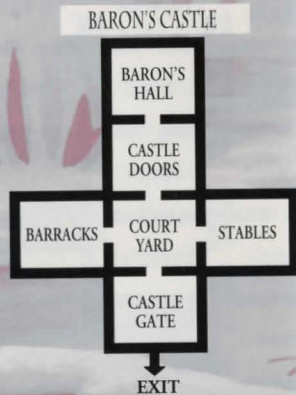
Subtotal -55



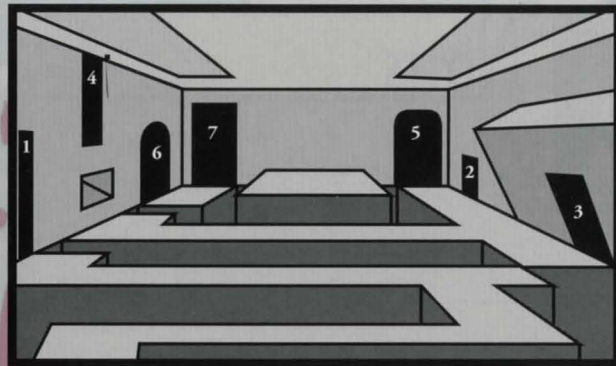


MAPS





WARLOCK'S ROOM



Go in Door 1 which takes you out Door 2. (or fall over edge and click hand on path to stop)
Go through Door 3 which takes you to 4. Click hand on rope. Go back through 4 and then go in Door 5. This takes you to Door 6. Step out in front of Door 7. Click hand on door and step back into Doorway 6. After door falls, step back out. Click hand on door and walk out of this room.

WIZARD GAME





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