

Hero's Quest

A couple of times every year, a game designer sits down at the computer and tries to blend the most distinctive elements of roleplaying adventures — skills, hit points, and lots of monster-bashing — into a game filled with the kind of logical puzzles that distinguish traditional graphic adventures. The result? Usually a Frankenstein monster that comes back to haunt its creator.

Not so with *Hero's Quest*, in which you "roll up" and customize a Thief, Magic-User, or Fighter who possesses appropriate skills (such as lock-picking for the thief) as well as the hit points and magic points familiar to veteran roleplayers. Once you've created your character, the game drops you in the town of Spielberg to rescue the king's son and daughter from the curse of an Evil Witch.

A variety of alternative solutions exist for the game's puzzles, many keyed to the skills of the different character types. And there are plenty of puzzles, for the quest is undertaken in the style of Sierra's conventional animated adventures. You guide your hero around the screen and type commands into the parser (though a mouse can be used to select quite a few actions on drop-down menus).

Combat takes place in a first-person view that shows the animated monster you're fighting.

Punch the arrow keys to duck and attack. The

sound effects in these and other scenes stand out over the music, and the entire soundtrack is a treat. While none of Sierra's typical arcade sequences are involved, you do have to be fast on your feet and hands, and anyone lacking in these skills may be frustrated at times.

Type:
Animated Adventure/Roleplaying

Difficulty:
Intermediate puzzles, tricky action

Systems:
MS-DOS (512K required, 640K on PCjr, 8 mhz or better and hard disk recommended, mouse/joystick optional, CGA/EGA/MCGA/VGA/Hercules, Roland MT-32/Ad Lib/Game Blaster/IBM sound boards); Atari ST (512K); Amiga (512K); Macintosh

Company:
Sierra, Inc.

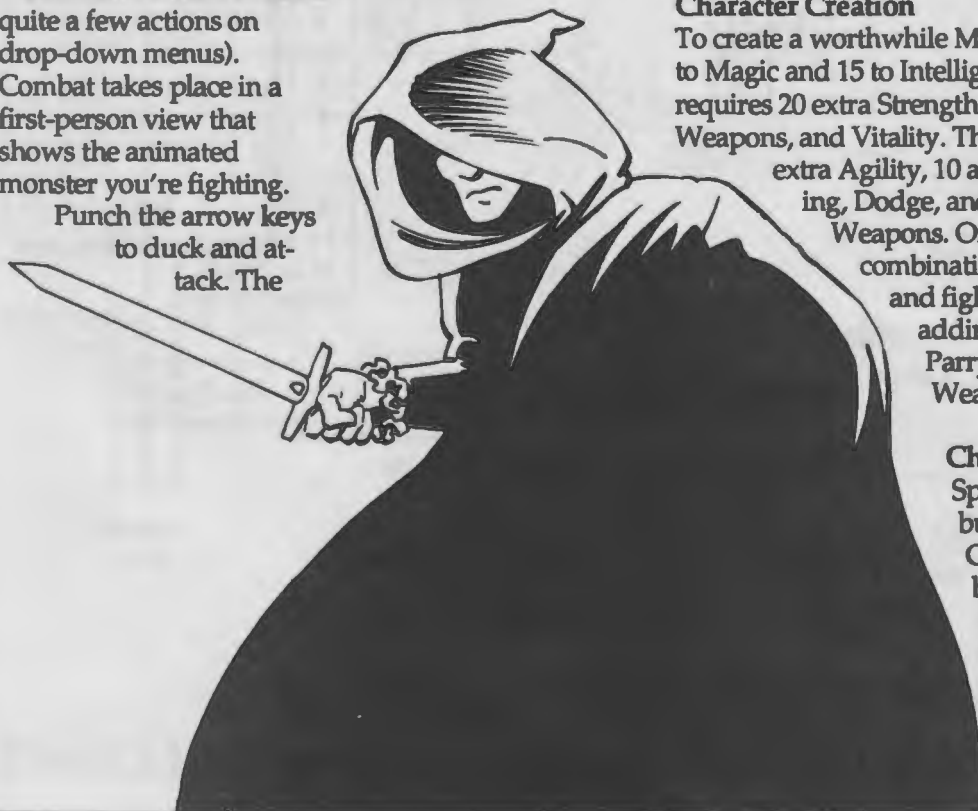
The Solution

Character Creation

To create a worthwhile Magic-User, add 35 points to Magic and 15 to Intelligence. A solid Fighter requires 20 extra Strength and 10 extra to Agility, Weapons, and Vitality. The best Thief needs 15 extra Agility, 10 added points for Climbing, Dodge, and Strength, and 5 for Weapons. One of the most effective combinations is a Thief with magic and fighting abilities, created by adding 5 points to Magic and Parry, 10 to Strength and Weapons.

Character Development

Spend the first two days building up skills such as Climbing, accomplished by executing the action (try to climb a wall, for example). Magic spells are either bought in the shop or found. A Fighter (or anyone



with Parry) can practice with the Weapons Master daily at the Castle — ask about sword, ask about skill. Anyone can earn money by working in the castle's stables. You can sleep safely and restore health points at Erana's Peace (but not on the night you visited Baba, until after you give her the mandrake root). If you don't want to fight an attacker, you can just escape. Before tackling the Brigands, buy some chain mail armor.

Spielburg and the Brauggi

Go to the apple cart and buy 50 apples. Walk to Brauggi and bargain. Give apples.

The Castle

To enter: Ask about brigands. Ask about daughter. Ask about son. Open gate. (See Character Development for training and earning money.)

The Fox

Examine fox. Free fox.

The Healer's Hut and the Ring

To get the ring from the tree, a Magic-User can cast Flame Dart; anyone else should: get rocks, throw rock at nest (until ring falls). Knock on door. Give ring.

The Thieves' Guild: Burglarizing Spielburg

(Non-thief characters cannot complete this section.) Visit Spielburg at night and enter the alley next to the Tavern. Give Thief sign. Enter the Tavern and tell the goon the password (obtained in the alley). In the Thieves' Guild, go to the window and buy license. At the old lady's house on the west side of town, pick lock (until it opens). Sneak. Take candles. Search basket (get pearls). Exit and go to the pink house on the other side of town. Pick lock (still sneaking). Get music box. Open drawers. Get candles. Get vase. Return to Thieves' Guild and sell everything you stole.

The Seed-Spitting Plants

A Magic-User can cast Fetch at seed. Anyone else can either climb rock, then catch seed, or get rocks, throw rock at seed.

The Dryad and the Dispel Formula

To the Dryad, say yes twice. Get acorn. Visit the Meeps. (Before proceeding, a Magic-User should ask about scroll, get scroll.) Ask about fur. Ask about green fur. Get fur. Go to the Mushrooms and get mushrooms (three times). In Spielburg, buy flask at Dry Goods. At the waterfall, put water in flask. Go to the Healer: Give fur, give acorns, give water, give mushrooms (three times). At Erana's

Peace, a Magic-User should first cast Open, then get scroll. All characters should get flowers (three times). Buy another flask.

The Fairy Dust

At night, visit the Fairies. Dance. Ask about Fairy dust. After you get some, return to the Healer and give dust. Give flowers (three times). Exit. Return and get Dispel potion.

Baba Yaga and the Mandrake Root

Outside, ask about rhyme. Ask about deal. Yes. Give gem. Ivu of cspxo now tju epxo. Inside, move once. Answer yes to questions. Go to the Healer and buy undead unguent. (If you don't have enough money, earn more at the stables, by taking flowers to the Healer and so on.) Go to location due north of graveyard. At midnight, use undead unguent potion. Enter graveyard. Get mandrake root. Return to Baba. Ivu of cspxo now tju epxo. Enter. Yes.

'enry the Hermit tells All

At the waterfall, get rocks. Throw rock at door (until it opens). Climb ladder. Knock. Move away from door (go to the right). Ask about Erasmus. Ask about Brigand Warlock. Ask about magic. Ask about magic mirror. Ask about Trigger spell. Magic-Users should also ask about scroll, answer yes, get scroll. Leave. Climb ladder.

Erasmus

The Gargoyle asks several questions. The meaning of life is "life is a bowl of cherries." If asked about a favorite color, say purple. If asked for the Thieves Guild password, say anything else. Inside, go upstairs and ask about Erana, ask about protection, ask about curses, ask about countercurses, ask about magic mirror. Magic-Users may play game to master Dazzle spell.

The Troll, the Bear, and the Kobold

Each character class uses a different method to get past the Troll. A Fighter can simply kill him; a Thief might sneak past by luring the Troll to the left, then to the front of the screen and over to the right, though the Calm spell or combat may be easier; a Magic-User can cast Calm. Gffe bear. East. Each class also uses a different method of dealing with the Kobold. A Thief can sneak (until his footsteps can't be heard), then take key; a Magic-User may cast Fetch at key; a Fighter, naturally, will have to kill the Kobold. West. Unlock bear. Return to Castle and go to the doors. In the morning, return to Spielburg and buy chain mail armor.

Entering the Brigand's Fortress

Go to the Tavern in Spielberg. Get note (on floor by stool). Go to Archery Range at noon (enter from the east so you won't be seen). After Bruno leaves, go south, then north. Kill Brigand. Search body. Get key. At the Antwerp, walk along the left side. Search rocks (until you find the keyhole). Use key. A Thief may be able to pick lock, so he won't have to kill the Brigand for the key. (If necessary, return to Guild and buy Toolkit, then pick lock with Toolkit.) A Magic-User with enough power may be able to cast Open. Push rock.

Before entering the Fortress, say *ijefo hptflf*. Inside, go down, then east through lower passage. There are three ways to defeat the Minotaur. A Fighter can kill him, then force gate; a Thief can sneak (type the word "sneak") behind him on left side of Fortress, then run and hide behind rock on the right and climb wall; a Magic-User can cast Calm, cast Open.

Inside the Brigand's Fortress

Walk around the logs on the left, then cross the right plank. Go near the center of the last barricade and step over rope (type "step over rope"). Go through door. The moment you're inside, close and block door. Close the door on the upper right and block it, too (chairs can be used to do so). Push candelabra. Walk to

front of the table. When all the Brigands begin moving, climb table. Open door.

The Funhouse and the Brigand Leader

Ask about Fmtb. East. At the corner, just barely touch it and go up. (If you fall, stand.) Go through first door (green one) on the right. Pull chain. Go back and enter the door you just opened. Go through the passage. Open door. (Move back quickly to avoid death.) Open door. Walk through it. When Brigand Leader flees, use Dispel potion on leader. Search desk. Get potions. Get mirror. Exit via curtain on right.

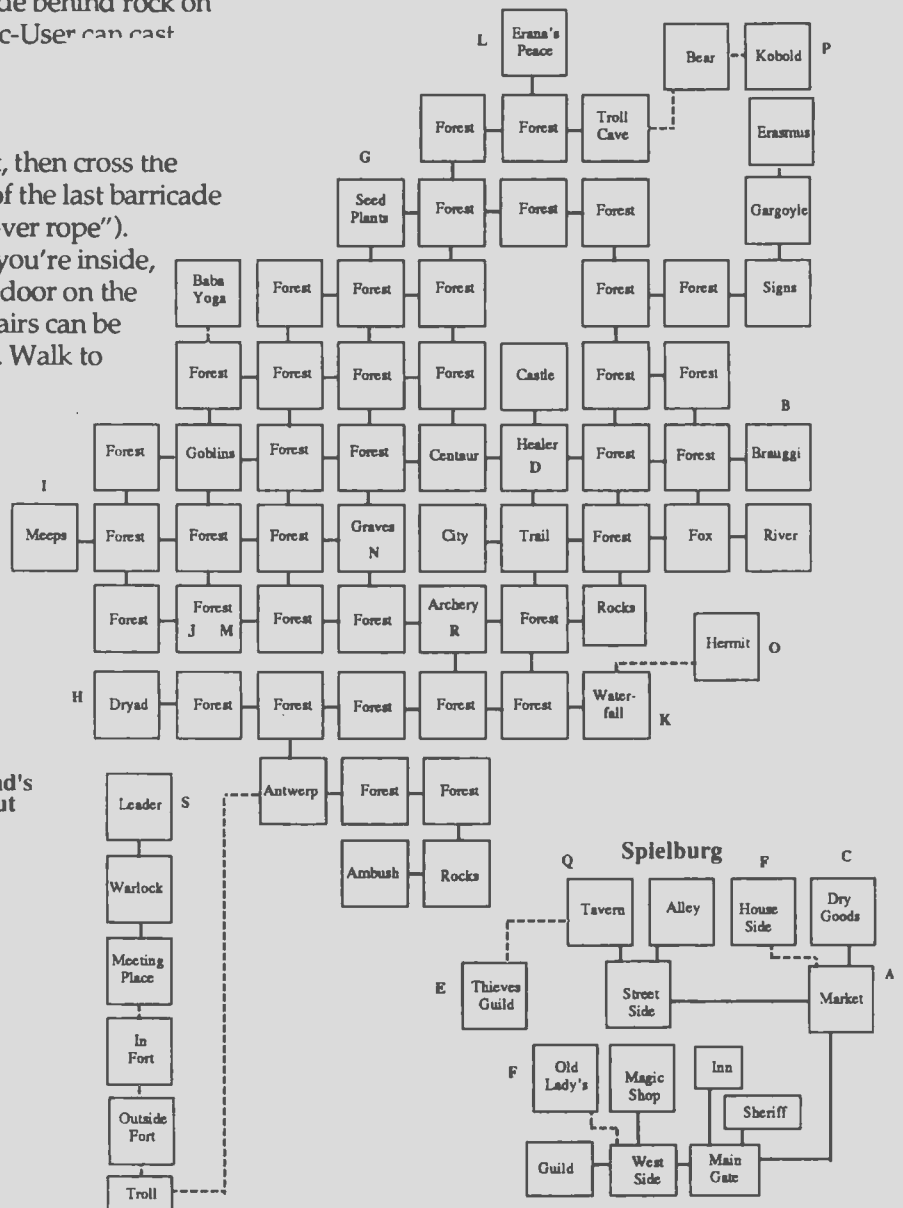
Back to Baba

Ivu of *cspxo* now *tju epxo*. Immediately upon entering, use *njssps*. Move (any direction.)

Map Key: Hero's Quest

- A: Apples
- B: Gem
- C: Flask, Armor (Dry Goods)
- D: Ring, Rocks, Gold, Dispel Potion, Undead Unguent
- E: Thieves License
- F: Loot (Thieves only)
- G: Seed, Rocks
- H: Acorn, Scroll
- I: Green Fur, Scroll
- J: Mushrooms
- K: Water
- L: Flowers, Scroll
- M: Fairy Dust
- O: Trigger Spell
- P: Magic Key
- Q: Note
- R: Key to Brigand's Hideout
- S: Potions, Magic Mirror

Brigand's Hideout



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)