QUEST for GLORY
QIG

*Quest for Glory I
Design Team*

TECHNICAL AND GAME MANUAL

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QUEST FOR GLORY I TECHNICAL MANUAL

How to Read this Manual

Throughout this manual we will use the following ways of representing information:

MENU COMMANDS will be capitalized.

Example: SAVE, RESTORE, QUIT, PAUSE GAME

Typed commands will appear as bold type.

Example: 'type: **ask about brigands**'

'type: **cd \sierra**'

Portions of the command line not meant to be typed will not appear in bold type. For example, in the line 'type: **cd \sierra**', 'type:' should not be typed.

[EXAMPLE TEXT] and [Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [NAME OF GAME] [NAME OF DIRECTORY] [Spacebar], [Tab], [PageUp]

The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Example: 'Press [CTRL-I] to view your inventory.'

If a space appears between parts of a command, it is meant to be typed.

Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** should be typed as part of the command)

The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

ALL SYSTEMS

PLEASE NOTE: If there is a README file on your game diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed.

GETTING STARTED: DISKETTE DRIVES

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

If you will be playing from diskettes rather than a hard disk, you will also want to format a blank diskette for saving games. *In fact, saving games to diskettes is a good idea, even if you are playing the game from your hard disk.* Follow your computer's instructions to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see the 'Saving Your Game' (Page 10) and 'Interacting with *Quest for Glory I*' (Page 12) sections of this manual.

When installing your program, you may be prompted to insert a 'Drivers' disk. If you receive this prompt, please examine your disks and insert the disk marked 'Drivers' and press [ENTER], so that the appropriate drivers will be loaded. Some games do not include a separate 'Drivers' disk.

MS-DOS

INSTALL THE GAME

Place the back-up copy you have made of disk 1 into your diskette drive. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: **a:**), and press [ENTER]. Type: **install** and press [ENTER].

Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

Please note: Evem if you install to a hard disk, the install procedure will write a file named RESOURCE.CFG to disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on disk 1 are written or changed by the install command.

LOADING INSTRUCTIONS

After completing the INSTALL procedure:

From diskettes:

1. Place disk #1 into the A: drive.
2. Type: **a:** and press [ENTER].
3. Type: **sierra** and press [ENTER].

From hard disk:

1. From your root directory, type **cd \sierra** and press [ENTER].
2. Type **hero** and press [ENTER].

SAVING GAMES TO DISKETTES

Choose SAVE GAME or press the [F5] key. The Save Game menu will appear.

Choose CHANGE DIRECTORY. Backspace or press [Ctrl-C] to clear the command line.

Type the letter of the drive you are using for saved games, followed by a colon (Example: **a:**) and press [ENTER].

Type the name of your saved game and press [ENTER] to complete the SAVE GAME procedure. If your disk for saving games is full, you may reformat it (this will erase the saved games on the disk) and use it over, or use another formatted blank disk.

SAVING GAMES TO HARD DISK

If you choose to save games to the hard disk, the program will auotmatically try to save to the games's own directory, and name the games [NAME OF GAME DIRECTORY]\GLORYSG.001, etc., through \GLORYSG.012. If you run out of space for saving games, try one of the following alternatives:

Save additional games to a diskette.

Save games to a different directory by choosing CHANGE DIRECTORY from the SAVE GAME menu (inside the game).

Delete the saved games and the saved game directory from your hard disk by following DOS instructions (outside the game). The program will create a new index file within the game directory.

Create a new hard disk directory from DOS, using DOS instructions.

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ATARI ST

LOADING INSTRUCTIONS

Note: If you are using an Atari 520 ST without memory expansion, turn off all desk accessories (rename .ACC extension .ACX) before running your Sierra game.

1. If you are playing the game from diskettes: Place disk 1 in drive A, open the disk by double-clicking on its icon. Start the game by double clicking on SIERRA.PRG.

2. If you are playing the game from a hard disk: Open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon. Start the game by double-clicking on SIERRA.PRG.

HARD DISK INSTALLATION

Please note: More than 512K of memory is needed in order to run Sierra games on your ST If you have a hard disk.

1. If you are playing from a hard disk, first make sure you have enough space on the hard disk for the game — single-click on the disk icon, then select SHOW INFO... from the File menu. Bytes Available should be at least **800,000** times the number of diskettes included with the game (**400,000** times the number of single-sided diskettes).

2. Open the hard disk by double-clicking on its icon.

3. Create a game folder by choosing NEW FOLDER...from the File menu. Open the new folder by double-clicking on its icon.

4. Place disk #1 in drive A.

5. Copy the game disk into the new game folder by dragging the drive A icon into the window you opened in Step 3. (Click on the drive icon, then while holding the mouse button down, move the mouse arrow over the open window, then release the button.)

6. Repeat steps 4 and 5 for each of the other game disks.

7. Put the master disks away in a safe place.

CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1. Open the game disk/folder by double-clicking on its icon.

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2. Run the MUSIC program by double-clicking on the MUSIC.PRG icon.

3. Select MUSIC DEVICE from the Options menu.

4. Select your synthesizer (or 'Atari ST Internal Sound') by clicking on the appropriate button. Then click on OK.

5. Select INSTALL GAME from the File menu. This will replace the RESOURCE.CFG file on your disk.

Please note: It is important to turn your synthesizer on before playing the game.

AMIGA

INSTALLING THE GAME

NOTE: RENAME your copies of all game disks to remove the words'COPY OF' from the disk name. If the words 'COPY OF' are not removed from the disk names of ALL the copies, the system will continue to ask for the original disk, and will not run the game.

1. Boot your system with WorkBench, and insert Disk #1 of your Sierra game.

2. Double-click on the disk icon, then double-click on the IN-STALL icon.

3. Follow the onscreen prompts, choosing your selection with the mouse by clicking once on the item.

4. You will be asked if you wish to install the game on your hard disk. If you do NOT wish the game to be installed on your hard disk, select NO. If you want to install the game on your hard disk, select YES.

5. Using your mouse, select which hard drive you wish to install the game onto.

6. Follow the onscreen prompts to complete the installation.

LOADING INSTRUCTIONS

From Floppy Diskettes:

1. If you have less than 1 megabyte of memory for your Amiga, disconnect any external drives while your system is off.

2. Insert Disk #1 into drive DF0:.

3. Turn on your system.

From Hard Disk:

1. Load WorkBench and double-click on your hard disk icon.

2. Double-click on the SIERRA GAMES drawer.

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3. Click on the drawer for the desired Sierra game.

4. Click on the game icon.

ALL SYSTEMS

MOVING YOUR HERO

You may move your character on the screen with the [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 arrow to where you want the character to move, then click the left mouse button.
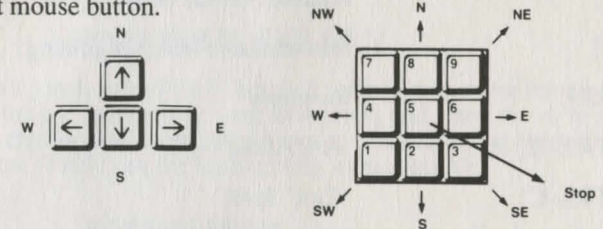
MENUS

When you press [ESC], 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.

KEYS TO USE IN THE MENUS

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 [ENTER] to select a highlighted command.

Press [ESC] to return to the game without choosing a command.

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. In *Quest for Glory I,* animation speed is controlled by the [+] and [-] keys, or by selecting a choice from the Speed menu, using the mouse or [Arrow] keys. You may also choose HIGH SPEED HERO or NORMAL HERO SPEED from the Game menu. On slower computers, use the HIGH SPEED HERO command to walk more quickly. You may find it necessary to return to NORMAL HERO SPEED for maneuvering in tight areas and entering new rooms.

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SHORT CUTS FOR COMMON COMMANDS

You can use function and control keys to short cut many common commands.

[F1]	Help
[F2]	Toggle sound on/off
[F3]	Repeat previous command
[F4]	Toggle High Speed/Normal Speed Hero
[F5]	Save Game
[F7]	Restore (saved) Game
[F9]	Restart Game (from beginning)
[TAB]	Inventory
[CTRL-A]	'Ask About'
[CTRL-C]	'Cast' Spell
[CTRL-E]	'Escape' (Retreat from Combat)
[CTRL-F]	'Fight'
[CTRL-H]	About Quest for Glory
[CTRL-I]	Inventory
[CTRL-L]	'Look At'
[CTRL-P]	Pause Game
[CTRL-Q]	Quit Game
[CTRL-S]	Show Character Sheet (Status, etc.)
[CTRL-T]	Time of Day
[+]	Increase Animation Speed
[-]	Decrease Animation Speed
[=]	Normal Animation Speed

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[CTRL-V]	Change Volume
[SHIFT-CLICK]	'Look' at an object (see below)
[SPACEBAR]	Repeat Last Command

SHIFT CLICK

SHIFT-CLICK is a feature that will allow you to 'look' at a person or object using your mouse. Place the mouse arrow on the desired person or object, then hold down the [SHIFT] key and press the mouse button. You will now receive a descriptive message.

* Please note: Multi-button mouse users should use the RIGHT mouse button, and need not press [SHIFT].

USING YOUR TAB KEY

While playing Sierra games, your [TAB] key will perform two major functions. You will use it to review the items in your inventory, and also (if you're not using a mouse) to select options from certain menus. The following menus will require the use of the [TAB] key for highlighting menu options:

MENU	CHOOSE FROM
1. Opening Screen	Introduction, Start New Hero, Continue Quest
2. Restart Game	Restart, Continue
3. Quit Game	Quit, Don't Quit
4. Character Sheet	Character setup choices
5. Save Game	Save, Change Directory, Cancel, Replace
6. Restore Game	Restore, Change Directory, Cancel
7. Dead Hero	Restore, Restart, Quit

USING THE MOUSE (optional)

Your mouse will be useful to you in moving your character, and in learning about your surroundings. To move your character using the mouse, position the arrow to where you want the character to move, then click the left mouse button. In many scenes, you can find out about a person or object by using the [SHIFT-CLICK] feature described in the 'Short Cuts For Common Commands' section of this manual.

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EXAMPLES OF COMMON COMMANDS

Communicating with Quest for Glory I

Many characters in the game will have information of one kind or another for you. To talk with a character, type: **ask about** [character, subject or object] (for example: **ask about the brigands**) or press [CTRL-A], then type [character, subject or object]. 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 'Shift-Click' feature described in the 'Short-Cuts For Common Commands' section of this manual. 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 select RETYPE from the ACTION menu or press the [SPACEBAR] or [F3].

INVENTORY

If you wish to see the items you are carrying, 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 [ENTER] or [ESC] to resume play.

PAUSING YOUR GAME

If you wish to pause the game, select PAUSE from the Action menu, or press [Ctrl-P]. Press [ESC] or [ENTER] to resume play.

SAVING YOUR GAME

If you wish 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.

Please note: If you're playing from diskettes, you must have a separate formatted diskette ready before you can save a game. We also recommend that you create several directories or folders on your save game disk in order to assure adequate space for save game storage.

If you choose to save games to your hard disk, we suggest that you create one or more save game directories or folders on your hard disk. See your computer's instructions for creating directories or folders.

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. (On a single drive system, you will be prompted to insert your save game disk). Highlight the desired game and select RESTORE. If the game you wish to restore is in a different directory, select CHANGE DIRECTORY.

Please note: If you do not have a mouse, use the [TAB] key to toggle between RESTORE and CHANGE DIRECTORY.

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 WITH QUEST FOR GLORY I

You can generally 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.

Quest for Glory I 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.

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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. **NOTE:** 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 *Quest for Glory I* hint book from the dealer who sold you the game, or you can order it directly from Sierra On-Line by calling (800) 326-6654.

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.

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WHAT IS QUEST FOR GLORY?

Quest for Glory combines the character development and combat that are typical 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 *Quest for Glory I*, 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 Spielburg. 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.

Experience can be a tremendous asset to you as a hero. Your attributes will improve as you play the game. Tasks that are beyond your ability early on may become less difficult as your skills improve.

Conservation is one very important element of *Quest for Glory*. You will meet many strange people and creatures in the valley. To learn about the valley and your quest, it will be necessary to speak with everyone you meet. Like your character, the beings you meet will have distinct personalities, and their skill and knowledge may lie in different areas. You'll want to ask specific questions, and find out all you can.

Every hero must deal with his share of foul and ferocious monsters. If you want to be a hero, you'll have to fight or avoid them, as they don't tend to favor discussion. Each battle you fight will provide you with valuable experience, and many victories will yield treasure that you will need to buy food and equipment.

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. Spielburg is a strange place with a multi-faceted personality, as you will soon see.

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].

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. 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 *Quest for Glory I* 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.

```
Name : Brutus

        Strength      25    Weapon Use 20
        Intelligence  10    Parry      15
        Agility       15    Dodge      10
        Vitality      15    Stealth     0
        Luck          10    Pick Locks  0
                            Throwing   10
     Points Available       Climbing    0
                            Magic      10
      30 / 50  ▬▬▬▬    TAB to move around,
                       Arrows to adjust values.
Health Points   18 / 18
Stamina Points  15 / 15        Start Game
Magic Points    10 / 10         Cancel
```

Assigning Skill Points

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 using the procedure described above. The minimum skill level of 5 will require 15 points from the 'Points Available' pool. These will be assigned automatically.

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 skill 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 lock-pick or thief's tool kit 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.

Cimb 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 fixed at their original levels. Your character can only advance in skills he is given when you create him.

Playing A Role

You will begin *Quest for Glory* 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 Spielburg, 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 a certain amount of 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 potions 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.

Winning the Game

When you complete *Quest for Glory I* 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, writeable 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 Spielburg Valley — some human, some otherwise. Most of them know things that you don't, and will need to learn. By speaking with them you can gain some of that knowledge.
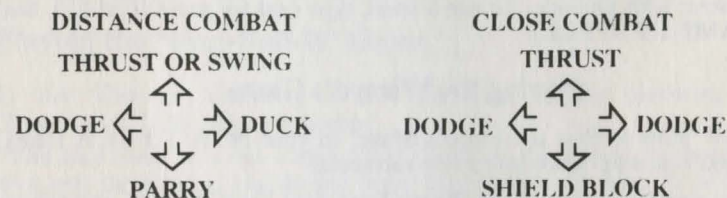
Everyone you meet will understand sentences in which you 'ask about' something in their areas of expertise. You might 'ask about magic' when speaking with Zara in her magic shop, or 'ask about heroes' when you meet the sheriff. You'll want to jot down anything that seems important, as your conversations 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 Spielburg 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 view 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              CLOSE COMBAT
     THRUST OR SWING                 THRUST
            ⬆                          ⬆
DODGE ⬅        ➡ DUCK       DODGE ⬅        ➡ DODGE
            ⬇                          ⬇
          PARRY                   SHIELD BLOCK
```

Timing is the most important element of combat strategy in *Quest for Glory*. 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.

In most cases, Status Bars are displayed during combat, keeping you informed of Health, Stamina 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.

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**].

Playing the Wizard's Game

First, read 'How to Play the Mage's Maze' in your HOW TO BE A HERO guidebook. Erasmus' game has a few variations.

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.

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, simply click the mouse while pointing at a Spell Button. From the keyboard, use the left and right cursor keys to move the sword cursor to the Spell Button you want, then press [ENTER] to cast the spell. With a joystick, move the stick in the desired direction and press the fire button to cast the spell.

Once you have selected a spell, the Timer starts. How much 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] (or the fire button) to pick up the object, and again to place it.

Use Open to remove a boulder from your bug's path. Point to the offending 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 one another.

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 to nearby heat sources.

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

Playing the "Dag-Nab-It" Game

In the Thieves' Guild, you can play the dagger throwing game, "Dag-Nab-It." The rules are simple:

"You take turns with the Chief Thief throwing daggers at the board. Each hero gets three turns, and throws three daggers in each turn. As with a dart board, the closer to the center of the board, the higher the score will be. Highest score wins the bet.

Adjust the force and angle of the throw with the arrow keys or mouse, according to your hand position. Press Enter or click on the small Dag-Nab-It board to throw."

The game is easy once you start playing it.

Quest for Glory I Walk-Through

WARNING! The following section includes hints that experienced game players may not want to see. Continue reading ONLY if you have trouble getting started playing *Quest for Glory*.

As you start *Quest for Glory 1*, 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 strap on your armor, take up your sword and shield, and prepare for the ultimate quest --*Quest for Glory*.

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**

Type: **look at otto**

Type: **ask about heroes**

Type: **ask about brigands**

Use the mouse or [Arrow] keys to move your hero to the top right screen corner.

Type: **look at fruit**

(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. [On slower computers, Press Escape to see the 'menus' and choose HIGH SPEED HERO from the Game menu. NORMAL HERO SPEED will make it easier to walk around in tight areas.)

Type: **look**

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**, and then type: **in the tavern**.

Use the cursor keys to move your hero to the center barstool.

Type: **sit**

Type: **ask about drinks**

Type: **order dragon's breath**

Type: **drink breath**

(Oops! It was a good thing you saved the game!)

Type: **restore game**

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**

Maybe Spielburg really does need someone to clean up around here!

Now that you've been introduced to Spielburg and the world of Quest for Glory, 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!

NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

1. If you have a modem, you can talk to the Sierra Bulletin Board through the following number:

(209) 683-4463

Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

2. Many other bulletin boards also provide hints to many of our games.

A. Compuserve: Go into the Gamers Forum (GO GAMERS) or write E-Mail to 76004,2143.

B. Prodigy: Write E-Mail to 'HTWS90E', or go to the PC Club and enter the adventure games forum (Jumpword: PC CLUB).

C. PCLink: Select PCLink Plus, enter Publisher's Connection, select Publishers Forums, then Sierra On-Line. E-mail may be written to the User ID 'SierraOnLi'.

D. AppleLink: Select the KEYWORD option from the 'Goto' menu, and type: **Sierra**. E-Mail may also be written to the User ID 'Sierras'.

E. GEnie: From the main menu select 10 (Games), then select 1 (Games Round Table). Select 1 (Games Bulletin Board), and type **set 22** at the '?' prompt. This will take you into the Sierra On-Line area.

For more information on these BBS lines, you can call these toll-free numbers:

1. Compuserve (800) 848-8199

2. Prodigy (800) 822-6922

3. PCLink (800) 458-8532

4. AppleLink (800) 227-6364

5. GEnie (800) 638-9636

3. The magazine Questbuster's Journal is a helpful source of many game hints.

4. Your local software dealer may carry our hint books, or may be willing to order them for you.

5. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call (800) 326-6654 to place your order with a Visa, MasterCard or American Express card, or write Sierra On-Line Inc., Order Department, P.O. Box 485, Coarsegold, CA 93614.

6. If the hint book is not yet available for the game you are playing, call our automated hint line at (900) 370-KLUE to receive a hint. NOTE: California residents, please dial (900) 370-5113.

THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGES ARE: 75 CENTS FOR THE FIRST MINUTE AND 50 CENTS FOR EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENT'S PERMISSION TO CALL. THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN ON OTHER SIERRA TELEPHONE LINES.

7. You may also request a hint by writing to us:
Hint Department,
Sierra On-Line, Box 485, Coarsegold, CA 93614.

PROBLEM DISK?

TECHNICAL HELP (MS DOS ONLY)

If you are having problems with a game disk, try these suggestions before assuming the disk is faulty:

1. If you receive any of the following messages:

1. 'Insert Disk #__' when you have already inserted that diskette, or have installed the game on your hard disk

2. 'Out of Handles' or 'Out of Heap', or if the game locks up at any point

3. 'Disk Error'

you may have memory resident programs loaded into your RAM memory. You will need to boot your system from a diskette containing your operating system only. Follow these instructions to create a 'Sierra Boot Disk'.

Format a blank disk with DOS system files (using /s) to make a bootable disk.

FORMATTING FROM A HARD DRIVE

A) Place a blank disk in drive a:

B) At the C prompt, type: format a:/s

NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type: format a:/4/s (for 5.25" disks)

or type: format a:/n:9/s (for 3.5" disks)

FORMATTING FROM A DISKETTE DRIVE

A) Place your original DOS disk in drive A.

B) At the A prompt, type: format a:/s

NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type: format a:/4/s (for 5.25" disks)

or type: format a:/n:9/s (for 3.5" disks)

C) Be sure to switch to a blank disk when prompted by the FORMAT program.

D) Respond to DOS prompts.

Now you should create a CONFIG.SYS file on your Sierra Boot Disk, with a files=20 statement. Follow these instructions to create this file:

A) Type: a:[ENTER]

B) Type: copy con config.sys[ENTER]

C) Type: files=20[ENTER]

D) Press [F6][ENTER]

You should see the message: '1 File(s) copied'. You will now have to re-boot your computer with your new Sierra Boot Disk in the drive. Turn your computer off then on, or press [Ctrl-Alt-Del].

If this does not clear the above messages, call (209) 683-8989 for technical help. Our technical staff will be happy to help you.

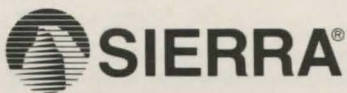## TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5" or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.