



SIERRA

003451002

DESIGNATES A TRADEMARK OF SIERRA ON-LINE, INC.
© IS A REGISTERED TRADEMARK OF, OR LICENSED TO, SIERRA ON-LINE, INC.
© 1992 SIERRA ON-LINE, INC. ALL RIGHTS RESERVED. PRINTED IN THE U.S.A.
SIERRA ON-LINE, INC. COARSEGOLD, CALIFORNIA 93614

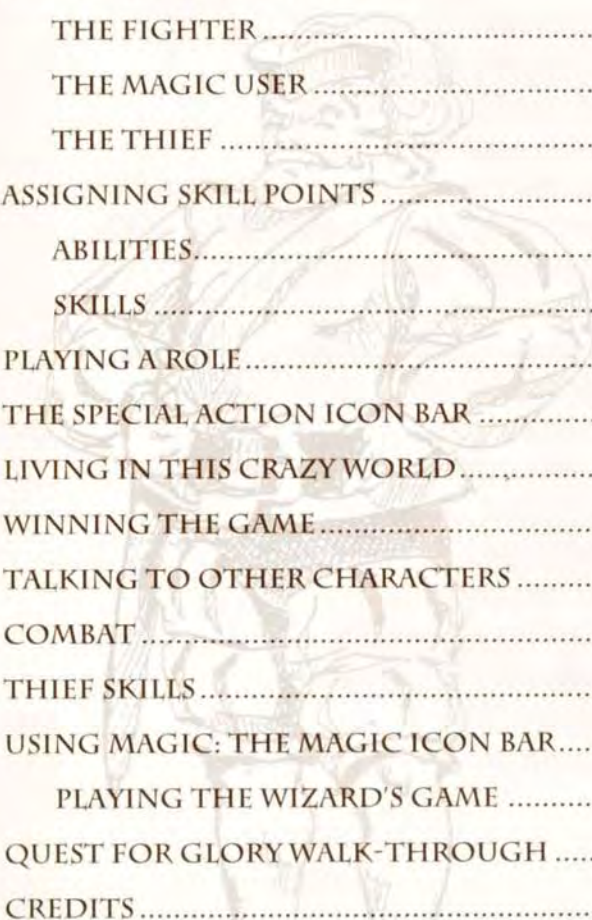
Quest FOR Glory .1.



SO
YOU
WANT
TO BE A

HERO

TABLE OF CONTENTS



WHAT IS QUEST FOR GLORY?	2
CREATING A CHARACTER	4
THE FIGHTER	5
THE MAGIC USER	5
THE THIEF	5
ASSIGNING SKILL POINTS	6
ABILITIES	6
SKILLS	7
PLAYING A ROLE	9
THE SPECIAL ACTION ICON BAR	10
LIVING IN THIS CRAZY WORLD	11
WINNING THE GAME	12
TALKING TO OTHER CHARACTERS	12
COMBAT	13
THIEF SKILLS	16
USING MAGIC: THE MAGIC ICON BAR	16
PLAYING THE WIZARD'S GAME	18
QUEST FOR GLORY WALK-THROUGH	20
CREDITS	22

WHAT IS QUEST FOR GLORY?

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

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

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

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

Every hero must deal with his share of foul and ferocious monsters. If you want to be a hero, you'll have to fight or avoid them, as they don't tend to favor discussion. Each battle you fight

will provide you with valuable experience, and many victories will yield treasure that you will need to buy food and equipment.

A hero's life isn't always serious, though. Between desperate encounters with terrible monsters and life and death decisions lie many light-hearted, humorous, and downright silly moments. Spielburg is a strange place with a multi-faceted personality, as you will soon see.



CREATING A CHARACTER

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

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

At the top of the Skill Points screen is an area for you to type in your hero's name. Name him anything you like. If you change your mind after you have chosen a character's name, you may use the [Backspace] key to erase the character's name. Replace it by typing in any name you like.

SKILL POINTS SCREEN



THE FIGHTER

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



THE MAGIC USER

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



THE THIEF

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



ASSIGNING SKILL POINTS

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

To attain a skill not normally available to your character type (such as lock-picking for a fighter), choose the desired skill from the skill menu and assign points using the procedure described above. The minimum skill level of 5 will require 15 points from the 'Points Available' pool. In other words, it will cost you an extra 10 points to learn the skill.

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

ABILITIES:

STRENGTH is important in performing physical activities, especially combat. The Fighter must be strong to be effective.

INTELLIGENCE will enable the Magic User to successfully learn and cast spells, and will benefit all characters when engaged in mental activities, such as out-thinking opponents in combat.

AGILITY is important during combat, and vital to lock-picking and stealth. The Thief cannot prosper without agility.

VITALITY determines how much damage a character can sustain, and how quickly he will recover from damage and strenuous physical activity. High vitality is particularly useful to the Fighter.

LUCK can aid you in many subtle and mysterious ways, and is especially important to the Thief.

MAGIC is the basic skill required to learn and cast magic spells.

SKILLS:

WEAPON USE determines the character's ability to land a successful blow in combat.

PARRY is the ability to block an opponent's blow using a weapon or shield.

DODGE is a skill used to avoid a blow by ducking or sidestepping it.

STEALTH is the art of moving quickly and discreetly, taking advantage of shadows and other camouflage when sneaking around.

PICK LOCKS is the skill that allows a character to triumph over locked doors, chests, etc. A lock-pick or Thief's tool kit is necessary to use this skill.

THROWING determines your character's aptitude for throwing and accurately hitting a target with a small object such as a rock or a dagger.

CLIMB is the skill that allows a character to scale difficult surfaces.

PLAYING A ROLE

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

HEALTH Points gauge the amount of damage a character can suffer before he will die.

STAMINA Points determine how much energy a character has to perform physical activities. When Stamina points are low, the character is weak. He will fight less effectively, and be injured more easily.

MAGIC Points measure the amount of magic a character can perform. When magic points are gone, the character will be unable to cast spells.

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



You will begin Quest for Glory as a recent graduate of the Famous Adventurer's Correspondence School for heroes. A poster in your local Adventurer's Guild reads;



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

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



THE SPECIAL ACTION ICON BAR

In addition to the icons in your standard icon bar, you will notice two different ones. One of these is the Special Action icon.

When you select it, a separate icon bar will appear.



These icons control special actions that you might want your character to take. From left to right:

WALK causes your Hero to resume walking normally after performing another action.

RUN causes your Hero to run quickly. (Look out for that Saurus!)

SNEAK causes your Hero to move stealthily.

SLEEP causes your Hero to take a nap.

CHARACTER allows you to look at your Hero's character sheet.

HOURGLASS tells you the current game time.

CHECK MARK means you don't want to select any of the other icons at this time. Selecting it will take you back to the main icon bar.

QUESTION MARK will give you a definition of the other icons in the bar when you move the Question Mark Cursor over them.



LIVING IN THIS CRAZY WORLD

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

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

Also as in real life, basic necessities cost money. To earn money, you can carry out a quest (they'll be posted at the guild hall), defeat a wealthy monster, or (worst of all) get a job at the castle. In the coin of the realm, ten silver pieces equal one gold. Supplies such as food, equipment, magical spells and healing potions can be purchased from the local shops.

You will carry most of your equipment in a backpack. The amount you can carry is determined by your Strength and the weight of the equipment.

If for some reason you are in a hurry (a monster on your tail, or some such thing), select the Run icon (in your Special Action menu) to move more quickly. Don't run too far, though, or you'll soon become tired. Select the Walk icon to resume walking normally.



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

TALKING TO OTHER CHARACTERS

You will meet many strange beasts in Spielberg Valley—some human, some otherwise. Most of them know things that you don't, and that you will need to learn. By speaking with them you can gain some of that knowledge.

You should TALK to everyone you meet. (Click the MOUTH icon on them.) You'll want to jot down anything that seems important, as your conversations will provide you with most of the clues you'll need to become a Hero.

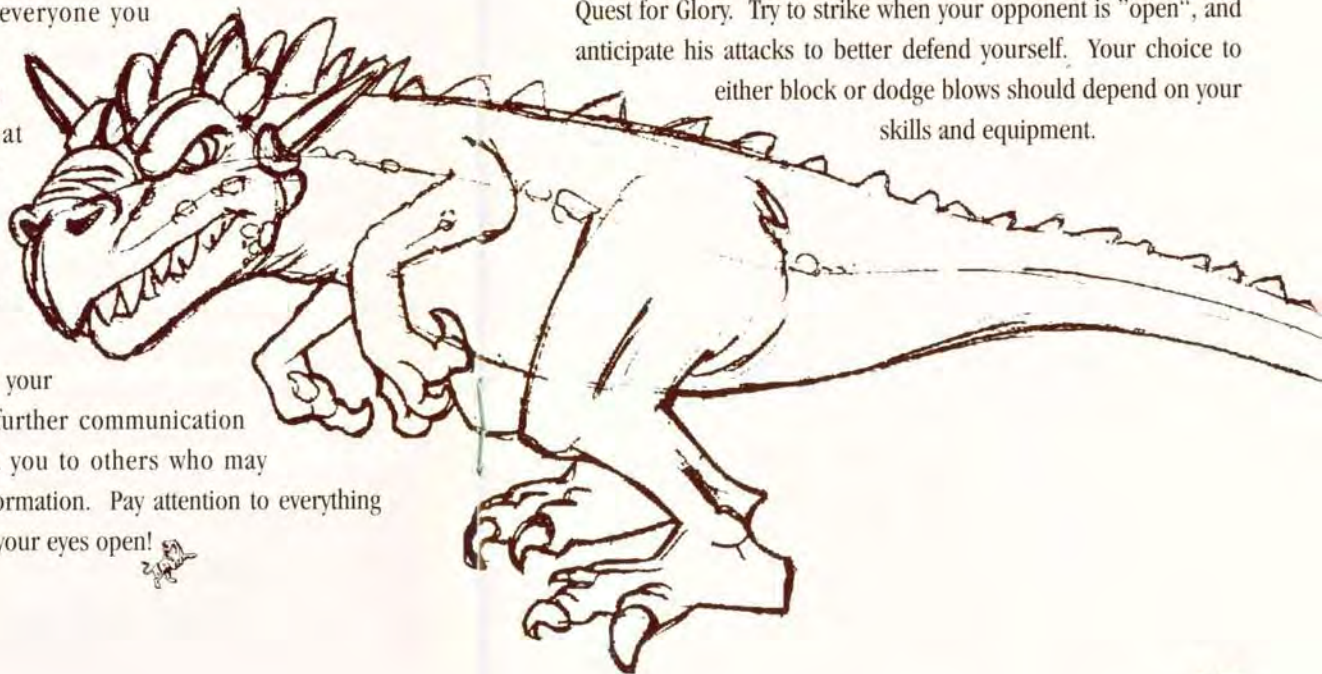
Many of the replies to your queries may suggest that further communication would be helpful, or lead you to others who may provide you with useful information. Pay attention to everything that's said to you, and keep your eyes open!



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

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

Timing is the most important element of combat strategy in Quest for Glory. Try to strike when your opponent is "open", and anticipate his attacks to better defend yourself. Your choice to either block or dodge blows should depend on your skills and equipment.



MAIN MENU **FIGHTER'S COMBAT MENU** **ALTERNATE MENU**

SWING
Causes you to slash at your opponent.

BLOCK
Causes you to block your opponent's blows.

THRUST
Causes you to stab at your opponent.

DODGE
Causes you to evade your opponent's blows.

MAIN MENU **THIEF'S COMBAT MENU** **ALTERNATE MENU**

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

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

MAIN MENU **MAGIC USER'S COMBAT MENU** **ALTERNATE MENU**

ZAP
Causes you to cast a ZAP spell.

RUN
Causes you to run from your opponent.

FLAME DART
Causes you to cast a FLAME DART spell.

DAZZLE
Causes you to cast a DAZZLE spell.

KEYPAD ACTION

Diagram showing a keypad with keys 1-9, 0, and function keys (Pg Up, Pg Dn). Arrows indicate the following key mappings:

- Key 7: Thrust
- Key 8: Dodge
- Key 9: Dodge Right
- Key 4: Dodge Left
- Key 5: Swing
- Key 6: Block
- Key 1: Zap
- Key 2: Run
- Key 3: Flame Dart
- Key 0: Dazzle

When you engage a monster in battle, a Combat Menu will appear in the lower right hand corner of your screen. There are three different variations on the Combat Menu: One for Fighters, (Sword) one for Thieves, (Dagger) and one for Magic Users. The Sword or Dagger menu will appear automatically, depending on which weapon you are carrying. You can switch between that menu and the Magic menu by clicking on the center of the menu, or pressing the [5] key in the center of your keypad. You can do battle either by selecting your actions on the Combat Menu with your mouse or joystick, or by using the corresponding keys on your keypad.

If you feel that the situation has gotten out of hand, switch to the Magic menu and select the RUN icon to "make tracks".

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

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



THIEF SKILLS

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

USING MAGIC:

THE MAGIC ICON BAR

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



If you are a Magic User and you select the Magic Icon, a Magic Icon Bar and a Magic Inventory will appear.



The Magic Icon Bar consists of four symbols. Left to right:

LOOK(*EYE cursor*) allows you to look at the spells in your inventory. You will get the name and definition of the spell, as well as the MPs needed to cast it, and the level of skill your Hero has in that particular spell.

DO(*HAND cursor*) allows you to cast the spell you have clicked the hand cursor on.

CHECKMARK means you don't want to cast any spells at this time. Selecting it will take you back to the main icon bar.

QUESTION MARK gives you a definition of the other icons in the bar when you click it on them.

Below the Magic Icon Bar is your Magic Inventory. The beginning magic user will have only one spell: Zap. Your Hero can acquire up to seven other spells during the course of the game. A full listing of spells can be found in your Famous Adventurer's Correspondence School booklet. Your Magic User's spell casting will improve with practice.

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

Flame Dart is the One-And-Only directional spell. All others are cast as soon as clicked on.

PLAYING THE WIZARD'S GAME

First, read *How to Play the Mage's Maze* in your *Famous Adventurer's Correspondence School* guidebook. Erasmus' version has a few variations.

The maze screen consists of two Status Icons, four Spell Buttons, and a maze strewn with bridges, ladders, and boulders. Two hyperactive 'bugs' are trying not to fall off the cliffs. The blue creature is yours, and the purple one belongs to Erasmus. The object is to encourage your bug to finish the game first.

The Status Icons show your current Magic Points (MP) and the amount of time remaining on your current spell.

You play the game by casting spells at the game board. If you have a mouse, simply click on the Spell Button you wish to use. From the keyboard, use the left and right cursor keys to move the sword cursor to the Spell Button you want, then press [ENTER] to cast the spell. With a joystick, move the stick in the desired direction and press the 'fire' button to cast the spell.

Once you have selected a spell, the Timer starts. How much time you have depends on your skill level in the chosen spell. The exception is the *Trigger* spell, which always works, and takes effect immediately.

WIZARD'S GAME



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

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

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

The *Flame Dart* spell will put a miniature sun in the maze. Use the mouse, joystick or the cursor keys to position it. The bugs like warmth, and will be attracted to nearby heat sources.

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



QUEST FOR GLORY WALK-THROUGH

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

- Select 'Introduction'. Click the mouse, press [ENTER], or press [Fire] to see the stirring introduction and credits, then strap on your armor, take up your sword and shield, and prepare for the ultimate quest—the Quest for Glory.
- On the 'Choose a Character' screen, click your mouse or move the joystick onto the Fighter nameplate, or press your [TAB] key to highlight the Fighter nameplate and press [ENTER] or [Fire] to select the Fighter.
- You will now see the 'Character Sheet' highlighting your character's abilities.
- Click the mouse, press [TAB] or use your joystick to highlight STRENGTH 25.
- Press right mouse button or press your cursor [Right Arrow] key 10 times, or move your joystick to the right. Your strength is now 75.
- Name your Hero.
- Select START and click the mouse or press [ENTER] or [Fire] to start your Quest.
- A message window will appear after most of your actions. Press [ENTER] to remove the window and resume play.
- You are now in the town of Spielberg. Read the messages.
- LOOK at the Sheriff. (Click the EYE icon on the Sheriff.)
- LOOK at Otto. (Click the EYE icon on Otto.)
- Select the WALK icon, and use your mouse, joystick or [Arrow] keys to move your Hero to the upper right screen corner. Exit screen-right.
- LOOK at the fruit. (Click the EYE on the fruit.)
- LOOK at the Centauress. (Click the EYE on the Centauress.)
- TALK to the Centauress. (Click the MOUTH icon on her.) Gain as much information as you can.
- Select WALK. Using your mouse, [Arrow] keys or joystick move your Hero off screen-left.

- (If your Hero is moving too fast or too slowly, select the Control icon from the menu at the top of your screen. When the Control panel appears, adjust your Hero's speed to your liking.)
- LOOK at your surroundings. (use the EYE icon.)
- Move your Hero toward the door of the tavern (the sign above the door will tell you which door that is). Click your HAND on the door, and it will open.
- You are now in the tavern. LOOK around (EYE icon), and read the messages.
- Use the Control panel to SAVE your game. Name your SAVED game, "in the tavern".
- Move your Hero to the clean, empty barstool.
- Click the HAND icon on the stool to sit.
- TALK to the barkeep. (MOUTH icon.)
- When the conversation menu appears, select "Ask about DRINKS."
- Next, select "ask about DRAGON'S BREATH".
- Go up to your INVENTORY, and select your MONEY.
- Click your MONEY on the barkeep.
- Select DRAGON'S BREATH.
- (Oops! Good thing you saved your game!)
- Use the Control panel to RESTORE your game.
- This brings you back to the point at which you saved the game. Everything you did after saving your game is now gone. Let's try this again:
- Move your Hero to the right bar stool.
- LOOK at the stool.
- Maybe Spielberg really does need someone to clean up around here!
- Now that you've been introduced to Spielberg and the world of Quest for Glory, select RESTART on the Control panel to start your game over. Now Select START A NEW HERO, and create the Hero of your choice. Be sure to SAVE your game frequently, and have fun!



CREDITS

EXECUTIVE PRODUCER	Ken Williams	
CREATIVE DIRECTOR	Bill Davis	
PRODUCER	Stuart Moulder	
GAME DESIGNERS	Lori Ann Cole & Corey Cole	
ART DESIGNER	Arturo Sinclair	
LEAD PROGRAMMERS	Tom DeSalvo	Bob Fischbach
	Oliver Brelsford	
COMPOSER	Mark Seibert	
ANIMATORS	Jonathan Bock	Jeff Crowe
	Jerry Moore	Arturo Sinclair
	Willis Wong	Gloria Garland
	Diana Wilson	Eric Kasner
	Marc Hudgins	Roger Hardy
	Frank Ferrell	Richard Powell
BACKGROUND ARTISTS	Arturo Sinclair	Willis Wong
	Jonathan Bock	Frank Ferrell
	Bob Gleason	Gloria Garland
	Cindy Walker	Terrence C. Falls
PROGRAMMERS	Vana N. Baker	Carlos Escobar
	Richard Aronson	Robert L. Mallory
	Brett Miller	
MUSIC DIRECTOR	Mark Seibert	
DEVELOPMENT SYSTEM	Larry Scott	Jeff Stephenson
	Dan Foy	Christopher Smith
	Jack Magne	Mark Wilden
	Ken Koch	J. Mark Hood
SOUND EFFECTS	Aubrey Hodges	
QUALITY ASSURANCE	John Ratchliffe	Mike Brosius
DOCUMENTATION	Lori Ann Cole	Lorelei Shannon
MANUAL DESIGNER	Mark Empey	



