

All-New Format!

QUEST FOR GLORY™ II

INCLUDES COMPLETE WALK-THRU

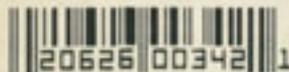
INCLUDES ALL AREA MAPS

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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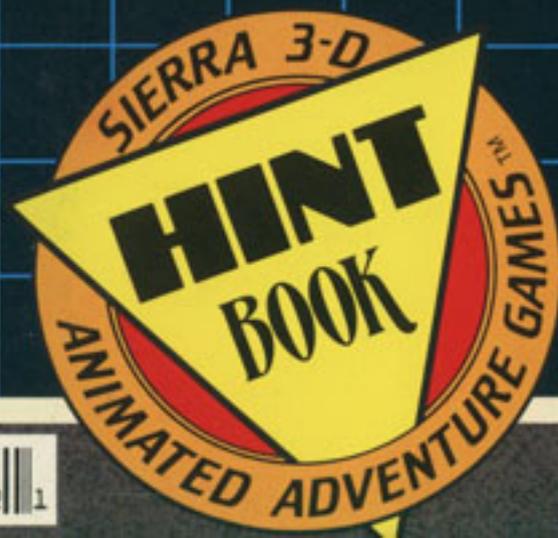
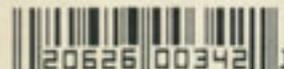
THE PERFECT GAME ACCESSORY



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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 Spielberg. 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

The Fighter has a Strength attribute that determines his ability to control his sword.

Read the section on "The Fighter" in the Technical Manual. It contains information about the Fighter's skills and how to use them.

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How to Play a Magic User

The Magic User has a Magic attribute that determines his ability to control his spells.

How to Play a Thief

The Thief has a Dexterity attribute that determines his ability to control his lock-picking skills.

How to Play a Mixed Character

The Mixed Character has a Strength attribute that determines his ability to control his sword.

If you have ever played a Quest for Glory quest before, then you are in for something considerably different. This game is a combination adventure and combat role-playing game with a large dose of history learning. I here lay out the rules, monsters in defeat, and situations where what you do depends upon the type of character you are playing. First, you decide the type of character you wish to play, whether it, Elf, Dwarf, and demigod, or what you wish to descend from. You are then set out to earn the world taking more and more and learn to survive and succeed. In "Go For Your To Be A Hero," you shall see the hero in the Alpine valley of Smellway. In the second episode of the "Quest for Glory" series, "Trial by Fire," you are invited to the land of Shapeir, a place of golden desert sands and timeless magic.

How to Create a Fighter

First, read "What is Quest for Glory" (page 1) to work the game. Then, decide 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 Program Use, Power, and Design. Read the sections on "Creating a Character" (page 7), "The Fighters" (page 8) and "Advancing Your Powers" (page 9) in your Practical Manual.

Select the Fighter character from the Create Character screen by pointing the [Enter] key when the word Fighter is highlighted, or by pointing to the word Fighter with your mouse and clicking. How to do a mouse 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, Magic, Hit, Power, and Dodge. There are 24 attributes and they are listed in the Practical Manual. Use the scrolling pointer to scroll through the attributes. You will, however, all the attributes can't be at your disposal. It is only in your quest. When you have assigned all your points, press [Enter], and you will begin the game.

How to Create a Thief

To create a Thief, add more points to your Agility, Vitality, and Luck, as well as to your Stealth and Lock Picking skills.

Read the sections in your Famous Adventurer's Correspondence School Advanced Adventuring Manual on "Advanced Fighting" (page 1) and "The Land of Shapeir" (page 13).

A Thief needs a daily regimen of exercise to build up his abilities, so practice frequently with Uhura at the Guild Hall.

Talk to Uhura and Rakeesh about monsters.

Talk to the guard at the city gate about desert survival.

The Fighter should seek out monsters in the desert to hone his fighting skills, once he is properly prepared for desert travel.

Equip your Fighter with the finest available sword to increase his chances at survival.

Arm Wrestling with Issur will help increase your Fighter's strength.

To create a Magic User, add more points to your character's Intelligence and Agility, as well as to your Magic skill.

Read the sections in your Famous Adventurer's Correspondence School Advanced Adventuring Manual on "Advanced Magic Using," "Basic Spell Usage" and "Advanced Spell Usage."

Visit the Magic Shop to gain new spells and information about magic.

Talk to the Enchantress to learn more about the magic of this land.

Become a Wizard by finding the "Wizard's Institute of Technocery" and passing the entrance exams.

Practice your spells out in the desert. Just be alert for wandering monsters.

To create a Thief, add more points to your Agility, Vitality, and Luck, as well as to your Stealth and Lock Picking skills.

Read the section upon Advanced Thieving Techniques in your Famous Adventurer's Correspondence School Advanced Adventuring Manual.

Make sure you are equipped with the latest in thieving technology.

Make contact with your local Thief representative by making the "Sign," and learn the best places to use your particular talents.

Practice your skills wherever possible.

Never resist a good challenge.

You can create a character which has skills from all the other types of characters. This character will start out "weaker" in terms of his skills than

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How to Play a Paladin

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Game Play Tips

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How to Fight a Monster

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Tourist Guide to the People and Places in Scenic Shapeir

Katta's Tail Inn

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any straight character, but has more flexibility in how he can handle situations. However, since "Trial by Fire" is essentially three games in one, with different events occurring depending upon the type of character you play, a multi-classed character will still only experience part of the game. We highly recommend that you play through the game at least once with each of the three character types.

How to Play a Paladin

A Paladin character is not selected at the beginning of the game. Instead, your character becomes a Paladin through his actions. Any character type can become a Paladin, but a Thief that tries to become a Paladin will not be an effective Thief.

To become a Paladin, you must concentrate on doing things honorably.

Read the section on Paladins under "Combat Careers" (page 4) in your Famous Adventurer's Correspondence School Manual, but remember, it is a bit biased.

Talk to Rakeesh and Omar about Paladins and Heroes.

Do good deeds wherever and whenever you can, and never attack an unarmed opponent.

Always choose the most honorable way to do something.

Courtesy counts.

Save your game frequently.

Read your manuals. You'd be surprised how much valuable information is contained in them.

Don't pick up everything you see. Just get what you need.

Try to think as your character would think. When you face a puzzle, try to solve it with your character's skills. Every puzzle you need to solve is solvable with the skills you've chosen (another character may have a different solution).

Check your character sheet frequently [control S]. Skills which have changed will show up in red. Make sure your Health points and Stamina points do not get too low.

Ask questions of everyone you meet. Read page 24 in your Technical Manual for some things to ask about. Try to pick up cues from what people say as to what to ask next.

Make sure you are properly equipped before you explore the desert. Talk to the Guard by the Shapeir gate.

It pays to listen when people tell you something.

The caravan to Raseir leaves on day 17 of the month of the Serpent, so you'd better finish with everything you need to do in Shapeir before that time.

The Elementals will destroy the city if you don't deal with them soon after they appear.

How to Fight a Monster

Read about Combat in your Technical Manual (p 9).

Save the game whenever you encounter a monster. Once you are in the combat screen, you will not be able to save.

If you are wounded, take a Healing Pill before entering combat.

Low Stamina will affect your speed of attack as well as start subtracting from your Health Points. Use a Vigor Pill before you engage (or enrage) a foe.

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.

A Magic User should use the Calm spell to avoid the tough encounters until he has gained skill with his Dazzle, Flame Dart, Force Bolt, and Zap spells.

The Thief should throw daggers at the monster before he gets into combat. Just don't let him throw his last dagger or else the Thief will be defenseless.

Carrying too much weight, or letting your character get tired, will make fighting much harder. Don't carry anything more than you need.

Learn about the Monsters you are fighting. Talk to Rakeesh and Uhura about them. Practice your fighting skills at the Guild Hall with Uhura. She will also give tips on how to handle monsters while you practice.

Tombat Guide to the People and Places in Frank's Desert

Uhura's Tomb

This is the place where you will spend the night and eat most of your meals

the Shapeir Gate Plaza. You can find a lot of interesting things in the plaza, including the fountain.

The fountain is a beautiful work of art. It has four jets of water that spray out in different directions. The water is clear and sparkling. It is a great place to sit and enjoy the view.

The fountain is surrounded by a low wall. The wall is made of stone and has a decorative pattern. The fountain is a great place to take a picture.

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What to do at the Shapeir Gate Plaza

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The Streets of Shapeir

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The Money Changer

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If you are a Thief Character

If you are a Thief Character, you should be careful. You should not steal anything. You should be honest and fair.

during your stay in Shapeir. You can gain a lot of information here, if you ask the right questions.

The important people whom you will find here are your friends Shameen, the Innkeeper, Shema, his wife and real keeper of the Inn; and Abdulla Doo, the former trader, upon whose flying carpet you rode here. On some evenings, the Poet Omar will perform.

To order food, sit down. If you are already seated, type "Order Food."

To find your sleeping quarters, simply follow Shema when she leaves.

For a good time, watch Shema's Dance.

For a profitable experience, listen to the Poet Omar, and be sure to question him afterwards.

Shameen will keep you informed about what goes on at the Inn and some events in the city. Ask him about Raseir, the Sultan, and guest.

Shema is the motherly type who will try to keep you more than well-fed. She will also give you warnings if there is danger. Ask Shema about Raseir, rumors, Sharaf, and the underground.

Abdulla Doo only spends part of his time at the Inn. You will find him there on days 1, 5, and 14. Ask him about the Sultan, the Astrologer, News, the Emir, and Raseir. For more practical matters, ask him about money and the Money Changer.

Omar and Ja'afar are only present on the evenings of days 3, 11, and 16. Make a point of showing up in time to see them. Ask Omar about Dervish, Raseir, Paladin, Ja'afar, Rumors, Astrologer, Rakeesh, and Enchantress.

The sooner you can buy something from Alichica, the easier this game will be. Ask the merchants here about money and the Money Changer. If you meet a guard, ask him as well.

Alichica will try to sell you many things, but there are only two things he has that are actually useful. He will be glad to give you directions to various places, but make sure you have the street map of Shapeir handy when he does. His directions are not the easiest to follow. Neither are some of his answers to other questions, but they are amusing. Ask him about Kattas, Weather, souvenirs, and Elementals.

Lisha the Flower merchant will gladly sell you flowers. Ask her about Musician, snake, and Sitar.

Sitar is the Musician and Hissa is the snake. Look at the musician for a hint of what to do with him.

The Beggar is sometimes present here on days 7, 10, and 15. He is a humble man who relies on the generosity of others.

To really do some "site" seeing in Shapeir, you will need both the street map that came with the game and the one you can buy from Alichica. First, you need to get some local money, though. Ask the merchants how to find the Money Changer.

When wandering down the streets, type, "Look" whenever you approach an intersection of streets. This will give you the names of the streets. Now you can locate your position on the street map.

Once you have Alichica's map, you can use it to go places you have visited previously. Simply type "use map," use the arrow keys or your mouse to select the location, and press [return] or click on it.

Buy a compass and use it when you get confused by the twisty passages.

The Money Changer is located at the southern end of Dinar Tarik. Consult the street map that came with the game to find her.

"Look" at her guard.

The Money Changer is open quite late at night. As a result, she sleeps late in the mornings.

The Money Changer will be overjoyed to exchange some money with you (for a slight commission, of course). For a better deal, exchange small amounts at a time.

The Money Changer will give you valuable information about the Sultan, Raseir, and Ferrari.

If you approach the Money Changer correctly, she can be very useful to you.

Once the Money Changer recognizes you as a Jackal, ask her about the Thieves' Guild, and do her a favor. Follow her instructions.

Once you have done the favor, return here. Show her your stuff rather than just giving it to her. You can bargain for a better deal that way.

Once you have dealt with the stuff, ask her about the safe.

This is where the entrance to the Apothecary is found.

You can fill your waterskins and get a drink from the fountain.

The Food Merchants here offer tempting snacks to keep you going during a rough day. They will also sell rations to take along with you on your journeys.

Ask them about prices, Falafels, dates, and sauruses.

If you wish to buy something, try bargaining for it. You may get a better price, and you will improve your communication skill.

Omar and Ja'afar are here during the day of the 7th to tell poetry.

If you find a lost item here, pick it up. There is a clue to its owner inside. You can keep it, take the money, or try to return it to the owner. This is entirely up to you and your character.

If you need to know what to do about the Water Elemental here, look in the section under Elementals.

This is where the entrance to the Magic Shop is found.

You can fill your waterskins and get a drink from the fountain.

Bargain with the Brass Merchant for the thing he recommends you buy.

The Plant Merchant has something you can use against one of the Elementals.

Lasham will be happy to help you if you tell him about that Elemental.

If you need to know what to do about the Water Elemental here, look in the section under Elementals.

The Apothecary is a source of pills which will help your survival.

If you need money, you can sell certain monster parts here.

Harik Attar may be an impatient man with a fiery temperament, but he does

love his work. Ask him about Pills, Dispel Potions, components, Raseir, Fire, Earth, the Fruit of Compassion, and the Fire and Earth Elementals. Ask him for further information on what he says.

If you are a Thief -

Harik has something you can use against the Earth Elemental. Tell him about it.

You can buy an important (and rather slick) Tool of the Trade here.

The Magic Shop is the place for Magic Items and information.

Keapon Laffin may be an airhead and overly fond of dropping names, but he does know a lot about magic and the magical things going on around Shapeir.

Drop in to his store whenever you have a question. Ask him about magic, the Enchantress, WIT, the Sultan, the Dervish, spells, the various elementals, and anything else that has to do with magic.

Unless you have a very strong stomach, don't ask about fish.

Keapon will give you a very subtle clue about the Air Elemental as you are leaving one day.

You can also get something you can use against the Air Elemental here, if you know what to ask for.

Keapon will gladly pay for the Whirl of a Dervish once you get it. Seek it in the desert.

If you are a Magic User - you can buy spells here.

If you are a Thief - You can buy a very important Tool of the Trade here.

This is where the entrance to the Weapon Shop is found.

Both Merchants here will sell you something you will need at some point in the game.

Unless you are very strong, or play your spells at the right time and place, this is best place to get a crucial item to use against one of the Elementals.

Try this only at night.

The Thief will need a magic item to get the item.
If you get caught, try to talk your way out of it.

This is where the entrance to the Guild Hall is found.

You will occasionally meet Rakeesh sunning himself here. Ask him about Paladins, his leg, the demon, his kingdom, and power. Rakeesh can be a big help to a Fighter against the Earth Elemental, if the Fighter asks the right question.

If you are a Thief -

You will meet the Challenger and his Tightrope here on days 4, 8, 11, and 16 (if you don't beat him first). Take the challenge whenever possible.

Take a Healing and/or a Vigor pill if you need one before the challenge.

If you keep failing, remember - practice makes perfect and is the only way to improve your skill. It's o.k. to fail here.

Build up your Agility daily by practicing your Dodge with Uhura. The higher your Agility, the greater the chances at success on the tightrope.

If you are really frustrated, set your Arcade Difficulty to the lowest setting. Never give up hope. The skill you build at tightrope walking today may save your life later.

This is the place for a Fighter to get a better sword than the one with which he starts out.

The Thief can buy spare daggers here.

This is a good place to build up the strength of your character (as long as you are willing to pay for it) - Arm Wrestle with Issur.

An item that is crucial against the Air Elemental can be gained here if you are very strong and can beat Issur at his own game, or use a spell and some fast talking.

If you can't outwit Issur for this important item, you'll just have to try a different approach outside.

If you are a Thief -

The Money Changer will give you some important information about this

room. Follow her instructions, but don't take too long. If at first you don't succeed, either try using one of your Tools of the Trade to make things go a little easier, or go away and try again some other time, after you've built up a little more strength.

Read about the Guild Hall on page 11 in your Famous Adventurer's Correspondence School Advanced Adventuring Manual.

Study the Quest Board for information on things that need to be done and how to make some money in the city.

Practice Martial Arts with Uhura to increase your skills and chance of survival in the desert.

Ask Uhura about monsters, Rakeesh, Raseir, and the Sultan.

Make a special point of stopping by on days 7, 12, and 16.

If you are a Fighter, stop by on days 13, 14, and 15 as well.

Rakeesh is here on days 2, 7, 12, and 16. Ask him about Paladins, his leg, the demon, his kingdom, and power.

Rakeesh can be a big help to the Fighter against the Earth Elemental, if he asks the right question.

There is nothing you can afford to purchase from these merchants.

For information on how to deal with the Air Elemental, look in the Elemental section further on in this book.

Make a point of dropping by here on Day 16, as Shema suggests. Remember your manners!

The only way to get into the Palace of the Sultan of Shapeir is to win the game. The Hero Awards Ceremony is held there.

The Astrologer lives at the south end of Tarik of Stars. Use the street map that came with the game for help in getting there.

The Astrologer foretells the future by reading the stars. Ask him about astrology, signs, money, and planet.

He will foretell your future if you are willing to tell about yourself.

The house of the Enchantress is located on the small side street Sitt Tarik off the east end of Shmali Tarik. Use the street map that came with the game for help in getting there.

Always mind your manners when approaching Aziza, and answer her questions truthfully.

If you don't know who sent you, reply, "Keapon Laffin" - if you remember what element the shopkeeper of the Magic Shop acts like he has between the ears in his head.

To answer her riddle, think of the answer in terms of the Alphabet.

(If you still can't answer the riddle, try typing her name.)

Aziza will give you important information about Magic, the Djinn, Iblis, the various Elementals, contrary elements, and containers, if you are polite.

Aziza will tell you everything you ever wanted to know about the Plant. Well, almost everything.

Make a point of visiting her on day 16 as she requests.

The Wizard's Initiative

To find WIT, you will need to use magic in the Streets of Shapeir. Only a user of magic can find and enter WIT.

If you have too much trouble finding it, perhaps it would help to know that Sahir means Sorcerer in Arabic.

You will need someone to sponsor you at this prestigious school, so choose someone who knows you.

The Archmage from Spielburg is willing to be your sponsor. See "The Story Thus Far..." (page 6) in your Technical Manual.

The Pretest is pretty simple, so test your spells and wits to solve it. Don't worry if you don't succeed at first - you are getting valuable practice, and can always try again later.

In order to pass the Wizard's Test, you will need almost all of the available spells.. Visit the Magic Shop first and make sure you are up to date on your

spell information (read the sections on Basic and Advanced Spell Usage in your Adventurer's Manual). While you are in the neighborhood, some Mana Pills from the Apothecary might come in handy. Once again, the experience you gain through practice with your spells here can save your life later. For specific answers, see the Walk-through section in this Hint Book.

Remember, this is a Wizard's Test, so all of the problems have spells as their solutions.

To pass the Air Challenge

First make the problem come to you. Then try to stay above the problem.

To pass the Earth Challenge

Take a tip from the Pre-test to begin. Next, show it how bright you are. Once you seem to be passed the problem, re-run a spell to really rock it.

To pass the Water Challenge

Try the most logical spell for dealing with ice. Then hit it with something harder, but you have to pick the target where it will do some good. Once you've created an opening, there are a couple of ways to widen it.

To pass the Fire Challenge

Once you open the problem up, you need a spell to bring down the flames before you shut the door. Finally, you'll need to bridge the gap with some applied power - use the magical to direct the physical.

Once you pass the tests, you'll be a Wizard Initiate. Your final challenge is to decide whether you really want to be a hero, or if you would rather take the easy way out.

Final Order of Fighters

Don't call them, they'll call you - as long as you are a Fighter. You will need high fighting skills to become a member, so make sure you practice daily improving them. Then check at the Guild Hall on days 13, 14, and 15 for further instructions.

Follow the directions given in order to find the house (use the street map included in the game box to figure out where to go). First, you'll have to make a decision to trust them, but how far? Then you will have to prove yourself in battle, but your opponent is armed and you're not, so you'll need to get your weapon and shield first. Hope you practiced your dodging skills ahead of time. Once you do get your equipment, it will be your skills against those of their best warrior. Once you down your opponent, the final decision is yours - whether to obey and earn the respect of the EOF, or whether to refuse to slay a helpless opponent and earn the scorn of the organization you seek to join.

This room is for Thieves only - all others need not read it.

To find this place, you will need to "sign in" with the nearest thieves' representative. She will be happy to give you instructions for finding this place. Use the street map included in the game box to figure out where to go. Just make sure the time is right when you get there, and that you are fully equipped with the latest Tools of the Trade. Then save your game.

Getting in is simple for one of your skills. You need to be very, very quiet in here, though. If you make a noise, pause a bit before moving.

Search everywhere, including under things.

Beware of squeaky hinges.

When in doubt, hide.

Neatness sometimes counts.

You will need to buy a Saurus if you want to survive the desert and win the game. This means dealing with Ali Fakir on day two or so.

To deal with Ali Fakir: if you don't have enough cash, you can refuse to make a deal with him when he asks. Don't play too hard to get, though, or he might give up and refuse to sell one to you.

To get your very own Saurus out of the pen, type "ride saurus."

The Saurus understands the following commands; "mount," "dismount," and "go home."

The Saurus allows you to travel faster in the desert, and to use less water.

The Saurus you bought may seem a bad bargain since he is very cowardly. If the Saurus runs away from a monster, just defeat the monster and wander out of the room. Once the Sand Worms clean up the mess, wander back and you'll find your Saurus patiently waiting for you. He follows the rule of always returning to the last place you both were together, assuming the danger is gone.

If you can't find your Saurus again, just head back to town on your own. The Saurus will eventually make his own way back to the stable.

The guards at the gate know information about the desert, the caravan, preparations, the Dervish, and the Oasis.

The guards will gladly put your Saurus back into the stable after you dismount and re-enter the city.

Read the desert survival section (page 14) in your Adventurer's Manual. Read about your Saurus under the "Saurus Stable and Gate to Shapeir" in the previous section of this Hint Book.

Talk to the gate guard about preparations.

Buy a Compass from Alichica to avoid getting turned around. At night, you can use the stars to orient yourself.

Healing and Vigor pills from the Apothecary will help you survive monster encounters.

Don't even think of exploring the desert without water.

Night travel saves water, but gets you a different class of monsters to encounter.

If you get lost without a Saurus, remember the mountains are both north and south of the desert. The city of Shapeir is in the northern mountains.

The Oasis is a place to get a drink and refill your waterbags. You can also sleep here, but don't stay away from the city too long.

The Dervish is five screens south from the overlook of the city of Shapeir and three screens to the east (make a left turn since your perspective is turned around on the 4th screen).

Visit the Dervish on day 12. He has a puzzle for you to solve. Ask for details

Shred with an ally

The Sheriff of the County of the Mountains of the East of Shalgar and his liegemen came back with their spoils.

The Griffin

The Griffin had been the chief of the tribe. It was the best of the warriors.

The Griffin had to be slain, or the tribe would be destroyed.

The Griffin had to be slain, or the tribe would be destroyed.

The Griffin had to be slain, or the tribe would be destroyed.

The Plant Woman

The Plant Woman was a very old woman. She was the best of the women.

The Plant Woman was a very old woman. She was the best of the women.

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Caged Beast

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Things to do in colorful Shapeir

Monster Mashing

Read the book and do the activities. Have fun!

Fighting the Jackalmen

Read the book and do the activities. Have fun!

Read the book and do the activities. Have fun!

Fighting the Brigands

Read the book and do the activities. Have fun!

Fighting the Scorpion

Read the book and do the activities. Have fun!

Read the book and do the activities. Have fun!

about what he says.

The puzzle is five screens west of the Overlook of the city of Shapeir and three screens south, but only after day 12.

The griffin nests along the cliffs west of town. It is always best to let sleeping Griffins lie.

The Fighter needs to do some careful searching to uncover a feather.

The Thief needs to do a fancy rope trick to gain a feather.

The Magic User needs to use a spell that will let him get to the nest to find a feather.

The Plant Woman can be found along the mountains several screens to the east of the city of Shapeir.

Talk to the Enchantress about the Plant Woman, and Aziza will tell you a sad story. She will also tell you how to help, but you won't be able to do this before day 12. Follow the instructions in order, pull some magic out of your sack, say her name, and the Plant Woman will give you a gift. Julianar may not yet be human, but your part in her story ends here. (Another will take up the tale after this game ends.)

The first gift you give is what anyone in the desert needs. Then tell a bit about yourself.

The second gift you give is what's left of an earthy situation. Then tell about how you got it.

The third gift is cuddly, an action, not a thing. Then say her name.

For a good way not to win this game, save here. Then throw something at the plant.

The Caged Beast lies 5 screens to the west of the overlook of the city of Shapeir and three screens to the south after day 11.

The Dervish asks some important questions about the Caged Beast to which you must learn the answers.

Don't show too much pity for this monster, but remember nothing survives long in this desert without supplies.

Talk to the Apothecary about Dispel Potions and Fruit of Compassion.

Talk to Aziza about the Plant Woman.

Find two of the ingredients and have Harik make you a potion. You will need to add the final ingredient when you get back to the Beast.

Distract the beast before you try to get the final ingredient. Don't let the mouth get near you. (Keep it busy doing something else.)

Give the Dispel Potion to the Beast, and see what happens.

For a quick way not to win the game, save first, and let the creature out before giving him the Dispel Potion.

Read the sections on combat in your manuals and Hint Book before trying this at home.

The Jackalmen try to overwhelm you with sheer numbers rather than skill. They are easy to kill, but whenever you are low in Health Points and there are more monsters to fight, run away. When you defeat a Jackalman band, don't forget to search the bodies.

The Brigands are a bit tougher than the Jackalmen. Be sure to search the body afterward; they've probably killed and robbed less wary travelers.

Before you fight a Scorpion, talk to Harik at the Apothecary about pills. He has some you will need. Practice your dodging and blocking skills with Uhura. Don't let that Scorpion's tail hit you. Take a pill before combat just in case. If you do defeat one, take the tail.

Fighting the Ghoul

The Ghouls come out only at night. Ask Uhura, Harik, and Rakeesh about them. Unlike most monsters, they don't really hurt you, they just sap your will to live. If your Stamina gets low while fighting them - run away. Once a Ghoul drains all of your Stamina, you are finished. When you defeat the Ghoul, don't forget to collect its claws.

Fighting the Terrorsaurus

The Terrorsaurus is the toughest monster in the desert. Make sure you build up your combat skills before you try to face him. Run away if you have to, but remember, the Terrorsaurus is fast. You might not escape. Take some Healing and Stamina Pills if you get a chance.

Collecting the Elemental

Read the Section in your Adventurer's Manual on Elementals (page 20). Fortunately, you will never meet the most powerful Elemental mentioned, so don't be concerned about anchovy Indigestion. Talk to Aziza and Keapon Laffin to get some basic information. There are two parts to the defeat of an Elemental: Contrary Elements and Containers. There are also people in Shapeir who have an affinity for certain elements. Those are the ones to ask questions about a specific Elemental.

The Fire Elemental

First talk to Aziza about Elementals and the Fire Elemental. Then talk to Harik at the Apothecary about the Fire Elemental and Flame. You will need to buy something from Harik in order to lure the Elemental away from the plaza before you can capture it.

You will also need the Contrary Element and a proper container for fire. You can get them both in the Plaza of the Fountain.

You need to lure the Elemental from the plaza, weaken it with its Contrary Element, and capture it in the container.

Once weakened, it will leap into the container if it is handy. Otherwise, it will escape.

If you are still stumped and need real answers: See the Walk-through, Day

5, in this Hint Book.

The Air Elemental

Talk to Aziza about the Air Elemental. Then talk to Keapon Laffin. He will give you a very subtle clue about a proper container for air as you are leaving one time.

The container hides in plain sight around the Weapon Shop. If you tell Issur about the Air Elemental, you can try to win the item at arm wrestling if you are a very strong fighter-type. The Thief will probably need to steal the item at night, but you will need a magic item to do so. The Magic User has a couple of ways to get the container. The easiest, but least ethical, is to use a spell at night.

You can get the Contrary Element from someone who uses it with what he sells in the Fountain Plaza. Or ask Keapon about it.

To use the Contrary Element against the Air Elemental, the Fighter needs to use his strength against the Air Elemental and then drop the Contrary Element. The Fighter and the Thief can both use throwing skills to get it into the funnel. The Magic User needs to rise above the Air Elemental and drop in the Contrary Element. Then just capture it in your container.

If you are still stumped and need real answers: See the Walk-through, Day 9, in this Hint Book.

The Earth Elemental

First talk to Aziza and Harik about the Earth Elemental. Talk to Rakeesh about the Earth Elemental. You will need to wear down the Earth Elemental with the Contrary Element before you can capture it.

The Container can be purchased from a merchant in the Fighter's Plaza.

If you are a Fighter, Rakeesh will be more than happy to loan you the Contrary Element you need for the task. Just ask some further questions about what he says when he is talking about the Earth Elemental.

If you are a Thief, talk to Harik at the Apothecary about Earth. You will need to bargain carefully for what you need.

The Magic User is able to use one of his spells against the Earth Elemental, but it will take a lot of spells to weaken it.

If you are still stumped and need real answers: See the Walk-through, Day 12,

The Water Elemental

It is said that the Water Elemental can be seen only when the moon is full and the water is still. It is said that the Water Elemental can be seen only when the moon is full and the water is still.

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Tourist Guide to the People and Places in Rustic Raseir

The first thing you should know about Rustic Raseir is that it is a very beautiful place. It is a very beautiful place.

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The Blue Parrot Inn

The Blue Parrot Inn is a very famous inn in Rustic Raseir. It is a very famous inn.

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If you are a Thief

If you are a thief, you should know that the Blue Parrot Inn is a very famous inn.

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

What to see and do at the Raseir Plaza of the Fountain. It is a very beautiful place.

The Harem Girl's House

The Harem Girl's House is a very famous house in Rustic Raseir. It is a very famous house.

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Raseir's Break-in House

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The Dungeons of Raseir

The Dungeons of Raseir are a very famous place in Rustic Raseir. It is a very famous place.

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in this Hint Book.

Ask Aziza about the Water Elemental and containers. You already have a source for the Contrary Element, as well as a container for the Water Elemental. Just don't get too close to the Water Elemental unless you have these ready.

If you are still stumped and need real answers: See the Walk-through, Day 15, in this Hint Book.

The only way to get to Raseir is by caravan, and the caravan leaves Shapeir on day 17. Just get a good rest the night before at the Katta's Tail Inn, and you'll be on your way in the morning.

Once you have arrived in this quaint little city, remember to obey all the rules. You will be sure to have a pleasant stay here.

Signor Ferrari at the Blue Parrot Inn is a very important man, so it is important to follow his "suggestions." This will be the place you spend the night, assuming you stay on Ferrari's good side. Ask him about Raseir, the Inn, the Emir, and rumors.

Your room is past the wall behind the bar, but you can only use it at night. Don't worry about paying for your room there. You will discover that you have already paid more than enough.

When you have been introduced to Ugarte, it is best to pay him for information. Ask him about service, water, someone expected, lackeys, fountain, and prophecy.

Make sure you contact Signor Ferrari in the proper manner when talking to him. He will give you information about a little favor he wants you to do. Follow his instructions.

On the morning of the second day of your stay, the natives are going out of their way to stage some entertainment just for you. Be sure to visit the far-southern end of the Fountain Plaza in Raseir.

Give the Harem Girl what she wants, but first ask about Khaveen, marry, father, disguise, Ad Avis, Power, control, Harem, and magic. For an amusing way not to win, save the game before you enter the house, and drop your spare suit of clothes before entering.

If you are a Thief - contact Ferrari in the usual way to get instructions here. Save your game before undertaking this risk.

You will need all your thief skills and equipment to handle this case. Remember the rules about being out at night, and be very, very quiet when traveling around.

Quickly use your magic item to enter before the guard returns. Once inside, be very patient and don't make any more noise than you have to.

If you do make a noise, stop and wait a few moments before moving again. Don't let the guard at the door or the identity of the house's owner distract you from your goal.

Handle the hinges and the door of the cabinet in the Advanced Thief fashion. Then quietly sneak out the way you came in.

There are three things you must do to escape the dungeon - open the gate, get your equipment, and find the secret passage out.

If you are a Fighter or a Magic User, use your natural skills to escape the cell. If you are a Thief, you may be in trouble because most of your equipment is missing. Re-read the section on Improvisation (page 9) in your Adventurer's Manual. Check your inventory or the hay near the Katta prisoner.

To get the Katta to trust you, show him the gift you got on day 16 or so from the Jeweler in Shapeir. If you didn't get a gift, then try your gift of gab by

talking about your Katta friends. Ask him about the pin, the underground, escape, the palace, Raseir, capture, and equipment. Get your stuff and search the room. Use your strength or a spell to open the secret passage, if the Katta doesn't help. Then escape.

Ad Avis is a wonderful person, or so he says. Just do what he wants, and you will get along fine with him, if you survive. After all, you really don't have a choice!

Read the section Background and History (page 13) in your Adventurer's Manual for a historical perspective to these impressive ruins.

When Ad Avis tells you to open the door, use what Zayishah gave you (check your inventory).

Rub the magic item you made earlier to see your way around. You will need to do something in the Water Room next door to stop the wind in this room.

Set your Arcade Difficulty level in your Game Menu to a level appropriate to your own skill. Save your game. To cross the water, try it near the waterfall. Jump on at the right time, then jump off when you get near land. Don't be sucked into thinking that's all you need to do in this room. Both the Fighter and the Magic User need to apply Force here to stop the wind in the Air Room each in his own way. The Thief needs to use his powers of observation and his Thieves' Tools ("rock picks?"). Then climb the rocks to the left of the waterfall and cross back through the Air Room and into the Fire Room.

Stop a few seconds and observe what goes on here. Using water on yourself, timing the fire geysers carefully, and moving quickly but cautiously through this room will greatly improve your chance of survival.

As you enter here, it is wise to take a Healing Pill after the Fire Room. A Thief uses his rope to get down off the ledge. A Magic User uses an up and down sort of spell (but you have to time it right). The Fighter just has to be Macho. To open the door, you will need to say the name of the one who bound Iblis. (Read the Land of Shapeir Background and History Section (page 13) in your Adventurer's Manual.)

For a good way not to win the game, save first and check out the various treasures about the the room for interesting ways to die. Otherwise, just pass on through.

After Ad Avis leaves, use your lamp to explore the rest of the room. There is another magic item hidden here. Ask the Djinni about wishes, master, prophecy, ring, prowess, health, and teleport. Make your wishes. The last wish should be the "Wish to teleport", so you can escape the Forbidden City.

The Fighter has no option but to fight the guards and force the door to get into the palace. Do it quickly before more guards arrive.

Antechamber

There is the antechamber, and you will find the guard there. They will never let you pass the threshold of the room and challenge you if you are a thief.

Never give up, but the only need to hurry is to get to the door to the room.

Can you find a way to get into the room?

These are the only ways to get into the room. They will not let you change your mind if you are not prepared.

Ritual Chamber

The Ritual Chamber is a very important room.

It is a place where the Emir's power is kept. It is a place where the Emir's power is kept.

It is a place where the Emir's power is kept. It is a place where the Emir's power is kept.

It is a place where the Emir's power is kept. It is a place where the Emir's power is kept.

Wizard's End Game

Emir's Palace Gates

The Emir's Palace is a very important place. It is a place where the Emir's power is kept.

Antechamber

There is the antechamber, and you will find the guard there. They will never let you pass the threshold of the room and challenge you if you are a thief.

Never give up, but the only need to hurry is to get to the door to the room.

Can you find a way to get into the room?

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Thief's End Game

Emir's Palace Gates

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It is a place where the Emir's power is kept. It is a place where the Emir's power is kept.

Harem

The Harem is a very important place. It is a place where the Emir's power is kept.

Eunuch's Room

The Eunuch's Room is a very important place. It is a place where the Emir's power is kept.

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It is a place where the Emir's power is kept. It is a place where the Emir's power is kept.

Outside the Ritual Chamber

The Ritual Chamber is a very important room.

It is a place where the Emir's power is kept. It is a place where the Emir's power is kept.

It is a place where the Emir's power is kept. It is a place where the Emir's power is kept.

Antechamber

Once in the Antechamber, listen and wait until the guard leaves. Then jump down from the balcony (or slide down the rope) and challenge Khaveen to a duel.

Never give up, but you will need to be a very skilled Fighter to defeat Khaveen.

Get your weapon while you can.

Save your game.

Then head for the door to the Ritual Chamber. You will take some damage from this door, so be prepared.

Ritual Chamber

You have no time to waste in this room.

Avoid combat with the living statue. Remember your EOF test.

Kick over a candle.

Move to the left of the screen and run towards Ad Avis before he can cast too many spells.

Don't let a little fire stop you from getting to Ad Avis.

Way to East Gate

East's Palace Gates

The Magic User must "Dazzle" the guards, and then "Open" the palace gates to enter.

Antechamber

After the guard leaves, allow Khaveen to relax with a spell.

When Khaveen is out of the way, use a spell to get down.

Prepare yourself with a spell to face Ad Avis. Save your game.

Use Magic to open the door to the Ritual Chamber and then go in.

Ritual Chamber

You have no time to waste here.

Cast a spell to stop the living statue (remember the WIT Earth Challenge?).

Cast a spell at one of the unlit candles to keep Ad Avis from lighting it.

Now you have made Ad Avis really mad. If you are protected, Ad Avis will not be able to cast a spell directly at you, but unfortunately, he has the same spell (remember the spell description in your Adventurer's manual?).

You will need to use an indirect spell against him in an indirect way before he figures out how to get you.

Move a bit left, then cast a spell which can bounce off the wall and knock the brazier into Ad Avis to defeat him. (Remember the WIT Water Challenge?)

Way to East Gate

East's Palace Gates

First, Sneak in the shadows up to the wall.

Wait until the Eunuch guard is not going to spy you.

Use your rope to get up the wall.

Go off the side with the sign from the Servant Woman.

Way to Harem

Enjoy the show, but when it's time to go - go!

Way to Harem

Timing is essential in this room. Save your game just in case.

First, hide behind the Fish Fountain and let the Harem Girl distract the one guard.

Keep your eye on the roving guard, and be ready to move before he can see you.

Hide behind the table until the roving guard is out of the room.

Quickly sneak to the door outside.

Way to Harem Chamber

Save your Game.

You will first need to use your rope and all your balancing skills to get over to Ad Avis.

Throw something at one of the candles to stop the ritual. Carefully avoid the spells Ad Avis is throwing at you.

Move across to the right pillar to get a direct line of sight at Ad Avis, and throw everything you've got at him.

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

Each character class can get up to 500 Puzzle Points, with the exception of a Fighter or Magic User who becomes a Paladin (either can get up to 550 Puzzle Points). A Thief/Paladin can only get 500 Puzzle Points, since many Thief activities make it impossible to become a Paladin.

Palace Plaza (100 points)

City of Dancers (211 total)

What	Where	# of Points
Change Spielberg Money	Money Changer	7
Buy Compass	Gate Plaza (Alichica)	7
Buy Map	Gate Plaza (Alichica)	7
Sign Log Book	Guildhall	3
Give Money to Beggar	Gate or Fountain Plaza	3
Find Astrologer	Astrologer (Abu)	5
Have Fortune Told	Astrologer (Abu)	5
Buy Saurus/Emir	Saurus Lot (Town Gates)	7
Ask Harik About Earth	Apothecary	3
Ask Harik About Fire	Apothecary	3
Buy Incense	Apothecary (Harik)	7
Get Dispel Potion	Apothecary (Harik)	7
Buy Brass Lamp	Fountain Plaza (Tashtari)	7
Capture Fire Elemental	Gate Plaza/Street	20
Get Fire Reward	Guildhall (Rakeesh)	3
Ask Keapon About Air	Magic Shop	5
Get Bellows	Weapon Shop or Plaza	7
Capture Air Elemental	Palace Plaza	20
Get Air Reward	Katta's Tail Inn (Omar)	3
Buy Cloth Bag	Fighter's Plaza (Kiram)	7
Capture Earth Elemental	Shapeir Streets	20
Solve Aziza's Riddles	Enchantress (Aziza)	7
Ask Aziza About Tree	Enchantress	7
Visit Aziza with Saurus	Enchantress (Day 16)	7
Capture Water Elemental	Fountain Plaza	20
Get Earth/Water Reward	Katta's Tail Inn (Omar)	6
Listen to Omar's Poetry	KTI or Fountain Plaza	3

Receive Gift of Pin

Palace Plaza (Sashanan)

5

Desert Oasis (196 total)

What	Where	# of Points
Find Griffin	Griffin's Lair (Desert)	3
Get Griffin Feather	Griffin's Lair (Desert)	7
Water Tree	Tree Woman (Desert)	7
Tell Tree About Self	Tree Woman (Desert)	5
Give Magic Earth	Tree Woman (Desert)	7
Tell Tree About Earth	Tree Woman (Desert)	5
Hug a Tree	Tree Woman (Desert)	5
Tell Tree Her Name	Tree Woman (Desert)	5
Get Magic Fruit	Tree Woman (Desert)	7
Get Dervish's Beard	Oasis	5
Ask Dervish About Beast	Oasis	5
Find Caged Beast	Caged Beast (Desert)	5
Feed Caged Beast	Caged Beast (Desert)	5
Dispel Enchantment	Caged Beast (Desert)	15

City of Ruins, Forbidden City, and Volcano (193 total)

What	Where	# of Points
Give Spare Clothes	Harem Girl's House (Zayishah)	5
Give Visa	Harem Girl's House (Zayishah)	5
Win Sharaf's Trust	Raseir Jail (Sharaf)	7
Escape from Prison	Raseir Jail	7
Use Mirror to Open Door	Outside Forbidden City	5
Block Airflow	Forbidden City (Water)	7
Survive Water Room	Forbidden City (Water)	7
Survive Fire Room	Forbidden City (Fire)	7
Survive Earth Room	Forbidden City (Earth)	7
Pass Suleiman's Door	Forbidden City (Earth)	7
Survive Treasure Room	Forbidden City	5
Get Djinni Ring	Tomb of Iblis	7
Ask Djinni About Wishes	Tomb of Iblis	7
Complete the Game	End Ceremony	20

Volcano and Volcanic Plains (200 total)

What	Where	# of Points
Buy Poison Cure Potion	Apothecary (Harik)	3
Defeat a Brigand	Desert	3
Defeat a Jackalman Band	Desert	3
Defeat a Ghoul	Desert	3
Get Ghoul Claws	Desert	5
Defeat a Scorpion	Desert	3
Get Scorpion Tail	Desert	5

Defeat a Terror Saurus	Desert	3
Ask About Monsters	Guildhall (Uhura)	3
Practice with Uhura	Guildhall	5
Ask About Paladins	Guildhall/Plaza (Rakeesh)	3
Borrow Soulforge	Guildhall/Plaza (Day 12/13)	7
Practice with Rakeesh	Guildhall (Day 16)	5
Win Arm-Wrestling	Weapon Shop (Issur)	7
Join the EOF	EOF House (Day 15)	7
Enter Emir's Palace	Palace (Endgame)	5
Defeat Khaveen	Palace (Endgame)	15
Defeat Ad Avis	Ritual Chamber (Endgame)	15

Points that only Magic Users get (103 total)

What	Where	# of Points
Find WIT magic arrows	Shapeir streets	7
Find/Enter WIT	WIT	11
Pass WIT Pre-test	WIT	7
Pass WIT Air test	WIT	7
Pass WIT Earth test	WIT	7
Pass WIT Water test	WIT	7
Pass WIT Fire test	WIT	15
Refuse to go to school	WIT	7
Survive Antechamber	Palace (Endgame)	7
Defeat Ad Avis	Ritual Chamber (Endgame)	25

Points that only Thieves get (103 total)

What	Where	# of Points
Make Thieves' sign	Money Changer	3
Fence stolen goods	Money Changer	3
Buy oil	Apothecary	3
Buy Powder of Burning	Apothecary	5
Buy magic rope	Magic Shop	5
Break in to house	Shapeir Breakin House	3
Use oil on cabinet hinges	Shapeir Breakin House	3
Steal silver tea set	Shapeir Breakin House	3
Steal bowl	Shapeir Breakin House	3
Steal Dinars	Shapeir Breakin House	3
Steal Silver Dagger	Shapeir Breakin House	5
Break in to Issur's	Weapon Shop	3
Steal Issur's money	Weapon Shop	3
Win tightrope challenge	Fighters' Plaza	5
Make Thieves' sign to Ferrari	Blue Parrot Inn	5
Break in to Khaveen's house	Khaveen's House	3
Use oil on cabinet hinges	Khaveen's House	3

Steal the black bird	Khaveen's House	5
Give bird to Ferrari	Blue Parrot Inn	3
Make it into the Harem	Palace Harem (Endgame)	3
Make it past Eunuch guards	Eunuch Room (Endgame)	5
Create tightrope	Palace Tightrope (Endgame)	3
Defeat Ad Avis	Palace Tightrope (Endgame)	20

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

What	Where	# of Points
Give more than once to Beggar	Gate or Fountain Plaza	5
Impress Aziza with manners	Enchantress	3
Return Rakeesh's sword	Guildhall	5
Return Omar's lost purse	Katta's Tail Inn (Omar)	7
Refuse to kill EOF fighter	EOF House	7
Let Khaveen get sword (or use Calm spell on Khaveen)	Antechamber (Antechamber)	7 (7)
Qualify as Paladin	Endgame	6
Be Officially Recognized	End Ceremony	10
Attack Griffin (negative)	Griffin's Lair (Desert)	-10

In addition, Magic Users and Thieves who manage to qualify as Paladins receive an extra 12 Points, since they don't get the opportunity to return Rakeesh's sword or spare the EOF fighter's life (besides, it made the numbers add up nicely!).

Other requirements for becoming a Paladin

1. You must have an Honor score of at least 75.
2. You must have at least 25 Paladin Puzzle Points.
3. You must not have done any of the following dishonorable acts:
 - a. Break into Khaveen's house.
 - b. Break into Shapeir breakin house.
 - c. Steal money from Omar's purse.
 - d. Kill EOF Fighter.
 - e. Kill Khaveen when he's helpless.
 - f. Try to keep Rakeesh's sword.

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

Useful spells

Spells available for purchase at Erasmus Laffin's Magic Emporium

Detect Magic
Trigger
Force Bolt
Dazzle
Levitate

When you successfully complete the WIT entrance examination, Erasmus will give you a graduation gift of the Reversal spell.

Possible temporary items and Where to Get Them

NOTE: The more weight your party, the faster you run, 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 Decayers of Evil and 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.

Item	Where to Find It
Pieces of Paper	Actually, I don't think you get any of these!
Leather Armor	Start of Game for Magic Users and Thieves only
Chainmail Armor	Start of Game for Fighters only
Shield	Start of Game for Fighters only
Lock Picks	Start of Game for non-Thieves with Pick Lock skill
Thieves' Tool Kit	Start of Game for Thieves
Thieves' Guild License	Start of Game for Thieves
Gold Coins	Start of Game (currency left over from Spielberg)
Brass Centimes	Cheap treasure (and change from merchants)
Golden Dinars	Better treasure (and change from Money Changer)
Map of Shapeir	Gate Plaza (Alichica)
Compass	Gate Plaza (Alichica)
Food Rations	Fountain Plaza (Scoree & Storee)
Broadsword	Start of Game for Fighters only

Fine Sword
Daggers
Bellows
Small Rocks
Whirls of Beard
Worthless X-Ray Glasses
Magic Rope

Pouches of Incense
Containers of Oil
Powder of Burning

Healing Pills
Mana Pills
Vigor Pills
Poison Cure Pills
Dispel Potions
Flower Bouquets
Sapphire Pin

Griffin Feather
Scorpion Tails
Ghoul Claws
Soulforge (Flaming Sword)
Pots of Dirt
Brass Lamps
Baskets
Empty Pots
Fruit of Compassion
Waterskins
Cloth Bags
EOF Secret Membership Badge
Raseirian Visa
Essence of Water Elemental
Djinni Ring
Hand Mirror

Black Bird (Maltese Falcon?)
Change of Clothing

Saurus (Enchanted Emir)

Weapon Shop off Fighters' Plaza (Issur)
Weapon Shop off Fighters' Plaza (Issur)
Weapon Shop off Fighters' Plaza (Issur)
Pick them up in the desert
Oasis (Dervish)
Magic Shop (Keapon Laffin)
Magic Shop off Fountain Plaza (Keapon - only if you can climb)

Apothecary off Fountain Plaza (Harik)
Apothecary off Fountain Plaza (Harik)
Apothecary off Fountain Plaza (Harik)
(Thieves only)

Apothecary off Fountain Plaza (Harik)
Apothecary off Fountain Plaza (Harik)
Apothecary off Fountain Plaza (Harik)
Apothecary off Fountain Plaza (Harik)
Gate Plaza (Lisha)

Shapeir Palace Plaza (Sashanan after capturing Water Elemental)
Griffin's Lair in the Desert
Desert (have to kill the Scorpion first!)
Desert at night (have to kill the Ghoul first!)

Guildhall or Fighter's Plaza (Rakeesh)
Fountain Plaza (Lasham)
Fountain Plaza (Tashtari)
Um, I don't think we let you buy these
What you get when you run out of dirt!
Enchanted Tree in the Desert
Fighter's Plaza (Mirak)
Fighter's Plaza (Kiram)

EOF Testing House (Day 15)
Raseir Gate Plaza (Khaveen)
Fountain Plaza (first you have to catch it!)
Tomb of Iblis in the Forbidden City
Harem Girl's (Emir's Daughter) House in Raseir

Khaveen's House in Raseir
Given to you by Shema when you leave Shapeir
Saurus Lot (just outside Shapeir gates after

	1st day)
Bags of Sand	Get a cloth bag and collect some sand in the desert
Essence of Earth Elemental	Streets of Shapeir (first you have to kill it!)
Silver Tea Service	Shapeir break-in house
Emerald Bowl	Shapeir break-in house
Silver Dagger	Shapeir break-in house
Omar's Leather Purse	Fountain Plaza (dropped by Omar after poetry reading)
Rusty Nail	Raseir Prison cell (only if you don't have Sapphire Pin)

Walk-Through

Warning: This contains spoiler 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 directed 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 save each with all three character types), then read the manual from my manual to see what to do 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

First, read your manuals and the beginning sections in this hint book on playing and designing the type of character you wish to play. Select "Start New Character" from the Scroll Screen, assign a name and allocate your points. Press [ENTER] to start the game.

Katta's Tail Inn. Set Arcade Level to "Easiest". Type "Stand". Exit room through bottom of screen. Exit Gate Plaza through top of screen. Walk down the street until you come to a crossroads. Turn left. Continue walking along the street until you come to next intersection with Tarik of Kattas. Turn right. Proceed until you come to intersection with "Kital Darb". Turn right. Proceed until you come to intersection with "Naufara Darb". Turn right. Proceed until

you come to intersection with "Dinar Tarik". Turn Right. Proceed until you come to intersection with "Centime Tarik". Turn left. Proceed until you arrive at Money Changer's.

Type "Exchange Money". Exchange all of your Spielberg gold coins. Thief Character Only: Make Thief Sign.

Return back the way you came to the Gate Plaza. Approach Alichica's stand. Type "Buy Map". Type "Buy Compass". Save Game.

Type "use map". Place cursor on right side of Fighter's Plaza. Press [Enter] or Click mouse. Approach Cloth Merchant stand. Type "Buy Cloth Bag". Approach Leather Merchant stand. Type "Bargain for Waterskin". Exit bottom. Enter Guild Hall. Approach book. Type "Sign name". Type "Ask about Monsters". Approach Quest Board. Type "Read Quest Board". Read through quests. Proceed through door on right and practice fighting with Uhura.

Exit room off the bottom. Type "Ask about Paladins" to the Liontaur (lion-man).

Type "Use Map". Select Katta's Tail Inn. Type "Sit". Type "order food". After Shema arrives, Type "eat". Type "Stand". Follow Shema off left to Sleep Room. Select "until dawn".

Katta's Tail Inn: Standard Morning Activities: Type "Sit". Type "eat". Type "Stand". Exit south. Save Game.

Type "Use Map". Select Guild Hall. Practice combat with Uhura. (Fighter should do this every morning.) Exit bottom of screen.

Thief Character only: Type "Take challenge". Type "give dinar". Type "climb". Attempt this several times for practice.

Type "Use Map" Select lower section of "Fountain Plaza". Go through the door on the left to enter Apothecary. Type "Bargain for Healing Pills". Repeat question. Type "Bargain for Poison Cure Pills". "Bargain for Vigor pills". Exit.

Thief Character Only: Type "Bargain for oil". Exit.

South Fountain Plaza: Approach Fountain. Type "Get Water". Exit bottom of screen. North Fountain Plaza: Approach Brass Merchant. Type "Bargain for

Lamp". Enter Magic Shop.

Magic User Character Only: Type "Ask About Spells."

Thief Character Only: Type "Ask about Rope".

Exit. Type "Use Map". Select Gate Plaza. Exit off bottom.

Saurus Stable: When Ali Fakir pauses, Type "Bargain for Saurus".

After Ali Fakir leaves, Type "Mount Saurus". Exit room South.

City Overlook. Save Game. Exit bottom of screen. Ride Saurus for five more screens (you will switch camera angles at one point, but you are still heading south).

While traveling in the Desert: If you encounter a monster, pause game. Read section on "How to Fight a Monster" in this Hint Book. Defeat Monster. Exit room. Re-enter room. Type "Mount Saurus".

Turn left and head east for three more screens until you reach Oasis. Type "Get Water". Type "Get Beard". Type "Go Home".

Saurus stable: Type "Dismount saurus". Exit to North.

Gate Plaza: Enter Katta's Tail Inn. Type "sit". After performance, Standard Evening Activities. Type "order food". Type "eat". Type "stand" and enter sleep room. Sleep until dawn.

Katta's Tail Inn: Standard Morning Activities. Save Game.

Gate Plaza: Exit top. At first intersection, turn right onto Sharki Darb. Proceed until you come to "Tarik of Stars". Turn right. Proceed to Astrologer's House. Type your character's name to Abu's question. Type "Ask about Fortune". Type "Tell about self". Exit to street.

Use map to Fountain Plaza South. Give coin to beggar. Exit bottom of screen. Enter Magic Shop and Type "Sell Whirl".

Magic User Character: check inventory with the [TAB] key. Bargain for all spells you don't have, if you have the money to pay for them.

Exit top. Proceed along Shmali Tarik until you come to intersection with Sitt Tarik. Turn left onto Sitt Tarik. Knock on Door. Answer first question by typing your character's name. Answer with "Keapon Laffin". Answer with "Air". Answer with "Aziza".

Aziza's House: Go over to steps and step down. Answer "Yes". Type

"Farewell".

Magic User Character: Return to "Shmali Tarik". Head North ("use compass") to "Khalsa Darb". Turn left. Type "Cast Detect Magic". Proceed until you come to "Kudra Darb" and turn right. Proceed until you come to "Sahir Tarik". Turn right. Type "Cast Detect Magic". Type "Cast Open". Enter WIT. Answer with name. Answer with "Wizard". Answer with "Erasmus". Enter into Pre-test room. Type "Cast detect magic". Type "Cast Fetch". Type "Trigger". (If you are missing a spell, type a wrong spell and try again another time after you have it.)

Re-enter WIT. Answer with "Yes". Enter Initiation test. When staff is whirling. Type "Cast Fetch" (aim at staff). As staff approaches, Type "Cast Levitate". Use [Up Arrow] key to rise and maintain altitude above staff.

When stone wall appears, type "Cast Trigger" (aim at wall). After wall transforms, Type "Cast dazzle". After climbing over wall, Type "Cast Trigger" (aim at wall).

When ice appears, Type "Cast Flame Dart" (aim at ice). After water passes, Type "Cast Force Bolt" (aim at crack near center of ice). Repeat Force Bolts until ice splits off screen.

When door appears, Type "Cast Open". Next, Type "Cast calm". Type "Cast Fetch" (aim at door). Type "Cast Force Bolt" (aim at top of door). Use your bridge.

WIT: Answer with "No". Congratulations, you are now a Wizard Initiate. Exit and hit [Control D] to find out time of day. Explore town until evening.

Fighter Character Only: Use map to go out to Saurus Stable. "Get Saurus" and go out into the desert to fight monsters. Use Healing and Vigor Pills as needed to restore Health Points and Stamina. Return if you run out of pills or night falls.

During the next few days, the Fighter needs to go out into the desert and defeat one of each of the following monsters in order of toughness: Jackalman, Brigand, Ghoul, Scorpion, and Terrorsaurus. Some of these monsters are only out at night. After monster is defeated, get Ghoul's Claws and Scorpion's Tail to sell to the Apothecary. Explore the desert daily with your saurus and try not to get killed.

Thief Character Only: Return to Katta Tail Inn. Go into Sleep Room and sleep

until evening. Type "Sit". Follow Evening Activities as described below, but do not enter Sleep Room. Exit Inn instead.

Gate Plaza: Enter Katta's Tail Inn. Type "sit". After performance: Standard Evening Activities. Type "order food". Type "eat". Type "stand". Non-Thieves: Enter sleep room. Sleep until dawn.

Thief Character Only: Use map to visit Money Changer. Follow her instructions to the letter to find the Break-in House. Sneak over to the house (Type "Use Stealth"), and hit [Control D] to determine time of day. If it is before "Middle of the Night", wait a bit. If it is after, then try this tomorrow night. If it is right on time, Save your game.

Break-in House: Type "Pick Lock" to get into house. Type "Use Stealth". Sneak over to the shelves. If you make a noise in this house, stop for a few seconds. Type "Get Teapot".

Sneak over to the wardrobe. Type "use oil on hinges". Type "open doors". Type "Search Wardrobe". Type "Get Bowl".

Sneak over to the large carpet. Type "look under carpet". After Hasan leaves, go back over to rolled carpet. Type "open trapdoor". When you hear a noise outside, Type "unroll carpet". Type "hide in Wardrobe". After Ahmak leaves, sneak back over to the large carpet. Type "Look under carpet". Type "pick lock on chest". When you hear a noise outside, Type "unroll carpet". Type "hide in Wardrobe". After Jabir leaves, sneak back over to the large carpet. Type "look under carpet". Type "get dinars". Type "Search chest". Sneak out of house. Return to Katta Tail Inn's Sleep Room and sleep until dawn.

Follow Standard Morning Procedure in Katta's Tail Inn. Save Game. Then, practice Fighting Skills with Uhura. Exit Guild Hall.

Thief Character Only: Use Vigor pill after Fighting practice. Challenge the Challenger several times.

Use map to Astrologer's House. Type "ask about fortune". Exit.

Explore town and desert rest of day.

Fighter Character only: Visit Weapon Shop. Type "Ask about Arm Wrestling". Type "Bet". Arm Wrestle several times with Issur.

Thief Character Only: Return to Money Changer's. Type "Yes". Type "Bar-

gain about bowl". Type "Bargain about teapot". Type "Ask about safe".

Then explore things until nightfall, follow standard Evening Procedure, but don't go to Sleep room. Exit Inn.

Evening: Follow standard Evening Procedure.

Thief Character Only: Use map to get to Fighter's Plaza East. Go up to door of Weapon Shop. Type "Pick Lock". Enter shop. Close door. Go over to anvil. Type "use oil on anvil". Type "push anvil". Type "open trapdoor". Type "pick lock" on strongbox. (If you do not succeed, replace things back the way they were and try again tomorrow night after practicing your skills on some doors on the way over here.) Return to Inn and sleep until dawn.

Katta's Tail Inn: Standard Morning Activities. Save Game.

Gate Plaza: Avoid the Fire Elemental. Exit North.

Use map to go to Aziza's. Knock on door. Enter and sit down. Type "Yes". Type "Ask about Elemental." Type "Ask about Fire Elemental". Type "Ask about Container." Type "Ask about Contrary Element." Type "Thanks". Type "Farewell".

Use map to go to Apothecary. Type "Ask about Fire Elemental". Repeat Question. Type "Ask about Flame". Type "Bargain for incense." Exit. Approach Fountain. Type "Get water". Use map to go to Gate Plaza.

Gate Plaza: Type "use incense". Head to exit north. Continue north until you run out of incense. Type "Drop lamp". Walk towards Elemental and type "use waterskin". Fire Elemental should jump into the lamp. (If timing was off and Elemental escapes, pick up your lamp, get some more incense and try again.) Type "get lamp".

Explore town and desert rest of day, then follow Standard Evening Activities.

Follow standard procedures and exploration for rest of day. Save Game. Buy more Healing and Vigor Pills as you need them. Refill your waterskins regularly.

Thief Character Only: Visit Weapon shop during the day. Type "buy daggers".

Fighter Character only: Visit Weapon Shop. Type "Ask about Arm Wrestling". Type "Bet". Arm Wrestle several times with Issur, unless you win.

Day Seven

English Standard Morning Procedure: Save Game: West of a Gold Star
Time: 10:00-10:15 Type: Ask about content

Use map to locate England, France, Spain, Italy, and other countries. Discuss the common culture of Normans in common France. Learn about a general type of culture.

Follow standard procedure and observation for rest of day.

Math: Character One: The Number System: Standard: 1000: Standard: 1000

Day Eight

English Standard Morning Procedure: Save Game: West of a Gold Star
Time: 10:00-10:15 Type: Ask about content

Use map to locate England, France, Spain, Italy, and other countries. Discuss the common culture of Normans in common France. Learn about a general type of culture.

Follow standard procedure and observation for rest of day.

Use map to locate England, France, Spain, Italy, and other countries. Discuss the common culture of Normans in common France. Learn about a general type of culture.

Day Nine

English Standard Morning Procedure: Save Game: West of a Gold Star
Time: 10:00-10:15 Type: Ask about content

Use map to locate England, France, Spain, Italy, and other countries. Discuss the common culture of Normans in common France. Learn about a general type of culture.

Follow standard procedure and observation for rest of day.

Day Ten

English Standard Morning Procedure: Save Game: West of a Gold Star
Time: 10:00-10:15 Type: Ask about content

Use map to locate England, France, Spain, Italy, and other countries. Discuss the common culture of Normans in common France. Learn about a general type of culture.

Day 11

English Standard Morning Procedure: Save Game: West of a Gold Star
Time: 10:00-10:15 Type: Ask about content

Use map to locate England, France, Spain, Italy, and other countries. Discuss the common culture of Normans in common France. Learn about a general type of culture.

Day 12

English Standard Morning Procedure: Save Game: West of a Gold Star
Time: 10:00-10:15 Type: Ask about content

Use map to locate England, France, Spain, Italy, and other countries. Discuss the common culture of Normans in common France. Learn about a general type of culture.

Follow standard procedure and observation for rest of day.

Use map to locate England, France, Spain, Italy, and other countries. Discuss the common culture of Normans in common France. Learn about a general type of culture.

Day Seven

Follow Standard Morning Procedure and go to Guild Hall. Type "Thank Rakeesh". Practice with Uhura. Exit Guild Hall.

Use map to go to Fountain Plaza South. Listen to Omar's poetry. Exit and do some more exploring. Return to Fountain Plaza. Type "Look at ground". Type "get purse".

Follow standard procedures and exploration for rest of day.

Thief Character Only: Go to Magic Shop and Type "Bargain for rope".

Day Eight

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Thief Character Only: Practice Tightrope skills if you haven't crossed the rope yet.

Fighter Character only: Visit Weapon Shop. Type "Bargain for sword". Type: "Tell about Air Elemental". Type "Bet". Arm Wrestle several times with Issur unless you win. (If you don't win the bellows, try again tomorrow. If you run out of money, go monster hunting for fun and profit, then try again tomorrow.) Use map to visit Aziza. Follow usual procedure and type "Ask about Air Elemental".

Use map to visit Magic Shop. Type "Ask about Air Elemental". Type "Ask about Air." Type "Ask about Fooler's Earth".

Follow standard procedures and exploration for rest of day.

Magic User and Thief Characters Only: Do not go to bed after supper. Use map to go to Fighter's Plaza East. Type "sneak". Go over to Weapon Shop. Thief: Type "use rope" (or Magic User: Type "Cast Levitate"). Type "Get Bellows". Use map to return to Katta's Tail Inn.

Day Nine

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Use map to go to Plaza of the Palace.

Fighter Character only: Go up to Air Elemental and try to force your way into the funnel. Type "drop earth". (It takes a very high strength to do this. If you continue to fail, try the Thief approach.)

Magic Character only: Go into center of room. Type "Cast Levitate". Use arrow keys to rise above level of Air Elemental. Wait until Elemental is below

you. Type "Drop earth" (If you run out of spell points, go to the apothecary and buy Mana Pills. If you continue to miss, try this again tomorrow when the Air Elemental will be trying to get you.)

Thief Character Only: Go into room. Type "throw dirt" (aim at top of funnel). (If you continue to miss, it might help to go out into the desert and do some target practice with your daggers at rocks and monsters to increase your throwing skill.)

Once Elemental has been grounded, Type "use bellows" to capture Air Elemental.

Follow standard procedures and exploration for rest of day.

Day Ten

Follow Standard Morning Procedures. Save game. Work out at Guild Hall. Defeat Elemental if you haven't already done so.

Follow standard procedures and exploration for rest of day.

Day 11

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Thief Character Only: Practice Tightrope skills if you haven't crossed the rope yet.

Follow standard procedures and exploration for rest of day. Make a point of returning to the Katta's Tail Inn in the evening to hear Omar's Speech and accept reward. Thank Omar.

Day 12

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Talk to Rakeesh. Type "Ask about Nature"

Fighter Character only: Type "Ask about Sword".

Use map to go to apothecary. Type "Ask about Earth", and "Tell about Earth Elemental".

Exit shop. Exit Bottom of the Fountain Plaza South. Exit Top of Fountain Plaza North. Hunt for Earth Elemental in the streets in the northern part of the city.

Fighter Character only: Using Rakeesh's Flaming Sword, you wait for the

Earth Elemental to approach and then fight it. Keep an eye on your Vitality and Stamina. Run Away if necessary, take some pills to heal, and resume fight until Earth Elemental crumbles.

Magic User Character only: When Earth Elemental appears, Type "Cast Flame Dart" (aim at Earth Elemental). Continue to cast Flame Darts at the Earth Elemental. Run away if it gets too close or you run out of Spell Points. Take a Mana Pill and resume blasting at Earth Elemental until it crumbles.

Thief Character Only: When Earth Elemental appears, Type "throw powder" (aim at Earth Elemental).

After Earth Elemental crumbles, Type "get earth".

Follow standard procedures and exploration for rest of day.

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Fighter Character only: Return Rakeesh's sword to Uhura. Type "give sword".

Use map to go to Fountain Plaza and approach fountain. Type "get water". Then use map to go to Saurus Stable. Type "Get Saurus". Go to Dervish at Oasis (Five screens south of Shapeir Overlook and turn left).

Oasis: Type "Ask about Puzzle". Type "Go home". From Saurus Stable, go South to Shapeir Overlook. Head west for five screens and then head south until you come to Caged Beast.

Caged Beast: Type "Dismount Saurus". Walk over near cage. Type "Give water". Go back over to Saurus. Type "mount Saurus". Exit screen. Type "Go home". Dismount Saurus at stable and exit north into town. Use map to go to Apothecary.

Apothecary: Type "Ask about Dispel Potion". Repeat question. Type "Ask about ingredients. Type "Ask about Fruit of Compassion". Exit shop. Approach fountain, get water. Use map to go to Aziza's.

Aziza: Follow standard procedure in this room. Type "Ask about plant". Type "thanks". Type "farewell". Use map to return to Saurus Stable. "Get Saurus". Exit south.

Shapeir Overlook: Head west until you enter room with Griffin's Nest. Type "Dismount".

Fighter Character only: Type "Look". Type "Look at debris." Approach rock.

Type "move rock".

Magic User Character only: Approach bottom of nest. Type "Cast Levitate". Type "look in nest". Type "get feather".

Thief Character Only: Approach bottom of nest. Type "use rope". Type "look in nest". Type "get feather".

After you have Feather, Type "Mount Saurus". Exit east (right side of screen). Continue until you come to room with Plant Woman.

Plant Woman: Type "Dismount". Approach plant. Type "Give Water". Type "tell about self". Type "give elemental earth". Type "tell about Earth Elemental". Type "give hug". Type "Julanar". Once you have fruit, approach Saurus. Type "Mount Saurus". Type "go home".

Saurus Stable: Dismount Saurus. Exit north to city. Use map to go to Fountain Plaza and get water. Then use map to enter Katta's Tail Inn, and follow standard Evening Procedure.

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Use map to go to Apothecary.

Apothecary: Type "Give feather." Repeat. Type "Give Fruit". Exit shop. Go to Saurus Stable. "Get Saurus". Exit South.

Shapeir Overlook: Head west for five screens and then head south until you come to Caged Beast. Dismount Saurus and approach cage. Type "give water" and "give food". Go around to backside of Beast. Type "get hair". Type "Give Dispel Potion". After Al Scurva disappears, remount Saurus. Follow standard procedures and exploration for rest of day.

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Use map to go to Fountain Plaza.

Fountain Plaza: Approach Fountain cautiously to avoid getting caught by Water Elemental. Type "Drop Waterskin". Type "use bellows". Type "get waterskin".

Follow standard procedures and exploration for rest of day.

Fighter Character only: When night falls, use map to go to Fighter Plaza West.

Exit room to Right (North). Proceed along street until you come to intersection with "Askeri Darb". Turn left on to Askeri and proceed until you come to the door at the end of the street (use the street map supplied with the game).

Save Game. Enter door.

EOF Room: When lights come up, Type "escape". When Warrior approaches and you are free, use your Dodging Skill to dodge around him to get to your equipment (6 Key on the Numeric Keyboard). Save Game. Once you get your weapon, treat as standard combat until you or your opponent collapses. (If you are defeated, restore game and try again.)

Day 20

Follow Standard Morning Procedures. Save Game. Work out at Guild Hall. Fighter Character only: Type "Practice with Rakeesh".

Thief Character Only: Exit and try out the Tightrope Challenge if you haven't won yet.

Use map to visit Aziza's. Afterwards, use map to visit Plaza of the Palace, West. Approach Jewelry Stand. Type "thanks".

Use map to visit Apothecary. Buy Healing and Vigor Pills.

Follow standard procedures and exploration for rest of day. Be sure to arrive back at the Katta's Tail Inn by evening to hear Omar's poetry. Approach Omar after poetry reading. Type "return purse".

Day 21

Caravan to Raseir. If you have a mouse, try some Shift-Clicks.

Day 22

Raseir Gate Plaza: After your greeting by Khaveen, Save Game and enter Blue Parrot Inn. After Ferrari's invitation, Type "sit". Answer Ferrari's Question with "Coffee". When Bartender arrives, Type "Drink". After you are dismissed, explore town but return here as night falls.

Blue Parrot Inn, evening: After invitation from Ferrari, Type "sit". After being introduced to Ugarte, say "Pay Ugarte". To Ugarte, Type "Ask about service". Type "Ask about Water".

Thief Character Only: After information, Type "make thief sign".

Type "Stand". Exit off screen left behind the bar to go to Sleep Room.

Exit Blue Parrot Inn. Save Game. Exit Raseir Gate Plaza to North. Proceed along street until you come to Raseir Fountain Plaza North. Exit left side of the bottom of screen. Observe Ugarte's arrest. Exit bottom of screen. Exit Raseir Fountain Plaza North at top of screen. Proceed along street until you are accosted by a woman. Follow the woman to the right. Enter open doorway. Harem Girl's House: When asked, Type "give clothes". When asked, Type "give Visa". Wait for a second after she leaves, and exit. Type "use compass". Head south until you come to the Raseir Fountain Plaza South. Type "read sign". Head back north and return to the Blue Parrot Inn as sunset approaches.

Blue Parrot Inn

Thief Character Only: When invited by Ferrari, Type "sit". When asked, Type "yes". Save Game. Exit Blue Parrot Inn. Type "make thief sign". Type "sneak". Exit top of screen and proceed along street until you enter Fountain Plaza. Wait until guard exits room. Approach unbarred window and Type "use rope".

Raseir Break-in House: Type "sneak". When you make a noise, stop for a second before proceeding. Head over to display cabinet. Type "oil hinges". Type "pick lock". Type "get bird". Return quietly to window and exit. (If you get caught, restore game and try again.) Sneak back to Blue Parrot Inn.

Blue Parrot Inn: Type "yes". Type "give bird". Go to Sleep Room. Go to Sleep Room.

Day 23

Exit Blue Parrot Inn.

Jail Cell: Approach Katta. Type "Ask about Sharaf". Type "Show Pin".

Fighter Character only: Approach gate to cell. Type "Break down gate". (If at first you don't succeed, try, try again.)

Magic User Character Only: Type "Cast Open" (aim at cell door).

Thief Character only: Approach door to cell. Type "use pin".

Exit cell. Go over to equipment on right side of screen. Type "get equipment".

Type "search room". Exit through secret passage. Proceed along street until you meet Ad Avis. Follow him to the Forbidden City.

Forbidden City Door: When asked, Type "Use mirror". Enter into Forbidden City.

Air Room: Type "use lamp". Exit room to left.

Water Room: Set Arcade Skill in menu bar to lowest. Save game. Approach Falls. When something comes falling down in the water, Type, "jump". When you approach the jutting out section at bottom of screen, Type "jump". (If you miss, restore game and try again.) Approach left side of screen. Find place where air is being sucked.

Fighter Character only: Type "use strength". Knock down rocks to block hole.

Magic User Character only: Type "Cast Force Bolt" (Aim at rocks over hole).

Knock down rocks to block hole.

Thief Character Only: Type "look at rocks". Type "use thief's tools". Knock down rocks to block hole.

Approach steps at top of screen. Climb up and move off screen right. Pass through Air Room from left to right into Fire Room.

Fire Room: Type "use water". Save Game. Watch sequence of Fire Geysers. Follow path from right to off left, timing yourself to avoid geysers.

Earth Room: To get off cliff:

Fighter Character only: Approach edge of Cliff. Type "jump".

Magic User Character only: Approach edge of Cliff. Type "Cast Levitate".

Thief Character Only: Approach edge of Cliff. Type "use rope".

Approach door. To answer, Type "Suleiman". Exit Through door.

Treasure Room: Pass on through to door on left and exit room.

Iblis Room: After Ad Avis leaves, walk back down path. Approach bottom right. Type "Look at glint". Type "get ring". With Djinni, Type "Ask about wishes". Type "wish for healing".

Fighter Character only: Type "Wish for Strength".

Magic User Character only: Type "Wish for Magic".

Thief Character Only: Type "Wish for Agility".

Type "Teleport".

Plaza of the Emir's Palace:

Exit bottom of screen after Sharaf leaves.

Thief Character Only: Type "use stealth" before exiting room.

Palace of the Emir Gates:

Fighter Character only: Quickly approach gate guards and fight them. Then Type "open gate". Repeat if necessary.

Magic User Character only: Type "Cast Dazzle", Type "Cast Open" (aim at gate). Enter into Palace.

Thief Character Only: Sneak along shadows to wall on left side of screen. Wait until Eunuch exits right, then Type "use rope". Exit off left.

Antechamber: Fighters and Magic Users only.

Fighter Character only: Wait until guard leaves. Save game. Type "jump". When Khaveen asks you to yield, Type "get sword". When Khaveen loses sword, Type "get sword". After Khaveen is defeated, Type "take healing pill".

Go up to door on right, Type "Force Door". Enter Ritual Chamber.

Magic User Character only: Wait until guard leaves. Save game. Type "Cast Calm". After Khaveen leaves, Type "Cast Levitate". Type "Cast Reversal".

Type "Cast Open" (aim at door). Enter Ritual Chamber.

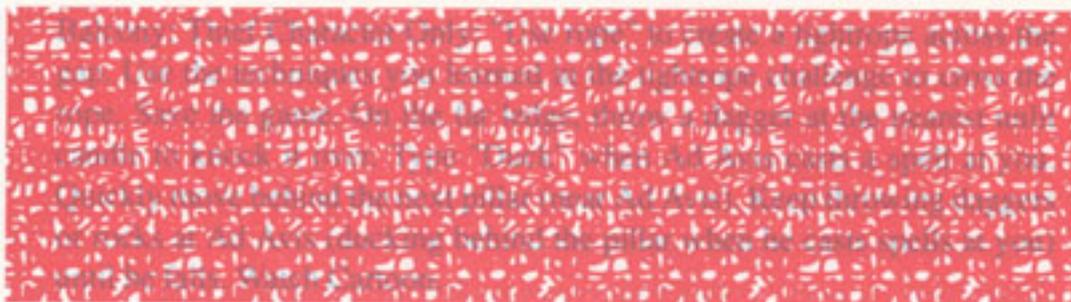
Ritual Chamber: Fighters and Magic Users only.

Fighter Character only: Type "escape". Approach unlit candle and knock it over. Type "run". Head left. Now head directly at Ad Avis. Head through Fire at Ad Avis, Watch Cartoon.

Magic User Character only: Type "Cast Trigger" (aim at statue). Type "Cast Fetch" (aim at unlit candle). After Ad Avis throws spell, move to center bottom of screen. Type "Cast Force Bolt" (aim at left wall near door to bounce Bolt off and hit brazier). Watch Cartoon.

Harem: Thief Character Only: Watch the show and relax for a bit. When you are told to go (and have input), move your character to the exit at the left side of the screen.

Eunuch Room: Thief Character Only: Be sure to "sneak". Sneak below the fountain. Wait until the sitting Eunuch walks over to talk to the harem girl, then sneak over to the table. Wait until the guard walks all the way off-screen to the right, then sneak directly to the balcony exit (upper left corner of screen)



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
630,000 bytes 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

Balcony: Thief Character Only: "Use rope" to create a tightrope across the gap. Use the techniques you learned in the tightrope challenge to cross the rope. Save the game. On the far ledge, throw a dagger at the nearest unlit candle to knock it over. Type "Duck" when Ad Avis casts a spell at you. Quickly move behind the next pillar (near Ad Avis). Keep throwing daggers or rocks at Ad Avis (ducking behind the pillar when he casts spells at you) until he falls. Watch Cartoon.

Bits About Bytes

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<i>Quest for Glory II</i>	<i>Quest for Glory I</i>
604,000 characters of text	373,000 characters
133,000 lines of source code	111,000 lines
(60k's 2,000,000 characters vs. 1,500,000 characters)	
617,000 bytes of pictures	335,000 bytes
3,235,000 bytes of animation	1,060,000 bytes
600,000 bytes of audio/music	314,000 bytes

(We noted digitally sampled sounds for the Sound Blaster, MPU and Turbo III.)

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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 Glory 1: 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.

SHAPEIR DESERT

GRIFFIN
1/16

CAGED
BEAST
4/15

SAURUS
LOT/GATE
0/20

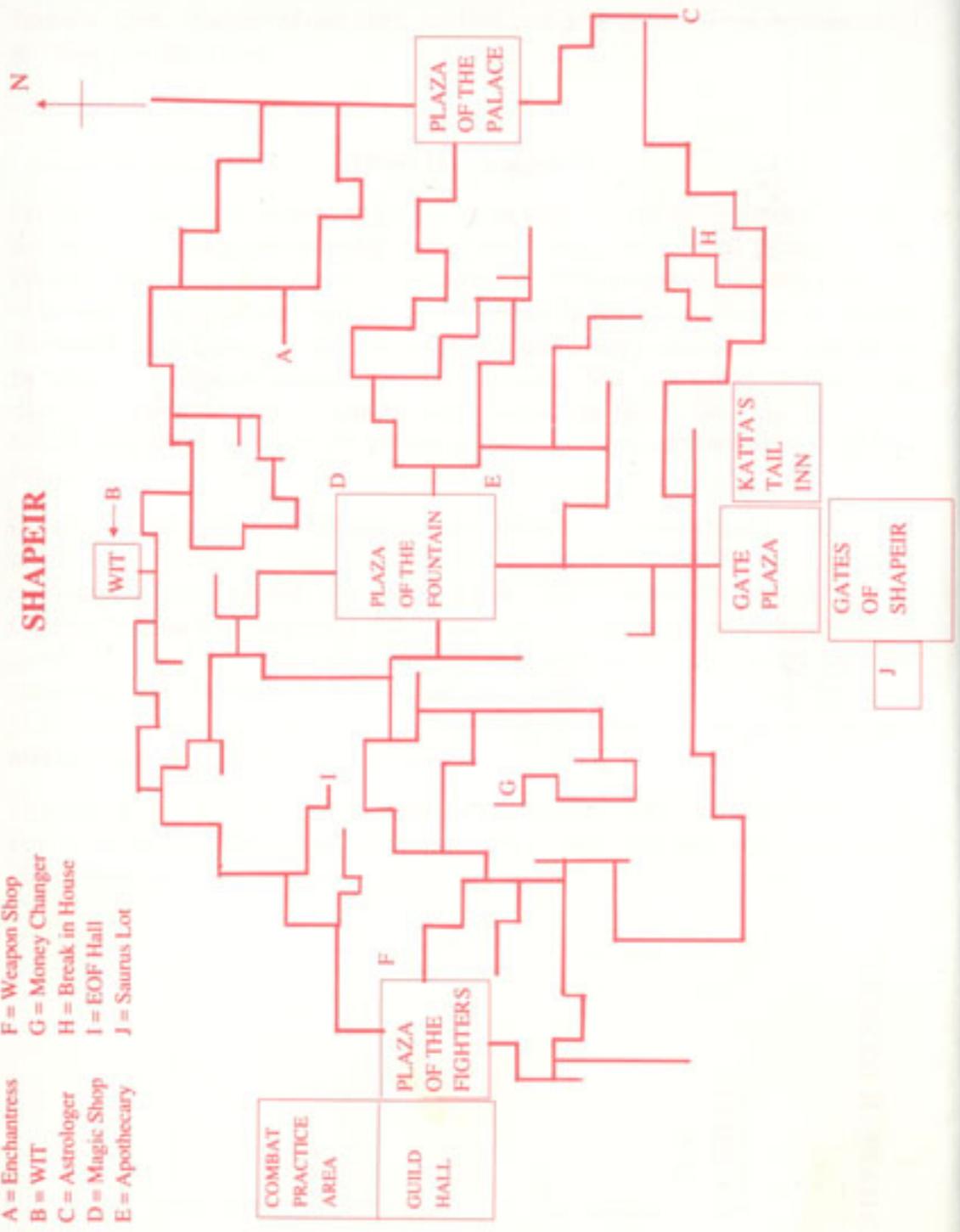
VIEW OF
SHAPEIR
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PLANT
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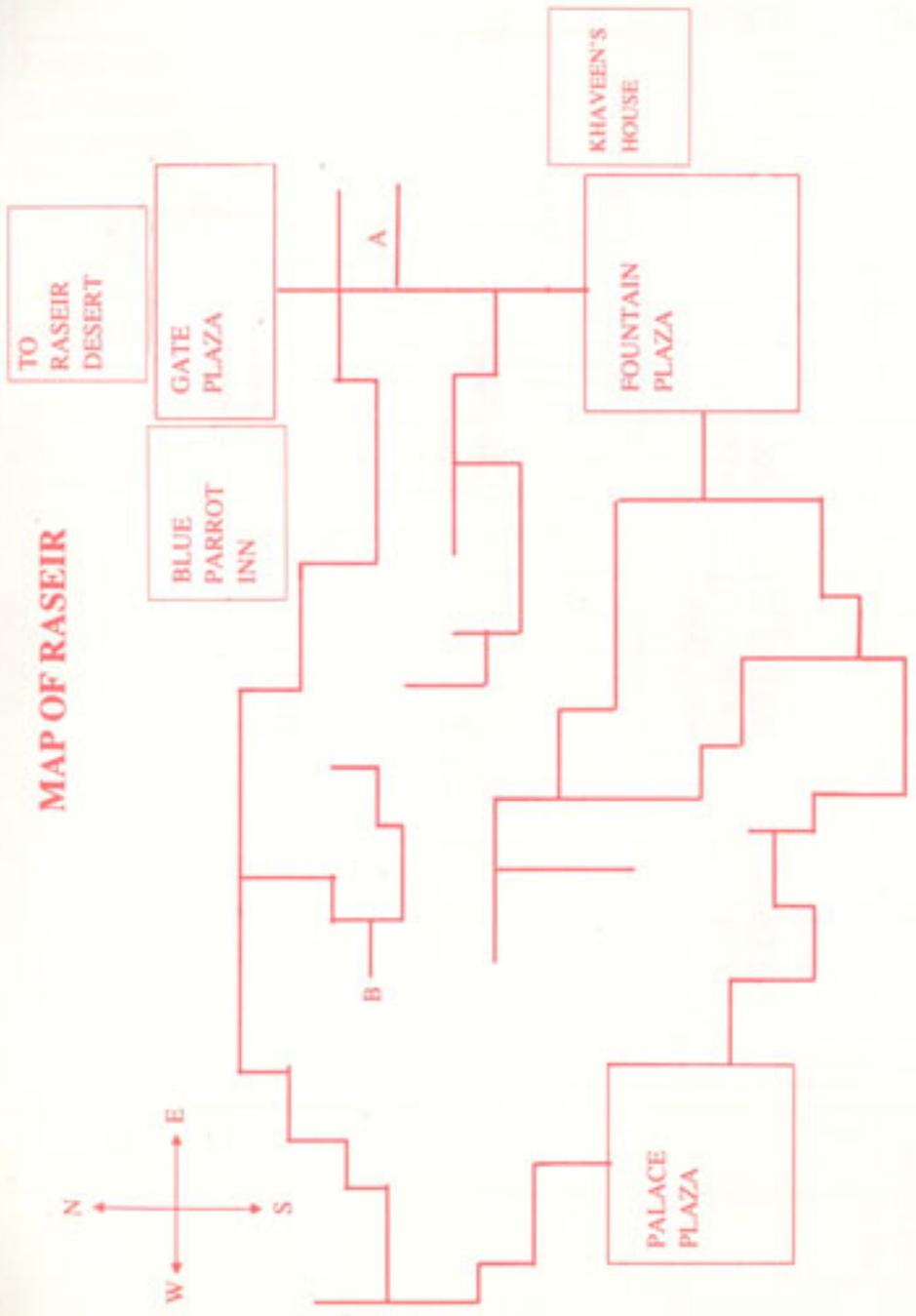
OASIS
6/23

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

SHAPEIR

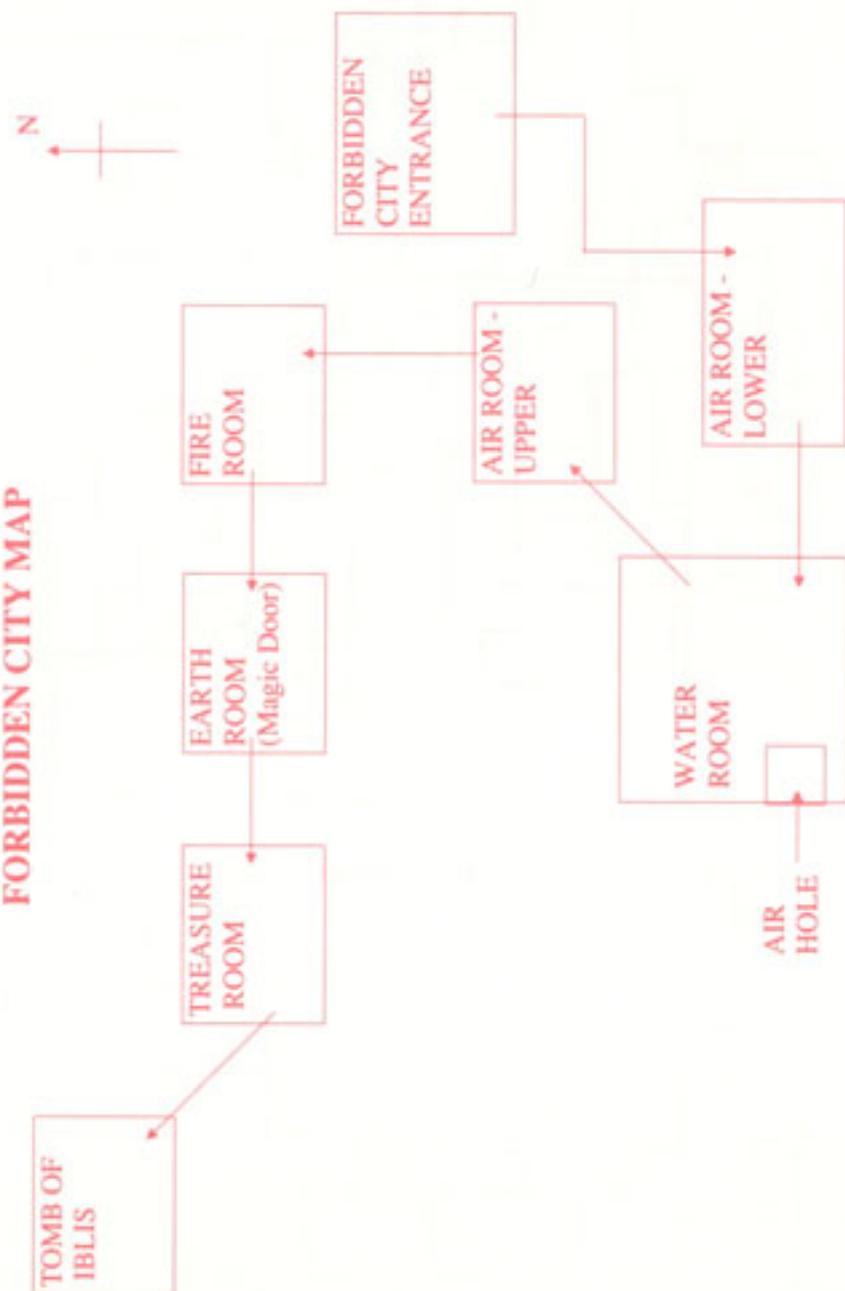


MAP OF RASEIR



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

FORBIDDEN CITY MAP



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