



Getting Started

If you're not familiar with point and click adventure games, your interface is comprised of several actions that allow you to walk, look, talk and interact with characters and your environment. Moving your mouse to the top of the screen will reveal the "icon bar".

Not only are the previously stated actions available to select, but there are also options to check your inventory, your health and stats, the time of day and whether you wish to rest and recover. If later in the game, you decide to become a sorcerer, there is also a spell book icon, where you can view your current spells.



Beginning your Quest

After several jarring weeks of itching hay and wet donkey stench, your travels on Swart's cart come to an end. You find yourself in outside the gates of the small town of Volksville, and thus your adventure begins.



As with any new town, the best thing to do is discover the town and get to know the locals. Volksville is full of many colorful and interesting characters; the first resident you'll notice is a rather odd looking merchant who goes by the name Udo. He occupies a small booth just outside the gates, and after you both introduce yourselves, you'll find that gameplay will start.

Talk to Udo again and learn as much as you can about Volksville and its inhabitants. You will learn that Volksville has many inhabitants and merchants, as well as useful stores and services to aid you in your quest -the pub being the most important, of course. Once you've finished your conversation, turn around and enter the town gates.

Once inside Volksville, a portly fellow by the name of Jan will exit out of the Sheriff's office. If you speak to him before he heads back inside, you'll learn that you're a guest to an execution that will be taking place in the courtyard later on today. Jan will ask if you will be in attendance; you're welcome to answer his questions however you want. Once finished, you can go chat to with of town's residents. You'll have about fifteen minutes before the execution begins, so look around, see who you meet, or what there is around town.

Quest for Infamy – Prologue Walkthrough

Head right of the screen you're on to the Graveyard and talk to Ian, the man in grey. He won't have much time to talk to you due to the impending execution, but he invites you to talk later on. Head south towards the town square. There's nobody of importance to chat with here, but feel free to speak with the townsfolk. Head west to the courtyard. You'll see the execution is still being prepared and isn't quite ready yet. Go west again.

You'll be greeted by a gothic-style mansion, which is the house and magic shop of Prospero. Head inside and you'll find him behind his desk. Prospero is the town's sorcerer, so talk to him as much as you can. If you would like to find out more about magic, return after the execution. Head outside again and go west once more and then north.



There are two places to visit, the General Store and the Tobacconist. Head into the building on the left first. This is the tobacconist; speak with the proprietor, Armand, and enjoy his hospitality. When you're done, head south to return to the street. Walk to the other building to the right, and inside you'll meet the lovely couple Gwen and Owen. Once again, you'll find not many people have a lot of time for idle chit chat right now because of the execution. Head outside once again and head west. You should see Jerrod, the apothecary of Volksville tending to his garden. Speak with him and then head North to the blacksmith. Head east from there and you'll find yourself as the favored spot of every adventurer's travels - the pub. Go straight on in.

Don't worry about the drunks and punters right now; go straight to the bar and grab yourself that long awaited drink. Speak to Kit behind the bar and converse with her a bit. After you buy yourself a drink, you'll be approached by Kurdt who has a few questions for you. Again, answer his questions the way you would like to - but take note and remember you can come back to chat with him after the execution. After finishing with Kurdt, pick up the empty glass on the bar, and leave the pub.



Head east towards the Inn, walk up the stairs and enter. Speak to the innkeeper, Kessel. He would love to sort you out accommodation, but right now this bloody execution is still being a hindrance. Luckily for you, enough time will have passed and the town bell will ring meaning the execution is ready. You'll automatically be taken to the courtyard for the execution cutscene.

Alternatively, you could wander around for fifteen minutes aimlessly, like a confused toddler, and when you hear the bells ring a second time, you'll be automatically taken to the execution cutscene.

The Mentor and the Apprentice

The cutscene will end with you outside Rayford's office. Now that the execution is over, the people you spoke with earlier on will probably have more time for you now. The three key people you will want to talk to next are Prospero from the magic shop, Kurdt from the pub and Ian from the graveyard.

Each of these characters specializes in an area that will help aid you in your quest. So the only question you have to ask yourself is this: "Do you want to use the brute strength and force of the Brigand, or perhaps the stealth and cunning of the Rogue. Maybe the might and magic of the Sorcerer is calling you? You will have to decide what class you want to become involved with. Once you've chosen you can't go back - unless you save your game here of course.

The Rogue (Ian)

Head east from outside Rayford's office and speak with Ian who invites you to play a game of craps. Accept the game and play along. You'll accuse Ian of being a cheat and threaten him for the truth. Ian will tell you he's a thief and will ask you to kill a beast that roams the woods. After you agree to help him, Ian will reveal a secret passage that will take you outside of Volksville to a fisherman's pond. Pick up the fish you see laying by it and head eastwards on the path.



[Scroll down to Killing the Beast]

The Sorcerer (Prospero)

Travel south from Rayford's office and you'll find yourself back at Prospero's shop. Go in and speak with him to learn as much as you can about magic. Before Prospero decides to teach you the ways of the sorcerer, you must prove to him you have the foresight, intuition and memory to become a user of magic. Prospero will task you with a minigame of matching the cards together. The game is to simply to select one of 12 cards, and then find its mate. If you fail a total of 3 times, the game is over. You can, however, take "the test" again.

Once you have completed this test, you will be sent on a mission to track down and kill a beast that stalks the woods outside of Volksville. You must defeat the beast and bring Prospero the severed head of The Beast. He also asks you to bring back some fresh human blood in a non-metallic container. (Hey, no one ever said magic was pretty all the time! The reagents for spells can be pretty gruesome at times!) Prospero will teleport you outside to the town's gates. It will be night time by now, so head west and then keep following the path north until you get to a small pond where you can see fish hanging from a line. (North of the canoes)

[Scroll down to Killing the Beast]

The Brigand (Kurdt)



From Rayford's office, head to the archway to the left of the town's gates. This will bring you to the Inn, from there head west and go back to the pub. Once inside, Kurdt will invite you to sit down and ask if you want to partake in a drinking contest. After agreeing, a minigame will begin that will give you two simple options, Drink or Give Up. To play, click "Drink" to keep going. It's that simple... or is it.

You'll see once you start drinking with Kurdt. Once you've defeated Kurdt, he will show his respect by inviting you to join his gang - if you can help defeat the beast that plagues the woods. Once you agree to help him he will give you a boost over the town's gate. Head west and then keep following the path north until you get to a pond with fish stacked up.

[Scroll down to Killing the Beast]

Killing the Beast (all classes)

It'd be wise to save your game here. Follow the path east from the fisherman's pond and you'll come to a split path that goes north and east. The beast will be at a random screen past these two paths so head either direction and keep walking from screen to screen until he pops up.

Eventually the beast should turn up and you'll enter into battle. The combat system of Quest for Infamy works as so: you have 3 attack options and 1 block. Hack, slash or stab your opponent, whilst occasionally blocking should lead you to victory. You also have a healing potion too if your health gets too low so keep watching your health. If you find the combat is getting difficult, you can switch to easy in the Settings.



Once you have defeated the beast, use the sword icon to chop its head off. You'll then need to go to the screen with the dead knight. He's on the screen north and east to the split path - you'll see him there, lying on the ground, leaning up against an old stump. Use the hand icon on the helmet to pick it up. With that and beast head in hand, you need to complete the remaining quest that you were asked.

Becoming the Rogue

Ian won't just want the beast's head - he wants the blood so use the beast on the helmet to store the blood. Then take the fish you picked up earlier and use it on the mug. Instant fish oil! Head back down the path towards Volksville gates and keep attempting to climb them until you eventually climb over.

Head east to visit Ian again and hand him the blood in helmet first and then the fish oil in mug. The scene will play and you'll officially be a rogue, bringing a close to the prologue.

Becoming the Brigand

Use the sword on the beast's head to cut the teeth out. Grim, but it's what you were asked to do! Return back the path you came and return to Volksville gates. Keep attempting to climb the gate until you're inside Volksville.

Head back towards the outside of the pub and go west again to the blacksmith. You'll find a horse tied up. **Might be a good idea to save your game here.** Go into sneak mode from the icon bar (or press the 'S' key) and wait until the Blacksmith has turned around to use the forge. Sneak towards the horse and use the hand icon to untie him. If the blacksmith is still not looking, use the hand icon again to give it a smack so it runs off and then the blacksmith will chase after it.



When he has gone, open up your inventory and combine the teeth with the helmet. Then pick up the tongs and use the tongs on the newly combined teeth and helmet. With the tongs attached to the helmet, put it in the fire and then collect the silver disc from the pool. Head east and go back to the pub and give the disc to Kurdt, who will welcome you into his gang and you will officially become a brigand.

Becoming the Sorcerer

Combine the beast head with the helmet to collect the blood from the severed beast. Return back the path you came and return to Volksville gates. Before you climb the gate you'll see the severed head of Marcus from the execution. Use the sword on his head to great a stab wound and then use the glass mug you collected earlier to collect his blood.

Once you have done that keep attempting to climb the gate until you're inside Volksville. Head directly south to find yourself at Prospero's house. Give the blood helmet to Prospero and then give him the blood in mug. Prospero will see your potential and will teach you magic, officially making you a sorcerer.

Let the Infamy Begin

And now, you've made it through the prologue, chosen a mentor and a class, and now you are on your way to being Infamous! Explore the valley - and let the world unfold around you. Remember, explore everywhere - and take anything that isn't nailed down. And, in the words of adventure games of yore - "Save early, save often."! Best of luck, Adventurer!

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