

# TRIAL BY FIRE

## QUEST FOR GLORY II

**Type:** Animated Role-Playing Adventure

**Difficulty:** Intermediate

**Systems:** Amiga (one megabyte required),  
MSDOS (640K required, 8+ MHz and hard  
disk recommended; VGA, EGA, CGA,  
MCGA, Hercules, Tandy; Ad Lib, Roland,  
Sound Blaster, PS/1, other synthesizers;  
mouse and joystick optional)

**Company:** Sierra

After Sierra discovered a board game company had trademarked a title similar to their *Hero's Quest*, they decided to call the sequel by another name, *Trial by Fire*. Instead of a medieval European setting, it takes place in the Far East, where you visit the twin cities of Shapeir and Raseir. The Sultan's evil brother has deposed the governor of Shapeir and threatens to take over the land unless you can stop him. As before, this quest combines logical puzzle-solving with attribute and skill development and combat, making it one of the few such hybrids to succeed. The Fighter, Thief and Magic-user have different ways of solving puzzles, so you can replay the game several times. The "type in the words" interface and full-screen graphics are typical of Sierra pre-King's *Quest V*, but this is among their best releases to date and is highly recommended.



## General Tips

### Character Creation

For a good Fighter, add 20 points to Strength and 10 each to Vitality, Agility and Weapon Use. For a Magic-user, add 35 to Magic and 15 to Intelligence. For a Thief, add 15 to Agility, 5 to Weapon Use, and 10 each to Strength, Climbing and Dodge. One effective combination is a Fighter/Magic-user: using a Fighter character, add 15 to Strength and 5 each to Magic, Weapon Use, Intelligence, Agility and Vitality.

### Character Development

As in *Hero's Quest*, you need to repeatedly practice your skills. If you are a Fighter, you should concentrate for a few days on nothing but fighting at the Guild, then going to the Inn, resting for an hour, returning to the Guild, and repeating this process. The Thief should also practice daily to increase his skills. Be sure to practice all your combat moves and sign your name in the log at the Guild. A Magic-user should buy all spells he doesn't already have from the Magic Shop. The Thief should buy several daggers from the Weapon Shop, a magic rope from the Magic Shop, and finally some oil from the Apothecary.

## Combat

All characters you will fight have some sort of pause or stutter before they actually make their offensive move. Watch for it, dodge or parry, then make your offensive move.

## Walkthrough

### Shapeir

While in Shapeir, there are three things to do in no particular order, but you must do them before day 17. They are listed immediately below.

Otherwise, just follow the day-by-day instructions. Each character type solves certain puzzles in different ways; this solutions covers them all.

### Before Day 17

**Visit Aziza.** Aziza lives at the alley off of Shmali Tarik. Knock on her door, then answer the questions as follows: 1: your name, 2: Rakeesh, 3: fight with demon, and 4: Aziza. Always share tea with her, and when you are ready to leave her home, always type farewell and do not stand.

**Visit the Dervish.** To get unlimited dinars, go five S, then three W from Shapeir's gate. When you see the Dervish, take his beard. Return to Shapeir and give the whirl to Keapon in the Magic Shop. *Cheat: You can repeatedly type "give whirl," and he will continue to give you 15 dinars each time.*

**Visit the Fortune Teller.** The astrologer lives on the south end of Tarik of Stars. When you enter, ask him about your future. Tell him "Spielburg" when he asks. Ask him about money, then give him a donation.

### Day 1

Leave the inn and walk straight to the end of Dinar Tarik. Exchange your money 15 gold pieces at a time. Return to the plaza and buy a map and compass from the man. When directed to walk to a place in the rest of this solution, use the **[Ctrl][R]** option and click on the location (on an IBM; see your reference manual for other versions).

Fighters must go to the weapon shop in the Fighters Plaza and buy the fine sword. Thieves should have at least 10 daggers for their quest. While in the Fighters Plaza, pick up an extra

waterskin from the leather worker. Magic-users should go to the Magic Shop in the Fountain Plaza and buy any spells they lack. A Thief should buy the magic rope in this shop.

### Day 2

Go S from the Gate Plaza and ask the man about a saurus and its price. Do not accept his offer until he reduces the price to 5 dinars. Thieves and Fighters should go to the Fighters Plaza and practice on the rope to raise Agility. To successfully complete this, take a step forward, and save the game if you don't fall. Repeat this until you reach the end of the rope. At sunset, watch Sheema dance in the inn.

### Day 3

At sunset, watch Omar speak.

### Day 4

Practice on the rope in the Fighters Plaza. You will need to prepare yourself for battle with the Fire Elemental on this day as well. To learn of it, go to 1z3z1 (see **Before Day 17** for directions) and ask about Elementals, contrary elements, containers and the Fire Elemental. Next go to the Apothecary and ask Harik about the Fire Elemental and flame. Buy 1 packet of incense from him. Furthermore, you will need a container, so buy the the lamp in the Fountain Plaza. Finally, fill your water flasks in the fountain.

### Day 5

Upon entering the Gate Plaza, you will find the Fire Elemental. Immediately use the **3nc2n92** and move your hero N. When you have gone far enough, drop the lamp. Next weaken the Elemental with the **w1t27** and take the lamp.

### Day 6

Nothing specific.

### Day 7

Collect your reward from Rakeesh in the Guild.

### Day 8

It is now time to prepare yourself for battle with the Air Elemental. Go to Aziza and ask about the Air Elemental. You will need to get a container, which is the **b2l14w9** from the weapon shop. The

Fighter must arm-wrestle Issur for it. The Thief must use his rope, then take it from the wall, but only at night. The Magic-user can cast *Fetch* on it, also only at night. You can get the contrary element of dirt from the p4tt27 in the Fountain Plaza.

#### Day 9

Go into the Palace Plaza and prepare yourself for battle. The Fighter must force his way toward the Air Elemental, then drop the dirt into the funnel. The Thief should use his rope, then drop the dirt into the funnel when he's over the Elemental. The Magic-user should do the same, casting *Levitate* to rise above it. Finally, use b2ll4w9 to capture the Elemental.

#### Day 10

Nothing specific.

#### Day 11

Go to Aziza and ask her about the Earth Elemental. Go to the Fighters Plaza and buy a cloth bag from the clothing worker. The Fighter must go to the Guild Hall and get 945lf47g2 from Rakeesh. The Thief will need to go to the Apothecary and buy p4w827 4f b57n3ng from Harik. First, however, all classes can ask him about the Earth Elemental and earth. At night, watch Omar speak.

#### Day 12

Walk into the streets of Shapeir and you will meet the Earth Elemental. The Fighter must fight it with 945lf47g2 and kill it. The Magic-user must cast Fl1m2 817t at it. The Thief must throw the p4w827 4f b57n3ng onto it. When it has crumbled to pieces, take the Elemental.

#### Day 13

If you are a Fighter, be sure to check the Guild to receive your note from the EOF. Regardless of character type, purchase an extra waterskin from the leather worker in the Fighters Plaza.

#### Day 14

Go to the Fountain Plaza and immediately drop the waterskin. Next, use the 137 2l2m2nt1l, then take the filled waterskin. Go to the Palace Plaza and get the pin from the Katta. The Fighter must again check the Guild to receive his note from the EOF.

#### Day 15

Fighters go to the Guild and receive the final note from the EOF.

After sunset, go to the east end of Askeri Darb. Enter the open door, and when chained, try to break the chains. When the man comes in, use the right arrow key to dodge until you reach your weapon. Fight the man, but don't kill him when you knock him down.

#### Day 16

Go to Aziza and meet with her and your saurus. Buy any final supplies you might need such as pills, oil and food, and be sure to fill your waterskins. At sunset, listen to Omar.

### Tips for Traveling in the Desert

Always visit the oasis when your waterskins run out, or to take a rest and drink. When you see a dead body on the ground as you enter the area, be careful. This is merely an illusion created by a brigand, and he will soon attack. If you manage to kill a scorpion, take its tail and sell it to Harik in the Apothecary. Ghouls' claws can also be sold to Harik.

### In the Desert

#### Getting a Dispel Potion

##### Task One

From the entrance to Shapeir, walk three screens W. To get the feather, the Fighter should move the rock and then take the feather. The Thief must use his rope, then take the feather. The Magic-user must do the same by casting *Levitate* to rise high enough.

##### Task Two

After you have defeated the Earth Elemental, ask Aziza about Julunar. Then, from the entrance to Shapeir, move five screens E. When you see Julunar, give her water, then the Earth Elemental. Tell her about Spielberg and about the Earth Elemental. Type "9h4w 1ff2ct34n." Finally, say "Julunar" and get the fruit.

##### Task Three

Go to the Apothecary and give the feather and the fruit to Harik, and he will make you a dispel potion.

## **A Thieves' Guide to Shapeir**

When at the money changer, make the Thief sign. On the second day, go to her and ask her about the job she has for you. At midnight of that day, go to the alley off Rani Tarik and sneak, then pick the lock. Once inside, take the tea service and then oil the hinges on the closet. Open the doors and search the closet. Close the doors, then leave. Return to the money changer on Day 3 and sell her the two items.

For your second job, go to the weapon shop at night. Sneak, then pick the lock. Once inside, shut the door. Oil the anvil and give it a good shove. Open the trap door and pick the lock on the box. After taking the money, close the box, then the trap door, and return the anvil to its original position. Open the door and leave.

## **Raseir**

### **Day 27**

Note: Raseir's map is exactly like Shapeir's, only the compass directions are reversed—North and South switch, East and West switch.

Talk to Ferrari in the inn when you get to Raseir. At sunset, return and talk to him again. You must pay Ugarte for his information. Then ask him about water, fountain and prophecy. After darkness falls, stay out of the streets. Sleep at the Inn. Your room is behind the bar on the left.

### **Day 28**

From the Gate Plaza, walk due S to the Fountain Plaza. Go to the south end and witness what happens. After it is over, walk back toward the inn. When you see the Harem Girl, follow her back to her room. Give her all she asks for, but before giving her your spare set of clothes, ask her about Khaveen, Ad Avis and Harem. Again sleep at the Inn. When you awaken, walk into the Gate Plaza.

## **A Thieves' Guide to Raseir**

On Day 28, make the Thief sign to Ferrari in the Blue Parrot Inn. He will tell you of a job he has for you. At nightfall that evening, walk S from the gate plaza to the open window in the fountain plaza. Use your rope to get inside, then sneak over to the cabinet. If you make a noise, stop walking; resume after Khaveen goes back to sleep. Oil the hinges on the case, then pick the lock. Open the doors, take the

falcon, close the doors and sneak back over the window. Return to the inn and give the falcon to Ferrari.

### **Day 29**

When you find yourself in the dungeons, you must first show your pin to the katta. To open the gate, the Fighter must force it, the Magic-user must cast *Open*, and the Thief must pick the lock with the pin. Take your equipment from the table, then crawl through the hole. When you get out, walk around until you meet Ad Avis.

## **The Forbidden City**

Use the **m37747** to open the door. Rub the lamp when you enter, then walk W.

### **Air Room**

To cross the river, go to the northern part of it and time your jump so that you land on the log. To make it easier, change the arcade difficulty level to easy. Jump off the log when you get near the land. To stop the wind, the Fighter must **f47c2** the rocks down; the Magic-user must cast **F47c2** on it. To stop it as a Thief, use your **l4ck p3ck9** on it. Climb the stairs and cross over to the east. On the cliff, be careful not to fall off, and walk through the open door.

### **Fire Room**

Pour water on yourself, then walk through the room, being careful not to step into the molten part. After your water evaporates, pour more on yourself until you manage to exit through the western exit.

### **The Statue of Iblis**

At the door, say "Suleiman" (the one who bound Iblis—check the history section of your manual). Don't touch any of the treasure; just walk through the gate. When Ad Avis takes the statue, go to the stalactite and take the ring. Wish for any two attributes you want, but on the third wish, ask for transport.



## Back at Raseir

Quickly walk S. If you are a Fighter, you have no choice but to kill the guards and then force the gate open. The Magic-user must cast *Dazzle* on the guards, then cast *Open* on the gate. If you are a Thief, as soon as the top patrolling guards face east, use your rope. When you climb up, walk W.

## Inside the Palace

The Fighter must jump down and fight Khaveen. When he disarms you, say “no,” then kill him when you disarm him. Force the door. Once inside, avoid combat with the statue, then run and kick over an unlit candle. Make your way to the left of the screen, then run toward Ad Avis.

The Magic-user must cast *Levitate* to get down, then cast *Calm* on Khaveen. At the door, first cast *72v27911*, then cast *Open* on it. Cast *Trigger* on the statue, then cast *F47c2* on an unlit candle. While Ad Avis is talking, move left. Cast *Force* on the wall so that it bounces off the wall and knocks over the liquid in the brazier.

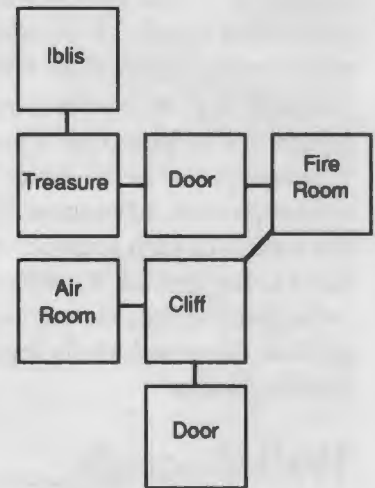
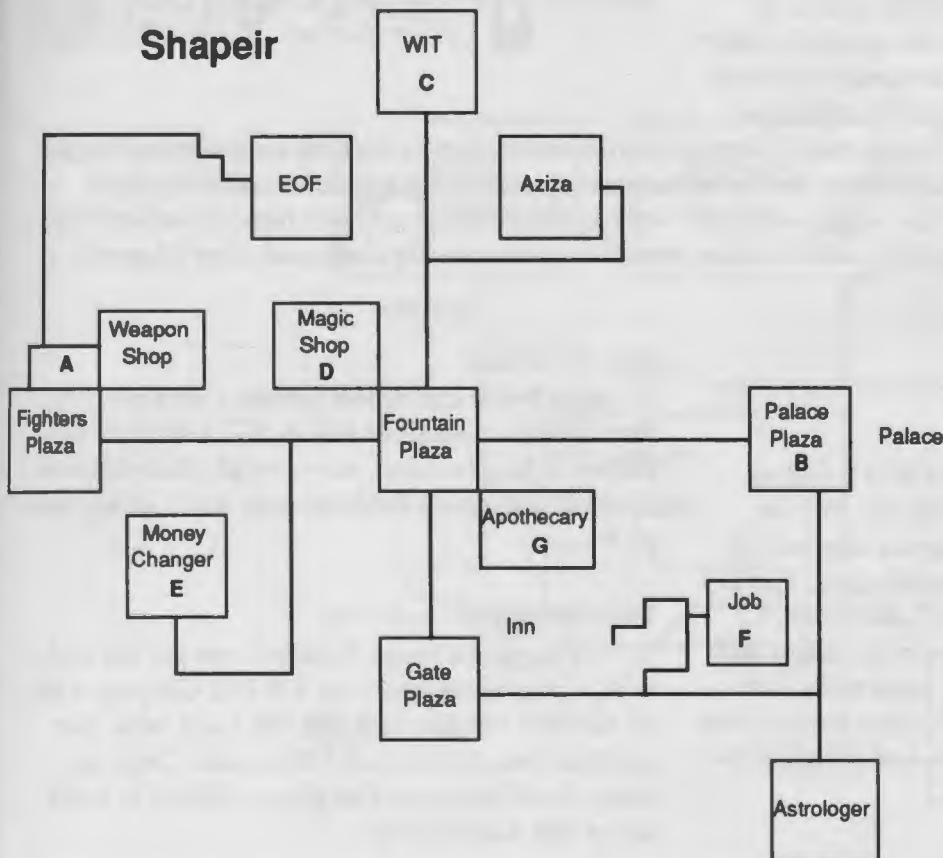
When the Thief leaves the women, walk S to hide behind the fountain. Move left when the top guard is facing left, then move left again as the guard leaves the screen on the right. Outside, use your rope and go across. Throw a *81gg27* at an unlit candle, and then carefully walk E. Every time Ad Avis says something to you, duck instantly. When you reach the second pillar, hit him with daggers until he falls.

## Map Key

The map and this list of objects provide a general idea of the locations in Shapeir:

- |   |                                       |   |                      |
|---|---------------------------------------|---|----------------------|
| A | Bellows, daggers, fine sword, job two | E | Thief's jobs         |
| B | Pin                                   | F | Tea service, emerald |
| C | <i>Reversal</i> spell                 | G | Oil, pills           |
| D | Magic rope, spells                    |   |                      |

## Shapeir



## Forbidden City

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			