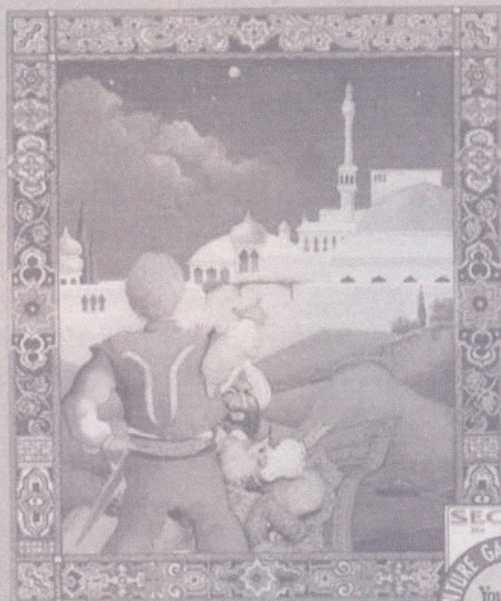


QUEST for GLORY
II

Trial by Fire



A 3-D ANIMATED FANTASY ROLE-PLAYING GAME™

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SIERRA



QUEST FOR GLORY II: TRIAL BY FIRE

QUICK SUMMARY

The information duplicated in the *Quest for Glory I* section of this manual will not be repeated here. Please refer to that section for details about creating a character, walking around, and talking to others. Experience with the previous *QFG* games is not required to play this game. *Quest for Glory II* takes place in the ancient Arabian desert city of Raseir. The goal is to find Arus al-Din and restore him to the rank of Emir of Raseir. Type "stand" to start exploring. Buy a map as soon as you can to easily travel throughout the confusing city. If you and your Saurus are lost in the desert, type "go home". You'll encounter different stories and puzzles playing as different characters.


IMPORTING A CHARACTER

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. Start *Quest for Glory II*, insert the saved hero diskette into a drive and choose IMPORT CHARACTER. A file selector box will appear on the screen, listing the files in the hard drive's QFG2 directory. Choose CHANGE DIRECTORY, then change the directory to A: (or wherever you saved the exported character). Use your mouse or [Arrow] keys to highlight the name of the file containing your saved Hero (usually GLORY1.SAV), then click on the Import box or press [ENTER]

Please note that a "Saved Character" (Export) file is not the same thing as a "Saved Game". You can only save your character for Export at the end of each game. The resulting file will be relatively small (100-200 bytes compared with thousands of bytes for a Saved Game).

CREATING A CHARACTER

Similar to *Quest for Glory I* Original Version's Creating a Character section, except that acquiring a new skill costs 10 points, which means the minimum skill level of 5 will require 15 points from the 'Points Available' pool. Honor is an additional category added to *Quest for Glory II*. 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.

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

SKILLS

Communication is an additional category

added to *Quest for Glory II*. Communication is the skill of putting your thoughts in order and expressing yourself effectively to others. Fighters need lots of strength and agility to quickly break chains.

THE STORY THUS FAR...

You begin *Trial By Fire* flushed 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 Spielburg with little but your **Famous Adventurers' Correspondence School** diploma. But now you are the Hero of Spielburg, 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

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 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.

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.

A map of Shapier has been included with this manual. However, 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].

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

Even natives of Shapeir sometimes need a reminder as to where they are going and which way they are heading. For this reason, street signs are prominently posted at all major intersections and in the plazas.

Type **look** when you wander the streets to read the street signs. Plaza signs also often include the direction symbols N, S, E, or W above the entrance to the streets.

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.

EXPORTING YOUR HERO

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: Wages of War*. You will be asked to insert a formatted, writable disk. Save this disk, as it will allow you to begin *Wages of War* with your character from *Trial by Fire*.

TALKING TO OTHER CHARACTERS

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

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.

7 = swing back 8 = thrust 9 = swing low
4 = high parry 5 = middle parry 6 = low parry
1 = dodge left 2 = dodge back 3 = dodge right

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. 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, however, 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.

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.

MAGIC

A Magic User begins the game with several spells. 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. Some spells must be aimed. If you cast such a spell, a targeting cursor will appear onscreen. The targeting cursor is in the shape of crosshairs (a circle with a cross inside). 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 off.

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.

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.

INTERACTING WITH QUEST FOR GLORY II

Trial by Fire understands many common verbs. Here are some you might try: *Ask, Close, Fight, Bargain, Mount, Dismount, Get, Bet, Drink, Give, Buy, Drop, Go, Cast, Eat, Jump, Climb, Escape, Look, Ride, Stand, Move, Run, Tell, Oil, Search, Thank, Open, Show, Throw, Pick, Sit, Use, Read, Sneak, Walk.*

Some Common Things to ASK ABOUT: *Shapeir, Raseir, Rumor, Money, Elemental, Monster, Weather, Name, Magic, Sultan, Emir, Guild.*

IMPORTANT INFORMATION

This is a refresher course of the information from the *Famous Adventurer's Correspondence School* manual. The full text of this manual can be found on the QFG Anthology CD in the \DOCO directory.

In addition to the three types of Heroes (Fighter, Magic User, and Thief), there is another character type: Paladin. It is achieved only as the reward for great personal honor and caring about goodwill above all else. Players who make it all the way through the game in a completely honorable fashion will find the option at the end of the game to become a Paladin. The Paladin is essentially a Fighter with special abilities such as healing and the ability to sense evil.

Magic Users will start learning advanced magic. The best way to improve the status of your spells is to travel to a place where Wizards congregate. Through the city of Shapeir travel many experienced magic users on their way to the Wizard's Institute of Technocery, or WIT. WIT is the ultimate University of the Occult. Naturally, the Wizards of WIT do not wish to be found by any riffraff. While the entrance to WIT is reputed to be in Shapeir, the Institute itself is said to exist on another plane. The entrance is well-hidden from all but those meant to find it. If you are among them, careful application

of your knowledge should soon point the way. Before you can become a full-fledged student, you will be given a series of entrance examinations. Failure is not held against you - as long as you are willing to try again. These trials are a learning experience in themselves.

In addition to the spells mention in the QFG1 Important Information section (Zap, Open, Fetch, Flame Dart, Detect Magic, Trigger, Calm, and Dazzle), you'll need to know about the following spells:

Force Bolt: A magical globe of energy which can punch something in the distance. It can bounce off an object, so it pays to aim properly.

Levitate: Allows the spell caster to move up and down at will. This is ideal if you're not good at climbing walls. This spell continually drains the caster's Spell Points while in use.

Reversal: Reflects offensive spells back upon the caster. Cast this spell before entering magical combat. It should be noted that when two opposing Magic Users both use this spell, the results can be very dangerous to spectators.

Advanced Thieving Techniques: You have your toolkit, stealth and dexterity. Practice daily; honing your skills. Now learn how to use the rope and oil you'll find in the game to move heavy objects and fix squeaky hinges in the nights.

Eternal Order of Fighters (EOF): Only the best Fighters can join. No Magic Users or Thieves allowed. Membership by invitation only.

Thieves' Guild: Provides a safe haven for Thieves. The way to locate it is to contact a local thief by use of the Thieves' Sign. Once you have found the guild and identified yourself, it is not uncommon to be asked to prove your identity. A simple test is often given to prove your worth to the organization. Accomplishing this trial will improve your position in the guild. It is recommended that you do not fail this test.

Background and History: Shapeir is a small Sultanate in the South. It consists of two major mountain ranges surrounding a desert of sand dunes. Its climate is arid and extremely hot in the Summer. It has two major cities: the capital, Shapeir, in the

north, and Raseir in the south. Shapeir's principal income is from imports and exports as it is along a major trade route. It is noted for its exotic scenery and fascinating bazaars.

The twin cities were built around Katta settlements protected by mountain barriers. Magical springs which never run dry create the central fountains of the cities. Both Raseir and Shapeir were designed as mirrored cities, with the Sultan's Palace in Shapeir, and the Emir's in Raseir. Some thousand years ago, a powerful genie called Iblis attempted to rule the world and turn all men into slaves. He created a huge city in the desert and tried to summon all genies to his side. The Sultan Suleiman bin Daoud in turn summoned all the magical genies he could find, and a great war occurred. Iblis was defeated and bound into the form of a statue. Ruins remain near Raseir of what is now called the 'Forbidden City.' The current Sultan is Harun al Rashid. During the past year, the Emir (governor) of Raseir is rumored to have disappeared, and there have been disquieting tales about the current political situation.

Desert Survival

Water - Without it, you are just a heap of bones covered with sand. It is best to carry several waterskins when traveling in the desert. Water is available in the cities and at the occasional oasis. Saurus - The friend you can depend upon for roaming the dunes. It is obedient and willing to go wherever its master wishes. Most critically, it can always find its way back to the place where it is stabled, so it never gets lost. A properly trained Saurus will understand such simple commands as "go home." Don't leave town without it. Caravans - For long distance travel of any sort, it is best to join a caravan.

Money: The basic coin of the realm is the Dinar, a gold coin equal in value to the gold coin of Spielburg. The people of Shapeir also use centimes, which are small brass disks. The current rate of exchange is one silver to ten centimes, and ten silvers (or one gold) to one dinar. When visiting the city of Shapeir, it is wisest to first seek out a Money Changer, who will exchange your coins. This person will usually retain a small percentage as an exchange fee.

Sentients of Shapeir

Humans - A relatively new race to this area. They created the cities and towns which occasionally dot the landscape of Shapeir. Gnomes - Small humanoids with a frivolous outlook on life, Gnomes, as always, go

anywhere they choose to go in order to have fun. If you become the victim of one of their practical jokes, it is best to grin and bear it. Katta - Small, feline-like humanoids which have adapted well to dealing with human society. They resided for centuries in the region around where Raseir was built, but are now found throughout the Southern regions. They are gifted artisans and talented merchants. Liontaurs - look like a cross between a human and a lion. They reside primarily to the south of Shapeir in their great kingdom of Tarna. Occasionally a young male will wander into the Shapeir lands. Liontaurs are fierce fighters and very proud, so it is best not to annoy them.

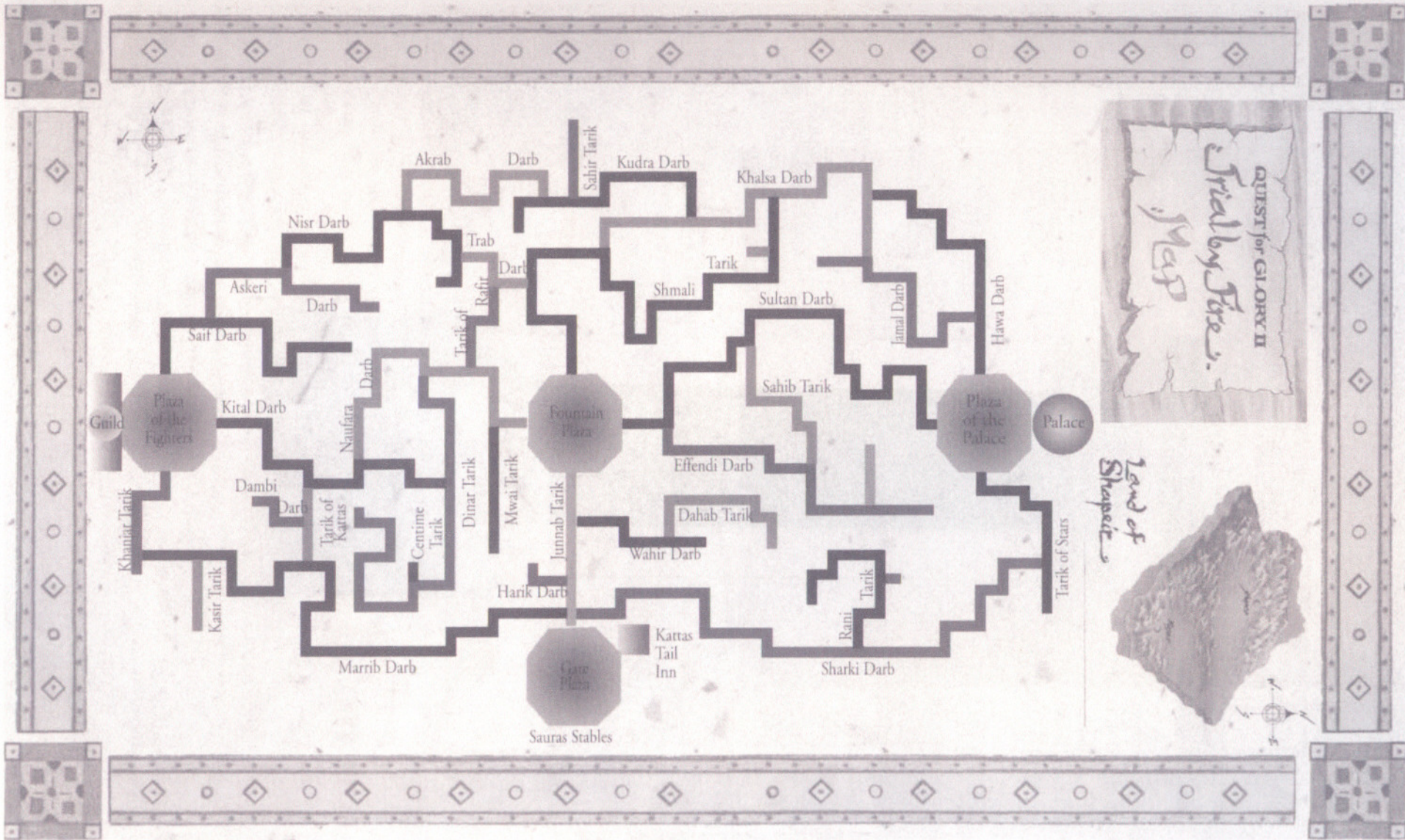
The Land of Enchantment: When Shapeir is called the 'land of enchantment', it is not simply a motto. There are many magical beings residing here. Djinn and their relatives, the Djann, Shaitan, Ifreet, and Marid, are magical creatures of high intelligence found primarily around the lands of Shapeir. They are occasionally found trapped in items such as bottles and rings.

Enchanted Creatures

Much of the magic in Shapeir has to do with shape-changing. It is not uncommon for humans to be turned into animals. It is wise to be wary around Wizards and Djinn to avoid this occupational hazard.

Monsters of the Desert Regions

A monster, as always, is defined as "that which attacks before asking questions". Jackalmen are jackal-like humanoids that travel in packs. They are cunning and prefer to attack things previously wounded. Desert brigands roam the desert in search of unwary travelers to waylay. The griffin is a highly intelligent creature which seldom attacks humans. However, this cross between an eagle and a lion is a ferocious fighter, and is extremely tough. It is difficult to kill. Griffins can be found nesting on the rocky ledges of the mountains surrounding the desert regions. Terrousaurs - an extremely quick-footed creature well adapted for racing down and disemboweling prey with the deadly claws upon its hind feet. The giant black desert Scorpion is one of the deadliest creatures upon the sands. Its claws are capable of inflicting deep wounds. The tail has a stinger which contains a deadly poison. One sting brings death to the one stung. Antivenom pills are available, but are of no avail against multiple stings.



QUEST for GLORY II
Trial by Fire.
Map



Guild
Plaza of the Fighters

Fountain Plaza

Plaza of the Palace

Gate Plaza
Sauras Stables

Palace

Akrab Darb

Darb

Sahir Tarik

Kudra Darb

Khalsa Darb

Nisir Darb

Trab Darb

Darb

Shmali

Tarik

Sultan Darb

Jamal Darb

Hawa Darb

Askeri Darb

Tarik of Refir

Saif Darb

Kital Darb

Naufara Darb

Dinar Tarik

Sahib Tarik

Effendi Darb

Dambi Darb

Tarik of Kartas

Centine Tarik

Mwai Tarik

Junnab Tarik

Dahab Tarik

Wahir Darb

Tarik of Stars

Khanir Tarik

Kasir Tarik

Harik Darb

Kartas Tail Inn

Sharki Darb

Rani Tarik

Marrib Darb