

# HERO'S QUEST™

*So You Want To Be A Hero*

**HINT BOOK**

## Introduction

Hi! We hope you have been enjoying *Hero's Quest I: So You Want to Be A Hero*. We have spent the last 1-1/2 years writing the kind of game that we would like to play, and we are really proud of the results. *Hero's Quest* is one of the first true role-playing adventure games. It combines the character skill development of computer role-playing games with the puzzle-solving and consistent story line of adventure games. We've also tried to fill it with humor and a "sense of wonder."

Unlike most computer adventure games, you have a choice of who your character is, what abilities he has, and how he goes about solving puzzles. *Hero's Quest I* is a non-linear game. There is no particular "right" order for solving most of the puzzles. Also, the order of solution may depend on the character type you've chosen. In addition, some of the puzzles require your character to have a certain level of ability in one or more skills. Practice your skills to improve them. Every character type has a way of solving each puzzle. The type of skills your character has determines how he should solve the puzzles.

Unlike most computer role-playing games, you cannot solve *Hero's Quest I* by just running around and killing things. Just because something moves doesn't mean it's a monster. Of course, hack 'n' slash can be fun, but you don't need a Hint Book for that.

The *Hero's Quest* 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. For this reason, we recommend that you do not read the Walk-Through unless you are desperate. It will get you through the game, but you will miss most of the fun. It's o.k. to make some mistakes — a real adventurer would! Besides, since this is a computer game, your "last mistake" doesn't have to be final. Save early and often.

*Hero's Quest I* is the first of the game sequence which takes the characters you create from their lowly beginnings as correspondence school adventurers through ... well, that would be telling. Just note that the adventure does not end with this game. When you finish *Hero's Quest I*, you will have the opportunity to save your character to play in *Hero's Quest II: Trial By Fire*.

## 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 other hints than the one you need right now.

In particular, try not to look at the list of Puzzle Points or the Walk-Through unless you are totally at a dead-end, and not having fun anymore. They will allow you to squeeze those last few points from the game, but they're not anywhere near as fun as figuring out the answers for yourself.

Thank you for purchasing *Hero's Quest I* and this hint book. We had a terrific time creating this game, and hope you have just as much fun playing it. Please encourage your friends to buy their own copies of this game. Piracy hurts us, and too much piracy will make it impossible for us to continue writing games like *Hero's Quest I*.

So you want to be a Hero? We hope you make it!

—Lori and Corey Cole



# How to Begin Playing Hero's Quest

## Game Play Tips

Save frequently.

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.

Check your character sheet frequently (Control-S). Make sure your Health points and Stamina points do not get too low.

Ask questions of everyone you meet. Asking about Brigands usually will give some response. Try to pick up cues from what people say as to what to ask next.

## How to Play a Fighter

### Creating a Character

Add 15 to Strength

Add 15 to Agility

Add 10 to Vitality

Add 10 to Weapon Skill

Read the section in the Famous Adventurer's Correspondence School Manual on Fighters.

Practice with Weapon Master and work in stable daily.

Fight monsters at every opportunity.

Buy Healing Potions and Stamina Potions. Use them.

Sleep in the Magic Meadow.

A Fighter needs the best armor he can afford. Just make sure he is strong enough to wear it (Strength should be over 60).

## How to Play a Magic User

### Character creation

Add 15 to Agility

Add 10 to Intelligence

Add 5 to Magic

Add 15 to Vitality

Add 5 to Strength

Read the section in the Famous Adventurer's Correspondence School Manual on Magic Users.

Get all spells as soon as possible and practice them whenever practical.

Avoid close combat with tough monsters by using the Calm Spell then running away.

Always have a Zap spell on your weapon before entering combat.

Sleep in the Magic Meadow to recover Magic and Health points.

## Where to Find Spells

Flame Dart

Magic Shop

Trigger

Fetch

Magic Shop

Detect Magic

Dazzle

Erasmus  
(Mage's Maze)

Calm

Open

Magic Shop

Zap

Hermit

Meeps

Magic Meadow

Initial Spell

## How to Play a Thief

### Character creation

Add 10 to Strength

Add 10 to Agility

Add 10 to Vitality

Add 10 to Luck

Add 10 to Weapon

Read the section in the Famous Adventurer's Correspondence School Manual on Thieves.

Think sneaky.

Avoid powerful monsters - prey on the weak.

Explore the town at night.

Try to pick all locks.

Buy a Thief Tool Kit at the Thieves' Guild.

Practice dagger throwing at the archery range or in the Thieves' Guild.

## How to fight a Monster

Read about Combat in your technical manual (p 21).

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, drink a Healing Potion before entering combat.

Low Stamina will affect your speed of attack as well as start subtracting from your Health Points. Use a Vigor Potion 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, and Zap spells.

The Thief should throw daggers at the monster before he gets into combat. Just don't throw the 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.

## **Field Guide to the Monsters of Spielberg Valley**

Read the Section in the Famous Adventurer's Correspondence School manual on Famous Monsters of Adventureland if you really want to know about monsters. This is mainly an identification list for random wandering monsters with tactical suggestions on how to deal with them. Read the section in your technical manual on Combat for general strategies. This Field Guide is arranged in order of relative toughness.

### **Goblins**

Those annoying little blue humanoids who march around carrying a club and a shield are not very dangerous unless you are already wounded. All types of adventurers can get some combat experience with Goblins.

### **Saurus**

The man-sized dinosaur who runs around everywhere is easy for an adventurer to avoid since it is extremely stupid. However, it is also fairly easy to defeat in combat and makes good combat practice.

### **Mantray**

This flying terrestrial combination of a Sting and Manta Ray uses its talent at camouflage to surprise unwary adventurers. Its tail produces a strong jolt of lightning. The best way to deal with it is to keep it always on the defensive. This monster can be dangerous to beginning adventurers, so you should keep an eye on your Health Points and remember to run away before it is too late. Magic Users should note that this monster is highly resistant to magical spells.

### **Brigands**

Men who march around the forest wearing armor and attack first before asking questions can usually be classified as Brigands. Individual Brigands have various degrees of skill in fighting, but most are tough. Combat with Brigands therefore requires the use of all the combat skills of Weapon Use, Parry and Dodge. Non-Fighters should use other skills against a Brigand before engaging in direct combat.

### **Ogre**

Ogres are big, ugly, slow, and stupid. However, when Ogres hit, adventurers get hurt. It is better to outwit an Ogre than to try to outfight it. That is, unless you're a Fighter.

### **Cheetaur**

This cat-like creature is skilled at tearing adventurers apart. A Fighter should attack constantly to try to keep the creature on the defensive. Other adventurers be warned, avoid direct combat with a Cheetaur altogether. Cheetaur claws are valuable for use in Potions.

### **Supersaurus Rex**

This large cousin of the Saurus has strong jaws, tough scales, and a hard head. When injured, the Supersaurus reacts by attacking. Liberal use of the shield is recommended for Fighters. Other adventurers should just run away at the sight of these awesome monsters.

### **Troll**

This huge man-like monster walks softly and carries a large club. Direct sunlight will turn a Troll to stone, so Trolls travel at night and stay in deep caves by day. Trolls are strong, have tough, armor-like skin, and are resistant to Flame Darts in this region of the world. Trolls are extremely dangerous and are best avoided unless you are extremely skilled. Troll's beard can be valuable if you can get it.

### **Minotaur**

Minotaurs are half-man, half-bull. They are especially dangerous because of their intelligence. Don't even think about taking one on unless you are a skilled Fighter. Watch for openings in the Minotaur's defense. Know when to attack and when to parry or dodge.



## Things to Do in Scenic Spielberg

### Sheriff's Office and Town Gateway

Ask the Sheriff about Brigands, Otto, merchant, and monsters.

### Hero's Tale Inn

Ask Shameen about Merchant, robbery, wealth, and food.

Sit down and order some food from Sherna.

The merchant comes in around suppertime. Ask him about robbery, leader, minotaur, his name, and Shaper. Be generous to him, and he'll be a big help to you at the end of this game.

This is a good place to get a room for the night.

### Main Street

If you are a Thief, practice your lock picking skills around here at night. Just don't overdo it.

### Little Old Lady's House

The Little old lady is definitely a sound sleeper.

This is a good place to practice Thief skills, and make some money. Save your game.

Keep the cat happy. What do cats like?

Search everywhere. Check out the furniture. What else do you see?

For grins, save your game and climb the stairs. Some people like big pets.

### Zara's Magic Shop

Ask Zara about magic, the town, the valley, aura, Erana, Erasmus, Baba Yaga, and the curse.

If you are a Magic User, then ask her about spells, Flame Dart, Fetch, Open, and Initiation. Buy spells from her as soon as you can afford them and then practice them.

### Guild Hall

Read the section in the Famous Adventurer's Correspondence School Manual about the Adventurer's Guild.

Register at the desk and read the log.

Read the Quest Board.

Look at the various heads mounted on the wall. You never know when you might meet one alive.

Ask the Guildmaster about the curse, Baron, Barnard, Elsa, Baba Yaga, the guild hall, the various monsters on the wall, and about heroes.

### Market Street

Ask Hilde about Brigands and apples.

If you are a Thief, practice your lock picking skills around here at night. Just don't overdo it.

### Dry Goods Store

Look around when you come in, particularly behind the counter.

Ask the shopkeeper about equipment, armor, daggers, food, and flasks. Buy what you need.

If you are a Thief, you can always use some spare daggers for throwing.

A Fighter needs the best armor he can afford once he is strong enough to handle it. (You probably want to be at least Strength 60)

### Sheriff's House

If you are a Thief, this is the place to really practice your skills. Save your game first, though.

Listen and Look around. Take what you can get. Don't neglect to search a bit.

Now where would you hide a safe in this room?

Make sure you take the vase before you try to get to the safe.

For giggles, save your game. Now restore to where you first came in.

Open the music box and see what happens.

Listen at the various doors and then check them out in order of bottom to top.

Just assume you are going to have to restore the game frequently.



## Town's End

Read the notes on the doors.  
At night, the Thief can practice a skill.

## Alley

### Daytime

Give alms to the beggar.  
Ask him about Brigands, begging, work, and night.

### Nighttime

Remember what curiosity cost the cat?  
A Thief should remember how to deal with kindred spirits. Consult the Famous Adventurer's Correspondence School Manual.

## Tavern

Save your game.  
Explore the room.  
Belly up to the bar and have a belt, but first notice the condition of your fellow drinkers on the other stools.  
Perhaps you should just say No.  
If you are a Thief, Crusher's the one to talk to if you know what to say.  
Consult the Alley at night.  
Don't get Crusher mad.

## Thieves' Guild

Unless your character has Thieves' skills, what are you reading this for?  
Join the guild, fence the stolen goods, buy what you need, and play along with the Chief Thief. Just remember, he will cheat.  
Ask the Chief Thief about the guild, home, and daggers.

## Wilderness

### Magic Meadow (Erana's Peace)

This is a safe place to spend the night.  
Eat some fruit from the tree to avoid hunger.  
Pick some flowers for the Healer.  
A Magic User should read the runes on the stone and cast "Open."

### Bear Cave

What does a hungry bear want?  
Feed the bear some rations or use the "Calm" Spell.  
Why doesn't the bear move?  
The chain around his hind leg is enchanted. You will have to break the enchantment by finding the magic key.  
For an in-joke, talk to the bear. Now try it again.

### Kobold Cave

"Look" at the Kobold.  
A Magic User should cast "Detect Magic" and "Fetch."  
A Thief should sneak over and get the key from around the Kobold's neck.  
A Fighter should fight and defeat the Kobold.  
Search the room and find the Kobold's chest.  
A Magic User should cast "Open" on the chest.  
A Thief should try to pick the lock, but he had better be good at it!  
A Fighter should break the chest open, but he is in for a nasty surprise! Drink a Healing Potion first.

*For a Magic User to defeat the Kobold:*

Don't let the Kobold cast a spell. If you let him, he can defend himself against anything you throw.  
Use the spell that really shines, then Nuke him. Repeat sequence until Kobold keels over. If you run out of Magic Points, either finish him off with your dagger or run away and live to try another day.



### Seed Spitting Spirea Flowers

A Magic User should cast "Fetch" or "Open" to get the seed.  
A Thief should climb and then catch the seed.  
A Fighter should get rocks and throw them until he knocks the seed down.

### Baba Yaga's Gate

You don't really want to see Baba Yaga unless you have at least 100 silvers and it is around midday.  
To get through the gate, make a deal with the skull.  
Ask about the rhyme before the skull opens the gate. If you didn't succeed, leave and try again later.  
Type the rhyme. This is magic, so get the words exactly right.

### Baba Yaga's House

When in doubt, answer "Yes."  
You can't do much against Baba Yaga until you stop the Brigands.  
After you leave the house, go to the Healer's to buy something to protect you from things that lurk in a graveyard at night.  
During the endgame:  
Take some time to reflect upon the matter. You really need to make Baba Yaga croak.

### Wizard Mountain

If you are not multilingual, the first signs say "Welcome to the Magic Mountain."  
Just avoid the signs and walk up the path.

### Wizard House Door

Save the game and remember your Monty Python to answer the questions:  
Figure out what is the name of this game.  
Guess what is the wizard's favorite color.  
Learn about the Baron in the Adventurer's Guild Hall.  
Know whose house this is by asking Zara in the magic shop about the valley. You can also ask her about the aura around the town.  
Get out your old Hitchhiker's Guide to find the meaning of life (or else multiply 7 times 6).

And is that an African or a European Swallow?

However, watch out with the password to the Thieves' Guild. The wizard does not like thieves in his house.

### Wizard Hall

All you really need to do here is to climb up the stairs to the tower.

On the other hand, how many in-jokes can you spot in this room?

There are references and direct rip-offs from King's Quest IV, Leisure Suit Larry 2, Police Quest 2, Colonel's Bequest, and Conquest of Camelot from Sierra On-Line.

On the esoteric side, Lord of the You-Know-What, Real Ghostbusters, and motorcycles are alluded to.

Hey, we even included the friendly Ghost.

### Wizard Tower

Ask your questions quickly or you'll have to listen to Erasmus' really terrible jokes (don't guess too many of them).

He can give useful information about Baba Yaga, curses, countercurses, and magic mirrors.

If you have a strong stomach for bad humor, ask about necromancers.

A Magic User should play the Mage's Maze and win the Dazzle Spell from Erasmus. (Don't worry if it takes you a few tries—it's good practice.)

### Mage's Maze

Read the Mage's Maze write-ups in both manuals.

Buy a Magic Potion at the Healer's House and use it when you run low on Magic Points.

Your creature is extremely perverse, so use the "Flame Dart" spell to lure it in the direction you want it to go.

Study the map in this Hint Book and plan your strategies before your creature gets to various parts of the maze.

### Castle Gates

To get into the castle grounds, tell the gatekeeper to open the gate.

Karl the gatekeeper knows many useful things. Ask him about the Baron's son and daughter, the curse, the graveyard, the reward, and about heroes.



### Castle Courtyard

A Fighter should ask the Weapon Master about practice and then work out with him daily.

### Castle Barracks

This guard is just surly, so you can do nothing useful here.

### Castle Stables

The work here won't make you rich, but it does help build your body and gives you a safe place to sleep.

### Castle Doors

To get into the castle, you must free the Baronet.

### Baron's Hall

Fine food, a nice bed, and five hundred silvers, what more can you ask for? Try questions about Brigands, Elsa, and Yorick.

### Goblin Rocks

This is a good place to build up your fighting skills. Just don't let the Goblins overwhelm you.

You can't get into the Goblin Cave; the entrance is too small.

### Farm Fields

Ask the Centaur about Brigands and the Brigand Leader.

### Healer's Garden

To get what is in the nest (and I don't mean the Pterosaur):

A Magic User should use either "Fetch" or "Flame Dart."

A Thief should climb up and look at the nest, then get what is in it.

A Fighter should throw rocks and knock the nest down.

Now where do you suppose this ring came from?

### Healer's House

To get in the house, try knocking on the door.

Ask her about Potions and spell components.

Sell spell components and extra empty flasks to her.

Buy what Potions you need from here.

Bring the Magic Acorn along with the other components for the Dispel Potion.

Don't forget to pick up the Dispel Potion later.

Find her ring and give it to her.

### Snow Forest

Ask the Frost Giant about Brauggi, Jotenheim, fighting, and bargain.

Buy fifty apples from the Farmer's Mart and give them to Brauggi.

### Meeps

What colors do Meeps come in? There will be a test afterwards.

Get fur by asking for it. Wasn't that easy?

A Magic User should also ask about magic and pick up the scroll the Chief Meep throws out.

### Graveyard

Avoid this place at night unless Baba Yaga sends you.

If you have to enter the graveyard at night, be sure to consult with the Healer about ghosts and take her advice, as well as buying something to protect you. Use it just before you enter. It will wear off rapidly.

What you seek is on the centermost grave. Make certain it is around midnight when you get it.

If you get this object at the wrong time, it will just vanish. In three days time, it will grow back.

Of course, if you are under Baba Yaga's spell, that will not help you very much.

### Crossroads

Bruno is not exactly the most honest person you meet in this game, so be careful with what he tells you. Still, he does know how to get into Baba Yaga's hut.

Don't get Bruno mad—he fights dirty.

A Thief should do what a Thief is supposed to do when he meets another Thief. Remember your Correspondence School Manual's advice about this.

### Road

To find a fox, walk along the road several times.

Be kind to animals.



### Mushroom Ring

Pick some mushrooms during the daytime for the Healer.  
At night, obey the Fairies. Don't step into the Fairy Ring or you'll be sorry (unless you save your game first—it is rather amusing).  
Make sure you have an empty flask when you ask the Fairies for what you need.  
For giggles, try having a character with low agility dance. He's not exactly Fred Astaire.

### Archery Range

Good place to practice dagger throwing if you have some skill.  
Good place to spy on some bad dudes.  
After the Baronet is freed, see their note left in the Tavern.  
They meet here at noon.  
Don't be too quick to exit from your spy hole.  
Remember the password.  
A Fighter should get the key from the one who stays behind.  
But don't rush it, you don't want to run into Bruno.

### Dryad's Wood

The stag is the Dryad's pet and will lead you to her.  
Follow what she says and you'll score some puzzle points.  
For giggles, save your game and try throwing daggers or casting "Flame Dart" spells at the Stag when you first see him. Now go visit the Dryad.  
Also in the category of How-Not-To-Win is to hack and slash the Flowers to get the seed. Then see what the dryad does to you.

### Waterfall

"Look" at the falls. There is a hint hidden in the message about something you will eventually need.  
To get to the Door:  
A Magic User should cast "Detect Magic."  
A Thief should Climb.  
A Fighter should throw rocks at the door until someone answers.  
Be sure to knock at the door and then get out of the way.  
To get what you need from this room, you need an empty flask.

Drink a Potion or buy a flask from the Dry Goods store.

### Hermit Cave

Ask the Hermit about the falls, Brigands, Warlock, mirror, and hermit.  
This is a safe place to spend the night if you like to play cribbage.  
A Magic User should ask about spells, trigger, and scrolls. Be sure to get what he's willing to give.  
For giggles, save your game and try harming the Hermit by fighting or throwing spells. He's not as defenseless as he looks.

### Lake

Isn't this a pretty picture? This is why people like us move up to the mountains to work.  
Come back to the lake again for something completely different.

### Antwerp Area

Don't get too close to the Antwerp and you'll be safe. (But fighting the Antwerp can be amusing as long as you save the game first.)  
After you overhear the conversation in the Archery Range, search the rocks on the west.  
When you find the keyhole:  
A Magic User should cast "Open."  
A Thief should pick the lock.  
A Fighter should use the key he got from Brutus.  
Push open the rock (takes some strength) and type the password you learned by spying.  
What do you mean, you don't remember the password? Didn't Bruno repeat it enough for you?  
Think of children's games or go back to a saved game and spy again.

### The "End-Game"

#### Secret Passage

Did you remember to use the password before entering?  
Fred is one tough character and you can't run away from this encounter.  
Your exit is to the southeast.



### Troll Cave

This was not the way to go.  
Fred and his friends will be happy to battle with you now that you found him.  
If by the slight chance you actually defeat the Troll, you could search the pile of junk on the floor (assuming you have a strong stomach).  
You are either very lucky or better than the designers if you can win this battle.

### Ambush Area

This place is a good one to avoid.  
If you want to be truly macho, a really tough Fighter can run to the barricade, climb it, fight the Brigands, and survive. But there is someone waiting for you in the next room.  
Maybe there is an easier way into the Brigand's lair.

### Brigand Gate

To get past the Minotaur:  
A Magic User should cast "Calm" and then cast "Open" on the gate.  
He can then open and stroll through the gate.  
A Thief should sneak behind the Minotaur's back to behind the rock on the east cliff wall.  
He should then climb over the fence when the Minotaur is looking the other way.  
A Fighter should take the subtle approach.  
Fight the Minotaur, then search his body. It is advised that you take a Healing Potion after the battle, assuming you win.  
Ring the bell? Isn't that a little alarming?  
A Fighter should next force the gate.

### Brigand Fortress

This room was designed by the Brigand Warlock. Watch out for his sense of humor and save your game.  
Go around the west barricade.  
Go across the east bridge.  
Go over to the gap between the barrels and sacks, then type, "Step over rope."  
For giggles, restart the game and do everything wrong.

### Brigand's Cafeteria and Meeting Room

You can figure out this room yourself if you think like a swashbuckler.  
Block the doors and avoid the Brigands.  
You want me to give it all away?  
Shut the door, move the chair, push the candles, climb the table, open the door.  
Now all you figure out is the timing.

### Brigand Warlock's Room

Who is this guy, anyway?  
If you haven't figured it out, you are in real trouble.  
Ask him about who you know the Brigand Leader is, or ask him about his true name.  
Drink a Healing Potion if you are badly wounded, and explore this room. It's a load of laughs, but the joke's on you.  
If you get in the habit of falling, maybe you'd better "stop."  
Follow the map at the back of the Hint Book to find the way through. Move out of the way of the last door, or you will find it isn't just the joke that's on you.

### Brigand Leader's Room

Use the Dispel Potion.  
Don't waste time.  
"Look at desk"  
Get the important object off the desk.  
Now who ya going to call on?  
After all, she definitely deserves it.



## Hero's Quest I Puzzle Points

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

What	Where	# of Points
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### Points that only Fighters can get:

Kill Kobold	Kobold's Cave	10
Take Fighting Lessons	Castle Courtyard	3
Defeat Weapon Master	Castle Courtyard	10
Buy Chainmail Armor	Dry Goods Store	3
Defeat a Goblin	Forest/Goblin Lair	1
Defeat Saurus	Forest	1
Defeat Brigand	Forest/Brigand Ambush	1
Defeat Ogre	Outside Bear Cave	2
Defeat Mantray	Forest	2
Defeat Saurus Rex	Forest	4
Defeat Cheetaur	Forest	4
Defeat Troll	Forest/Troll Lair	4
Defeat Minotaur	Brigand Fortress Gate	5
<i>Subtotal</i>		50

### Points that only Magic Users can get:

Kill Kobold	Kobold's Cave	10
Sleep in Magic Meadow	Erana's Peace	5
Play Mage's Maze	Wizard's Tower	5
Win at Mage's Maze	Wizard's Tower	12
Learn Open Spell	Zara's Magic Shop	2
Learn Fetch Spell	Zara's Magic Shop	2
Learn Flame Dart Spell	Zara's Magic Shop	2
Learn Detect Magic	Meeps' Peep	4
Learn Trigger Spell	Hermit's Cave	4
Learn Calm Spell	Erana's Peace	5
<i>Subtotal</i>		50

What

Where

# of Points

### Points that only Thieves can get:

Break into LOL House	Little Old Lady's	5
Get silver from desk	Little Old Lady's	1
Get silver from couch	Little Old Lady's	1
Get silver from purse	Little Old Lady's	1
Get string of pearls	Little Old Lady's	1
Get candlesticks	Little Old Lady's	1
Pet or feed cat	Little Old Lady's	3
Break into Sheriff's House	Sheriff's House	5
Get silver from desk	Sheriff's House	1
Get music box	Sheriff's House	1
Get candelabra	Sheriff's House	1
Get alabaster vase	Sheriff's House	1
Move painting	Sheriff's House	1
Open safe	Sheriff's House	1
Get silver from safe	Sheriff's House	1
Make Thief sign	Alley at night	3
Enter Thieves' Guild	Below tavern	5
Join Thieves' Guild	Thieves' Guild	3
Buy Tool Kit	Thieves' Guild	3
Fence stolen goods	Thieves' Guild	3
Play Dag-Nab-It	Thieves' Guild	3
Win 25+ silver in one game	Thieves' Guild	5
<i>Subtotal</i>		50

### Points every character can get:

#### Town of Spielburg:

Enter the town	Sheriff's Office	1
Question Sheriff	Sheriff's Office	1
Question Shameen	Hero's Tale Inn	1
Question Merchant	Hero's Tale Inn	5



What	Where	# of Points
Give money to merchant	Hero's Tale Inn	2
Eat at inn	Hero's Tale Inn	1
Sleep at inn	Hero's Tale Inn	1
Read Adventurer's Log	Adventurer's Guild Hall	4
Sign name in Log	Adventurer's Guild Hall	1
Question Guildmaster	Adventurer's Guild Hall	1
Read Quest Board	Adventurer's Guild Hall	6
Question Zara	Zara's Magic Shop	1
Question Hilde	Farmer's Mart	1
Buy apples	Farmer's Mart	3
Question storekeeper	Dry Goods Store	1
Get secret note	Tavern	2
Question Beggar	Alley (daytime)	1
Give money to Beggar	Alley (daytime)	1
Leave Town first time	Town Gate	1
Question Bruno	Town Gate	2
	<i>Subtotal</i>	17

#### Wilderness:

Eat Magic Fruit	Erana's Peace	2
Feed or Calm Bear	Bear Cave	5
Free the Bear	Bear Cave	25
Enter Kobold Cave	Kobold Cave	2
Get Magic Key	Kobold Cave	7
Get Kobold Treasure	Kobold Cave	5
Get Spirea Seed	Seed-Spitting Spirea	8
Make deal with Skull	Baba Yaga's Gate	2
Give gem to Skull	Baba Yaga's Gate	10
Make hut sit down	Baba Yaga's Gate	7
Visit Baba Yaga	Baba Yaga's Hut	2
Give Mandrake to B.Y.	Baba Yaga's Hut	3
Visit the Wizard	Wizard's House	3

What	Where	# of Points
Question Wizard	Wizard's Tower	1
Question Gate Keeper	Castle Gate	5
Enter the Castle	Castle Courtyard	1
Question Weapon Master	Castle Courtyard	1
Work in Stables	Castle Stables	5
Visit the Baron	Castle Great Hall	10
Question the Baron	Castle Great Hall	3
Question Farmer	Centaur Farmer's Field	1
Ask about Leader	Centaur Farmer's Field	3
Get Golden Ring	Outside Healer's House	3
Question Healer	Healer's House	2
Return Healer's Ring	Healer's House	10
Sell Magic Mushrooms	Healer's House	1
Sell Magic Flowers	Healer's House	1
Sell Cheetaur Claws	Healer's House	2
Sell Troll Beard	Healer's House	2
Give Magic Acorn	Healer's House	5
Give Flying Water	Healer's House	2
Give Green Fur	Healer's House	2
Give Fairy Dust	Healer's House	2
Get Dispel Potion	Healer's House	7
Get Glowing Gem	Snow Forest	8
Question Boss Meep	Meeps' Peep	1
Get Green Fur	Meeps' Peep	5
Use Undead Unguent	Cemetery (night)	2
Get Mandrake Root	Cemetery (night)	6
Free the Fox	Main Road	10
Get Magic Mushrooms	Fairy Ring (day)	3
Question Fairies	Fairy Ring (night)	1
Dance by choice	Fairy Ring (night)	3
Get Fairy Dust	Fairy Ring (night)	8



Spy on Brigands	Archery Range	12
Be Friend of Forest	Dryad's Wood	1
Give Seed to Dryad	Dryad's Wood	7
Get Magic Acorn	Dryad's Wood	1
Knock on Door	Waterfall	1
Get Correct Water	Waterfall	3
Visit Hermit	Hermit's Cave	5
Question Hermit	Hermit's Cave	2
Visit Spiegelsee	Mirror Lake	1
<i>Subtotal</i>		<i>270</i>

### End game:

Open Secret Passage	Antwerp Area	10
Say the Password	Antwerp Area	5
Enter Secret Passage	Antwerp Area	2
Enter Brigand Fortress	Brigand Fortress	8
Enter Cafeteria	Brigand Fortress	8
Enter Warlock's Room	Brigand Fortress	8
Question Warlock	Brigand Fortress	2
Name Warlock or Leader	Brigand Fortress	8
Enter Leader's Room	Brigand Fortress	12
Break Enchantment	Brigand Fortress	35
Get Magic Mirror	Brigand Fortress	10
Get rid of Baba Yaga	Baba Yaga's Hut	50
Attend Ceremony	Castle Courtyard	25
<i>Subtotal</i>		<i>183</i>
<i>Grand Total</i>		<i>500</i>

## Hero's Quest I Walk Through (Fighter)

Begin by reading the section on How to Play a Fighter and follow the instructions. Hit return to begin the game. You will start out in the Town Gateway. "Ask about Brigands." Walk to Hero's Tale Inn door and enter. "Ask about inn." Go over to chair. "Sit." When Sherna asks question, type "Order Food." When food arrives, "Eat." "Get up." Leave.

Go west to Main Street. Go up to Magic Door and enter Magic Shop. "Ask about magic." Leave. Go into Guild Hall. Go over to desk. "Read Book." "Sign name in book." Go over to the Quest Board. "Read Quests." Hit return several times to read all messages. Go over to Guildmaster. "Ask about hero." Hit space bar and Return when you have the Guildmaster's attention (repeat question). Exit east and go to Town Gateway.

Go north to Market Street. "Ask about Brigands." Go into Dry Goods Shop. "Ask about equipment." Repeat question. "Buy Flask." Leave. Head west to Town's End. Enter Alleyway between buildings. "Give silver to beggar." "Ask about night." Leave and go back to Town Crossroads. Exit town to Crossroads.

### Baron's Castle

Go north past Healer's Garden to Castle Gates. "Ask about Brigands" and repeat question. "Open Gate." Go north to Courtyard. Look for man practicing with sword (Weapon Master). If he is not there, then go north to castle doors and return until he appears. Go up to man. "Ask about Practice." "Yes." Hit Arrow Keys until your character becomes exhausted. Go east to Stables. Go to Stable window. Answer "Yes" to question. After work, go back into stable. "Sleep." After work, go into Courtyard and look for Weapon Master. "Practice." After practice, "rest." Go south.

### Healer's Hut

Go up to Healer's door and knock. "Ask about ingredients." Leave. "Get rocks" from the Healer's garden. "Throw rocks at nest." Repeat until you knock down nest or become exhausted. If exhausted, rest, then throw. Take ring into Healer house. "Give ring."

### Monsters

You are now going to enter the realm of random monsters. If you see a monster, hit Control-P (Pause Game). Go to Hintbook section on Monsters. Read about the monster you have encountered. Hit return and then hit F5 to save game. Now you can fight by hitting the arrow keys. If your character



dies, restore game and try again. The Fighter needs to fight and defeat each type of monster in order to have all the puzzle points. If the monster kills your character three times in a row, then the character is just not skilled enough to handle it yet, or your Health Points are too low. "Run Away" and try to get back to the town or to the Healers before the monster catches you. Fight weaker monsters and the Weapon Master a few more times before trying to fight the tougher monsters.

### The Frost Giant

Go east until you come to the Snow Forest and the Frost Giant appears. "Ask about Bargain." Return to Healer's Garden. Go south to Crossroads and enter town. Go northward and approach the Farmer's Mart. "Buy Apples." Repeat command until Inventory shows you have 50 apples (hit Tab). Return to the Frost Giant. "Give apples." You now have a glowing gem.

### Wilderness

Return to Healer's Garden. Go west to Farm. Go up to centaur. "Ask about Brigand Leader." Go north between the trees and continue until you come to a corner. Go east. Go north to Magic Meadow. "Eat fruit." "Get flowers." Return to Farm. Go south to crossroads. Head east until you come to where the road is blocked by snow. Go back along the road west, then east to Road's End, and back west until you see a fox. Approach the fox. "Free Fox." Go west to Crossroads.

*Check your time regularly (Control T). If it starts to get dark, then you should head to a place where you can safely spend the night.*

### The Hermit

Head south until you come to a lake. "Look lake." Go back north to the scene with the Hollow Log. Go east to the Waterfall. "Get rocks." "Throw rock at door." Do this until Hermit speaks. When Hermit leaves, "Climb ladder." "Knock." Move to the right of the door. Enter cave.

After Hermit speaks, "Ask about Warlock." Leave.

### Dryad

Head west until you see a White Deer. Follow deer. When Dryad appears and questions you, answer "yes." Save Game. Go east and then go north. Approach Mushroom Ring. "Pick Mushrooms." Go north until you come to Goblin Ambush. Go east and enter Healer's House. "Give mushrooms." "Give flowers." Leave and go to Town Gateway.

### Hero's Tale Inn

Enter Inn. Approach table. "Ask about robbery." "Give silver to merchant." Approach Shameen. "Get Room." Leave Inn. Go to Farm.

### Seed Spitting Spirea

Go just west of Farm and then head north to the Seed Spitting Spirea. "Get rocks." "Throw rocks at seed" until you pick it up. Go south until the way is blocked by brush. Go west to the Dryad's Wood. Approach tree. Answer "yes." "Get acorn." Go east to Waterfall. "Get Water." Go north to Healer's House and "Give acorn." "Give Water."

### Brutus

Go to crossroads. See if Brutus is leaning on town wall. (If not, check time. If before noon, then go into Healer's Garden and rest if you can, then go back to crossroads. If it is around sunset, you have missed him today. Try again tomorrow in the afternoon.) "Ask about Baba Yaga." "Give silver." Then, "Give silver." "Ask about Baba Yaga."

### Wizard Mountain

Go east of Healer's Garden. Go north for two forest scenes and then east until you come to the Wizard Signs. Go north to the Wizard doors. Pause game and read the section on Wizard House Door in this Hint Book. Answer the questions, then enter the house. Go up the stairs to Erasmus. "Ask about magic." Then, "Get up."

### Meeps

Go to Healer's Garden and head west until you come to Goblin Ambush. Go south and then head west until you come to Meeps. "Talk to Meep." When green meep appears, "Ask about green fur." "Get green fur." Return to Goblin Ambush and fight goblin. Afterwards, approach body. "Search body." Go to Healer's House and "give fur." Save your game.

### Build Strength

*For the Fighter to get the full 500 points, he must build his strength and fighting skills enough to survive the rest of the game. This means practicing with the Weapon Master, working in the stable, and fighting monsters whenever possible. Buy Healing Potions from the Healer and use them whenever your strength gets low. Rest whenever your Stamina is low. Save games frequently.*



For the rest of this walk-through, your character must be tough. If your character is killed by one of these challenges, restore and try again. If you lose again, relax by fighting easy monsters and improve your skills.

### Ogre

Don't be too proud to "run away" from a monster that's too tough for your character. Sleep in the Magic Meadow and try again the next day.

The next day, go just south of Magic Meadow and head east to Cave Entrance. Fight Ogre. "Search Body." "Force chest." Go to Healer's House and "Buy Unguent." (If you do not have enough money, fight goblins and Brigands and be sure to "Search Body" until you can afford it.)

### Baba Yaga

Go to Goblin Ambush and go north. Approach the large skull. "Ask about deal." "Yes." "Give gem." When gate is down, "hut of brown, now sit down." Approach door of hut and enter.

Answer "Yes" to every question Baba Yaga asks. Leave. Wander and practice until night. (Make sure you have an empty flask. Either drink a Healing Potion or buy one at the Dry Goods store.)

### Fairy Ring

Go to Mushroom Ring. Answer "Yes" to fumes. "Ask about fairy dust." Head east for two rooms.

### Graveyard

Check time and wait until it is the middle of the night. "Use unguent." Go north to Graveyard. Go up to center grave. "Get mandrake." Go back to Baba Yaga's. Answer "yes." Go to Magic Meadow to sleep.

### The Bear and Kobold Cave

Go to Cave Entrance and enter cave. Go near the bear until he stands up. "Feed bear." Go past the bear into the Kobold's Cave. "Fight Kobold." Hit Up Arrow to attack. When Kobold is dead, "Get Key." Walk around cave until you find an invisible chest. Check your Health Points and make sure you have more than 20. If not, drink a Healing Potion. "Force chest." Go back to bear and "Unlock chain." Go to Castle Doors and visit Baron. "Ask about daughter." Leave. Go to Healer and "give dust."

### Town

Go to Dry Goods store and "Buy chainmail." Go to Tavern. Go up to center stool at bar. "Get note." Head just south of the crossroads. Check time and make sure it is the middle of the day or else wait until the next day at noon. Go west to Archery Range and spy on Bruno and Brutus. When Bruno leaves, "rest." Go south and then north. Fight Brutus. "Search body."

### Healer

Go to Healer and get Dispel Potion. You will need to defeat the Weapon Master (Castle Courtyard), defeat a Cheetaur and "Get claws", defeat a Troll and "Get beard." Give beard and claws to the Healer. Make sure you have defeated each type of random monster. Now you are ready for the End Game.

### Antwerp Area

Go south of the Crossroads to the Hollow Log. Head east, then go south when you can. Avoid the Antwerp. Go to the rock near center of the west cliffs. "Search rock." (If no response, move around center west and search again until you find a keyhole.) "Unlock rock." "Push rock." "Say hidden goseke." Enter Secret Passage.

### Brigand Fortress

Leave Passage at bottom east. Fight minotaur. (Use Healing Potion afterwards.) Go up to gate. "Force gate." Enter Brigand Fortress. Go around barrier to the left and go across right bridge. Approach center of the last barricade area and "Step over rope."

As you enter the Brigand Cafeteria, "Shut door." Go over to the chair near the right wall door. "Push chair." Go over to candelabra. "Push candles." Move to the center of the table. Wait until the lead Brigand starts to pass the front corner of the table. "Climb table." Go to door on north wall. "Open Door."

"Ask about Yorick." To get through this room, study the Warlock's Room diagram. As you enter the Brigand Leader's room, "Use Dispel Potion" as soon as you are allowed to act. After Elsa leaves, go to desk. "Get mirror." "Get Healing Potions." Exit room behind treasure chest on east wall. Go to Baba Yaga. After you enter, "Use mirror."

Congratulations, you have won!



## Bytes of Information

You may be interested to know just what goes into a game like *Hero's Quest I: So You Want To Be A Hero*. Development took over a year, with up to four programmers and four artists, a musician, and a designer-director.

*Hero's Quest I* contains:

111,000 lines of source code

(well, so 30,000 of them are blank!)

535,000 bytes of background pictures

1,560,000 bytes of animation

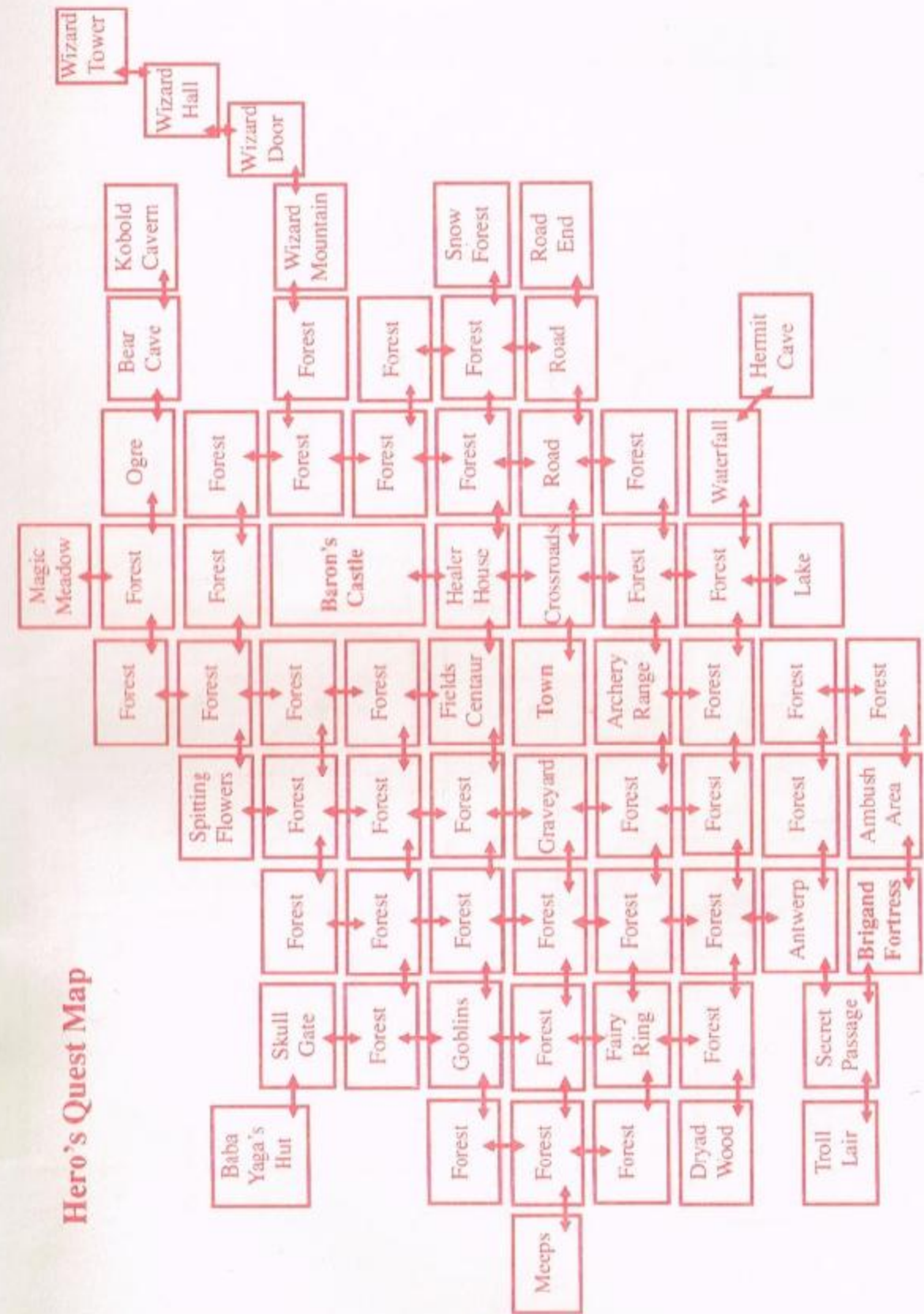
1,980,000 bytes of program code

375,000 characters of text messages

314,000 bytes of music and sound effects and over 200,000 bytes of compiled system code.

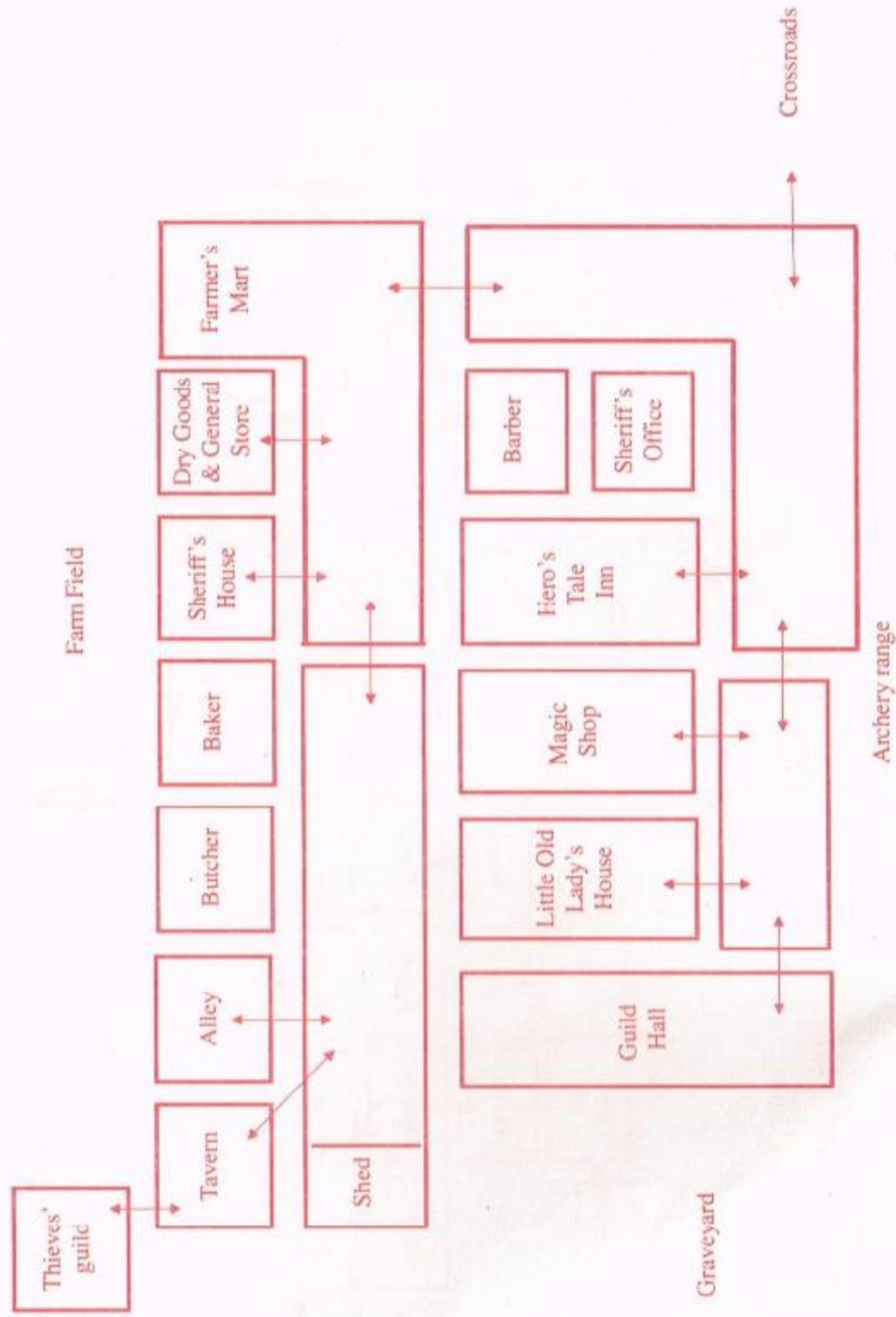
And you thought this was easy!

## Hero's Quest Map

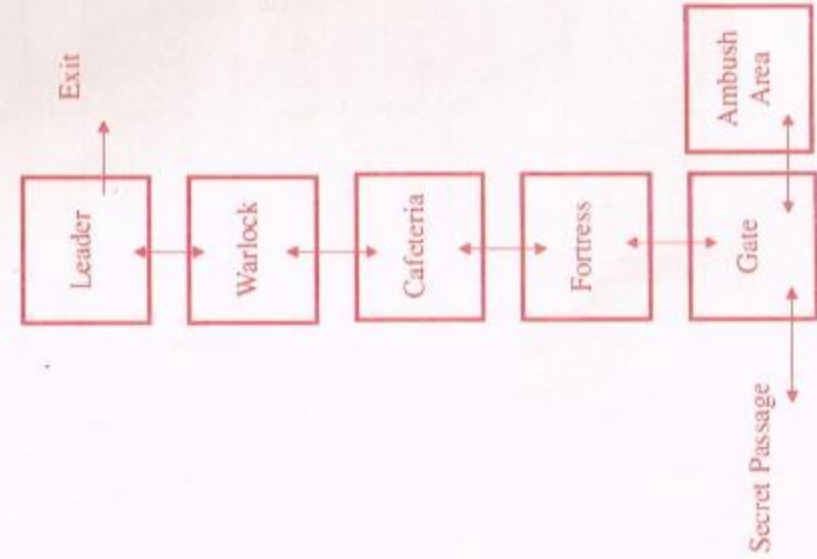




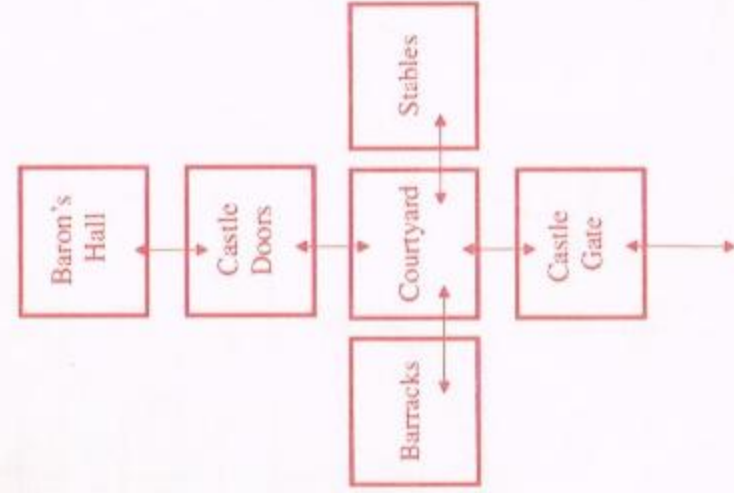
## Town of Spielburg



## Brigand Fortress

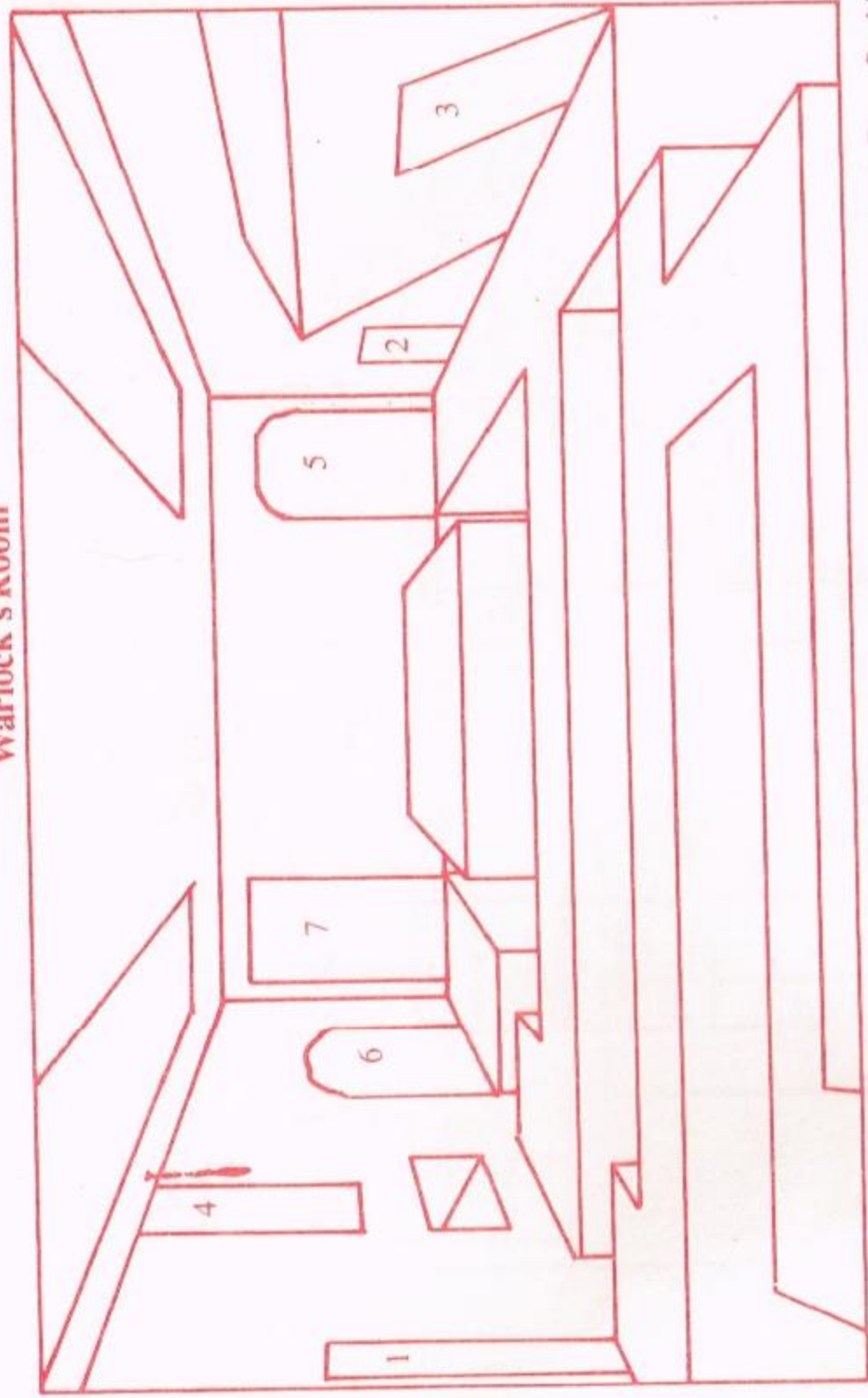


## Baron's Castle





# Warlock's Room



Go in Door 1 which takes you out door 2. (Or fall over the edge and type "stop".) Go through Door 3 which takes you to 4. Type "Pull rope." Go back through 4 and then go in Door 5. This takes you to Door 6. Step out in front of Door 7. Type "Open Door" and step back into Doorway 6. After door falls, step back out. Type "Open Door" and walk out of this room.

# Wizard Game





## Notes

## HINT BOOK ORDER FORM

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