

QUEST for GLORY II



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Technical Manual

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WHAT IS *QUEST FOR GLORY*?

Quest for Glory combines the character development and combat of fantasy role-playing games with the basic adventure game concept of exploring a world and solving its puzzles. *Trial by Fire* is the second *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 II*, you can choose from three basic character types — the strong fighter, the mysterious magician, or the wily thief. Each has the same goal: to find Arus al-Din and restore him to the rank of Emir of Raseir. Each character will, however, set about accomplishing that goal in a different way. The magician may use spells to overcome some obstacles, but might not survive a pitched battle with a monster. The thief must find a crafty way around the same problem that the fighter or magic user would approach directly.

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

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

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

A hero's life isn't always serious, though. Between desperate encounters with terrible monsters and life-and-death decisions lie many light-hearted, humorous and downright silly moments. Shapeir 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 over-

come them. Choose **CREATE CHARACTER** from the starting screen. You will see the character selection screen. Choose the highlighted character from the character selection screen by pressing the [ENTER] key or by pointing with your mouse and clicking the button (multi-button mouse users will use the *left* button).

Importing a Character From Spielberg

If you successfully completed *Quest For Glory I: So You Want To Be A Hero*, your hero can travel to Shapeir by magic carpet and once again help you defeat evil.

Locate the diskette on which you saved your hero after the *QFGI* victory celebration.

Load *Trial By Fire*, insert the saved hero diskette into a drive and choose **IMPORT CHARACTER**. A file selector box will appear on the screen, listing the files on the disk in drive A:. If your Hero is in another disk or directory, choose **CHANGE DIRECTORY**.

Use your mouse or [Arrow] keys to highlight the name of the file containing your saved Hero, then click on the **Import** box or press [ENTER].

To go back to the initial selection screen, choose **CANCEL** 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 strongest (see *Assigning Skill Points*, below).

After you have chosen a character, you must name it. You may type in any name you like.

The Fighter


The Fighter depends upon his skill with weapons, his strength and his vitality to survive the rigors of life as a Hero. His weapon is his sword, and his best defense is his shield. We recommend that you play a Fighter if this is 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.

Name : Gonad the Barbarian	
	Strength 90 Weapon Use 70
	Intelligence 40 Parry 60
	Agility 60 Dodge 40
	Vitality 70 Stealth 0
	Luck 50 Pick Locks 0
	Throwing 50
	Climbing 10
	Magic 0
Points Available	
10 / 50	TAB to move around, Arrows to adjust values.
Health Points 76 / 76	<input type="button" value="Start Game"/>
Stamina Points 65 / 65	<input type="button" value="Cancel"/>
Magic Points 0 / 0	

Assigning Skill Points

To highlight a skill, use the mouse cursor or the up and down [Arrow] keys. To assign points to a skill, press the right [Arrow] key. Each time the right [Arrow] key is pressed, 5 points will be assigned to the highlighted skill. Press the left [Arrow] key to subtract 5 points from a skill. (You may not reduce skill points below the original value of that skill.) For 'fine tuning' use the [+] and [-] keys to add or subtract one point at a time.

To attain a skill not normally available to your character type (such as lock-picking for a fighter), choose the desired skill from the skill menu and assign points using the procedure described above. Acquiring a new skill costs 10 points, which means the minimum skill level of 5 will require 15 points from the 'Points Available' pool. These will be assigned automatically.

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

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, or trying to think effectively.

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

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

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

Honor aids your interactions with those characters who live their lives by a code of honor. Honor points must be earned — they can not be assigned directly.

Skills:

Weapon Skill determines the character's ability to land a successful blow in combat.

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

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

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

Pick Locks is the skill that allows a character to triumph over locked doors, chests, etc. A lock pick or thief's tool kit is necessary to use this skill.

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

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

Magic is the basic skill required to learn and cast magical spells.

Communication is the skill of putting your thoughts in order and expressing yourself effectively to others.

