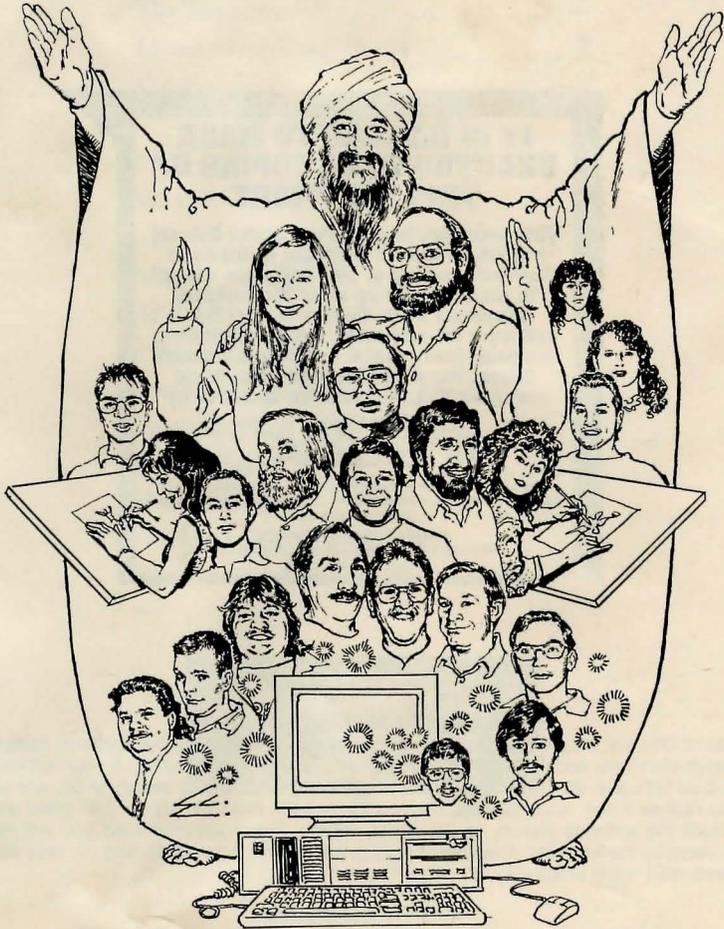


QUEST for GLORY II



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: <input type="text" value="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.

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 tired. He will fight less effectively, and may be injured more easily.

Magic Points measure the amount of mana or magical energy a character has, and therefore how much magic he can perform. When magic points are gone, the character will be unable to cast spells.

Skills and abilities improve with practice. The skills your character exercises frequently will improve more rapidly, while those left unused will remain fixed at their original levels. Your character can only advance in skills in which he has at least five points.

The Story Thus Far...

You begin Trial By Fire flush with the success of your last adventure (as depicted in *Quest for Glory I: So You Want To Be A Hero*). As you recall, you arrived in Spielberg with little but your Famous Adventurers' Correspondence School diploma. But now you are the Hero of Spielberg, having defeated the brigands and driven Baba Yaga from the valley. You also made many important friends, including the Archmage Erasmus (and his faithful companion Fenrus), and the Baron Stefan von Speilburg. Your friendship with the Kattas Shema and Shameen, and Abdulla Doo the Merchant, has led to your current quest.

You are now riding with Abdulla and the Kattas on the merchant's magical carpet, recovered from the brigands' stolen treasures. After a long and harrowing journey, you at last arrive in the magnificent city of Shapeir. Unfortunately, just when you thought you could take a well-earned rest, you discover that Shapeir has problems of its own. A Hero is needed here, too!

Now you must become your character, and learn to think as he would, use his unique skills to experience the land of Shapeir, and be a Hero on your Quest for Glory.

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. Be especially careful not to run out of water. In the desert, water is life itself.

You'll also need a certain amount of rest or sleep to regain Health, Stamina and Magic points. Without rest or sleep you will use these points quickly. Sleep is best accomplished in the safety of an inn.

Also, as in real life, basic necessities often cost money. To earn money, you can fulfill a quest (thereby obtaining a reward), or defeat a wealthy monster. The thief has other options. The coin of the realm of Shapeir is unlike that of Spielberg. Here, **100 brass centimes = 1 golden dinar**. Supplies such as food, equipment, magical spells and healing potions can be purchased from the local merchants.

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), type **run** to move more quickly. Don't run too far though, or you'll soon become tired. Type **walk** to resume walking normally. Characters with points assigned to **STEALTH** can also **sneak** when appropriate.

Finding Your Way Around Shapeir

The city of Shapeir, in contrast to the quaint Alpine village of Spielberg, is an ancient and thriving metropolis. Many first-time visitors find Shapeir's dense maze of streets and alleyways almost overwhelming. Outside the gates is the seemingly endless Shapeir Desert.

The keys to keeping yourself oriented in this vast realm are proper use of a map and compass, taking advantage of such clues as street signs and the knowledge of local citizens.

The Map

Purchasing a map in the game will help your character find his way around the streets of Shapeir without getting hopelessly lost. Once your character has a map, you can type "**use map**" anywhere in the streets and plazas of Shapeir. Then, simply place your cursor on a map location, click the mouse button or press [ENTER], and your character

will walk directly there (unless, of course, something gets in his way). Until you have visited a location (such as a particular shop), it will not show up on the map. As you explore the city, you will discover more places and your map will become more useful. It's better than getting lost.

To exit the map, press [ESC].

The Compass

A compass is a very useful item for navigating the trackless desert, or even finding your way around town.

Street Signs

Even natives of Shapeir sometimes need a reminder as to where they are going and which way they are heading. (Wizards in particular are notorious for having difficulty in this area.) For this reason, street signs are prominently posted at all major intersections and in the plazas. Plaza signs also often include direction symbols.

Asking Directions

One way to find locations you haven't yet visited is to talk to the locals. A clear, concise set of directions may be your reward. (Of course, that rather depends on whom you ask!)

The Saurus and Desert Travel

Distances in the desert can be deceiving, and it is easy to lose your way. A well-trained desert Saurus purchased from a reliable dealer can mean the difference between exploring the desert in comfort and death from sunstroke or dehydration. Whether you are walking or riding, never travel in the desert without a full waterskin. Night travel is also a good way to avoid the blazing desert sun.

Winning the Game

When you complete *Quest for Glory II* successfully, you will be given the opportunity to save your character for use in *Quest for Glory III: Shadows of Darkness*. You will be asked to insert a formatted, writeable disk. Save this disk, as it will allow you to begin *Shadows of Darkness* with your character from *Trial by Fire*.

Talking to Other Characters

You will meet many strange beings in Shapeir— some human, some otherwise. Most of them know things that you don't. By speaking with them you can gain some of that knowledge.

Everyone you meet will understand sentences in which you **ask about** something in their areas of expertise. You might **ask about magic** when speaking with the Astrologer or the Enchantress, or **ask about heroes** when you visit the Adventurer's Guild Hall. 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 save the land and once more prove your worth as a Hero.

Many of the replies to your queries will suggest additional questions to ask, or lead you to others who can provide you with useful information. For example, when you ask Shameen about his inn, you will learn of the poet Omar.

Combat

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, or when you type **fight**.

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 need to react quickly. You can throw daggers or cast an appropriate spell while the monster is still at a distance, or you can type **fight** to engage in battle. While in combat, you can cast some spells, but you won't have time to use healing or other potions.

In *Quest for Glory II* combat, you can **Attack**, **Parry**, **Dodge**, or **Cast** spells (assuming your character has the appropriate skills). All combat moves are made with the numeric keypad (see chart). In general, the **top row** of keys (7, 8, and 9) represent **Attacks**, the **middle row** (4, 5, and 6) represent **Parries**, and the **bottom row** (1, 2, and 3) cause your character to **Dodge**.

A *Swing* is a powerful blow that generally does more damage than a *Thrust*. However, it takes slightly longer, giving your opponent a better chance to defend himself. Choose a *High Swing* or *Low Swing* to take advantage of weaknesses in your opponent's defense.

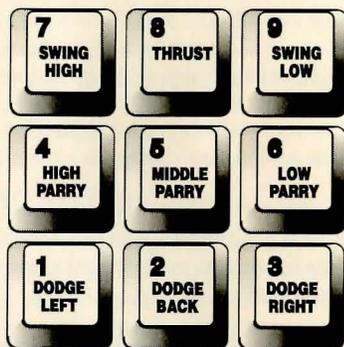
The direct *Thrust* is faster and harder to defend against, but leaves the attacker more open to a counterthrust. Use a *Thrust* when accuracy is more important than damage, as against a fast-moving but lightly-armored opponent.

All attacks benefit from careful planning and timing. *Parry* or *Dodge* your opponent's attacks while preparing your next blow. Attacking too quickly will make you tire rapidly, and you will not hit as often as when you delay your thrusts.

The *Parry*, most often practiced by Fighters, is the art of blocking your opponent's attack with your weapon or shield. Parrying is quicker than dodging, and less tiring, but must be timed properly to stop the enemy attack.

Dodging is the art of physically avoiding your opponent's attacks. It is the only defensive skill available to most Thieves and Magic Users, and can also be crucial to Fighters when facing a clearly more dangerous opponent. Watch your enemy carefully — anticipate his moves, and choose the proper Dodge accordingly.

Spells which may ordinarily be used in close combat include: Flame Dart, Force Bolt, Zap, and Dazzle. When in doubt, Run Away (but watch your backside!)



In terms of combat strategies, timing and defense are both important in *Quest for Glory II*. Try to strike when your opponent is 'open,' and anticipate his attacks to better defend yourself.

If you feel that the situation has gotten out of hand, you can type **escape**, or press [CTRL-E] to retreat.

Many battles can be avoided, and it might be wise at times to do so. Combat, how-

ever, is one of the best ways for an aspiring Hero to practice and improve 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 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, Stamina 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. Your opponent's Stamina is not displayed, since it would not be obvious to you during combat.

Thief Skills

Thief characters have two special skills; 'Pick Locks' and 'Stealth.' To use these skills type **pick lock** to gain entrance to a locked door, or **sneak** to move quietly. When you are finished 'sneaking,' type **walk** to resume walking normally.

Magic

A Magic User begins the game with several spells. For a thorough discussion of these spells and their effects, see the **Famous Adventurer's Correspondence School Manual**, pages 5-8. The spells he possesses will be listed in his inventory. Also listed will be the number of Magic Points needed to cast a spell, and the level of skill the character has in each spell. His spell casting will improve with practice. To use a spell, type **cast** (or press [Ctrl-C]), then type the name of the spell.

Targeting Spells

In *Trial by Fire* some spells must be targeted. If you cast such a spell, a targeting cursor will appear onscreen. The targeting cursor is in the shape of crosshairs. Use the mouse or [Arrow] keys to move the cursor to where you want to cast the spell, then click your left mouse button or press [ENTER].

The spell's success will depend on your skill in magic in general, and your skill with that spell in particular. **Practice pays.**

How to Read this Manual

Throughout this manual we will use the following ways of representing information:

MENU COMMANDS will be capitalized.

Example: SAVE, RESTORE, QUIT, PAUSE GAME

Typed commands will appear as bold type.

Examples: 'type: **ask about shapeir**' 'type: **cd \sierra**'

Portions of the command line not meant to be typed will not appear in bold type. For example, in the line 'type: **cd \sierra**', 'type:' should not be typed.

[Keystrokes] will appear in brackets setting them off from the surrounding text. The brackets are not keystrokes and should not be typed.

Examples: [Spacebar], [Tab], [PageUp]

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Examples: 'Press [CTRL-I] to view your inventory.'

The terms 'disk', 'floppy disk', and 'diskette' are used interchangeably to refer to either 3.5" or 5.25" external data storage disks. The term 'hard disk' is used to refer to a fixed, non-removable data storage disk.

ALL SYSTEMS

PLEASE NOTE: If there is a README file on your game diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed. Failure to review the README file before installing the program may result in unexpected consequences during the installation and/or running of the program.

GETTING STARTED: DISKETTE DRIVES

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

If you will be playing from diskettes rather than a hard disk, you will also want to format a blank diskette for saving games. *In fact, saving games to diskettes is a good idea, even if you are playing the game from your hard disk.* Follow your computer's instructions to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see the 'Saving Your Game' (Page 22) and 'Interacting with *Quest for Glory*' (Page 23) sections of this manual.

When installing your program, you may be prompted to insert a 'Drivers' disk. If you receive this prompt, please examine your disks and insert the disk marked 'Drivers' and press [ENTER], so that the appropriate drivers will be loaded. Some games do not include a separate 'Drivers' disk.

MS-DOS

INSTALL THE GAME

Place the back-up copy you have made of the STARTUP diskette into your diskette drive. Type the letter of the drive you have placed the diskette into followed by a colon (for example: **a:**), and press [ENTER]. Type: **install** and press [ENTER].

Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select.

HARD DISK INSTALLATION

You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

Please note: The install procedure will write a file named RESOURCE.CFG to the STARTUP diskette. For the installation to be completed correctly, **THE STARTUP DISKETTE MUST NOT BE WRITE PROTECTED.** No other files on the STARTUP diskette are written or changed by the install command.

LOADING INSTRUCTIONS

After completing the INSTALL procedure:

From diskettes:

1. Place the STARTUP diskette into the A: drive.
2. Type: **a:** and press [ENTER].

3. Type: **sierra** and press [ENTER].

From hard disk:

1. From your root directory, type **cd \sierra** and press [ENTER].

2. Type **trial** and press [ENTER].

SAVING GAMES TO DISKETTES

Choose SAVE GAME, or type **save**, or press the [F5] key. The Save Game menu will appear.

Choose CHANGE DIRECTORY. Backspace or press [Ctrl-C] to clear the command line.

Type the letter of the drive you are using for saved games, followed by a colon (Example: **a:**) and press [ENTER].

Type the name of your saved game and press [ENTER] to complete the SAVE GAME procedure. If your disk for saving games is full, you may reformat it (this will erase the saved games on the disk) and use it over, or use another formatted blank disk.

SAVING GAMES TO HARD DISK

If you choose to save games to the hard disk, the program will automatically try to save to the game's own directory, and name the games [NAME OF GAME DIRECTORY]\SG.000, \SG.002, etc., through \SG.012 (SG stands for saved games). If you run out of space for saving games, try one of the following alternatives:

1. Save additional games to a diskette.

2. Save games to a different directory by choosing CHANGE DIRECTORY from the SAVE GAME menu (inside the game).

3. Delete the saved games and the saved game directory from your hard disk by following DOS instructions (outside the game). The program will create a new index file within the game directory.

4. Create a new hard disk directory from DOS, using DOS instructions.

ATARI ST

LOADING INSTRUCTIONS

Note: If you are using an Atari 520 ST without memory expansion, turn off all desk accessories (rename .ACC extension .ACX) before running your Sierra game.

1. If you are playing the game from diskettes: Place disk 1 in drive A, open the disk by double-clicking on its icon. Start the game by double clicking on SIERRA.PRG.

2. If you are playing the game from a hard disk: Open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon. Start the game by double-clicking on SIERRA.PRG.

HARD DISK INSTALLATION

Please note: More than 512K of memory is needed in order to run Sierra games on your Atari ST hard disk.

1. If you are playing from a hard disk, first make sure you have enough space on the hard disk for the game — single-click on the disk icon, then select SHOW INFO... from the File menu. Bytes Available should be at least **800,000** times the number of floppy diskettes included with the game (**400,000** times the number of single-sided diskettes).

2. Open the hard disk by double-clicking on its icon.

3. Create a game folder by choosing NEW FOLDER...from the File menu. Open the new folder by double-clicking on its icon.

4. Place disk #1 in drive A.

5. Copy the game disk into the new game folder by dragging the drive A icon into the window you opened in Step 3. (Click on the drive icon, then while holding the mouse button down, move the mouse arrow over the open window, then release the button.)

6. Repeat steps 4 and 5 for each of the other game disks.

7. Put the master disks away in a safe place.

CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1. Open the game disk/folder by double-clicking on its icon.

2. Run the MUSIC program by double-clicking on the MUSIC.PRG icon.

3. Select MUSIC DEVICE from the Options menu.

4. Select your synthesizer (or 'Atari ST Internal Sound') by clicking on the appropriate button. Then click on OK.

5. Select INSTALL GAME from the File menu. This will replace the RESOURCE.CFG file on your disk.

Please note: It is important to turn your synthesizer on before playing the game.

AMIGA

INSTALLING THE GAME

NOTE: RENAME your copies of all game disks to remove the words 'COPY OF' from the disk name. If the words 'COPY OF' are not removed from the disk names of ALL the copies, the system will continue to ask for the original disk, and will not run the game.

1. Boot your system with WorkBench, and double-click on the INSTALL icon.
2. Follow the on-screen prompts, choosing your selection with the mouse by clicking once on the item.
3. You will be asked if you wish to install the game on your hard disk. If you do NOT wish the game to be installed on your hard disk, select NO. If you want to install the game on your hard disk, select YES.
4. Using your mouse, select which hard drive you wish to install the game onto.
5. Follow the on-screen prompts to complete the installation.

LOADING INSTRUCTIONS

From Floppy Diskettes:

1. If you have less than 1 megabyte of memory for your Amiga, disconnect any external drives while your system is off.
2. Insert Disk #1 into drive DF0:.
3. Turn on your system.

From Hard Disk:

1. Load WorkBench and double-click on your hard disk icon.
2. Double-click on the SIERRA drawer.
3. Double-click on the drawer for the desired Sierra game.
4. Double-click on the game icon.

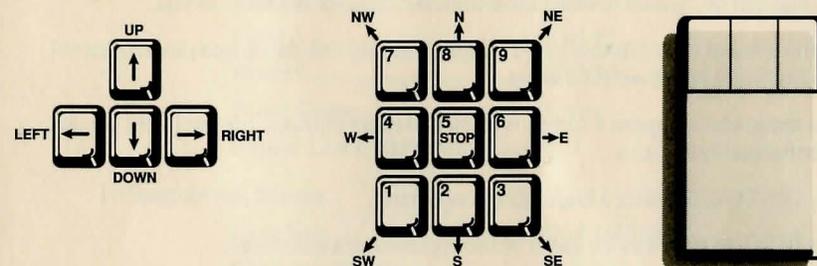
ALL SYSTEMS

HOW TO PLAY

MOVING YOUR HERO

You may move your character on the screen with the [Arrow] keys, the numeric keypad, or the mouse. To halt your character's steps with the keypad, press the number 5, or press the last used direction key again. **Do not attempt to move the character by holding down the direction key. This will cause the character to start and stop continuously, resulting in very slow progress.**

Using the mouse, position the arrow to where you want the character to move, then click the left mouse button.



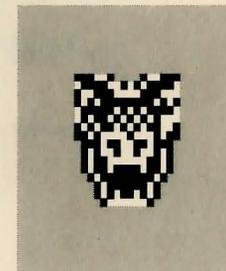
SPECIAL CURSORS

Quest For Glory II uses special mouse cursors during certain modes of play. The shape of each cursor shows you what actions are available to your character at that time. If you are not using a mouse to play, the special cursor will usually appear in the lower right corner of the screen to inform you of the current mode.



← When you see this cursor, you can move your character and/or type commands.

When you see this cursor, you can neither move your character nor type commands. →





This cursor is for aiming targeted spells or when throwing something (see *Targeting Spells*, page 11). You will see this cursor when you cast a spell that must be targeted. Move the cursor to the place onscreen where you want to aim a spell.

TRIAL BY FIRE MENUS

When you press [ESC], a menu bar will appear at the top of your screen with several menus that can be opened to show the command choices available to you.

Use the left and right [Arrow] keys to open a menu, and the up and down [Arrow] keys to highlight items within a menu.

If the menu choice opens a screen with two or more choices, use the [Tab] key to move between the choices.

Press [ENTER] to select a highlighted command.

Press [ESC] to return to the game without choosing a command.

Menu.....Shortcut Command Keys

Sierra Menu

About Quest for Glory II [Ctrl-G]
Help..... [F1]
Silly Clowns..... [Ctrl-Y]

File Menu

Save Game [F5]
Restore Game..... [F7]
Restart Game..... [F9]
Quit..... [Ctrl-Q]

Game Menu

Faster Animation..... +
Normal Animation =
Slower Animation -
Sound Volume [Ctrl-V]
Turn Sound on/off..... [F2]
Arcade Difficulty [F4]
Game Detail [F6]
Game Time Scale..... [F8]

Action Menu

Cast Spell [Ctrl-C]
Fight [Ctrl-F]
Escape [Ctrl-E]
Pause Game..... [Ctrl-p]
Repeat Last Command..... [F3]

Information Menu

Inventory [Ctrl-I]/[Tab]
Character Sheet [Ctrl-S]
Time/Day [Ctrl-D]
Ask About [Ctrl-A]
Tell About [Ctrl-T]
Look At [Ctrl-L]
Read Map [Ctrl-R]
Compass Heading [Ctrl-H]/[Backspace]

OTHER SHORTCUT KEYS

[Spacebar] Repeat last command
[Shift-Click] Look At

SHIFT-CLICK* is a feature that will allow you to 'look' at a person or object using your mouse. Place the mouse arrow on the desired person or object, then hold down the [SHIFT] key and press the mouse button. You will now receive a descriptive message.

* **Please note: Multi-button mouse users should use the RIGHT mouse button, and need not press [SHIFT].**

GAME SPEED CONTROL

At times it may be useful to slow down the speed of the game animation in order to negotiate a tricky section, or observe something more carefully. At other times, you may wish to speed up game actions. In *Quest for Glory II*, animation speed is controlled by the [+] and [-] keys, or by selecting a choice from the Speed menu, using the mouse or [Arrow] keys.

GAME TIME SCALE

You can adjust the speed at which days and nights pass in the game by choosing GAME TIME SCALE from the Game menu.

GAME DETAIL

If your computer system is running the game too slowly, you may want to adjust the amount of nonessential animation in the game. At the beginning of the game, Game Detail will be automatically set at the best level for your system's speed. This level will be shown on the Game Details screen as OPTIMAL. You can adjust the detail level at any time during game play by choosing Game Detail and making another selection from the Game Detail screen. **NOTE: WE DO NOT RECOMMEND SETTING THE DETAIL LEVEL HIGHER THAN THE OPTIMAL LEVEL FOR YOUR SYSTEM.**

ARCADE LEVEL

You can set the difficulty level of arcade sequences (**combat and skill-based puzzles**) using the ARCADE LEVEL option in the Action menu.

USING THE MOUSE (optional)

Your mouse will be useful to you in moving your character, and in learning about your surroundings. To move your character using the mouse, position the arrow to where you want the character to move, then click the left mouse button. In many scenes, you can find out about a person or object by using the [SHIFT-CLICK] feature described above.

EXAMPLES OF COMMON COMMANDS

Communicating with *Quest for Glory II*

Many characters in the game will have information of one kind or another for you. To talk with a character, type: **ask about** [character, subject or object] (for example: **ask about the brigands**) or press [CTRL-A], then type [character, subject or object]. Using a mouse, choose the menu command **ask about**. Try different approaches, and remember: **talk to everyone you meet!**

You may encounter objects you need along the way. To take an object, type: **take** [object]. For example, **take the note**. You will need to use the objects you acquire as you explore. You can try different things such as typing: **use the** [object], or **give the** [object] **to** [character]. Different approaches to a puzzle may bring about a different outcome.

Pay close attention to details. To examine objects, type **look at the** [object], (for example: **look at the table**), or press [CTRL-L], then type the name of the object.

Using a mouse you can also use the 'Shift-Click' feature described above. To get a general description of the current room or scene, type **look**, or use your mouse to choose LOOK from the menu.

RETYPING COMMANDS

If you wish to repeat a command select REPEAT LAST COMMAND from the ACTION menu or press the [SPACEBAR] or [F3].

INVENTORY/SPELL LIST

If you wish to see the items you are carrying and/or the magic spells you have, select INVENTORY from the Action menu, press [CTRL-I], or press the [TAB] key.

You will see a list of the items you are carrying and the spells (if any). An asterisk (*) will appear next to any spell that is currently active.

Press [ENTER] or [ESC] to resume play.

PAUSING YOUR GAME

If you wish to pause the game, select PAUSE from the Action menu, press [Ctrl-P] or [ESC]. Press [ESC] or [ENTER] to resume play.

SAVING YOUR GAME

If you wish to save your game, select SAVE from the File menu, or type **save**, or press [F5]. To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress.

Please note: If you're playing from diskettes, you must have a separate formatted diskette ready before you can save a game.

If you choose to save games to your hard disk, we suggest that you create one or more save game directories or folders on your hard disk. See your computer's instructions for creating directories or folders.

You may name your saved games using standard English phrases. For example, if you are standing by a fountain, you might call your game '**standing by fountain**', or simply '**fountain**'.

RESTORING YOUR GAME

Select RESTORE from the File menu, or type **restore**, or press [F7]. You will be prompted to select the game you wish to restore. (On a single drive system, you will be prompted to insert your save game disk). Highlight the desired game and select RESTORE. If the game you wish to restore is in a different directory, select CHANGE DIRECTORY.

Please note: If you do not have a mouse, use the [TAB] key to toggle between RESTORE and CHANGE DIRECTORY.

QUITTING YOUR GAME

If you wish to stop playing, select QUIT from the File menu, or type **quit**, or press [CTRL-Q].

RESTARTING YOUR GAME

If you wish to restart your game at any time during play, select RESTART from the file menu, or type **restart**, or press the [F9] key. The game will begin again at the opening scroll.

INTERACTING WITH *QUEST FOR GLORY II*

You can generally interact with the game by typing simple commands consisting of as little as a noun and a verb. For instance, the command **sit in the chair** can be shortened to **sit chair**, or even **sit**. Unless otherwise directed, follow all typed commands with [ENTER].

A message window will appear after you enter each command, and at other times during the game. When you have read the message, press [ENTER] to remove the window and resume play.

Trial by Fire understands many common verbs. Here are some you might try:

ASK	CLOSE	FIGHT	MOUNT	RIDE	STAND
BARGAIN	DISMOUNT	GET	MOVE	RUN	TELL
BET	DRINK	GIVE	OIL	SEARCH	THANK
BUY	DROP	GO	OPEN	SHOW	THROW
CAST	EAT	JUMP	PICK	SIT	USE
CLIMB	ESCAPE	LOOK	READ	SNEAK	WALK

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers, look under things and behind things for valuable objects and clues. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully. Search every area of Shapeir. Be careful!! There are many hazards awaiting you!

DRAW A MAP as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

ASK ABOUT anything you think a character might know. This is by far the best way to learn what is really going on in Shapeir. But use discretion! Some characters will be friendly and helpful. They may give you valuable information and advice. Others may mislead you.

Some Common Things to Ask About:

Shapeir	Raseir	Rumor	Money	Elemental	Monster
Weather	Name	Magic	Sultan	Emir	Guild

GET objects you think you will need. You will come across a number of objects that may be of use to you later, but don't overload your character. The amount that you can carry will vary depending on your strength. You can see an inventory of items on hand by pressing the TAB key at any time.

USE the items you have picked up to solve problems in the game, or to help you to make progress and discover more clues.

BE CAREFUL, and remain alert at all times — disaster may strike in the most unlikely of places.

SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save at different points of the game, so you will be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish. **NOTE:** You cannot save your game during combat, or at certain other critical times, so remember: **SAVE EARLY, AND SAVE OFTEN!**

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next one, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path. If all else fails, you can buy the *Quest for Glory II* hint book from the dealer who sold you the game, or you can order it directly from Sierra On-Line by calling (800) 326-6654.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems, and Heroes throughout history have worked in teams.

NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

1. If you have a modem, you can talk to the Sierra Bulletin Board through the following number:

(209) 683-4463

Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

2. Many other bulletin boards also provide hints to many of our games.
 - A. Compuserve: Go into the Gamers Forum (GO GAMERS) or write E-Mail to 76004,2143.
 - B. Prodigy: Write E-Mail to 'HTWS90E', or go to the PC Club and enter the adventure games forum (Jumpword: PC CLUB).
 - C. PCLink: Select PCLink Plus, enter Publisher's Connection, select Publishers Forums, then Sierra On-Line. E-Mail may be written to the User ID 'SierraOnLi'.
 - D. AppleLink: Select the KEYWORD option from the 'Goto' menu, and type: **Sierra**. E-Mail may also be written to the User ID 'Sierras'.
 - E. GENie: From the main menu select 10 (Games), then select 1 (Games Round Table). Select 1 (Games Bulletin Board), and type **set 22** at the '?' prompt. This will take you into the Sierra On-Line area.

For more information on these BBS lines, you can call these toll-free numbers:

1. Compuserve **(800) 848-8199**
2. Prodigy **(800) 822-6922**
3. PCLink **(800) 458-8532**
4. AppleLink **(800) 227-6364**
5. GENie **(800) 638-9636**

3. The magazine Questbuster's Journal is a helpful source of many game hints.
4. Your local software dealer may carry our hint books, or may be willing to order them for you.

5. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call (800) 326-6654 to place your order with a Visa, MasterCard or American Express card, or write Sierra On-Line Inc., Order Department, P.O. Box 485, Coarsegold, CA 93614.
6. If the hint book is not yet available for the game you are playing, call our automated hint line at (900) 370-KLUE to receive a hint. NOTE: California residents, please dial (900) 370-5113.

THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGES ARE: 75 CENTS FOR THE FIRST MINUTE AND 50 CENTS FOR EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENT'S PERMISSION TO CALL. THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN ON OTHER SIERRA TELEPHONE LINES.

7. You may also request a hint by writing to us: Hint Department, Sierra On-Line, Box 485, Coarsegold, CA 94614.

PROBLEM DISK?

TECHNICAL HELP (MS DOS ONLY)

If you are having problems with a game disk, try these suggestions before assuming the disk is faulty:

1. If you receive any of the following messages:

'Insert Disk #__' when you have already inserted that diskette, or have installed the game on your hard disk

'Out of Handles' or 'Out of Heap', or if the game locks up at any point

'Disk Error'

you may have memory resident programs loaded into your RAM memory. You will need to boot your system from a diskette containing your operating system only. Follow these instructions to create a 'Sierra Boot Disk'.

Format a blank disk with DOS system files (using /s) to make a bootable disk.

FORMATTING FROM A HARD DRIVE

- A) Place a blank disk in drive a:
- B) At the C prompt, type: **format a:/s**

NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type:

format a:/4/s (for 5.25" disks) or
format a:/n:9/s (for 3.5" disks)

FORMATTING FROM A DISKETTE DRIVE

- A) Place your original DOS disk in drive A.
- B) At the A prompt, type: **format a:/s**

NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type:

format a:/4/s (for 5.25" disks) or
format a:/n:9/s (for 3.5" disks)

- C) Be sure to switch to a blank disk when prompted by the FORMAT program.
- D) Respond to DOS prompts.

Now you should create a CONFIG.SYS file on your Sierra Boot Disk, with a files=20 statement. Follow these instructions to create this file:

- A) Type: **a:** [ENTER]
- B) Type: **copy con config.sys** [ENTER]
- C) Type: **files=20** [ENTER]
- D) Press [F6] [ENTER]

You should see the message: '1 File(s) copied'. You will now have to re-boot your computer with your new Sierra Boot Disk in the drive. Turn your computer off then on, or press [Ctrl-Alt-Del].

If this does not clear the above messages, call (209) 683-8989 for technical help. Our technical staff will be happy to help you.

TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5" or 5.25") to:

Sierra On-Line

P.O. Box 485

Coarsegold, CA 93614

Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$5.00 charge for 5.25" diskettes, and a \$10.00 charge for 3.5" diskettes.

