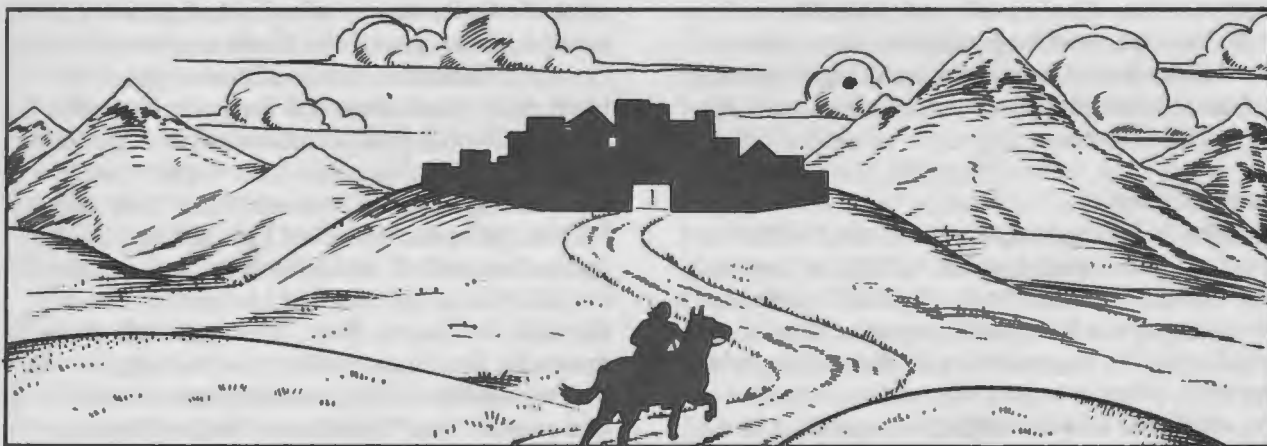


HILLSGEARD HILLSFAR



Though best termed an "action adventure," *Hillsfar* actually involves far more mini-quests and RPG-related activities than many other games of this genre. The action takes place in and around Hillsfar, a small city built by elves but now ruled by the Merchant-Mage Maalthir and patrolled by the Red Plume guards.

Unlike most RPGs in which you travel with a band of five or six brave adventurers, *Hillsfar* sends you off on your own. You may choose to play as a Cleric, Fighter, Magic User, or a Thief, and the mini-quests in which you will participate depend on your character class. To get into town, you gallop along the road on your white horse, jumping over fences, bales of hay, and water-filled holes as you go. Other action sequences include battles in the local arena and frantic runs through treasure-packed labyrinths reminiscent of those in *Gauntlet*. A major difference is that the layout of each maze is randomized each time you enter.

After riding into town on your favorite white charger, your first mission will be to find the guild that corresponds to your class. There your Guildmaster will assign you the first quest. Because *Hillsfar's* puzzles are fairly simple compared to those most diehard roleplayers are accustomed to unravelling—and the clues are plentiful—it is a great game for younger players or anyone who is new to the genre.

Type:
Action-Adventure

Difficulty:
Novice

Systems:
MS-DOS (384K, CGA/EGA/Tandy, joystick optional); Amiga (512K); Atari ST (512K); C-64

Company:
Strategic Simulations/Electronic Arts

General Tips

All characters will eventually have to fight in the Arena. Try to get yours up to 18 Strength, with as many Hit Points as possible.

Before picking a lock, look at the last tumbler. If it's flat or slightly slanted, you can't pick it, so press "E" to exit.

Shooting a bird at the Archery Range is worth 500 points. Hitting a mouse that's motionless is worth 2,000.

If a place is closed when you visit, go to the Guild and rest until it opens.

When told to listen or do something else, do so until you get information on your quest.

Secret chambers are usually at the far northern edge of the rooms and may be found by following the edge of the wall and walking *into* the wall. Sometimes an item that's supposed to be in a secret chamber will be found in a main room.

Some mini-quests change slightly from game to game. Since locations of maze exits, maze layouts, and items found inside are randomized, no maps are provided here.

Arena Battles

Offensive: When fighting an Orc, wait until it's about to attack (quickly count to three or four), then start with attacks on the right side of the screen. Against a Minotaur, keep attacking to avoid being hit. It's easiest to hit him after he's hit you once. When a Lizard Man sticks his tongue out, attack the side to which it was pointing and use alternating attacks. Against a Knight, don't wait or you'll be hit. Attack left, then right, then repeat, and you'll start hitting him.

Defensive: An Orc will drop his guard just before he attacks. He'll attack with the higher point of his stick. (If the higher end is on your left, he'll hit from that direction.) Minotaurs twitch twice before ramming you with their head; a left twitch signals a right attack, and a right twitch means he's about to do a left attack. When a Lizard moves his tongue to the left, he's about to attack right; he moves his tongue right when about to attack left; when he flicks his tongue twice he's about to attack with his tail. A Knight's feathers will move before he attacks; the higher end of the staff is the one he'll strike with — his pattern is left, right, between the legs. (You won't see as many signals in fights with higher level opponents, and the patterns may change.)

The Fighter's Quests

Joining the Guild

Enter the Fighters' Guild, where the Guild Master tells what you need to prove yourself in Archery and become a member. At the Range, shoot (practice doesn't count) until Tanna tells you to return to the Guild. Return and you'll be told to fight in the Arena. Win two battles, then return to the Guild with 150 gold pieces to join.

Looking for Documents

The Guild Master sends you to recover some documents at the Cemetery. Search there for the Fighter's possessions. Then visit the Jail and search until you find the documents; go to the Guild for a reward.

Solving a Murder

After the Guild Master tells you to find out about a murder, stand outside the Castle doors and search. Go to the Rat's Nest Pub and listen to gossip to learn about Jared. Enter the Sewers and search for a beggar, who'll give you information. Fight twice at the Arena for more info. Ride to the Hermit's Place and search for a Wanted Poster. Ride back to Hillsfar, go to the Rat's Nest Pub, and buy a drink for the Barmaid. (If this doesn't work, give her gold for info.) Go to the Haunted Mansion and search the walls for a secret door. Then search the treasure rooms for Jared and answer "yes" to help him. At the Bugbear Cave Pub, buy the Barmaid a drink and answer "yes." Ride to the Trading Post and talk to the Trader, then go to the Guild for a reward.

Solving a Kidnapping

After talking to the Guild Master, stand in front of the house two West and one North of the Stables and search. Search the Cemetery for a tombstone with flowers beside it. Ride to the Big Tree and search for a chest with a body in it. Return to Hillsfar and shoot (practice doesn't count) at the Archery Range until you ask Tanna about slings. Go to the Guild and talk to the Master. Fight at the Arena until Smasher talks to you about three battles. Listen to gossip at the Dragon's Lair Pub. Go to the Healer Shop and talk to the owner. Ride to the Rock Quarry and search for the girl's bonnet. Go to the Guild and talk to the Master. Listen to gossip at the Dragon's Lair Pub and return to the Guild. Ride to the Ruins and search for Arlana. Return her to the Guild for the final reward.

The Magic-User's Quests

The Squid

At the Mages' Guild, talk to the Master and he'll send you out for some Squid Sepia. Ride to the Trading Post and talk to the Trader. Ride to the Dead Dragon and search for a squid. Return to Hillsfar and enter the Magic Shop. Talk to the Mage. Ride to the Dead Dragon and search for the squid. (It will be in a different place each time you play.) Return to Hillsfar. Enter the Hydra's Den Pub and listen to gossip. Ride to the Trading Post and talk to the Trader. Go to Hillsfar and talk to the

Mage in the Magic Shop, then go to the Guild for your reward.

The Evil Magic Book

After speaking with the Guild Master, ride to the Trading Post and talk to the Trader. Go to Hillsfar and talk to the owner of the Book Store. Walk to the Magic Shop and talk to the Mage. Shoot at the Archery Range until Tanna tells you about Eclipse. Listen to gossip at the Hydra's Den Pub. Ride to the Ruins and search for Eclipse's Gold Pennant. Continue searching until you remember that Eclipse spends time at the Hydra's Den Pub. Ride to Hillsfar and go to the Hydra's Den Pub. Charm the Barmaid. When you have 500 gold, go to the Dragon's Lair Pub and listen to gossip. Return to the Mages' Guild with the Book for your reward.

Diana's Quests

In the Mages' Guild, you'll become tired. Rest, and you'll have a strange dream. Go to the Book Store at 6 p.m. and search for a strange pick. (You might find a cup instead; if so, go to the Dragon's Lair Pub, then to the Archery Range.) Ride to the Rock Quarry and search for the Quarry Master; you'll have another strange dream from Diana, about the Three Honors. Ride to Hillsfar and shoot at the Archery Range until Tanna gives you the first Honor. Ride to the Wizard's Labyrinth and search for a bottle of Elixir; you'll have another dream. Ride to Hillsfar and search the Mage's Tower for a secret door in the walls. Search the treasure rooms for the chest with the Good Spirit in it, who'll give you the second Honor. Ride to the Hermit's Place (or Hut, depending on which the game states) and search it for the third bottle of Elixir. Ride to Hillsfar (save the game here) and go to the Arena. Fight until you beat Taurus the Minotaur (the sixth fight). Diana appears and talks to you. Go to the Mages' Guild and talk to the Master. At the Rat's Nest Pub, buy the Barmaid a drink. Search the Haunted House for a secret door in the walls. Search the treasure rooms for the Mirror and break it to free the daughters. Return to the Mages' Guild for the final reward.

The Thief's Quests

The Poison Fungus Among Us

Talk to the Guild Master, then go to the Magic Shop and talk to the Mage. Enter the Sewers in the southwest part of town and search for the Fungus. At the Guild, talk to the Master, who now wants a Potion. Ride to the Hermit's Place and search for the Misty White Potion, then go to the Guild for your reward.

The Magic Amulet

Talk to the Guild Master, then listen to gossip at the Bugbear Cave Pub. Search the Sewers in the northwest part of town for a piece of paper. Go to the Dragon's Lair Pub and listen to gossip. Ride to the Hut and search for a Scroll. Return to Hillsfar and go to the Rat's Nest Pub. Pick the Cellar Door, then give the Barmaid gold for info. Search the northwest Sewers for a Thief's body and the Chain. Go to the Guild for a partial reward, then search the Temple of Tempus for a secret door in the walls. Search the treasure rooms for the Amulet, which is promptly stolen from you. Go to the Healer Shop and talk to the owner. Ride to the Hermit's Place and search for the Hermit's Diary. Ride to the Rock Quarry and search for a lockpick. Ride back to Hillsfar and pick the lock on the Castle door. Search for a secret door in the walls, then search the treasure rooms for the Amulet. Return to the Guild for the reward.

The Rival Thieves' Guild

After the Master tells you about the other Guild, talk to the Mage at the Magic Shop. Return when it closes and break in. Search for a broken lockpick with a wolf's head engraved in it. Go to the Bugbear Cave and listen to gossip. Ride to the Trading Post and talk to the Trader. Return to Hillsfar and listen to gossip at the Rat's Nest Pub. Fight at the Arena until you beat Ottis the Orc (the fifth battle) and he talks to you. Go to the Bugbear Cave and hide in shadows until another Thief talks to you. Shoot at the Archery Range until Tanna talks to you. Stand outside the Temple of Tempus and search at midnight. Search the Mage's Tower for a secret door to the treasure rooms, then search them for the Book of Arcane Lore. Face the door across from the Dragon's Lair Pub at 4 a.m. and search. At the Thieves' Guild, talk to the Master. Listen to gossip at the Bugbear Cave Pub. Ride to the Dead Dragon and search for the claw pick. Ride to Hillsfar, face the door across from the Dragon's Lair Pub and search. Return to the Guild for your final reward.

The Cleric's Quests

The Holy Scriptures

Talk to the Master, then ride to the Trading Post and talk to the Trader. Ride to the Big Tree and search for the Acolyte. Return the Acolyte to the Clerics' Guild and talk to the Master. Ride to the Trading Post and talk to the Trader. Ride to the Hermit's Place and search for the Scriptures. Return to the Cleric's Guild for a reward.

The Magical Incense

Talk to the Master, then search the Sewers for the Thief. Answer "no" to turning him in. Listen to gossip at the Dragon's Lair Pub. Search the Haunted Mansion for a secret door in the walls. Search the treasure rooms for the note. Ride to the Hut and search for the Old Man, who'll tell you about the Evil Cleric. Ride to the Ruins and search for the Incense, then return it to the Guild for a reward.

Dalma's Body

Stand outside the Clerics' Guild and search for a message. Enter and talk to the High Priest. Answer "yes" to donate 50 gold. Search the Mage's Tower for a secret door. Search the treasure room for the silver wand with blue runes. At the Guild, talk to the High Priest. Stand outside the Guild and search for another message. Go to the Rat's Nest Pub (or Dragon's Lair Pub, depending on which you're told to visit) between 6 p.m. and 8 p.m. and listen to gossip. Rest one day, then return and listen to gossip again. Talk to the High Priest at the Guild, then go back to the Pub. In the Pub, listen to gossip a few times, then return to the High Priest. He will send you to the Rock Quarry. Ride to the Rock Quarry and search for Dalma's body. Ride to Hillsfar and search the Haunted Mansion for a secret door. Search the treasure room for the ring. Return to the Guild for the final reward.

Buildings and Places

These numbers correspond to those on the map on the game manual:

- 1: Jail
- 2: Dragon's Lair Pub
- 3: NW Sewers
- 4: Fighters' Guild
- 5: Bank
- 6: Rat's Nest Pub
- 7: Magic Shop
- 8: Archery Range
- 9: Cemetery
- 10: Hydra's Den Pub
- 11: Temple of Tempus/Clerics' Guild
- 12: Magic Shop
- 13: Mages' Guild
- 14: Healer Shop 15: Healer Shop
- 16: Haunted Mansion
- 17: Mage's Tower
- 18: E-NE Sewer
- 19: Book Store
- 20: SE Sewer
- Sewer: SE Sewer
- Rogues' Guild: Thieves' Guild
- Stables: Exit/Entrance

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.)