

# Quest for Glory II

## TRIAL BY FIRE Game 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 Magic User, or the wily Thief. Each has the same goal: 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 Magic User 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 differently.

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 skills 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 situations lie many light-hearted, humorous, and downright silly moments. Shapeir is a strange place with a multifaceted personality, as you will soon see.

## CREATING A NEW CHARACTER



Before beginning your adventure, you'll choose from three basic character types - **The Fighter**, **The Magic User**, and **The Thief**. Your selection will determine much about the sorts of obstacles you will encounter and the means by which you will overcome them. Choose **Start New Hero** from the title screen. You will see the character selection screen. Choose the highlighted character from the character selection screen by pointing with your mouse and clicking the left mouse 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 *.sav* file which you saved your hero into after the *Quest for Glory I* victory celebration. Copy your *.sav* file to the same directory on your hard drive where *Quest for Glory II: Trial by Fire* is installed.

Run *Quest for Glory II: Trial by Fire* and, from the title screen, choose **Import a Hero**. A file selection menu will appear on the screen, listing all the valid *Quest for Glory I* import files in the current directory. Use the mouse pointer or arrow keys to highlight the file containing your saved hero, then click on the **Import** button or press **Enter**.



To go back to the title screen, click **Cancel** and then click **Yes**.

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, newly created characters 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). Imported characters will get a 25 point 'pool' to assign.

After you have chosen a character, you must name him. You may type in any name you like.

## Character Classes

### 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.

## Assigning Skill Points



To highlight a skill, use the mouse cursor to hover over it. To assign points to a skill, click the right mouse button. Each time the right mouse button is clicked, 5 points will be assigned to the highlighted skill. Click the left mouse button to subtract 5 points from a skill.

To attain a skill not normally available to your character type (such as Pick Locks for a Fighter), highlight the desired skill 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 'Available Points' pool. These will be assigned automatically.

Points for Health, Stamina, and 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 thieves' toolkit is necessary to use this skill.

**Throwing** determines your character's aptitude for throwing and accurately hitting a target with a small object such as a rock or dagger.

**Climbing** 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 unable to cast spells.

**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.

## Selecting Alley and Dialogue System Preferences

*Quest for Glory II: Trial By Fire* offers multiple conversation and alleyway system choices to the player, so that you may tailor your playing experience exactly the way you prefer it.

### DIALOG INTERFACE

**Point & Click:** Selecting this option allows you to select conversation topics by pointing and clicking on the subjects in dialogue trees.

**Text Parser:** Using the text parser, you'll be required to manually type the topics that you wish to ask and tell other characters about during conversations. The parser system was implemented as a means of keeping all of the original dialogue from the SCI version intact. There is also a large amount of new dialogue to be found, making this a very good option for nostalgic fans or those who believe that the Point & Click trees make the game too easy. When you choose to play the game with the Parser interface, dialogue trees will not appear in the game, aside from the standard Greet and Goodbye menu when you click the **Talk** icon on your hero.

**Combo:** The Combo Interface combines the best aspects of both the Parser and Point & Click interfaces. Topics will appear on dialogue trees, and there will also be a text parser entry box available at the very bottom of the dialogue tree.



### ALLEYWAY LAYOUT

**Classic:** This option allows *Quest for Glory II* veterans to explore the city of Shapeir as it was originally designed in the SCI version of the game. All of the twisting and turning alleys remain true to the original game.

**Simplified:** This option cuts out all of the complex twists and turns that exist in the original alleyway layout and replaces them with straight roads which, in most cases, lead directly from location to location. This will allow players new to *Quest for Glory II* to navigate the city with little chance of getting lost.

## 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 Spielburg with little but your Famous Adventurer's Correspondence School diploma. 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 Katta Shema and Shameen, as well as the merchant Abdulla Doo, has led to your current quest.

You are now riding with Abdulla and the two Katta 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.

## PLAYING THE GAME

### The Icon Bar



When your mouse pointer is moved to the top of the screen, the Icon Bar appears. These icons are **Walk**, **Look**, **Interact**, **Talk**, **Special Action**, **Magic**, **Item**, **Inventory**, **Options**, and **Help**.

**Walk** allows your character to move around the area in walk mode. Simply click the icon wherever you want your character to walk to.

**Look** permits you to look at things in the game world, such as the screen you are standing in, other characters, or your inventory items and spells.

**Interact** allows your character to interact with the world around him, such as opening a door, lifting a rock, etc.

**Talk** allows you to speak with other characters. If a conversation is possible, the menu tree or parser window will usually appear.

**Special Action** opens the Special Action bar, which is described below.

**Magic** opens the Magic icon bar and window, which are described below.

**Item** stores the inventory item you last selected.

**Inventory** opens the Inventory icon bar and window, which are described below.

**Options** opens the Control Panel, which is described below.

**Help** displays several help and information text windows about the game.

### The Special Action Bar

Selecting the Special Action icon opens the Special Action bar.



These icons control special actions that you might want your character to take.



**Walk** causes your character to resume walking after running or sneaking.

**Run** causes your character to run quickly. Don't run too far, however, or you'll soon become tired.

**Sneak** causes your character to move stealthily. This movement option is only available to a character with points assigned to the Stealth skill.

**Sleep** causes your character to rest or take a nap.

**Character** allows you to look at your character's statistics sheet.

**Hourglass** tells you the current game time.

**Check Mark** closes the Special Action bar.

## The Magic Icon Bar

Selecting the Magic icon opens the Magic icon bar and window.



If your Hero has points assigned to the Magic skill and you select the magic icon, a Magic Icon Bar and a Magic Inventory will appear.



The Magic Icon Bar consists of four symbols. Left to right:

**Look** allows you to inspect the spells you know. You will be shown the spell's name, a description, the Magic Points needed to cast it, and your character's level of skill in the spell.

**Arrow** allows you to cast the spell you have clicked the cursor on.

**OK** closes the Magic icon bar.

**Question Mark** gives you a description of all the spells in the game and what they do when you cast them.

Below the Magic icon bar is your Magic inventory. The beginning Magic User will have eight spells: **Zap**, **Calm**, **Dazzle**, **Detect Magic**, **Fetch**, **Flame Dart**, **Open**, and **Trigger**. Your character can acquire several other spells during the course of the game. A full listing of spells can be found in the Famous Adventurer's Correspondence School manual.

Your Magic User's spell casting will improve with practice. To cast a spell, select it from you Magic inventory with the **Arrow** cursor, then click the target icon on the person or thing at which you wish to cast it.

## The Inventory Icon Bar

Selecting the Inventory icon opens the Inventory icon bar and window.



If you select the inventory icon, an Inventory Icon Bar and an Inventory window will appear.



The Inventory Icon Bar consists of five symbols. Left to right:

**Look** allows you to inspect items in your inventory. You will be shown the item's name, a brief description, how many of the item you have, and how much it weighs.

**Arrow** allows you to select the item you have clicked on.

**Drop** allows you to drop an item. You must be very careful about which items you drop, as once you have dropped an item you cannot get it back again. The game will not allow you to drop certain items.

**OK** closes the Inventory icon bar. If you press OK when you have an inventory item selected, that item will become your active mouse cursor, allowing you to use it in the game.

**Question Mark** gives you a description of the buttons in the Inventory icon bar and what they do when you click them.

Below the Inventory icon bar is the Inventory window. This is where all the items your character is carrying are listed. The **up** and **down** arrows on the right side allow you to scroll through your character's items. At the bottom of the window are both your character's maximum weight and the current combined weight of all the items he is carrying. If you exceed your maximum weight, your character will be overloaded and will be unable to run, sneak, or ride his Saurus. If you are overloaded, drop or store items until you are no longer overloaded.

## The Storage Chest

A storage chest is located in your character's room at the Katta's Tail Inn.



There are two ways to use the storage chest. The first is to simply click inventory items directly on the chest. Your character will run over and automatically store the item.

If you'd like more control over which items you store/retrieve, click **Interact** on the chest. Your character will run over, and the Storage Chest icon bar and window will open. When the Storage Chest window first opens, it displays the items in your backpack. The text beneath the window shows whether you are viewing the contents of your backpack or the storage chest.



The Storage Chest Icon Bar consists of five symbols. Left to right:

**Look** allows you to inspect items in your inventory. When viewing your backpack, you will be shown the item's name, a brief description, how many of the item you have, and how much it weighs. When viewing your storage chest, you will be shown the item's name, a brief description, and how many you have stored.

**Hand** allows you to click and store items while viewing your backpack. Use **Hand** to retrieve items while viewing your storage chest.

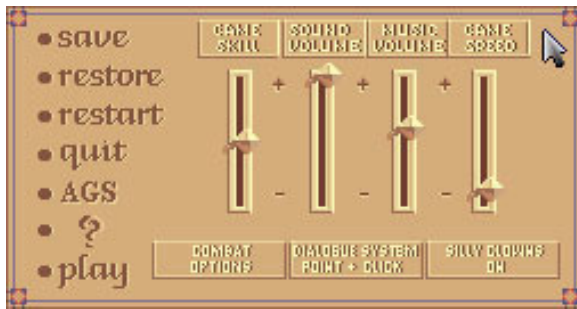
**Take Items / Store Items** switches between viewing the contents of your backpack and your storage chest.

**OK** closes the Storage Chest icon bar and window.

**Take All** retrieves all of your stored items. This button is only available when viewing your storage chest.

Below the Storage Chest icon bar is the Storage Chest window. This is where all the items your character has stored in his chest (or is carrying) are listed. The **up** and **down** arrows on the right side allow you to scroll through your character's items.

## Control Panel



The Control Panel allows you to alter several different game settings.

*Save* allows you to save the current game.

*Restore* allows you to load a previously saved game.

*Restart* allows you to restart the game from the beginning.

*Quit* exits the game if you wish to stop playing.

*AGS* displays information about the Adventure Game Studio game engine.

*Question Mark* displays general information about the game.

*Play* closes the Control Panel.

*Game Skill* adjusts the difficulty of combat and other game puzzles.

*Sound Volume* adjusts the volume of sound effects.

*Music Volume* adjusts the volume of music.

*Game Speed* adjusts the speed of game play.

*Combat Options* opens the Combat Options menu. Here you can redefine the keys used in combat and enable the combat copilot that can assist during battle (see the Combat section below).

*Dialog System* opens the Dialog Interface menu. For more information, see the Dialog Interface information above.

*Silly Clowns* toggles the appearance of various in-game Easter eggs.

## Save Game Menus

The game will allow you to save 49 save game files. When you click the Save button from the Control Panel (or press the F5 hotkey), the Save Game Menu will appear if you have not yet reached the save game limit.



You should type a description into the text bar which reminds you of the game you're currently saving. Then press **Enter** or click **Save** in order to save your game to the hard drive.

Clicking the **up** and **down** arrows at the right-hand side of the save games list box (or pressing the up and down arrow keys on your keyboard) will scroll up and down through your list of saved games. The highlighted file means that it's the currently selected one. You may highlight a new description by using the keyboard up and down arrow keys, or by pointing your mouse cursor at a description and left-clicking on it.

When you click the **Delete** button, you will be asked to confirm that you really want to delete the highlighted save game file. If you're sure you want to, click **Yes** and the file will be deleted. If not, click **No**.

Clicking **Cancel** will close the Save Game Menu and return you to the game.

If you already have the maximum number of save game files located in your game directory and you click the **Save** button from the Options Menu (or press the F5 hotkey), the Overwrite Game Menu will appear.

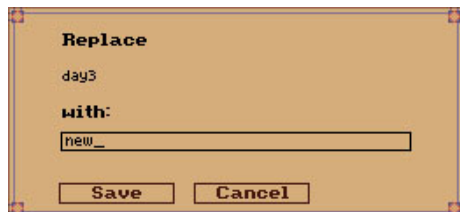
## Replace Game Menu



This Menu differs slightly from the Save Game menu, in that it doesn't contain a text bar that allows you to save a new file. Instead, you must overwrite one of your existing save games. Highlight the save game description you want to save over, then press **Enter** or click **Save**. A confirmation menu appear, asking if you really wish to overwrite your existing save game file. If you're sure you want to, click **Yes**. If not, click **No**.

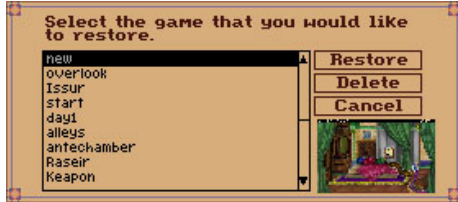


If you click **Yes** to overwrite the game, another menu will now appear with a text bar, allowing you to type in a new description for the save game file that you are saving over. Type in a new description and press **Enter** or click **Save** to overwrite the existing file. You may also press **Escape** or click **Cancel** to return to the previous menu.



## Restore Game Menu

The Restore Game Menu allows you to load any of your previously saved game files. Open the Restore Game Menu by clicking the **Restore** button on the Control panel or by pressing the **F7** hotkey.



Clicking the **up** and **down** arrows at the right-hand side of the list box (or pressing the up and down arrow keys on your keyboard) will scroll up and down through your list of saved games. The highlighted description means that it's the currently selected one. You may highlight a new description by using the keyboard up and down arrow keys, or by pointing your mouse cursor at a description and left-clicking on it. Press **Enter** or click **Restore** to load the highlighted game. Note that any unsaved progress in your current game will be lost.

When you click the **Delete** button, you will be asked to confirm that you really want to delete the highlighted save game file. If you're sure you want to, click **Yes** and the file will be deleted. If not, click **No**.

Clicking **Cancel** will close the Restore Game Menu and return you to the game.

## Hotkeys

The following is a list of hotkeys that can be used in *Quest for Glory II: Trial by Fire*:

<b>TAB:</b>	<i>Show old SCI-style inventory window</i>
<b>Ctrl+T:</b>	<i>Display time of day</i>
<b>Ctrl+S:</b>	<i>Display your character's statistics sheet</i>
<b>F5:</b>	<i>Save game</i>
<b>F6:</b>	<i>Recast last non-targeted spell</i>
<b>F7:</b>	<i>Restore game</i>
<b>CTRL+Q:</b>	<i>Quit game</i>
<b>F9:</b>	<i>Restart game</i>
<b>F12:</b>	<i>Save a screenshot</i>
<b>Ctrl+R:</b>	<i>Display map</i>
<b>Ctrl+H/Backspace:</b>	<i>Use compass</i>
<b>Numeric keypad &amp; Q, W, E, A, S, D</b>	<i>Default combat controls</i>
<b>Arrows:</b>	<i>Arm wrestling/rope-walking controls</i>
<b>Arrows/numeric keypad:</b>	<i>Manual character walking</i>
<b>Left-click during combat:</b>	<i>Access combat copilot menu</i>

## 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 complete 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 equal one gold dinar**. Supplies such as food, equipment, magical spells, and Healing Pills can be purchased from 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.

### **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 open it by pressing **Ctrl+R** or clicking the map inventory item directly on your character. You may only view the map while in the streets and plazas of Shapeir. As you explore the city, locations that you have visited will appear on your map. Simply click on them to arrive at that location (unless something gets in your way, of course). As you explore the city, you will discover more locations and your map will become more useful. It's better than getting lost.

To exit the map, press **Escape**.

## The Compass



A compass is a very useful item for navigating the trackless desert, or even finding your way around town. View your compass by pressing **Ctrl+H**, **Backspace**, or clicking the compass inventory item directly on your character.

## 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 visited yet 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*, 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 type a name for your save game file. This file will have a *.sav* extension and will be saved in the game directory on your hard drive. Keep this file, as it will allow you to begin *Wages of War* 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 and that you will need to learn. By speaking with them you can gain some of that knowledge.

You should talk to everyone you meet (click the *Talk* icon on them). You'll want to jot down anything that seems important, as your conversations will provide clues you'll need to become a hero.

Clicking the *Talk* icon on your character while he's standing in close proximity to another character will usually bring up the Greet Menu. From this menu, you can Greet and Say Goodbye to other characters. Thieves may also attempt to perform the thief sign from this menu. If you have either the *Point & Click* or *Combo* dialogue menus enabled, certain "Tell About" topics will occasionally also appear on the Greet Menu, allowing you to tell other characters about certain topics or events in the game world. With the *Text Parser Interface* or *Combo* interface options enabled, there will be a parser bar located near the bottom of the Greet Menu, allowing you to manually type specific topics that you wish to tell about.

If you are playing with *Point and Click* interface enabled, clicking the *Talk* icon on another character will usually bring up a dialogue menu tree containing several

conversation topics. Of special note is the “Daily News” topic. This topic contains any day-specific news (which will be listed as sub-topics) and will change, based on the current events taking place in the game world. Be sure to check the “Daily News” topic frequently for new sub-topics. To stop talking, keep clicking “Something Else” until you return to the dialogue menu. Then click "Enough Already."



If you are playing with the *Text Parser Interface* enabled, clicking the *Talk* icon on another character will usually bring up a parser menu bar, in which you can type any topic that you wish you ask the person about. Simply type in a topic and then press *Enter* or click *OK* to proceed. To cancel the parser, press *Escape* or click *Cancel*.



Everyone you meet will understand topics in which you ask about something in their areas of expertise. You might ask about stars when speaking with the Astrologer, ask about magic when speaking to the Enchantress, or ask about heroes when you visit the Adventurer's Guild Hall. If you're playing in *Parser-only* mode, 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. Pay attention to everything that's said to you, and keep your eyes open.

## 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.

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 allow the monster to approach you, at which time the monster will make contact with your character and the game will switch to battle mode. While in combat, you can cast some spells and throw daggers, but you won't have time to use healing or other pills.

In *Quest for Glory II* combat, you can **Attack**, **Parry**, and **Dodge** in several different ways. All basic combat moves are made with the numeric keypad, though you can customize these hotkeys in the Control Panel.

### Default Combat Keys

7 Swing    8 Advance    9 Thrust  
4 Shield Block    5 Kick    6 Parry  
1 Dodge Left    2 Back Away Duck/Jump    3 Dodge Right



A **Swing** is a slicing motion with your weapon that generally does more damage than a **Thrust**. However, a **Swing** takes slightly longer, giving your opponent a better chance to defend himself. The direct **Thrust** is faster and harder to defend against, but does little damage and is most useful to quickly pre-empt your enemy's attack. Use **Thrust** attacks whenever you see an opponent drop his guard, and use **Swing** attacks to mount an offense against an opponent who is off-balance. 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 be vulnerable to your opponent's counterattacks.

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. Since an attack which is successfully blocked will leave the attacker vulnerable for a short time, **Parrying** is an ideal form of defense when you want to create and exploit openings in your

adversary's defenses. Unfortunately, some of the more powerful enemy attacks cannot be blocked.

**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** direction accordingly. Evade right-handed attacks by sidestepping to your right. Dodge left-handed attacks by sidestepping to your left. Duck attacks aimed at your head or upper torso. Jump over attacks aimed at your feet or kneecaps. When in doubt, simply back away.

When a combatant takes several light hits or one heavy hit, he'll be knocked out of melee range. By **Advancing** or **Backing Away**, you can close the gap or move away from your opponent in preparation for a long-range attack. Try to avoid getting cornered at all costs, for it will leave you less room for evasive actions and less time to catch your breath after being knocked to the ground. When dealing with multiple opponents at the same time, keep your attention focused on the main attacker while using **Kick** to keep other attackers off your flanks. Keep in mind that kicking in the heat of battle requires high agility and leaves you vulnerable to attacks from the front.

### Default Special Combat Keys

Q Dagger Coss    W Cast Zap    E Special Attack  
A Force Bolt    S Cast Dazzle    D Flame Dart



Spells which may ordinarily be used in combat include **Flame Dart**, **Force Bolt**, **Zap**, and **Dazzle**. While effective from a short distance, projectiles cannot be used while the opponent is in melee range. While long-range spells and daggers are an effective means of attack for physically fragile Magic Users and Thieves, they also take time and leave the attacker vulnerable. The **Special Attack** is a command unique to the trained and experienced Fighter and is used during special circumstances to deliver lethal attacks from up close.

Timing and defense are both extremely important combat strategies. Anticipate your enemy's attacks to better defend yourself and take your time to learn and memorize your opponent's attack patterns. Each adversary in **Quest for Glory II** has a unique fighting style and set of attacks. Learning early which defense works best against which attack is the key to victory. Attacking blindly or trading hits usually results in quick defeat, so use your brains as well as your brawn. If you feel that the situation has gotten out of hand, you can press **Escape** to retreat. Many battles can be avoided, and it may 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 your Health Points are gone, your 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.

If you're having trouble battling enemies, consider lowering the Game Skill level in the Control Panel. On easy and medium difficulty level, you can allow the combat copilot to assist you with either defending or attacking.

### The Combat Copilot (Auto-Battle Assistance)



Auto-battle assistance is intended for people who have difficulty executing the more complex offensive moves or defending effectively against enemy attacks. This feature is only available on easy and normal arcade levels and will be auto-disabled when the difficulty is set to hard.

The copilot isn't intended to fight battles for you. Even when enabled, you will need to do the basic attacking and moving yourself. Also bear in mind that certain settings work better against specific enemies—if the monster changes its strategy, it might pay off for you to do the same. You can change the copilot settings at any time during combat by clicking the left mouse button anywhere on the screen.

While enabled, the copilot will get triggered approximately 80% of the time when an enemy attacks or when the player performs a move that can be followed up by an advanced move. When “triggered”, the chances of the copilot performing a defensive or advanced offensive move depend on the position of the *offense* and *defense* sliders. The sliders below the offense and defense sliders determine the specific actions taken.

The *offense slider* is mainly for the fighter class. If its value is high, the copilot will regularly perform advanced attacks for you. By setting the *swing/counter slider* close to *swing*, you will increase the chances of it pulling off follow-up attacks for you after you press the swing hotkey in combat. The maximum amount of swings the copilot can do is configured by clicking the *1x-slash* button near the bottom of the menu. By setting the *swing/counter slider* close to *counter*, you will increase the chances of the copilot launching a counterattack for you when you block or duck a blow.

The *defense slider* is useful for all classes. Setting it higher increases the chances of the copilot jumping in to defend you against enemy attacks. The slider below it allows you to determine whether to focus on dodging or parrying attacks (assuming your character has the appropriate skill). In addition, the *sidestep/misc slider* can be used to determine whether dodging should sidestep attacks or duck/jump them.

## Thief Skills



Thieves have two special skills: **Pick Locks** and **Stealth**. To pick locks, click your **lock pick** or thieves' toolkit inventory icon on any locked doors, chests, or cabinets you encounter to try to gain access.

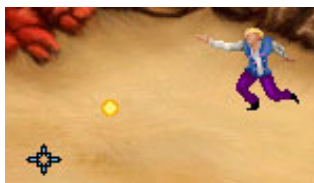
To enter stealth mode and move quietly, click *Sneak* on the *Special Actions* menu. Click *Walk* or *Run* to resume moving normally.

## 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 22-23. Your character's spells are listed in your Magic window. More information about the Magic icon bar and window can be found above. Your character's spellcasting skill will improve with practice.

## Targeting Spells



Some spells must be targeted. When you cast such a spell, your cursor will become targeting crosshairs. Use the mouse to move the crosshairs cursor to where you want to cast the spell, then click your left mouse button to cast it.

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

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