All-New Format!

QUEST FOR GLORY™ II

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND CHARACTERS YOU MAY NOT HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY

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QUEST FOR GLORY II

HINT BOOK

by

Lori & Corey Cole

Hi! We hope you have enjoyed playing *Quest for Glory II: Trial by Fire*. This is the second game in the *Quest for Glory* role-playing adventure series, and begins just after "*So You Want To Be A Hero*" ends. The four game series is designed to take place over the course of four seasons. In *Trial by Fire*, it is summer, and your character is in a desert region (not the best time of year to be in Shapeir, by all accounts).

The *Quest for Glory* 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. Some of the answers you get to questions will be useful, other answers may be less useful or even incorrect. It all depends on to whom you are talking. The major enjoyment of this game comes from exploring new places and making new friends. By talking and asking questions of people as you go along, you will learn about the world and the problems you face. You will even learn solutions to many of the problems. It is up to you to put all this information together to win the game.

Quest for Glory is a role-playing game in that it allows you to choose the type of character you wish to play. This affects how the game is played, and what goes on in the course of the game. Your character will develop as you use his/her skills, and some puzzles require the character to have practiced and improved his skills to solve them. There is combat in this game, but it plays a much smaller role than in most computer role-playing games. Instead, the emphasis is on character interaction and puzzle-solving.

How to use this Hint Book (and still have fun)

The hints in this book are just that, hints, not answers. Much of the fun of playing any adventure or role-playing game is that flash of insight when you suddenly come up with the answer to a difficult puzzle. So you should only look at a hint in this book if you are really stuck, and totally out of ideas. Try not to look at any hints other than the one you need now.

In particular, try not to look at the lists of Puzzle Points and Inventory Items, or at the walk-through, unless you are totally at a dead-end, and not having fun anymore. They will allow you to squeeze the last few points from the game, but they are not nearly as fun as figuring out the answers for yourself.

Quest for Glory contains a number of "arcade-like" sequences that may at first seem to require dexterity on the part of the player to solve. Most of these sequences are actually based more on your character's skill level than on your dexterity (although proper action on your part can make a big difference as well!). Don't be afraid to fail at them -- practice makes perfect. The menu also has an option for setting the "Arcade Difficulty Level." If you don't like arcade challenges, set this to "Easiest;" your score will not be affected.

Thank you very much for buying and enjoying our game. We were absolutely thrilled when the players of *Quest for Glory I: So You Want To Be A Hero* voted to make it Computer Gaming World's "1990 Adventure Game of the Year," and we continue to be delighted every time a player tells us how much they enjoyed our games. We hope that you will find *Quest for Glory II: Trial By Fire* an even more enjoyable experience than the first game. (Of course, if you haven't yet played *So You Want To Be A Hero*, what are you waiting for? We think you'll love it!)

Remember, your opinion matters a lot to us. Sierra has sold over 100,000 copies of *Quest for Glory I*, but we've seen letters from less than a hundred of you. We listen, and we care, when you write to tell us of your game experiences (good and bad). In addition, please make sure you return your *Quest for Glory II* product warranty card, if you haven't already. This will put you on the mailing list for the Sierra News Magazine, and make you eligible for a number of contests and benefits from time to time. More importantly, it's the best way we have of finding out who our players are. The decisions this year to move primarily to VGA games and high-density disks were heavily based on marketing surveys sent to players who returned their warranty cards. We really want to cover the needs of all our players (especially you) as best as possible, but we can't count your vote if we don't know you're out there!

In the meantime, enjoy *Quest for Glory II: Trial By Fire*, and we very much hope to see you again in the Summer of 1992 with *Quest for Glory III: Shadows of Darkness*. We will be paying a visit to an area strangely reminiscent of Old Transylvania, and continuing the saga (and the development of your character) begun in the first two games.

Welcome to the world of "*Quest for Glory.*"

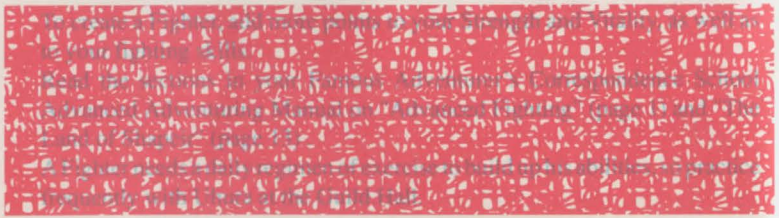
If you have never played a *Quest for Glory* game before, then you are in for something completely different. This game is a combination adventure and computer role-playing game with a large dose of fantasy gaming. There are puzzles to solve, monsters to defeat, and situations where what you do depends upon the type of character you are playing. First, you design the type of character you wish to play, with magic, fighting, and dexterity skills to choose from. You are the Hero, out to save the world relying upon only your wits and skills to survive and succeed. In *"So You Want To Be A Hero,"* your skills were needed in the Alpine valley of Spielburg. In the second episode of the *"Quest For Glory"* series, *"Trial by Fire," you are needed in the land of Shapeir, a place of golden desert sands and timeless magic.*

How to Get Started

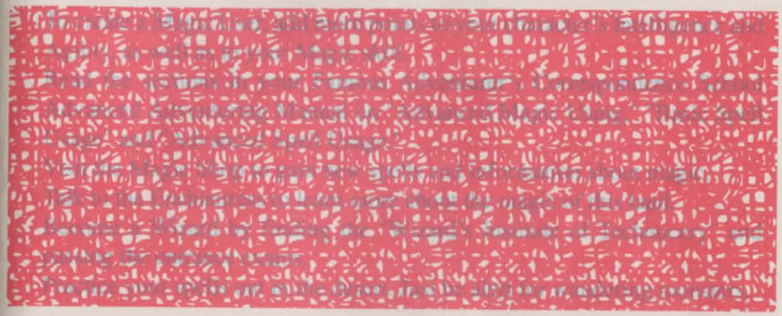
First, read "What is Quest for Glory" (page 2) in your Technical Manual. Determine the type of character you'd like to play. The Fighter is the best character to choose when first starting out. His primary skills are Weapon Use, Parry, and Dodge. Read the Section on "Creating a Character" (page 2), "The Fighter" (page 3) and "Assigning Skill Points" (page 4) in your Technical Manual.

Select the Fighter character from the Create Character screen by pressing the [Enter] key when the word Fighter is highlighted, or by pointing to the word Fighter with your mouse and clicking. Now type a name for your character. Then use the [Tab] to highlight the word "Strength." Use your Right Arrow key to increase the amount of Strength. Then do the same for Vitality, Weapon Use, Parry, and Dodge. These are the attributes and skills critical for the Fighter character. Use the remaining points available wherever you wish, but remember, all the attributes contribute to your character's skills in some manner. When you have assigned all your points, press [Enter], and you will begin the game.

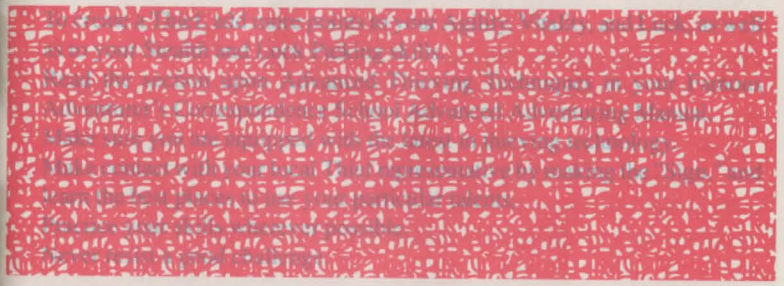
How to Play a Fighter



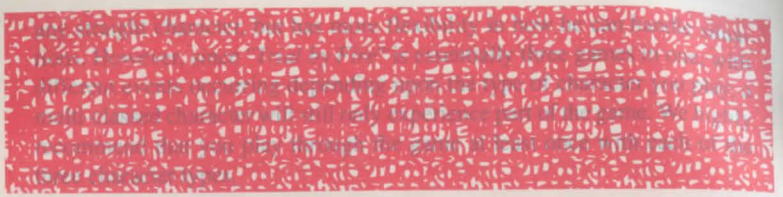
How to Play a Magic User



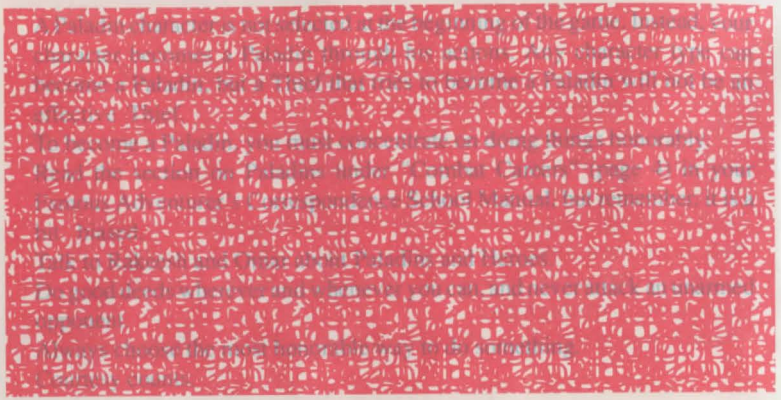
How to Play a Thief



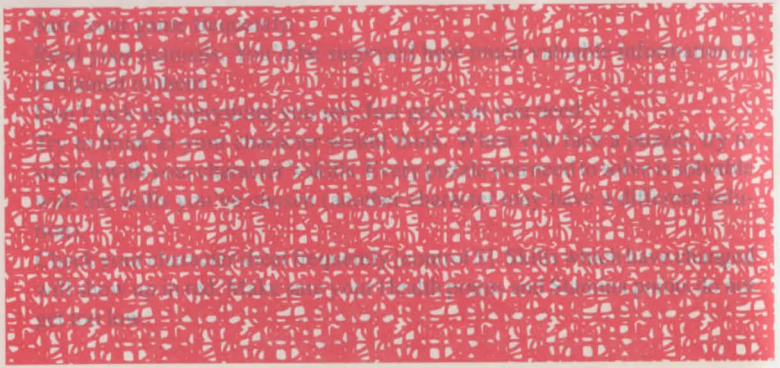
How to Play a Mixed Character

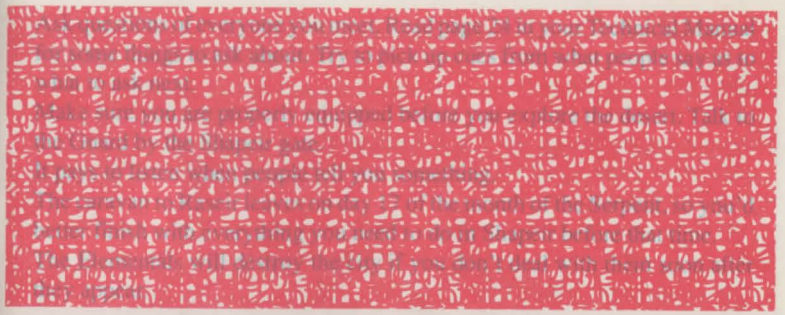


How to Play a Paladin

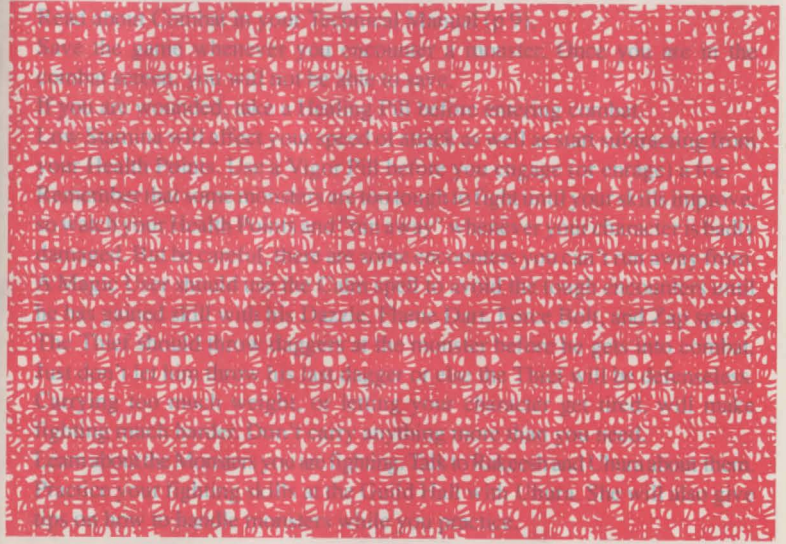


Game Play Tips



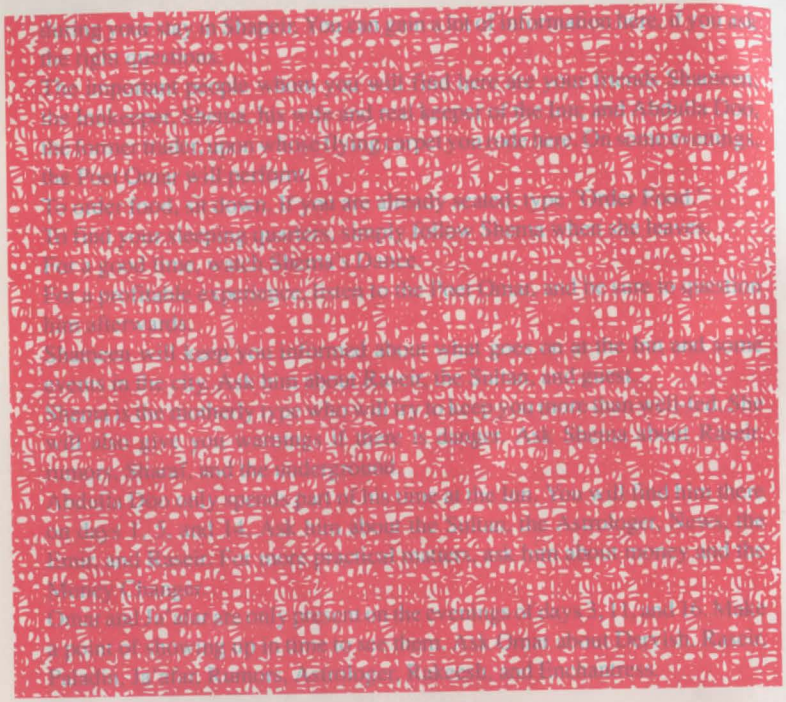


How to Fight a Monster

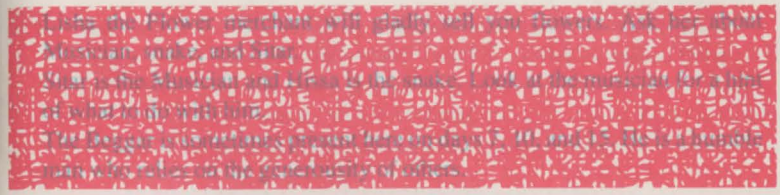


Tourist Guide to the People and Places in Scenic Shapeir

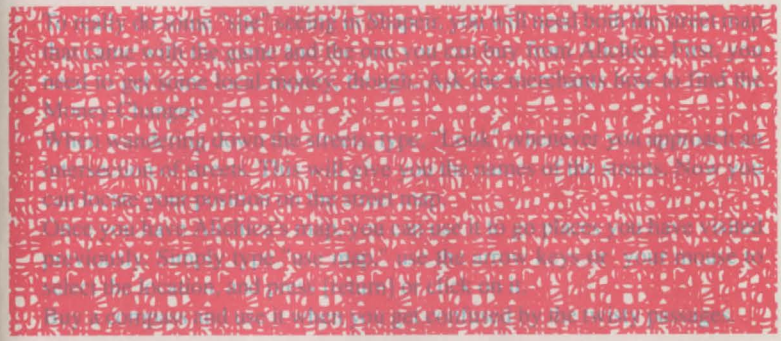
Katta's Tail Inn



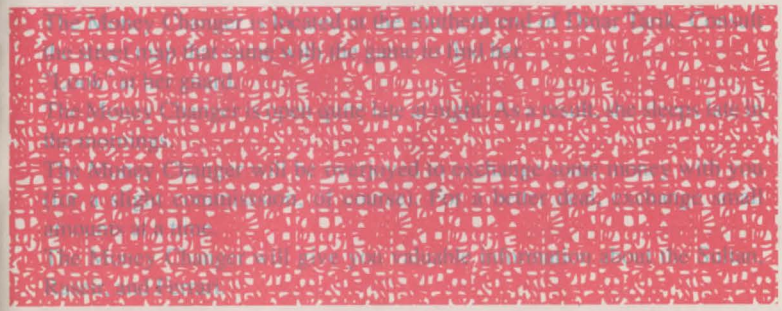
What to do at the Shapeir Gate Plaza



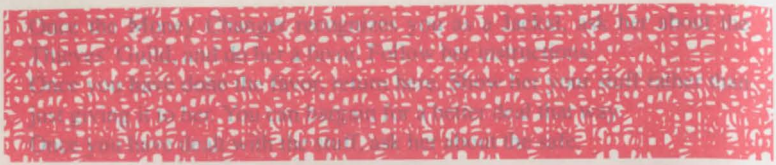
The Streets of Shapeir



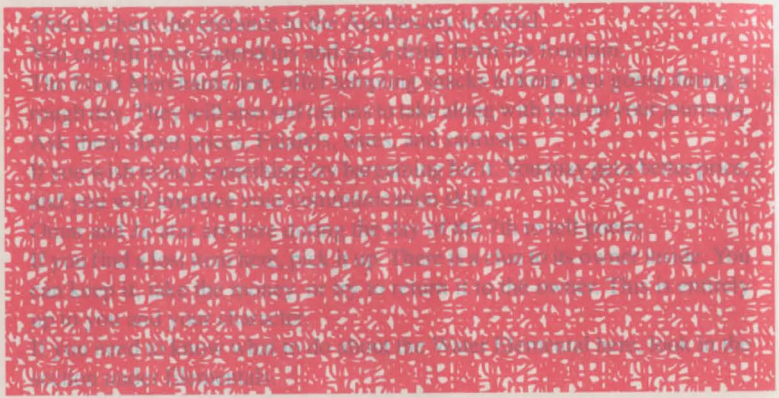
The Money Changer



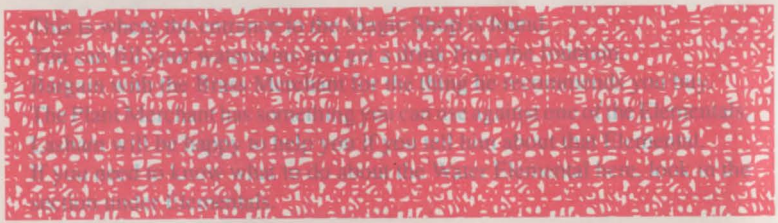
If you are a Thief Character



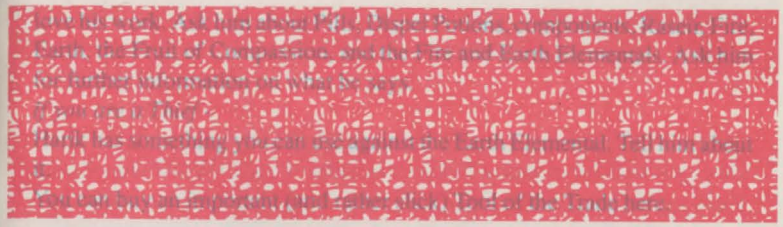
What to Do and See at the Fountain Plaza South



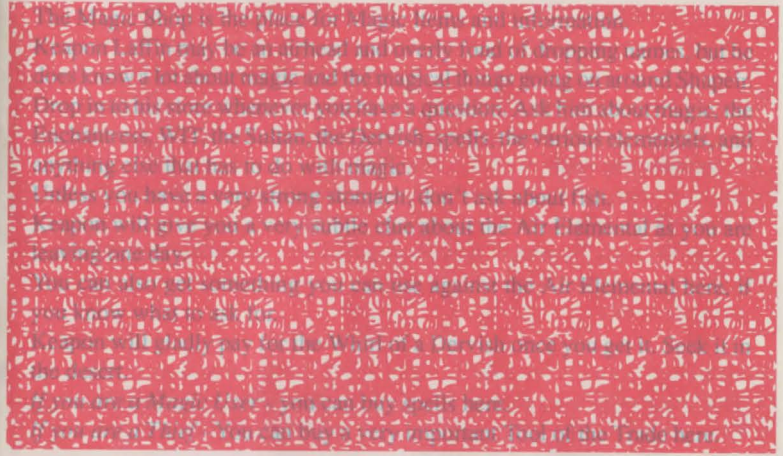
What To Do and See At The Fountain Plaza North



The Apothecary



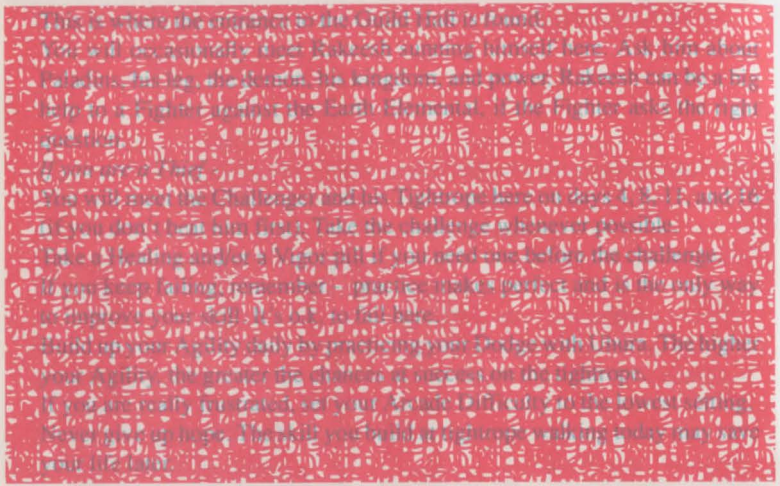
The Magic Shop



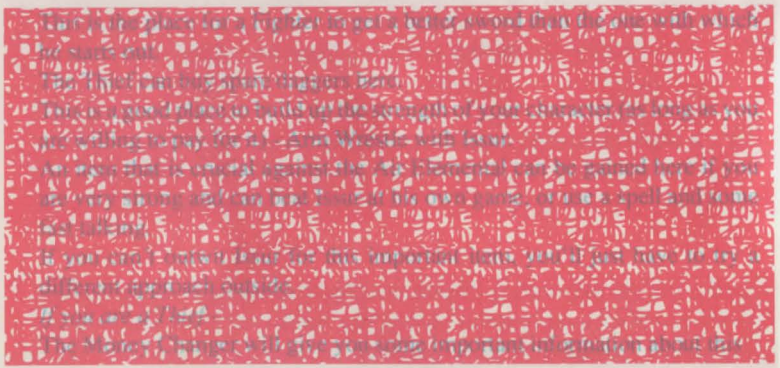
What to Do and See at the Plaza of the Fighter East

If you are a Magic User or a Thief

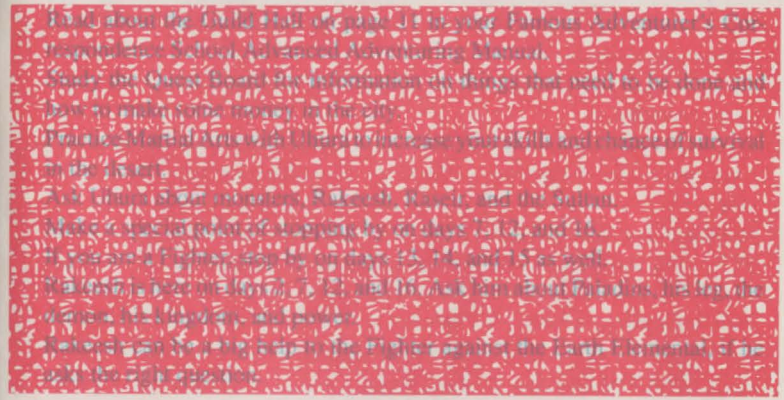
What to Do and See at the Plaza of the Fighter West



The Weapon Shop of Issur



The Adventurer's Guild Hall

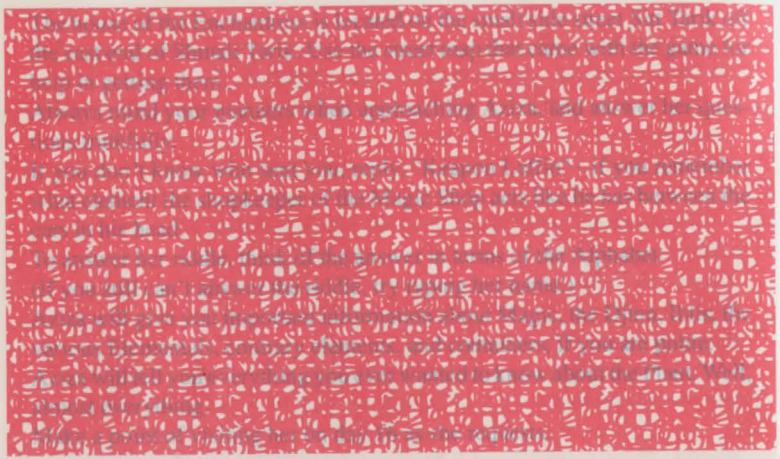


What to Do and See at the Plaza of the Palace West

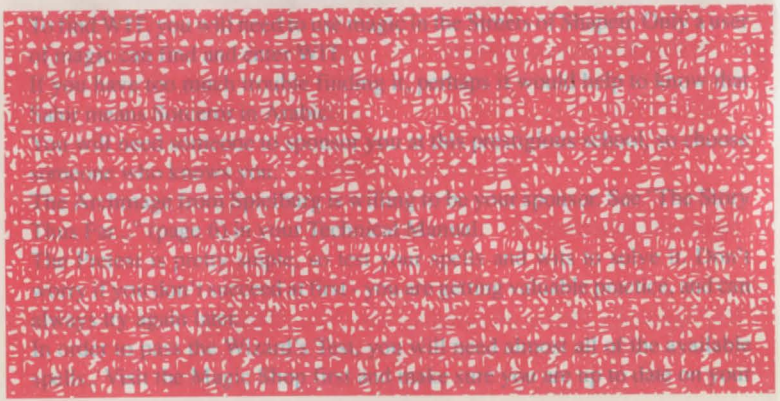
What to Do and See at the Plaza of the Palace East

The Astrologer

The Enchantress Aziza



The Wizard's Institute of Technocery

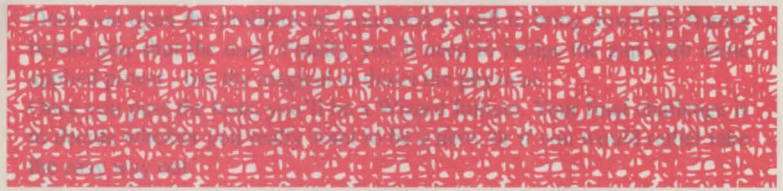


To pass the the Air Challenge

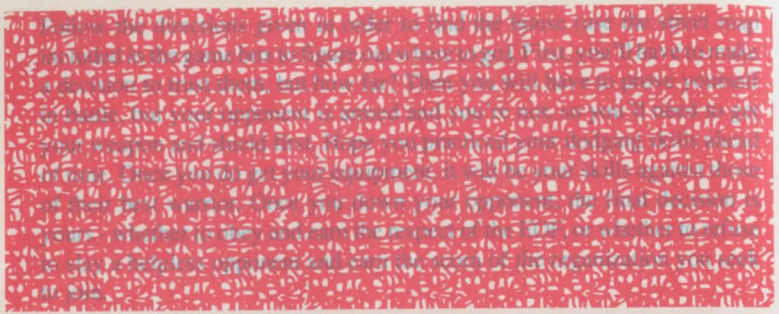
To pass the Earth Challenge

To pass the Water Challenge

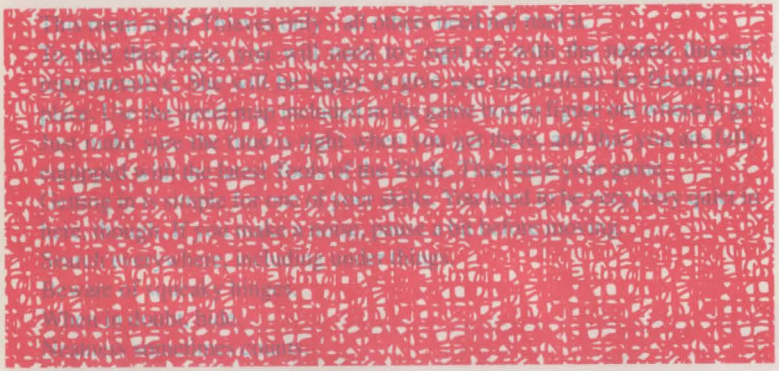
To pass the Fire Challenge



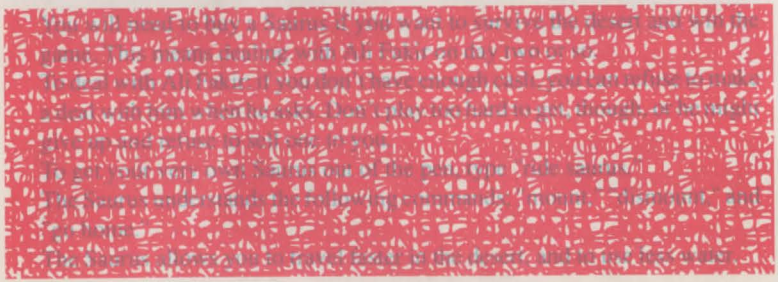
Eternal Order of Fighters

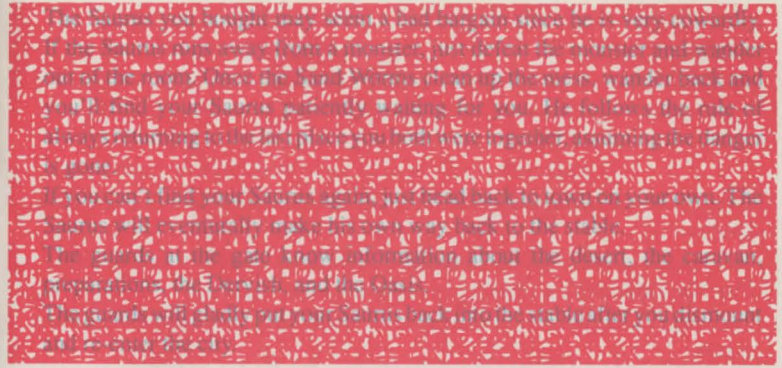


Break-in House

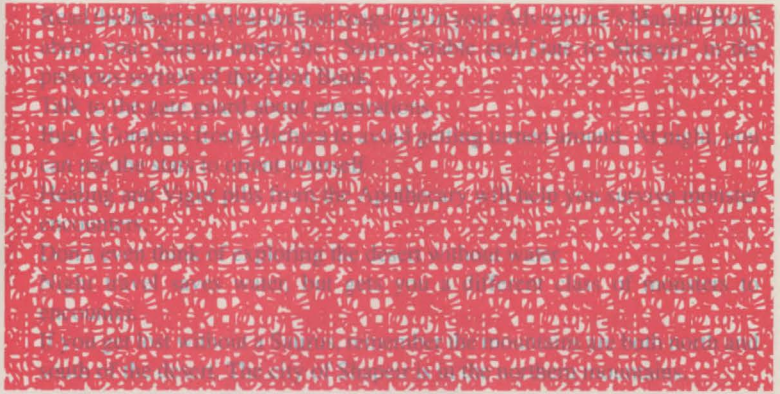


Saurus Stable and Gate to Shapeir

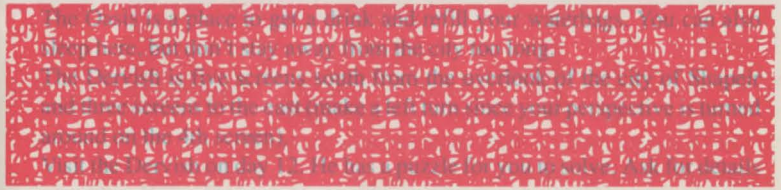




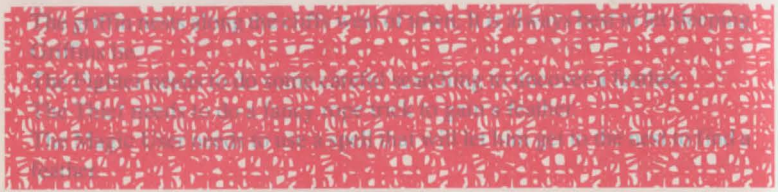
Desert Survival



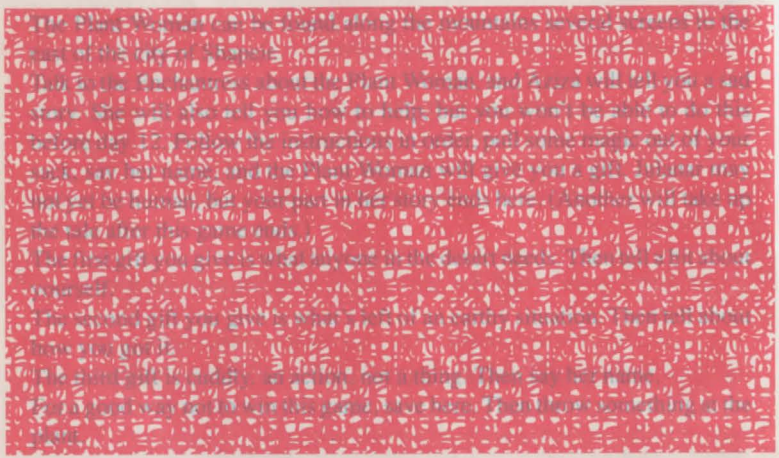
The Dervish in the Oasis



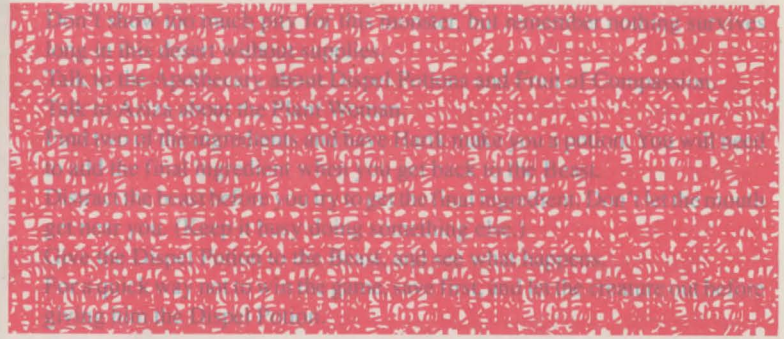
The Griffin



The Plant Woman



Caged Beast



Things to do in colorful Shapeir

Monster Mashing

Fighting the Jackalmen

Fighting the Brigands

Fighting the Scorpion

Fighting the Ghouls

Fighting the Terrorsaurus

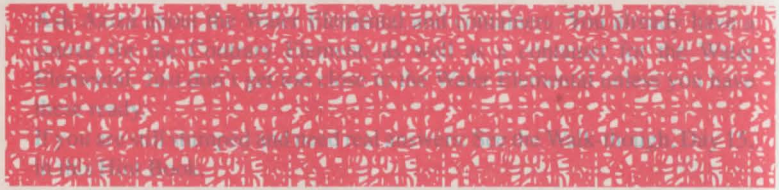
Eliminating the Elementals

The Fire Elemental

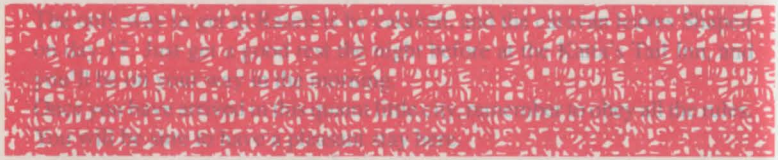
The Air Elemental

The Earth Elemental

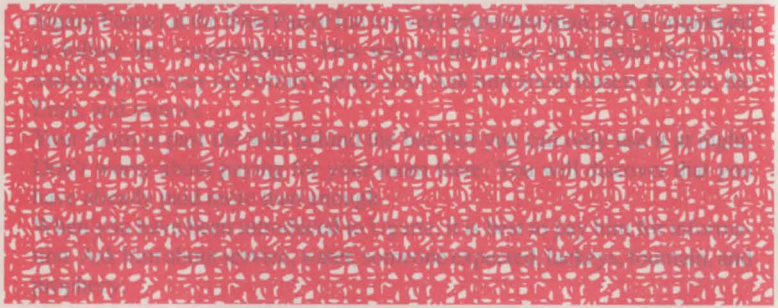
The Water Elemental



Tourist Guide to the People and Places in Rustic Raseir



The Blue Parrot Inn

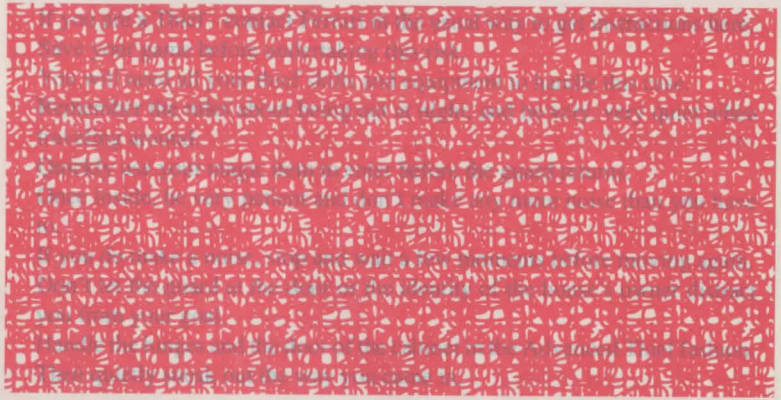


If you are a Thief

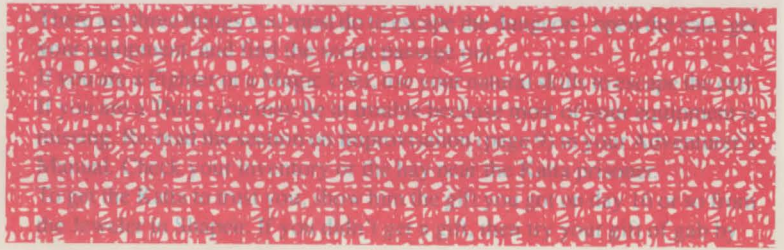
What to See and Do at the Raseir Plaza of the Fountain.

The Harem Girl's House

Raseir's Break-in House



The Dungeons of Raseir



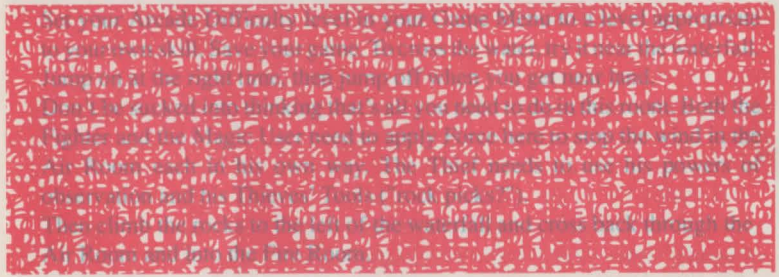
Ad Avis

Things to Do and See in the Forbidden City

Opening the Door to the City

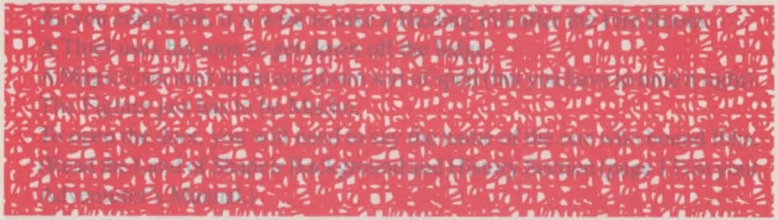
The Air Room

The Water Room



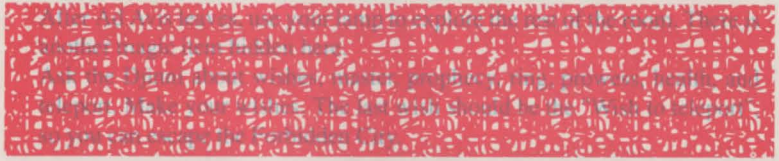
The Fire Room

The Earth Room



The Treasure Room

Statue of Iblis Room

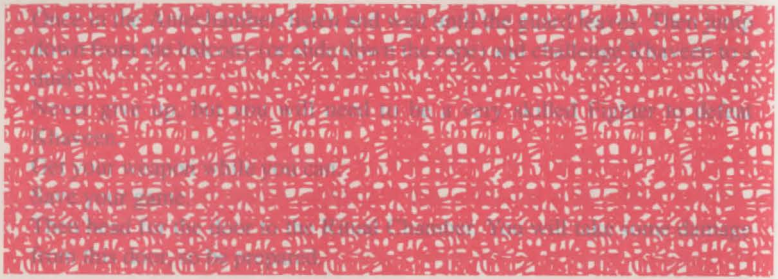


Ending the Game

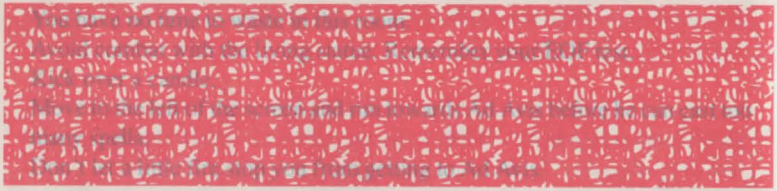
Fighter's End Game

Emir's Palace Gates

Antechamber



Ritual Chamber

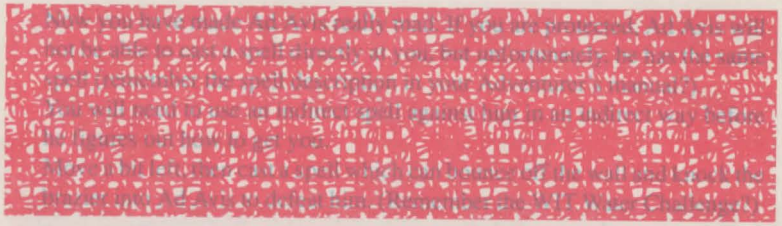


Wizard's End Game

Emir's Palace Gates

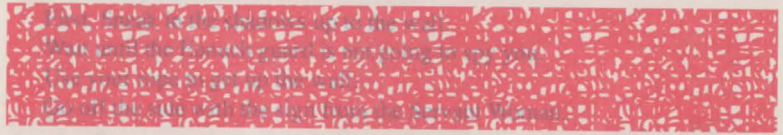
Antechamber

Ritual Chamber



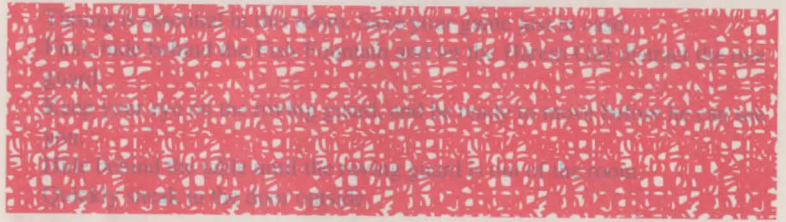
Thief's End Game

Emir's Palace Gates



Harem

Eunuch's Room



Outside the Ritual Chamber

Puzzle Points

WARNING: Do not read this section until you have finished the game. It contains specific information that will spoil the game for you.

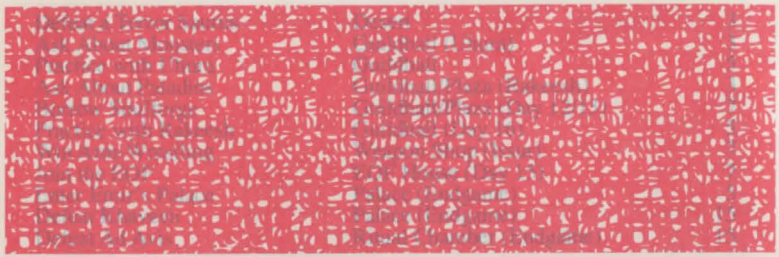
Points that all character types can get (400 total)

City of Shapeir (211 total)

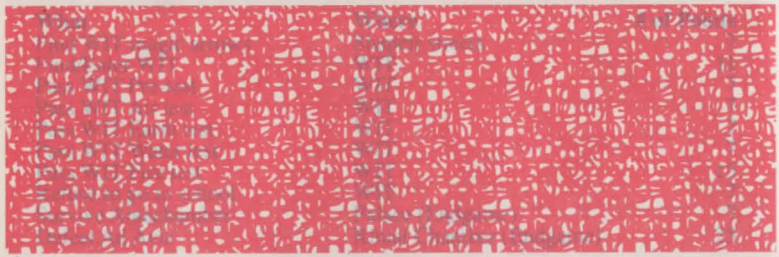
Desert Outside Shapeir (86 total)

City of Raseir, Forbidden City, and Endgame (103 total)

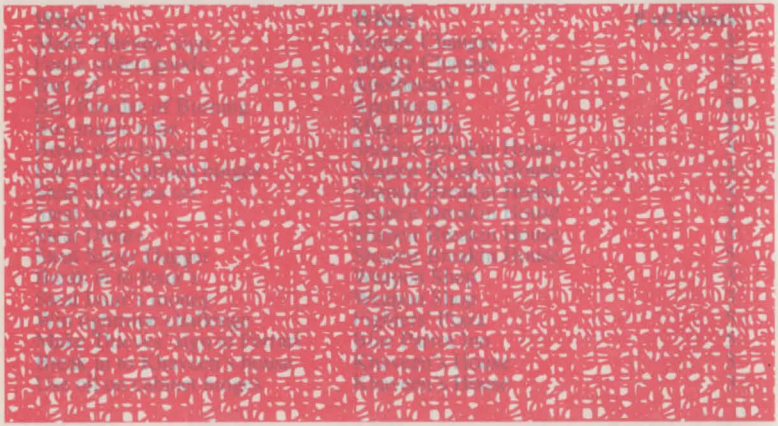
Points that only Fighters can get (100 total)



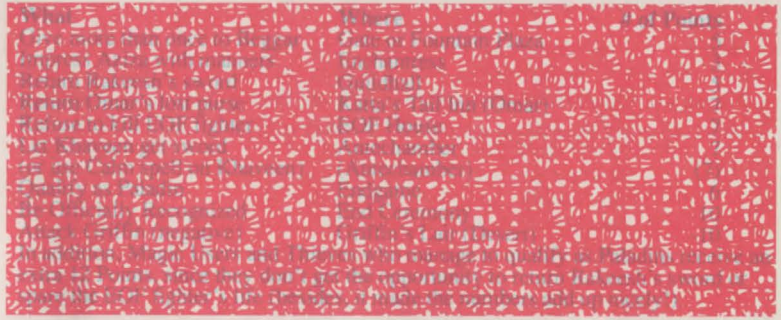
Points that only Magic Users can get (100 total)



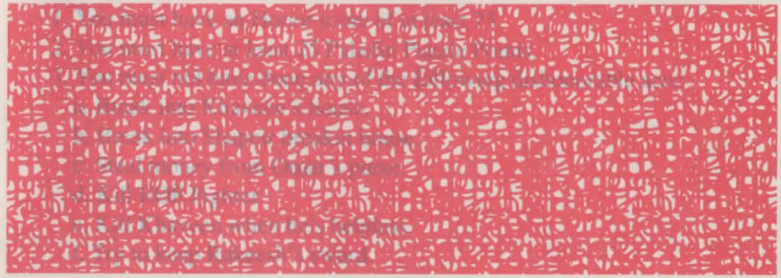
Points that only Thieves can get (100 total)



Bonus Puzzle Points for Paladins (awarded at the End Ceremony, 50 total)



Other requirements for becoming a Paladin

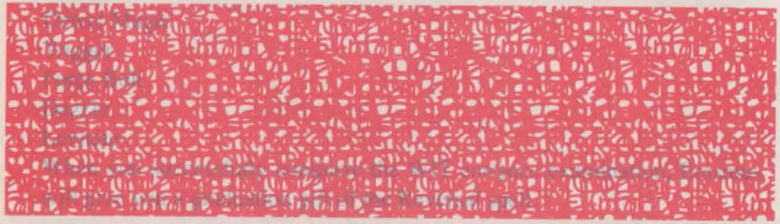


Spells and Where to Find Them

If you start the game with any skill in Magic, you are provided with all of the spells from Quest for Glory I: So You Want To Be A Hero that you can't otherwise obtain in Quest for Glory II. Your initial Skill level in these spells will be the same as your Magic Skill. Just to be fair, characters imported from Quest for Glory I that may have missed a spell or two will likewise be granted

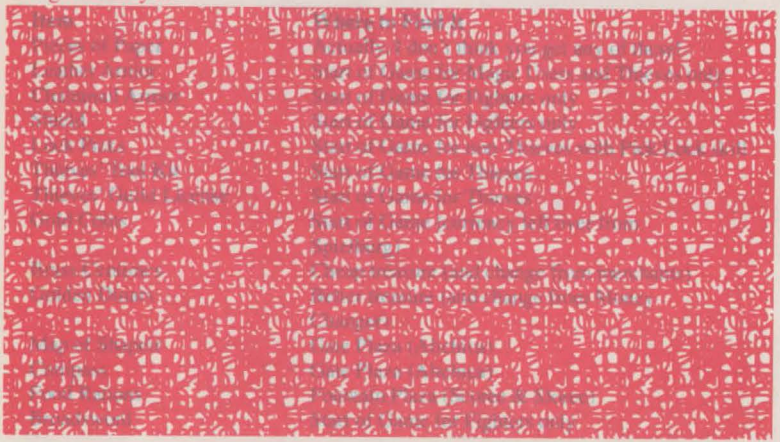
those spells.

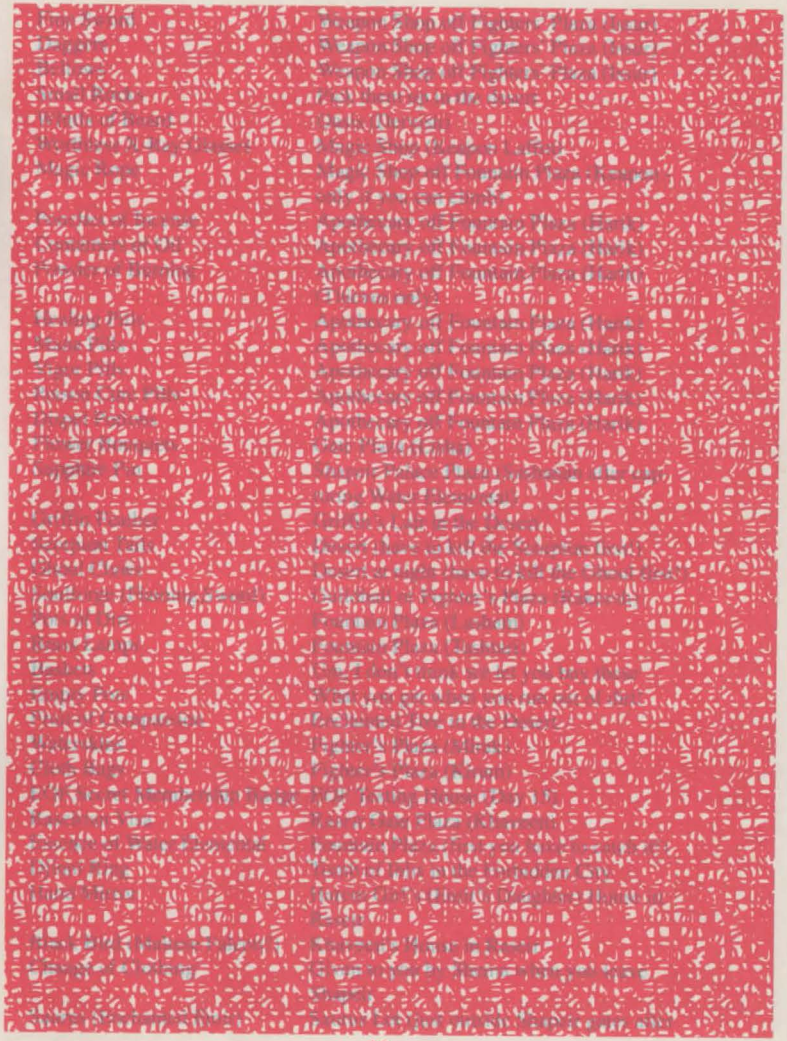
Spells available for sale at Keapon Laffin's Magic Shop are:

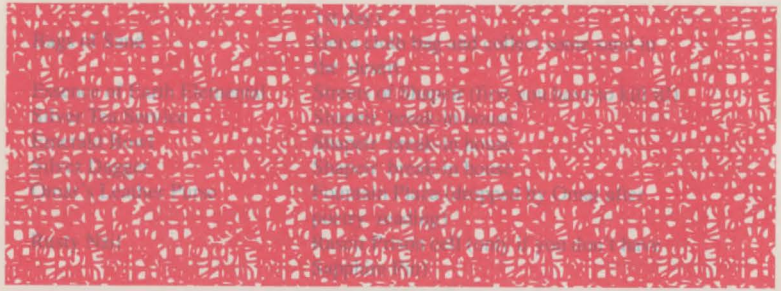


Possible Inventory Items and Where to Get Them

NOTE: The more weight you carry, the faster you tire, the more slowly you heal, and the worse you fight. It is not a good idea to pick up items unless you have a specific use for them. (Of course, you don't want to drop "special" items like Essences of Elemental that you may need later in the game, either!) WARNING: Don't read this until after you've completed the game, or if you are really stuck. The items and their descriptions contain hints that may spoil the game for you.





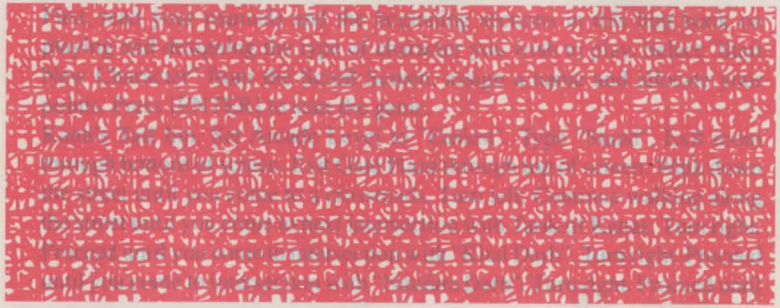


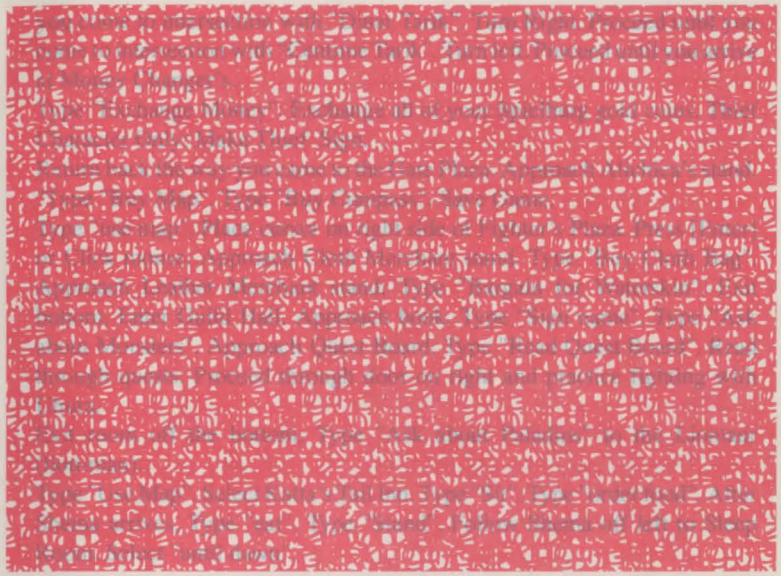
Walk-Through

Warning: This contains specific information designed to get a player entirely through the game. This is not the fun way to play. Part of this game is like a mystery -- you need to talk to people to find out what is going on. This walk-through takes you through just one of the shortest paths to finishing "Trial by Fire". There are many other ways to play. To truly explore and enjoy this game, play the game first (preferably once each with all three character types), then read the sections room by room in this Hint Book to discover what you missed.

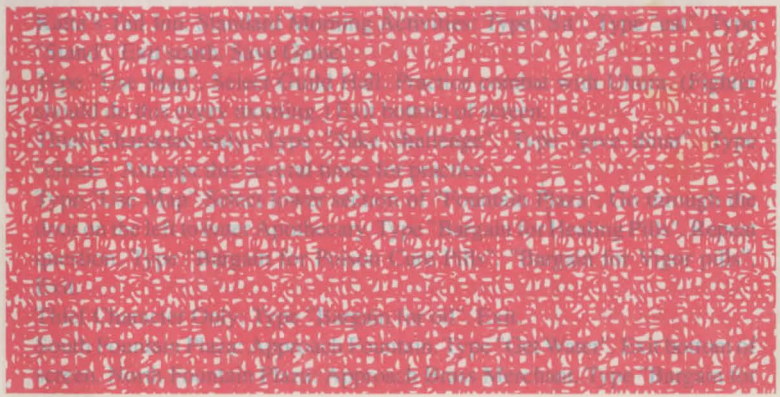
Many of the puzzles in this game have several ways to solve them, but this walk-through will only explore one particular way for each character type to approach the problems.

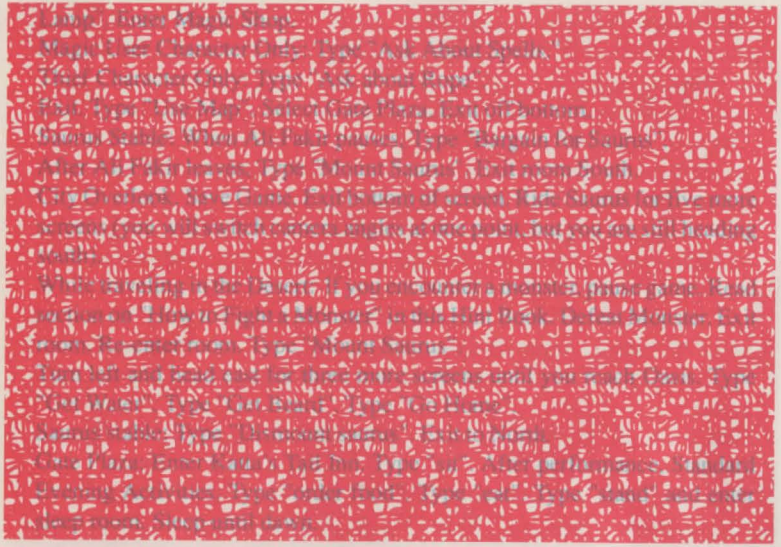
Beginning the Game: Day One



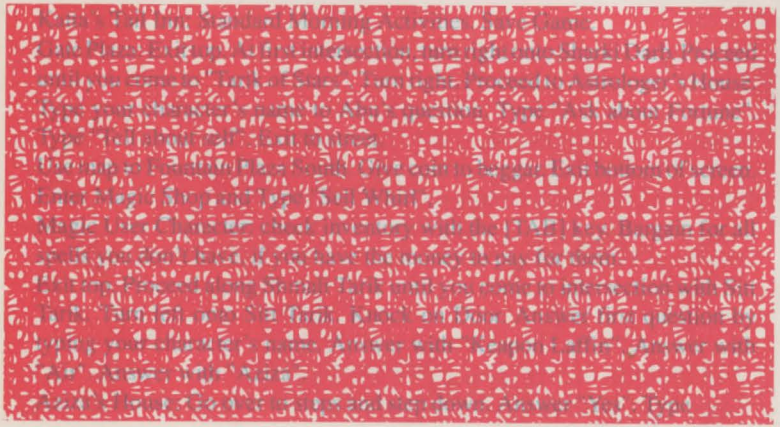


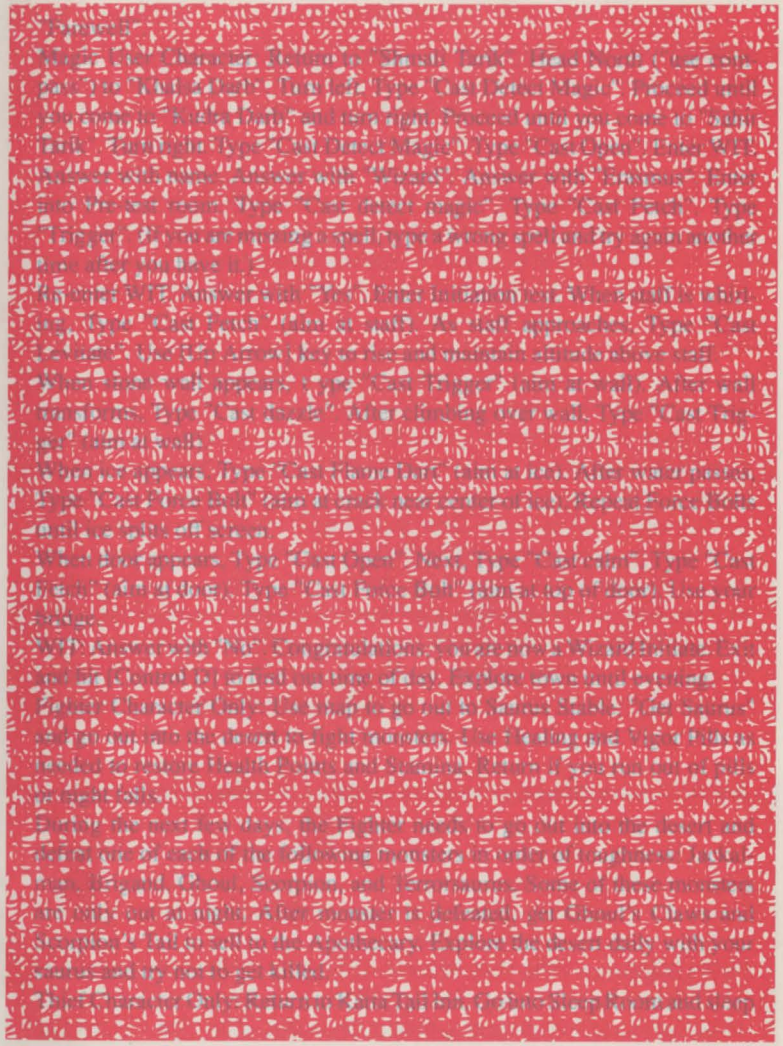
Day Two

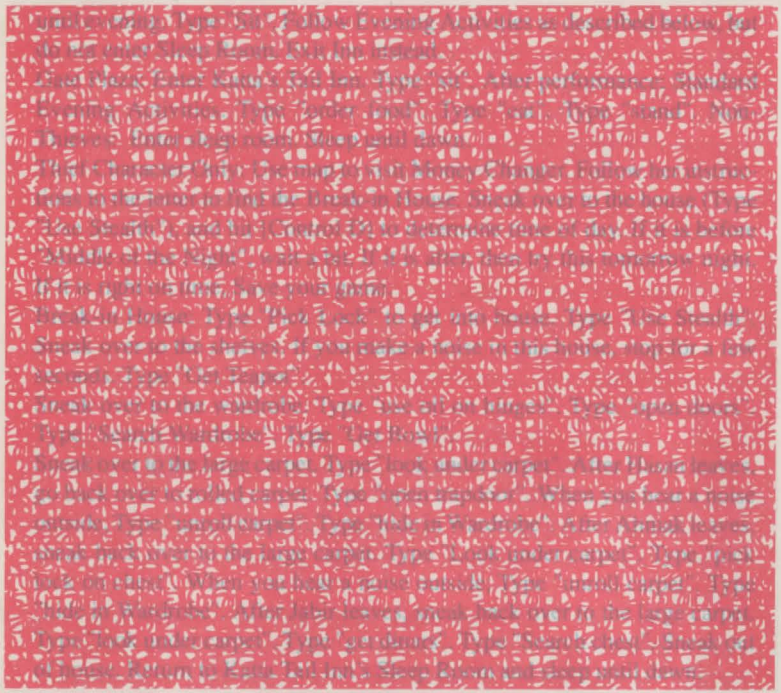




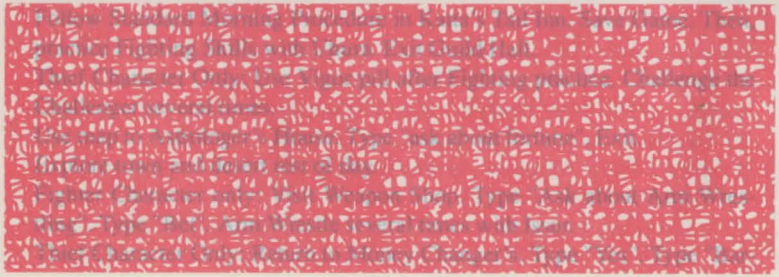
Day Three

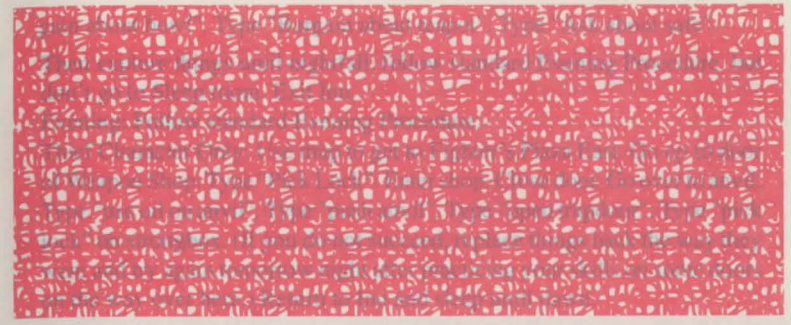






Day Four





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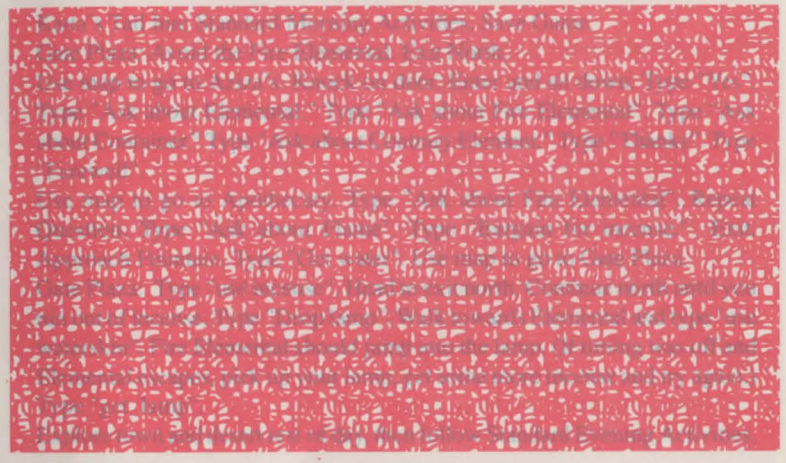

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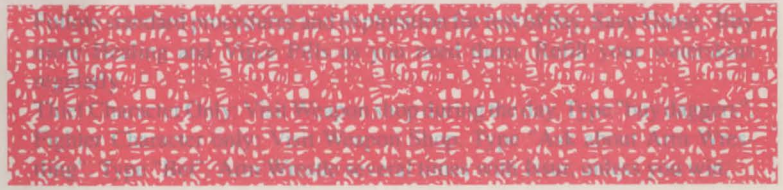

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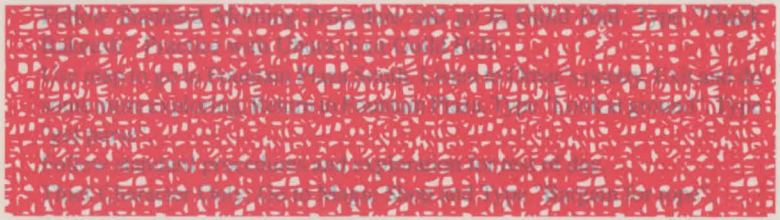

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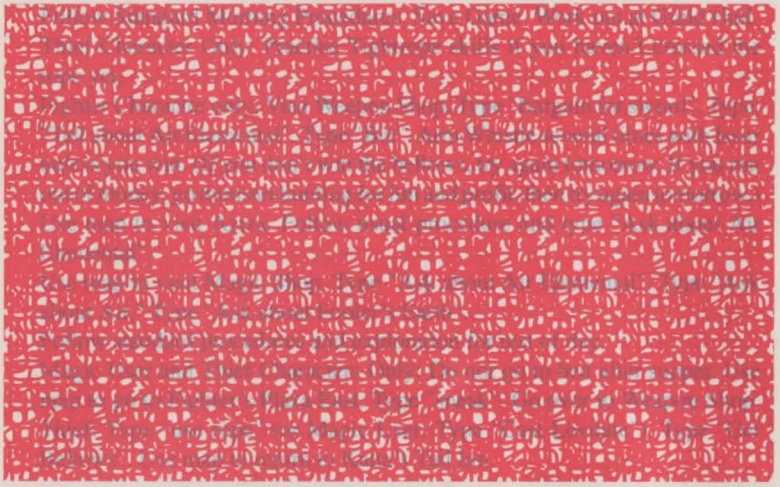
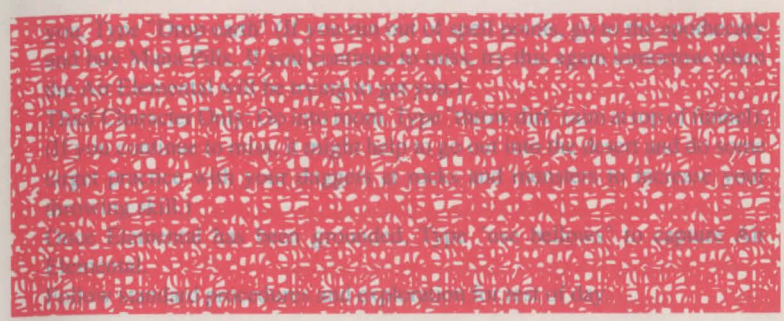
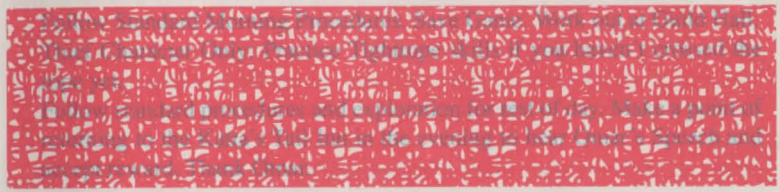


Day Nine

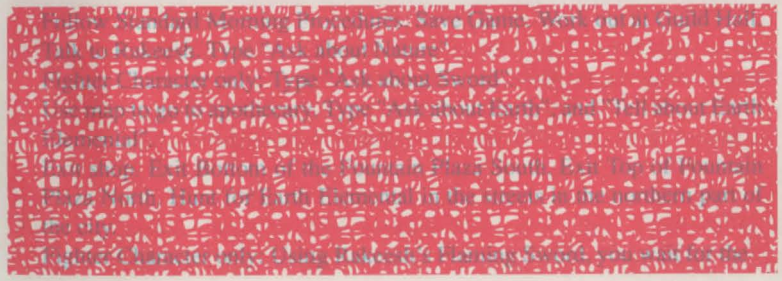


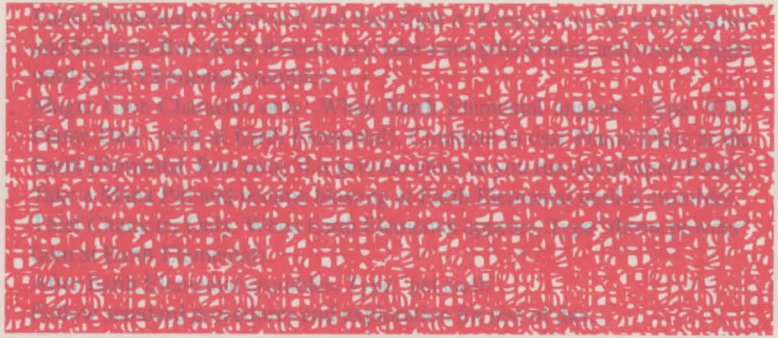
Day Ten

Day 11

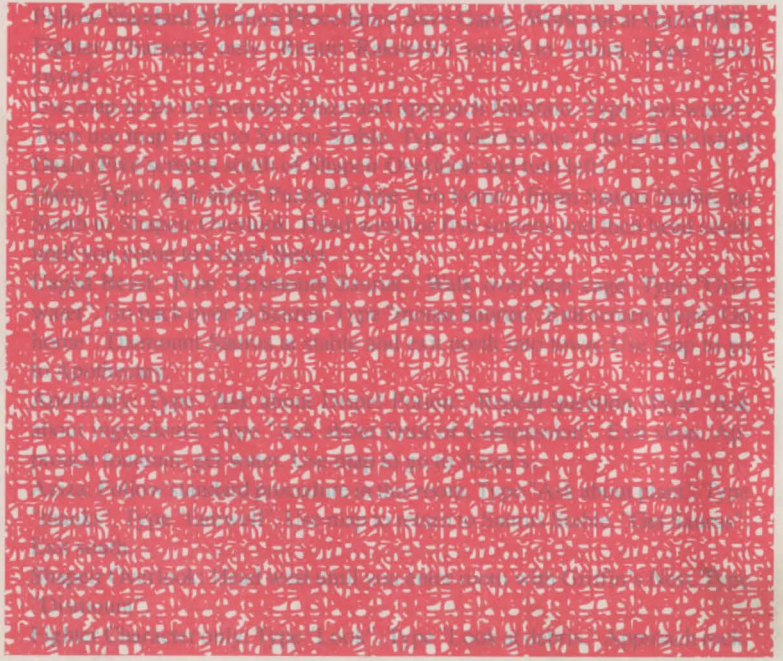


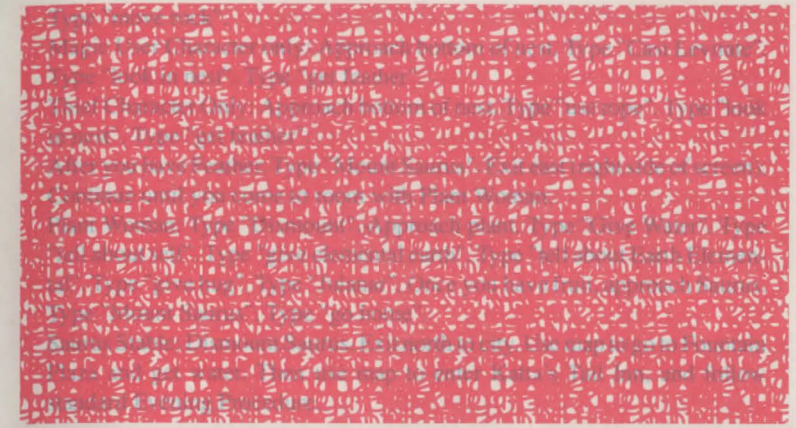
Day 12



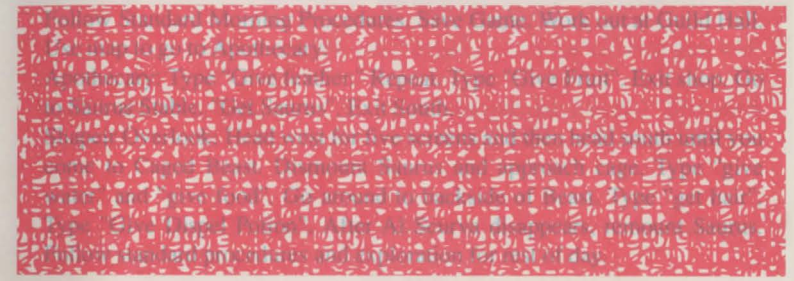


Day 13





Day 14



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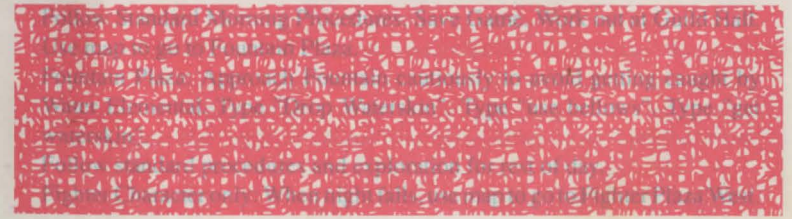

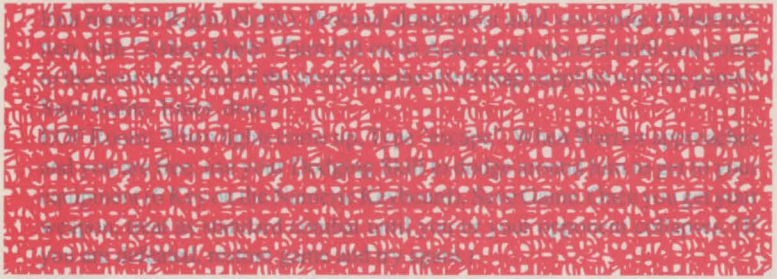

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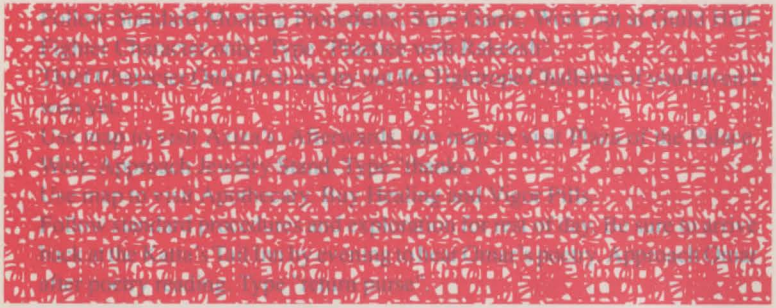
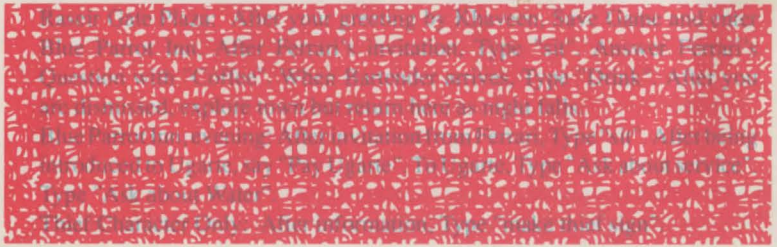
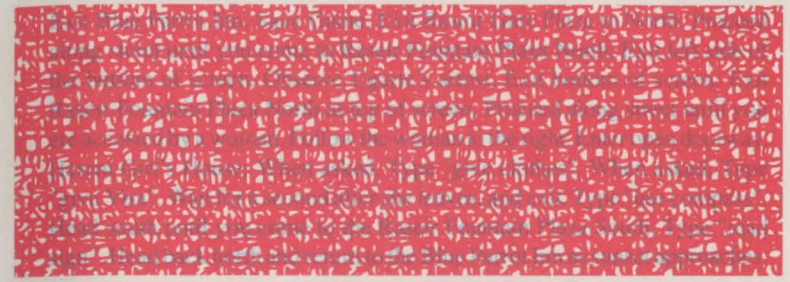


Days 17 - 26

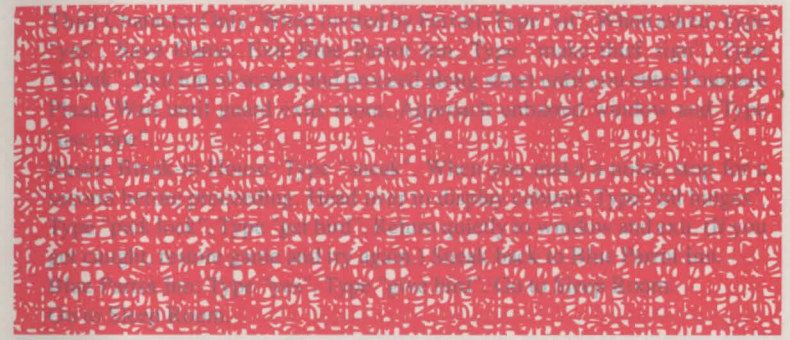
Day 27



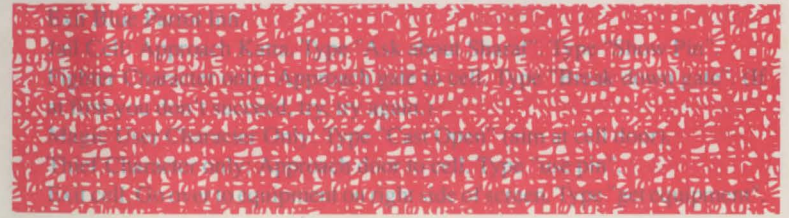
Day 28

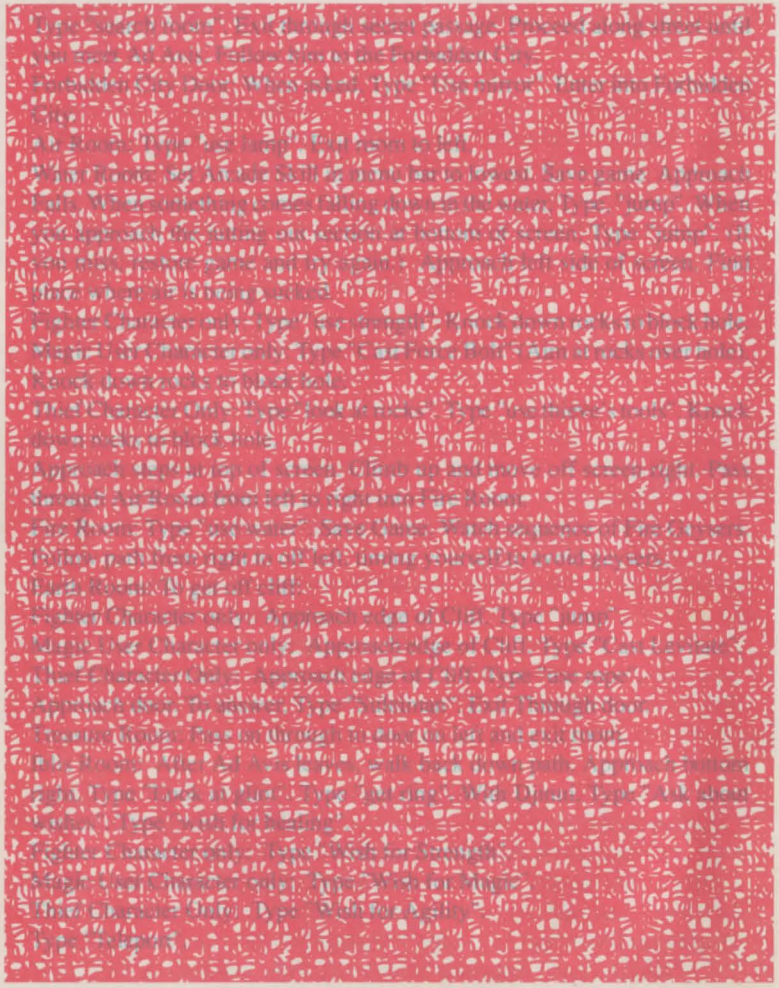


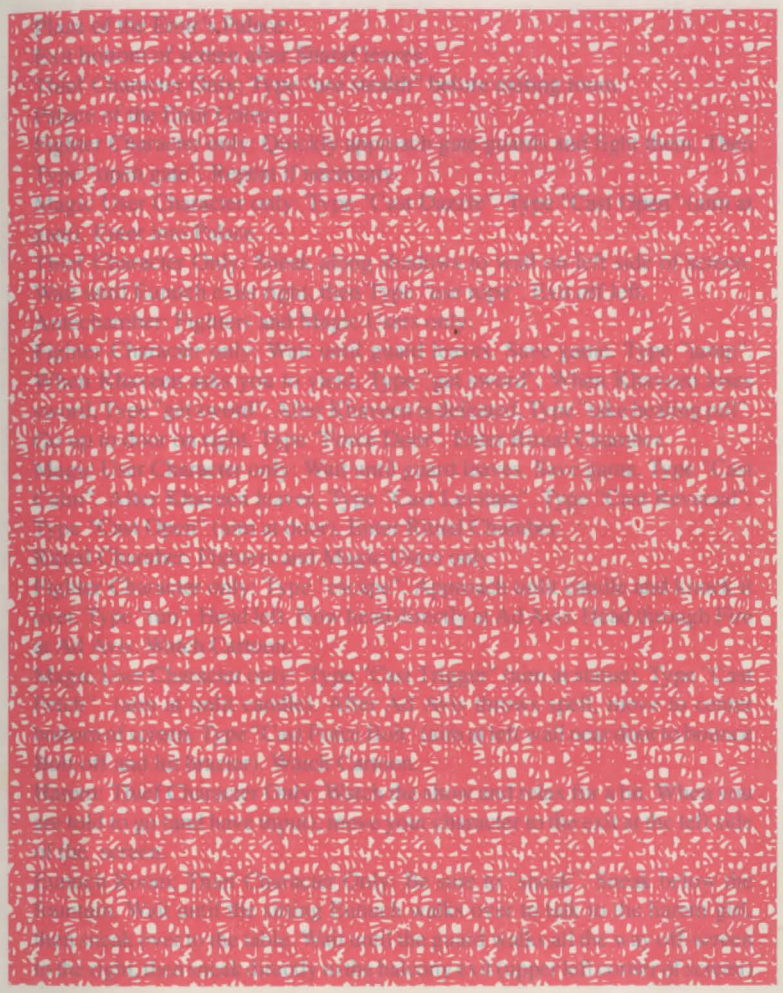
Blue Parrot Inn

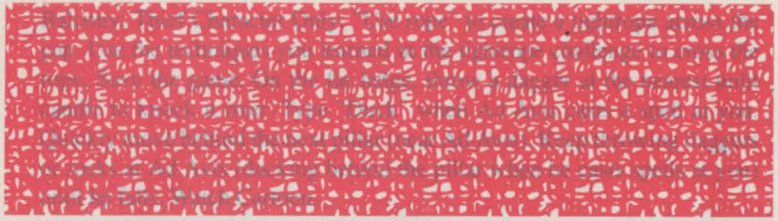


Day 29









Bits About Bytes

Well, we got a little carried away this time. Personally, I have a lot of fun looking at the statistics after finishing a game (believe me, it's a LOT easier than writing the game in the first place!) Here's some of what went into *Quest for Glory II: Trial By Fire*, along with comparative figures from *Quest for Glory I: So You Want To Be A Hero*.

The team consisted of up to eight programmers at a time (versus four on *Quest for Glory I*), ten artists (versus four), two musicians (up from one), and two designers (well, call that 1.75, up from 1.25 last game grin). The game took just over a year (just as with game 1, only it seemed like at LEAST twice as much work with twice the people on the team!) Between us, we managed to create:

Quest for Glory II	Quest for Glory I
604,000 characters of text	375,000 characters
135,000 lines of source code	111,000 lines
(that's 2,840,000 characters	vs. 1,980,000 characters)
607,000 bytes of pictures	535,000 bytes
2,835,000 bytes of animation	1,560,000 bytes
630,000bytes of sounds/music	314,000 bytes

(We added digitally-sampled sounds for the Soundblaster, PS/1 and Tandy TL)

Major thanks are due to Larry Scott, who created a new version of the SCI interpreter which removed many of our space restrictions from individual "rooms". This game would probably not have been possible (or at least would have been far more painful to create) without his improvements!

We would also like to take this opportunity to point out how crucially important every member of our team was to this project. While the game design comes from Lori and me, the *Quest for Glory* games "work" precisely because everyone on the team contributes ideas and works their tails off to make every aspect of the game -- design, art, music, and programming -- work in harmony. Each of us has

literally given up a year of our lives (most of us at a 60-hour-a-week or more pace) to bring you this game.

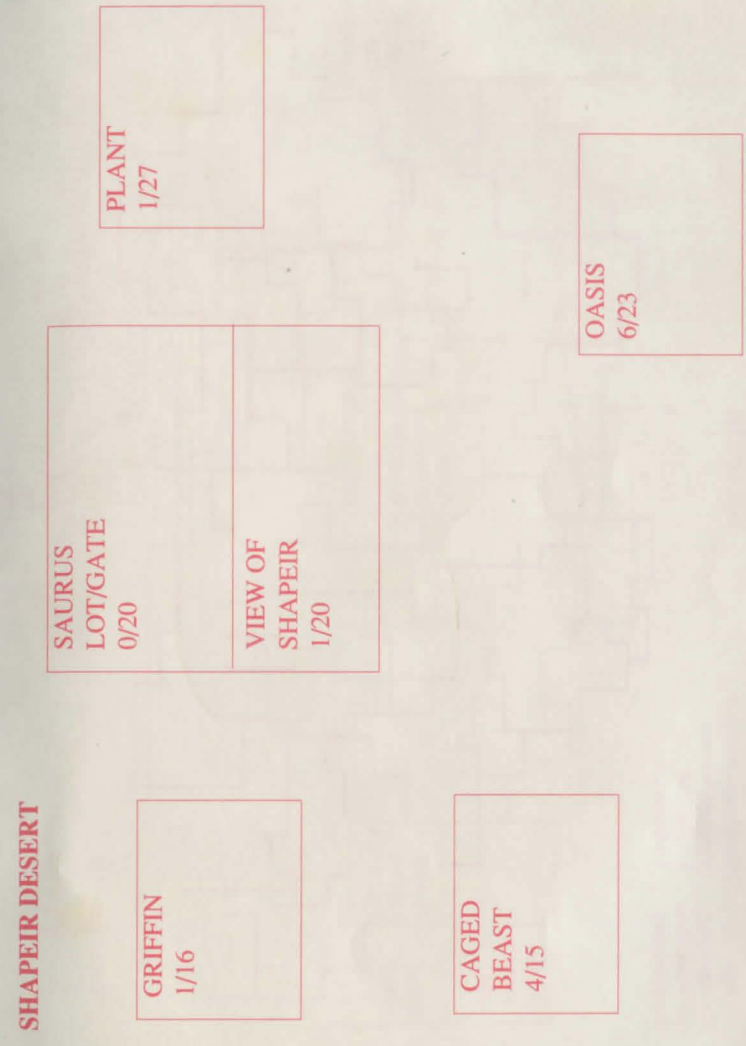
- Corey Cole

About the Designers

Lori Ann Cole has been playing games for as long as she can remember. Actively involved in fantasy role-playing games since being introduced to them at the Phoenix World Science Fiction Convention in 1978, co-publisher with Corey of a fanzine devoted to the subject, and Fantasy Gaming coordinator at various Science Fiction Conventions, Lori has since found a way to share her love of games by creating computer games from her fantasies. She and Corey are currently designing the four game *Quest for Glory* series for Sierra On-Line. She is the scriptwriter and director for the projects. She also writes the manuals and the hint books.

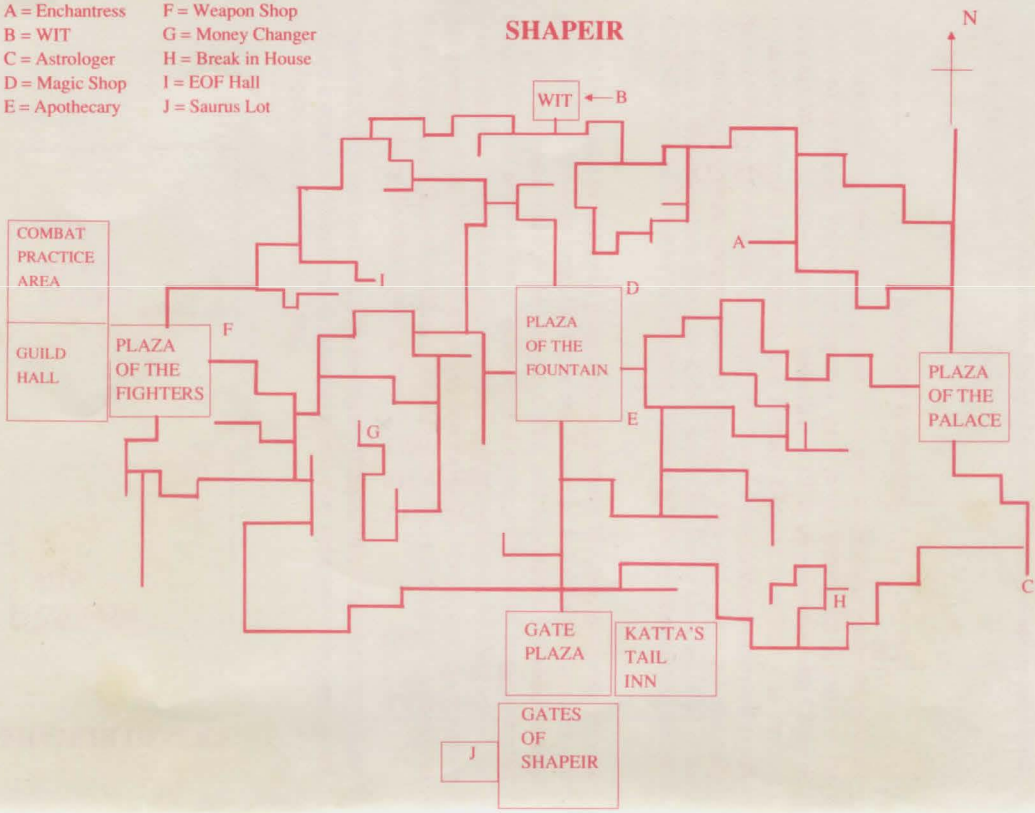
Corey has been a professional programmer for nearly 15 years, and a role-playing game addict almost as long. He wrote the Tower of Indomitable Circumstance role-playing game module for Judges Guild, and founded the Mensa Fantasy Gaming Special Interest Group. After years of trying to "break in" to the computer game industry, Corey became a programmer/game designer for Sierra On-Line three years ago. He helped his wife Lori develop *Quest For Glory1: So You Want To Be A Hero*, and *Quest For Glory 2: Trial By Fire*. Corey is the technical designer and programming director for the games.

Together, Corey and Lori live with their son, Michael, three cats and a large hairy dog on a ranch in Ahwahnee, California, where they raise oak trees, deer, quail, jackrabbits, and the occasional fox.

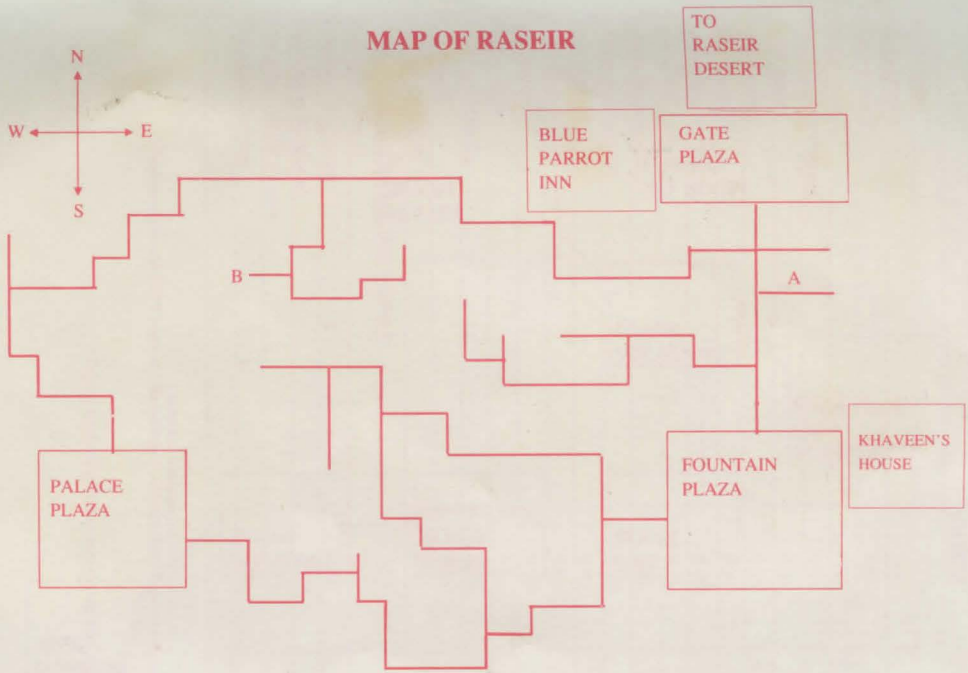


A = Enchantress
B = WIT
C = Astrologer
D = Magic Shop
E = Apothecary
F = Weapon Shop
G = Money Changer
H = Break in House
I = EOF Hall
J = Saurus Lot

SHAPEIR

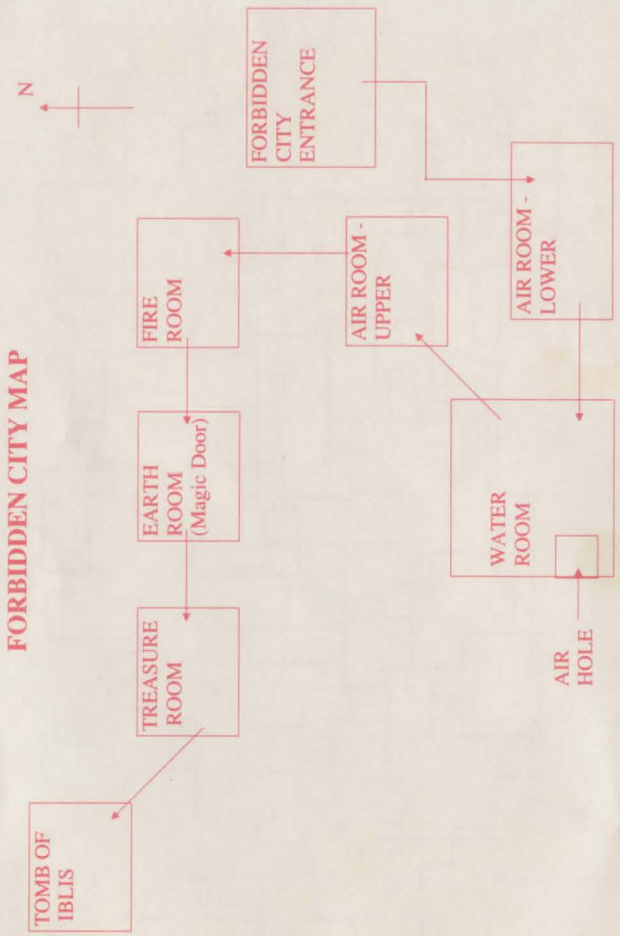


MAP OF RASEIR



A = Emir's daughter
B = Secret passage from prison

FORBIDDEN CITY MAP



HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	9.95	
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