

QUEST *for* GLORY

DRAGON FIRE™

SIERRA FX

DEVELOPED BY
YOSEMITE™
Entertainment



Designed and Developed by



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www.qg5.com

www.yosemite-entertainment.com

www.sierrafx.com

INSTALLING THE GAME

Quick Start

PC

Here are quick instructions for those experienced with installing software on their PC. For detailed instructions (and the Mac install procedure), please read the sections titled Standard Installation.

Insert the *Dragon Fire* Install CD into your CD-ROM drive. If you have autoplay enabled, the *Dragon Fire* installation menu will pop up automatically; otherwise please run setup.exe from your CD drive.

Standard Installation

PC

Please make sure you have the required amount of disk space (listed under System Requirements) on your hard drive in order to install *Dragon Fire*. Check your free disk space by bringing up Windows Explorer from your desktop. Select your hard drive. The available space will be displayed at the bottom of the window. You can free up more space by deleting or uninstalling other items.

Insert the *Dragon Fire* Install CD into your CD-ROM drive. The *Dragon Fire* Installation screen should come up automatically. If it does not, double-click on the My Computer icon on your desktop. Then double-click on the CD-ROM icon. If the *Dragon Fire* Installation screen still does not come up, see the Troubleshooting section at the end of the manual.

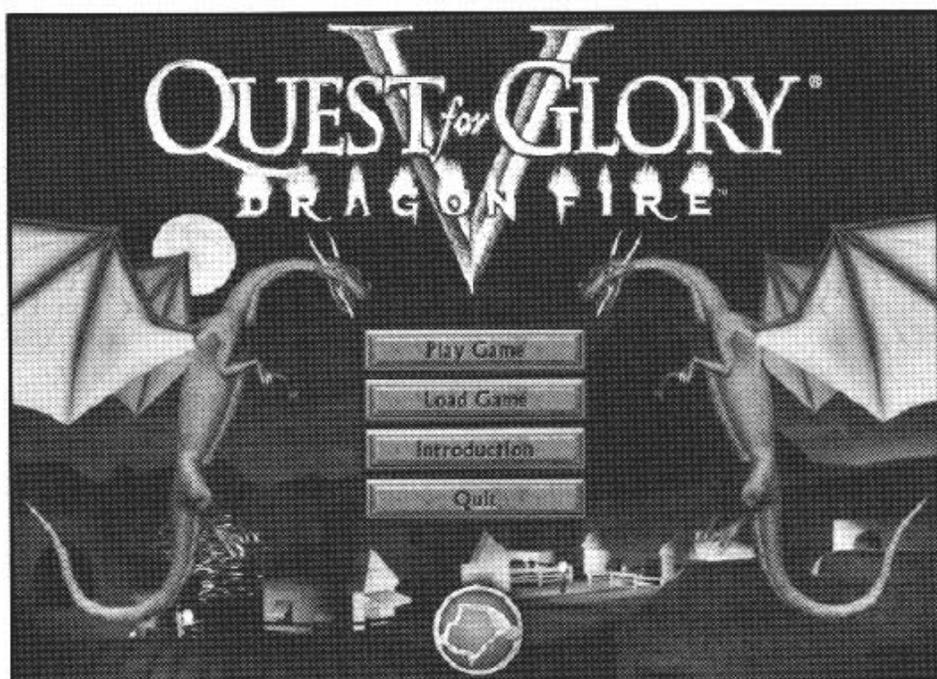
Follow the directions on the Installation screen. If you do not have DirectX™ or QuickTime™ installed, the game will automatically install it to your hard drive.

Mac

Insert the *Dragon Fire* Install CD into your CD-ROM drive. Double-click on the Install CD icon on your desktop. Double-click on the QFG5 installer. Follow the instructions to install the game.

The computer will let you know if you don't have enough available disk space to install the game. If this happens, you can free up more space by deleting other items.

STARTING THE GAME



Quest for Glory V: Dragon Fire is an Action-Adventure Role-Playing Game (RPG). You'll find real-time combat, story, character development, and intriguing situations in this game. However, unlike most RPGs, the character class you choose to play will affect the story and game play.

When you first start a game, you are given a choice of five buttons: Play Game, Load Game, Introduction, Quit, and Credits (the Yosemite Entertainment Logo).

Play Game

The Play Game button begins a solo game, initializing with the Character Creation screen (see *Creating Your Character*).

Load Game

Load Game brings up the menu to restore a previously saved game. Select the save game you wish to resume playing.

Introduction

Click here to watch the opening movie.

Quit

Click here to end the game and return to your desktop.

Credits (Yosemite Entertainment Logo)

Dragon Fire took the efforts of many talented individuals. Click here to see the game credits.

Wizards have higher Intelligence and Magic skills than any other Hero. They also have greater access to spells than others who merely dabble in magic. If you want to master the arcane arts, select the Wizard.



Thief

The Thief Character Class is one reason why *Dragon Fire* stands apart from the RPG crowd. While other characters unselfishly attempt to make the world a better place for everyone, the Thief acts to make sure it's a better place for yours truly. Though still a Hero, a good Thief knows how to commit crimes and not get caught. The Thief will find opportunities aplenty within the city of Silmaria, most of them profitable.

Thieves rely on their Agility and Stealth skills. Combat is best avoided by dodging enemies with clever maneuvers. Though good at finding places to hide, when cornered, the Thief is also skilled at throwing daggers. Choose the Thief if you want to use cunning and craftiness to keep your Hero out of trouble.



Paladin

The Paladin character can be played by importing a Paladin previously saved during another *Quest for Glory* game. You can become a Paladin in the second game (*Trial by Fire*) or the third game (*Wages of War*). In these games, the Paladin is a Character Class created when a Hero performs noble acts and deeds of valor. Paladins can lose as well as gain skills, because dishonorable acts strip the Paladin of his abilities.

As a special bonus, a saved Paladin character is included in the Imports folder so that everyone can enjoy playing this valiant character.

Import Button

You can import saved characters from other *Quest for Glory* games into *Dragon Fire*. To import a character, move the saved character file into the Imports folder in your main *Quest for Glory* directory (C:\Sierra\Qfg5 by default on a PC, or in the *Quest for Glory V* folder on a Mac). Click on the Import button in the lower left corner of the Character Creation Screen. Double-click on a .sav file, and your saved character will appear on the screen. Adjust his statistics and then launch the game.

Intelligence

Intelligence is the primary ability for the Wizard. It takes concentration, cleverness, and quick thinking to cast a spell. Intelligence determines a wizard's overall magical ability and contributes to the amount of Mana points available to cast spells. Intelligence is also important for combat. A stupid fighter will never be as effective as a smart fighter.

Agility

Agility is the combination of dexterity, grace, and quick reflexes. It governs all activities in which a Thief excels. Agility and Vitality are factored together to determine Stamina. Agility also helps determine your Hero's accuracy with a weapon.

Vitality

Vitality determines the health of your character. A high Vitality means your Hero is able to endure more combat damage without being incapacitated. It also means that your Hero is able to perform more actions without getting tired. In addition, your Hero will heal faster with a higher Vitality.

Luck

Luck is the Ability that affects almost every aspect of the game. It factors into combat, sneakiness, and many different Thief Skills. A lucky Hero usually has a lucky game.

Skills

Magic

Magic is the Wizard's primary skill. The Magic skill governs the effectiveness of a spell, as well as the number of spells a character can cast at one time. It combines with your character's Intelligence to generate Mana Points.

Swimming

Swimming is a useful skill when you're staying on an island. However, your Hero also needs to learn to hold his breath, or he won't last long under water. A Hero should probably avoid combat while swimming, unless he can breathe water.

Offense

The Offense skill plays an important role in determining your character's accuracy and the amount of damage done with a weapon. Specifically, weapon accuracy is determined by the Offense in conjunction with a weighted average of Agility, Strength, Intelligence, and Luck, in that order. Damage

Derived Stats

Health

Health points measure how much damage your Hero can take before dying. Health is determined by Strength and Vitality.

Stamina

Stamina points determine the amount of energy your Hero has to expend. Exercise, combat, and spell casting use Stamina points. When your character runs out of Stamina, he will start losing Health points. Stamina is determined by Agility and Vitality.

Mana

Mana points determine how many spells your Hero can cast. Spells cost a variable amount of Mana points depending upon their power and versatility. Mana is determined by Intelligence and Magic. Mana points decrease whenever your Hero casts a spell.

Honor

All characters have Honor to some measure. Honor is the sum of all the good that a player does in the game. Honor increases with acts of kindness and heroism. Honor decreases with cruel or illegal activity. High Honor is the measure of a true Hero. Low Honor is indicative of a skilled Thief.



Eye Icon

Click on the Eye icon to look at objects in the game field.

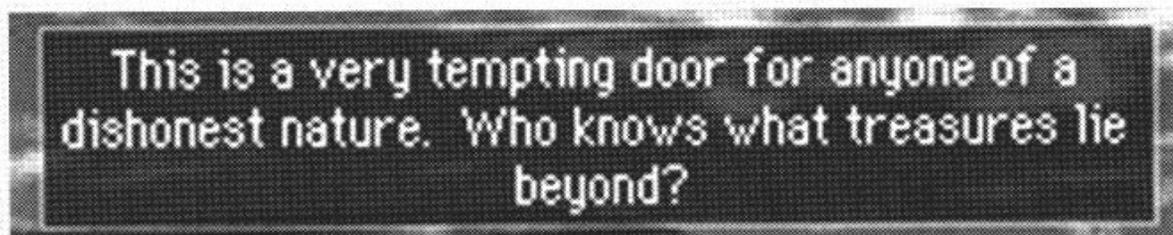


Hand Icon

Click on the Hand icon to interact with the game field.

Information Field

The Information field displays information messages and the text translation of the dialogue.

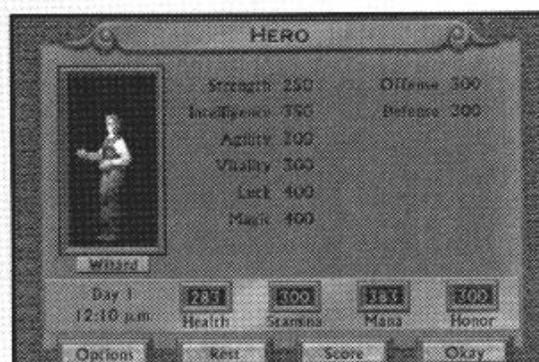


Belt Field

The Belt field gives you instant access to inventory items and spells. To instantly use an item or cast a spell, press the corresponding number key (1-9). During game play, you can also rest the cursor on an icon to bring up a pop-up label.



Character Screen



The Character Screen displays important information about your Hero. It allows you to check your score or rest and restore your Health, Stamina and Mana. Since *Dragon Fire* is a “practice makes perfect” game, and certain items affect your abilities, any changes to your basic statistics are displayed on the

Character Screen. Improved statistics appear in green, decreased statistics display in red. Unchanged point totals appear in black.

Latch

Inventory



Click on the Latch or hit the I hot key to bring up the Inventory Screen showing all the items your Hero is carrying. To get information about an object in your possession, place the cursor on it for a second to reveal the name, quantity, and weight of that item. Click on the item to see a close-up picture in the box to the left. Additional information appears below the box.

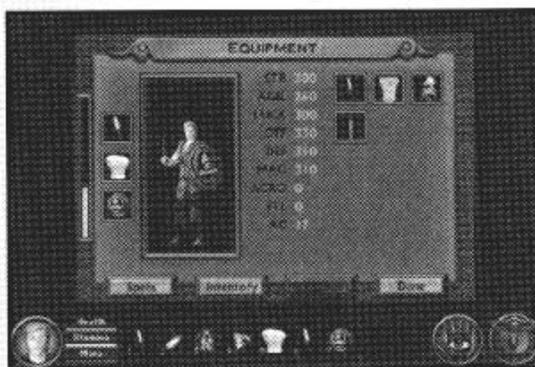
To place items in the Belt field, simply click on an object and drag it down to the Belt field at the bottom of the screen. The item will move into position when you release the mouse button.

In order to combine items or have items interact, select the primary item by clicking on it. The item will display in the box. Then click and drag a second item over to the box. For example, if you select your torch and then click and drag the tinderbox onto the torch's close-up picture, the torch will light.

The method for combining items also allows your hero to cast the Zap Spell on a weapon. With the Zap Spell in the Belt field, select a weapon to enchant by clicking on it in the Inventory Screen. Then drag the Zap Spell over the box to enchant that weapon.

A gauge on the left edge of the screen indicates the amount of weight you are carrying. The greater the Strength, the more things your character can carry. When you are overloaded, you use Stamina at a faster rate.

Equipment



The Equipment Screen is accessed from the Inventory Screen or by hitting the E hot key. This screen allows you to manipulate the items your Hero is wearing and wielding. It also shows how your character's statistics are affected by various items. All available items that can be equipped will be displayed on this screen.

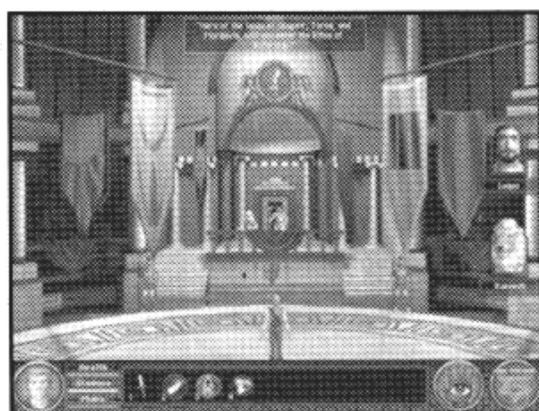
To equip your Hero with an item on this screen, simply drag the item over to the image of your character. The item will appear on the left side of the screen. If it is large enough, the equipped item will also be visible on your Hero's image.

If you click the Hand cursor on a specific object, the game will do what is most appropriate. For example, if you click the Hand on an unlocked door, your character will open the door and enter the room beyond. If the door is locked, your character will move over to the door, and access a message box allowing options such as “Unlock,” “Examine,” or “Knock” to appear.

If you click the Hand cursor on another character in the screen, you will be able to talk to or buy things from that person.

If you're playing *Dragon Fire* on a PC, you can right-click the mouse to toggle between the Hand and Eye cursor. On the Mac, this can be done by holding down the command key when you click the mouse button.

Information Field



The Information field is a text box at the top of the screen. It is used in several ways. If your Hero looks at something with the Eye cursor, its description will appear in the box. You can also read the text transcription of a speaker's dialogue in this field.

Dialogue text advances automatically once the speaker has spoken. To speed up the process, click on the talker, or the Information Field to advance to the next message. You can also press the space bar to advance text.

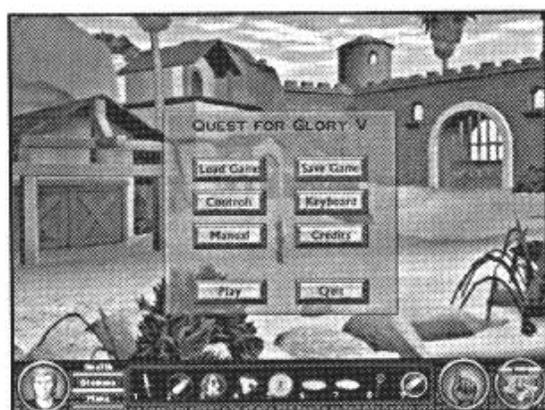
Belt Field

The Belt field provides quick access to frequently used items and spells. To use an item or cast a spell in the game, drag an icon from the Inventory or Spells window down into the Hero's Belt field at the bottom of the screen. Note that items will continue to appear in both places.

Select an item by clicking the cursor on that object in the Belt field. (Click again to deselect.) You will see the object attached to the cursor. When you click the cursor on the screen, the selected item is used at that location. Thus, clicking on a key in the Belt field and then clicking on a door will use the key on the door. If it's the right key, the door will open. Selecting armor or weapons from the Belt field, then clicking them on your Hero's image on the screen will equip your character with that item.

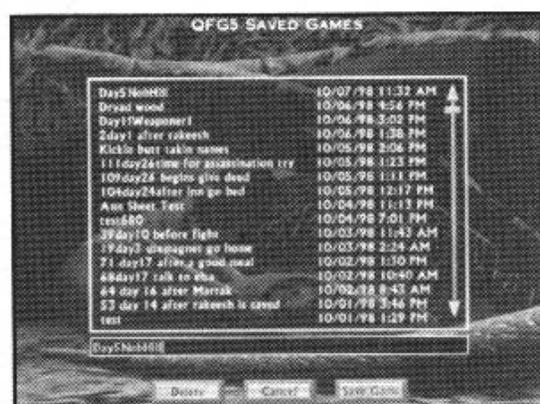
Double-click on an item in the Belt field to access an options window that allows you to equip, unequip, or drop an item that is worn or wielded. (Note that you won't be allowed to drop an item if it would be difficult to find or pick up again.) If you double-click on a spell, you will be able to cast that spell from the options window. To instantly use an item or cast a spell, press the corresponding number key (1-9).

OPTIONS PANEL



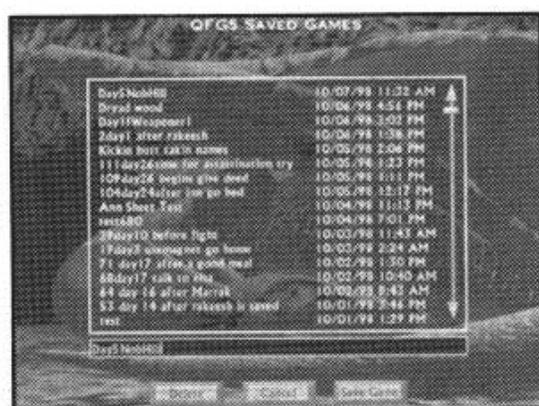
The Escape Key brings up a window with a wide range of options: Load Game, Save Game, Controls, Keyboard, Manual, Credits, Play, and Quit. See the sections below for details.

Load Game



Click on the Load Game button to reload and play a saved game. Note that you will lose your current game if you pursue this course of action without saving it first.

Save Game



One rule of combat-oriented RPGs is to save early and often. Your Hero will frequently find himself in a serious situation, one that he may not survive. You can avoid the tragedy of destruction by careful play, but sometimes the monster may be a little faster than you expected. Thus, we let you save the game whenever you desire. Another good use of the Save

Game feature is to save at your favorite places so you can show them to your friends.

It's possible that occasionally the game will become so exciting that you forget to save. Imagine that your Hero has the upper hand in a thrilling battle when unexpectedly, the monster wins. You suddenly realize that you last saved hours ago. Or maybe there's a power outage and the screen goes

Minimum detail will disable some of the processor intensive effects. Slide the pointer to Maximum to increase the quality of the background graphics.

Screen Size

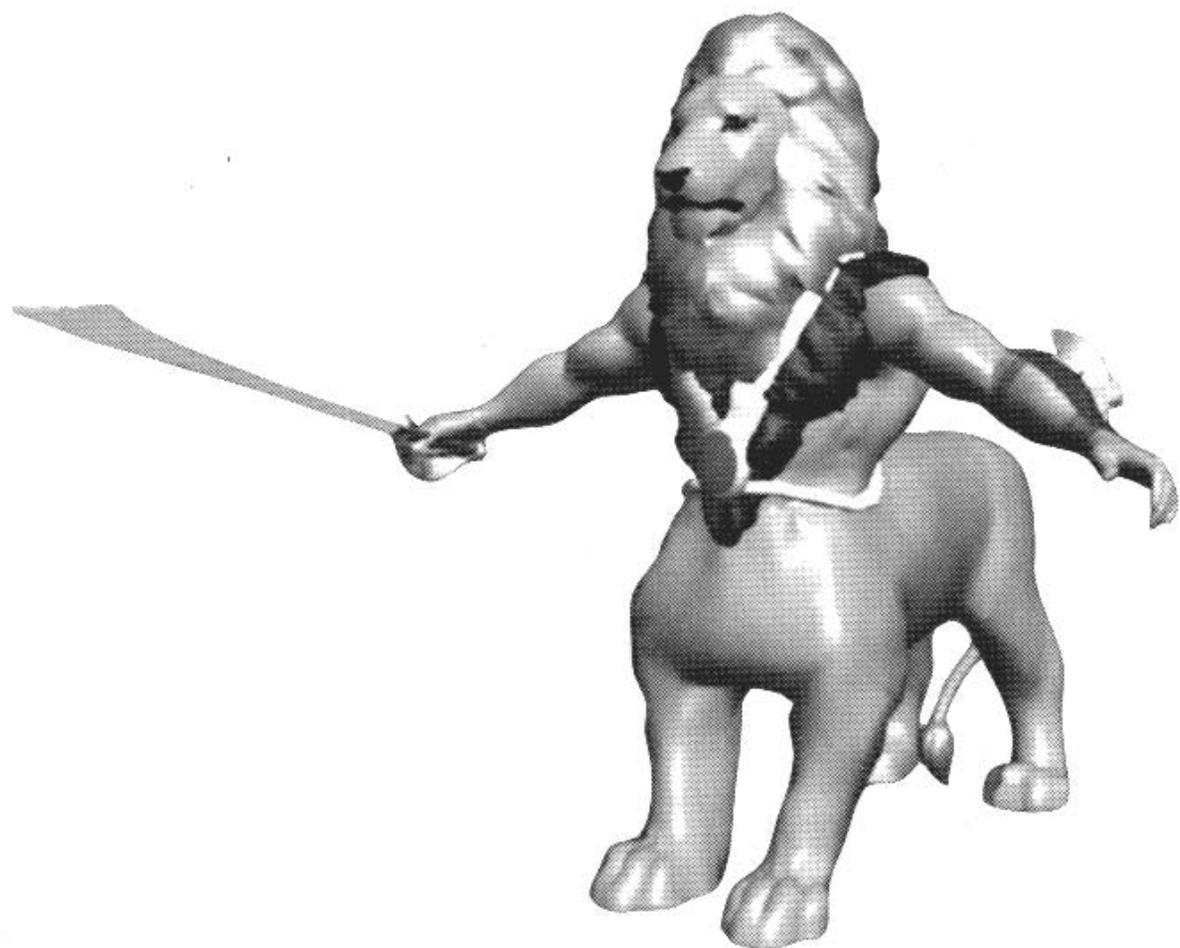
Select the Full Screen option to compress the interface features along the bottom of the screen. Select the Bordered Window option to increase the speed on slower machines.

Default Movement

Choose between the Walk or Run option for your Hero's default movement.

Show Compass

Show Compass allows you to always display the compass with a time field in the upper right corner in full screen mode.



Inventory Selection	1 – 9 (Belt Position)	
Swim or Levitate Upward	A	Page Up
Swim or Levitate Downward	Z	Page Down
Attack 1	F	Pad 1
Attack 2	G	Pad 3
Defend	D	Pad 2
Sneak	K	
Inventory Screen	I	Pad 0
Equipment Screen	E	
Spells Screen	S	
Character Screen	C	Pad .
Change Screen Size	\	
Toggle Compass	T	
Pick Up Item	P	
Advance Dialogue	Space Bar	
Run Modifier	Shift	
Movement Modifier (Sidestep and Up/Down)	Ctrl	

Manual

The Manual button brings up the on-line manual, a condensed guide to the interface and other information. It's a great help if you misplace this book, or if you need to find out something in a hurry.

Credits

Click on the Credits button to view a list of all the people who made *Dragon Fire* possible.

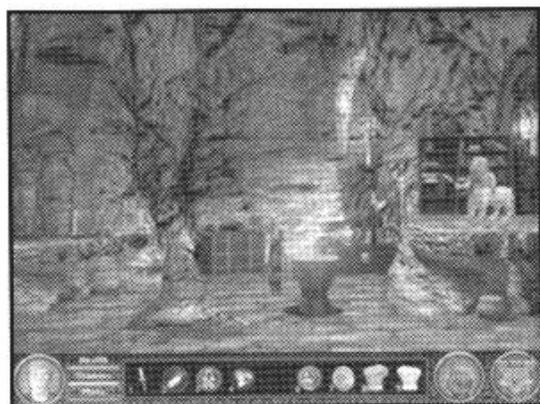
Play

The Play button returns you to the game.

Quit

The Quit button gives you the option of restarting the game, returning to the game in progress, or ending the current game.

MAGIC



Dragon Fire is a fantasy, and magic is very much a part of the world. There are creatures that cast spells and others that are inherently magical. The Wizard is a powerful character who can cast a multitude of magical spells. Even a novice Wizard has many spells at his command. A character who is not a Wizard but who has the Magic skill will have fewer available spells. Spells

can be purchased from the Magic Shop or found in various areas of the world. Wizards cannot cast magic while wielding any weapon other than a dagger or magic staff, or when using a shield. Heavy armor greatly restricts the flow of magic, so a Wizard is advised against casting spells while wearing armor. The Wizard compensates for these restrictions with powerful defensive spells.

Mana Points

Mana points determine how many spells a Wizard can cast without resting to recover. Mana points are a combination of the Magic skill and Intelligence. Practicing magic increases your skill, and thus your Mana points. You can regain Mana points by resting or by taking a Mana potion.

Casting Spells

Spells are cast by first placing selected spells on your Belt field. Either click on the spell and then click on a target, or double-click on the spell and select Cast from the menu. You cannot cast a spell when you do not have enough Mana points.

Spell Skills

Your Spell skill determines the power, duration, and range of the spell. The more you practice with a given spell, the more effective you will become with that spell.



RIP

Rest in Peace, a.k.a. DND (Do Not Disturb). This spell is useful when your Hero tries to sleep in the wilderness. It simply means that your character will have no encounters until he has had eight hours of sleep.



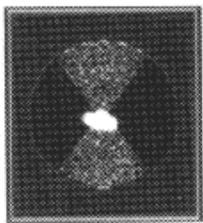
Shrink

Use the Shrink spell on an opponent to shrink him to half his normal size. A shrunken foe will do half the damage he normally does. He'll also think twice about attacking and might beat a hasty retreat instead.



Summon Staff

The Summon Staff spell appears in the Spell Screen as soon as your Wizard creates a Magical Staff. Cast the spell to make the Staff appear in the Wizard's hand. A Magical Staff has one-half as many Mana points as your Hero has when the Staff is summoned. If you cast other spells with the Staff in hand, the spells will use the Staff's Mana points. When the Staff runs out of Mana points, it will vanish. You must summon the Staff in order to use it again.



Trigger

The Trigger spell activates a preset spell such as a Teleport. It can also activate a magical trap.

Pre-Combat Spells



Augment

Augment temporarily increases your character's Spell skill for a specified spell. Cast Augment on an offensive spell to inflict more damage. Cast Augment on a defensive spell to increase the duration of its effect. To charge a spell in combat, cast the Augment spell, then click on your Hero. The next spell you cast will be Augmented. The amount of extra damage depends on your character's skill with Augment.

Defensive Spells



Aura

Casting the Aura spell protects against special Undead powers such as Stamina and Health drains. Your Hero will be unaffected by the drains during this spell's duration, but he can still be hurt by the monster's attacks and spells.



Protection

The Protection spell acts as a sort of magical armor, reducing by half the damage inflicted from any physical attack.



Resistance

Resistance reduces damage inflicted upon your Hero from element-based attacks such as Fire, Lightning, and Cold. In addition it provides some protection from Frost Bite, Flame Dart, Lightning Ball, and Dragon Fire. Resistance also lessens the damage done by Dragon Breath and natural heat sources.



Reversal

Reversal causes offensive spells cast by an enemy to bounce back and damage the attacker. The spell does not affect Frost Bite, Dragon Fire, or other area-affected spells such as Calm or Dazzle. It is effective against basic attack spells such as Flame Darts, Lightning Ball, and Force Bolt.

Offensive Spells



Boom

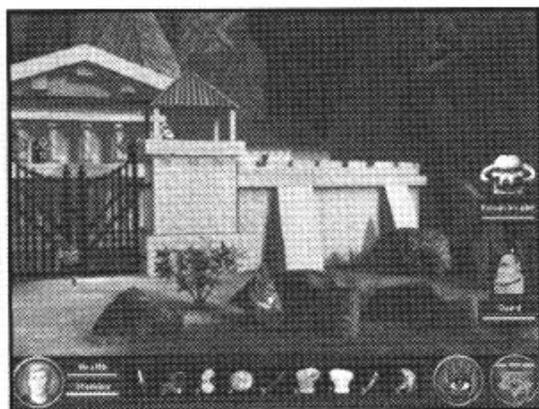
The Boom spell creates a magical skull that explodes when something approaches within ten feet of the skull.



Dragon Fire

Dragon Fire is a visually stunning spell that creates the image of a dragon in midair. Though it does a great deal of damage, the Dragon Fire spell is also a significant drain of Mana. No other spell can be cast while the dragon is forming.

THIEF BELIEFS



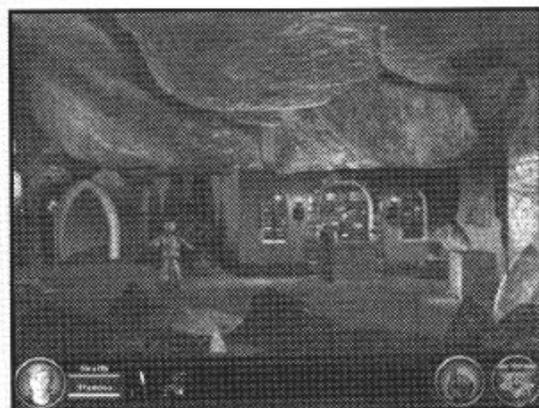
The Thief is definitely the most subtle and complex of the three characters you can choose to play. There are many things for a Thief to do in *Dragon Fire* in addition to winning. A Thief is scored by how well he plays the game according to Thief Rule #101: Stealth is Wealth. To attain the highest score possible, a Thief needs to find ways to sneak past guards and deactivate alarms wherever he goes.

Above all, he must avoid getting caught. The ultimate win for the Thief is to become Chief Thief.

Bulky armor severely crimps the Thief's style since it's noisy and reduces stealth. Heavy weapons also interfere with Thief skills, lowering Agility and Acrobatic abilities severely. In general, Thieves prefer light armor and small weapons. A Thief's best bet is to sneak away from combat. If that's not an option, use throwing weapons to try to bring down your opponent.

Thief Skills

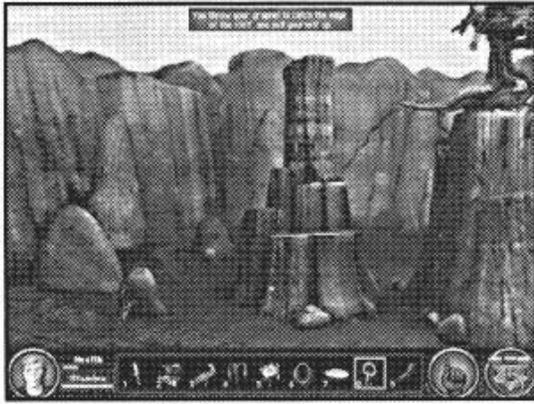
Thief Signs



Thieves, for the uninitiated, are a surprisingly social bunch. After all, what good is a secret when you have no one to share it with? It's hard to brag about what you bag or to sell your swag without the help of the local Thieves' Guild. Since going around asking people where the Guild is will either get you killed or arrested, Thieves have developed a way to communicate with one another: the

Thief Sign. So make the sign anytime you meet some potential purloining practitioners who might provide a guide to the Guild.

Climbing



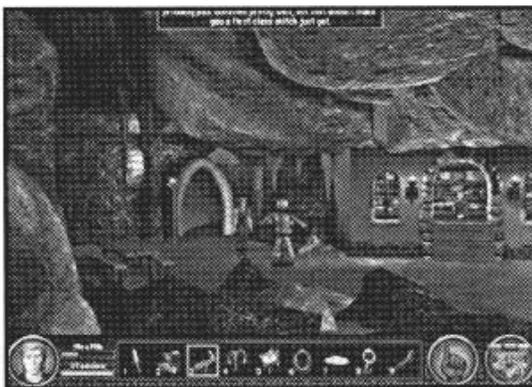
Trees are easy to climb, but there aren't many trees in Silmaria. Walls can be scaled, but this can be very dangerous since the sea spray of this island area makes the rock slick. The best way to get on top of things is to use a rope and grapple. Just a delicate flick of your wrist, and you'll be scaling the sheerest of fortress walls.

Acrobatics



Acrobatics covers a wide variety of skills: tightrope walking, martial arts, and fancy flips in the air. Use the rope and grapple for tightrope walking. Simply throw the grapple across the buildings, secure the rope on your side, and walk across. If you wish to practice martial arts, put away your weapons and fight with your bare hands. Note that heavy armor severely crimps the style of an acrobat.

Picking Pockets



A useful way to accumulate some ready cash is to take it from someone else. To pick someone's purse or pocket, you need a handy Pickpocket Knife. This nifty item has a hook for catching purses, a knife to slit them, and a bag to hold the loose change. It slices, it dices (but it doesn't make julienne fries).

Picking pockets is a fine art. You've got to be skilled with the knife, and good at sneaking. It's one thing to give your Pickpocket Knife a dexterous twist of the wrist; it's another to look so cool that your victim doesn't know he's being robbed. Practice is essential (and available at the Thieves' Guild in the form of a pickpocket dummy).

THE PALADIN

The Paladin has special abilities and spells. Some of these are automatic; they occur from the natural radiant goodness of the Paladin. Thus, the Paladin can Sense Danger whenever it is present in the area.

Other abilities are more like spells, and must be consciously summoned from within by the Paladin's wishes. These spells are cast by moving them from the Spell Screen to the Belt field. Then click the spell on a target or double-click on it and select Cast.

As a Paladin attains Honor, he gains new abilities by his good nature. Paladin spells do not draw upon magical ability. Instead, they use the Paladin's natural energy, thus drawing upon Stamina points (rather than Mana points) to charge the spell.

Paladin Spells



Awe

The Awe spell lowers the attacker's morale, causing most opponents to flee or retreat. Only the fiercest of foes can resist this charm. This is the most powerful ability a Paladin can gain, and only the most honorable will ever attain it.



Destroy Undead

The Destroy Undead spell emits a sphere of light, directly damaging Undead creatures.



Heal

This Paladin spell can be used on your Hero or an ally during combat. It draws upon Stamina, with the amount of healing proportional to the current Stamina value.



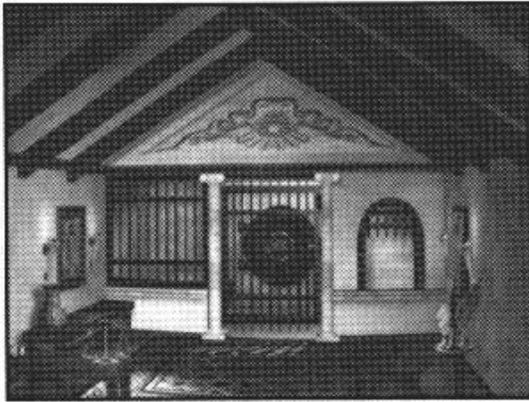
Holy Strength

Holy Strength augments the Paladin's Strength, increasing it proportionally to the current amount of Stamina points. This can greatly increase the Paladin's combat skill. Only a very honorable Paladin will achieve this ability.

INVENTORY ITEMS

Dragon Fire features a wide variety of items to purchase, acquire through victorious combat, or simply pick up off the ground. The number of items your Hero can carry is determined by weight. His carrying capacity is determined by Strength. If your character is carrying too much weight, you will either have to drop something or return to your bedroom and place extra items in your storage chest.

Money



Drachmas are Silmaria's coin of the realm. There are many ways to make money in *Dragon Fire*. Make sure to search deceased monsters for money and items. Whatever spare equipment you don't need can be sold to various merchants. You can compete in combat in the Arena or bet on the winner for the evening. Test your Throwing skill on the Wheel of Fortune at the Dead Parrot Inn.

Opportunities for additional income abound in Silmaria for an unscrupulous Thief. There are also rewards for performing various good deeds.

You will need a lot of money as many items are expensive. However, to avoid the extra weight, as well as the risk of pickpockets, it's best not to carry a lot of coins on your person. The bank is a good place to put extra money. Merchants consider the money in your savings account to be available instantly. Thus, you can spend more money than you could ever carry.

Weapons

There are two types of weapons in this game: thrown and equipped. Some weapons can be used both ways, but most are either one or the other. Certain types of weapons affect skills and abilities such as Magic and Agility. The relevant values will change when the weapon is equipped.

Weapons are rated by base damage. Some weapons do additional damage against certain types of foes.

Armor

Armor protects a character from damage. While the better the armor, the less damage, armor also affects the character's ability to move and use magic. Hence, Wizards and Thieves traditionally wear light armor, if any at all.

Several types of armor can be worn at the same time. Thus, the character's defenses increase with the amount of equipment.



Leather Armor
Armor Class = 15



Magic Helm
Armor Class = 10



Magic Leather Armor
Armor Class = 20



Shield
Armor Class = 5



Chain Mail
Armor Class = 20



Magic Shield
Armor Class = 10



Magic Chain Armor
Armor Class = 25



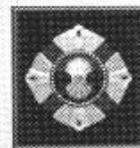
General's Shield
Armor Class = 15



Helm
Armor Class = 5

Magic Items

Certain Magic Items affect your Abilities and Skills statistics.



Amulet of Defense
Increases Defense Skill



Good Luck Charm
Increases Luck Ability



Amulet of Attack
Increases Offense Skill



Atlas Armband
Increases Strength Ability



Stealth Charm
Increases Stealth Skill



Magic Charm Bracelet
Increases Magic Ability

BUYING AND SELLING

Buying and selling things are important facets of game play. Many items are worth buying, so you have to figure out what you really need and how much you're willing to spend.

Buying

You can purchase things from merchants either by clicking drachmas on them or by clicking Do on them, then selecting the Purchase option.



The Purchase Screen shows everything the merchant has for sale. You can move your cursor over each item to get information on price and weight. Your current available money is displayed at the bottom of the screen – both the drachma you are carrying directly and the drachma you have in savings. Select the item you wish to purchase by clicking upon the image.

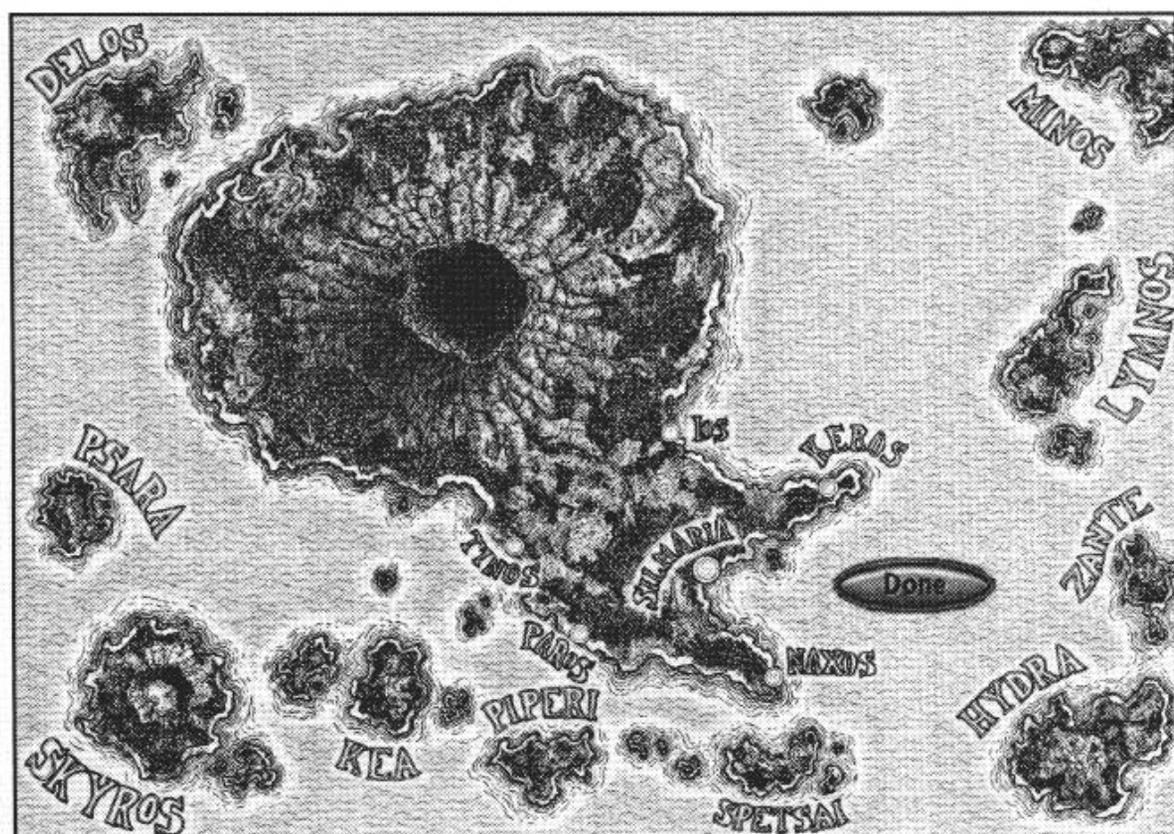
Bargaining



The Bargaining Screen shows the item you want to purchase, a full description, and its price and weight. Adjust the amount you wish to offer per item by either clicking upon the arrows at either end of the field labeled “Your Offer” or by clicking your cursor on the field and typing in the amount. You can then select the quantity you wish to purchase. The

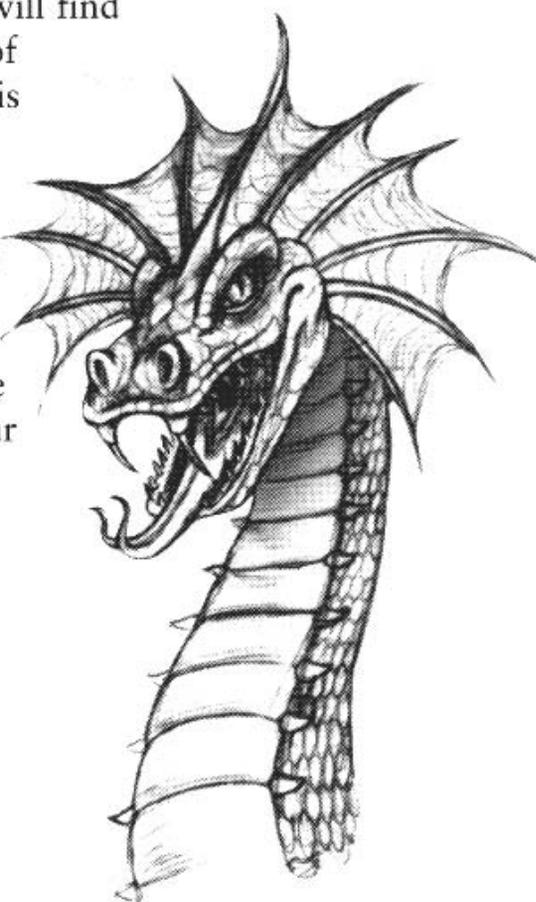
screen will then show you the amount of money it will take to buy the object at that price. When you are ready to make an offer, select the Offer button. If the merchant accepts the deal, the item will be added to your inventory and your available money will be adjusted. If the merchant rejects the offer, a counter-offer will be displayed. You can accept this amount, or make your own counter-offer until either a deal is made or you choose to cancel the effort. It is possible to insult a merchant by making too low of an offer. If you do this continually, the merchant will not be willing to deal any further.

MAP TRAVEL



When you leave the city of Silmaria, you will find yourself traveling on a map of the island of Marete. You can explore the island but it is not possible to travel over water without special transportation.

When you encounter a monster or enter a specific location on the map, you will automatically go to the game play view. If you're in real danger, you can use the Mystic Magnets to return safely to your bedroom in Silmaria.



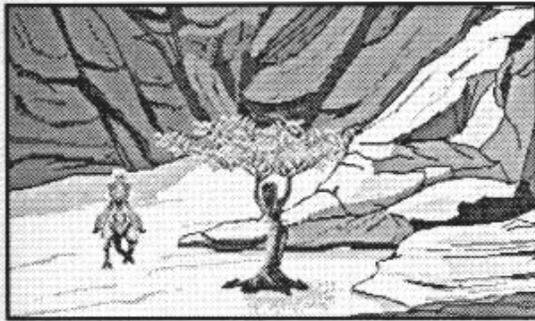
Well, you did come from the east, so this seemed a promising start.



You managed to find the Baron's son and release him from the enchantment that had turned him into a bear. You learned that the curse was cast by the Ogress Baba Yaga. Getting rid of her proved tricky, as she kept turning you into a frog.

Eventually you discovered the location of the brigand band. Then you had to find the child and remove the spell she was under. Only it turned out that the child had grown up. The leader of the brigands was Elsa von Spielberg, the Baron's daughter. Once Elsa was disenchanted, she turned out to be a lovely and competent ally. In a final confrontation, you defeated Baba Yaga by turning her magic against her. With that feat, you knew you were a real Hero.

Trial by Fire



From Spielberg, you joined a merchant and Katta innkeepers on a magic carpet ride to the marvelous desert city of Shapeir. Here you met the Liontaur Paladin, Rakeesh, who taught you honor and valor. You practiced weapon skills with Uhura, a warrior woman from Fricana. You met Julanar, a

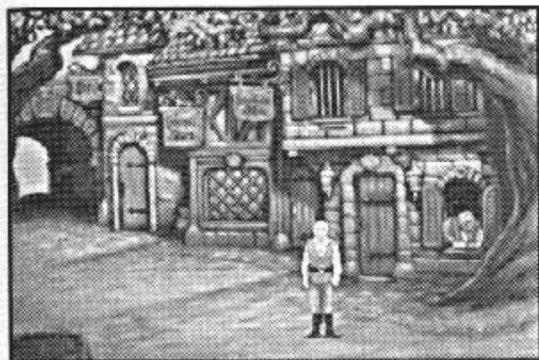
woman who was turned into a tree, and restored her faith in humanity.

The magic of Shapeir was beautiful, marvelous, and deadly. Elementals, incredible creatures of earth, air, fire, and water, plagued the city. It was clear that some powerful Wizard was trying to destroy Shapeir.

You traveled by caravan to the once beautiful city of Rasier. It was now strife-torn, bound by strict rules and regulations, and controlled by the dark Wizard, Ad Avis. He tricks you, enchants you, and forces you to find the most feared of Djinn: Iblis, the Destroyer. Then Ad Avis left you for dead in the Forbidden City.

With aid, you escaped and hurried back to the Palace in Rasier. You had to stop Ad Avis from performing the Ritual that would bind Iblis, allowing Ad Avis to command this terrible monster. You manage to stop the ceremony at the last moment, and send Ad Avis falling to his doom. His last words were a cry for the Dark Master to save him, but his words seemed to go unheeded. Ad Avis was dead, though his body was never recovered.

Shadows of Darkness



In dim dreams you flew over a shadowed landscape, driven to a place of evil. When you awoke, you were in a twisted cave in an unknown land. You were alone in darkness and danger, without your equipment or your friends. You escaped the strange cave, meeting a young woman outside. She said this was the land of Mordavia, and

that her name was Katrina. Before you could ask further questions, she ran off, leaving you lost and alone. You found your way to a town. Everyone you met was suspicious and hostile toward you, obviously fearing strangers.

Mordavia was ruled by someone called “the Master” who lived in a castle outside of town. As you learned more about this land, you were not reassured. There were rumors of werewolves, and garlands of garlic were placed everywhere for protection. In the town was a mysterious monastery, once run by a cult that sought to summon something called the “Dark One.” A child had been kidnapped from her home at night. Ghosts and dark creatures roamed, and even your old enemy, Baba Yaga, now lived here.

The only safe places were the town and a lovely garden created by the Wizard Erana. You had found many such places on your journey – places of peace and safety. You were reassured to know that Erana had touched this sad place. Then you learned to your sorrow that Erana had perished years before. She and a Paladin, Piotyr, had fought to drive the Dark One, Avoozl, from this land. They had stopped the dark cult, thereby prevented Avoozl’s release. However, Erana had died in the struggle. All that remained was her magical staff, placed in the center of town.

You soon learned an even darker truth. The beautiful woman, Katrina, seemed fond of you, and perhaps you loved her. However, you discovered she was actually a magical Vampire also known as the “Dark Master.” Ad Avis had called for the Dark Master as he perished; the Dark Master had indeed answered his call. She brought Ad Avis’s body to this place, and revived him as a Vampire and Katrina’s slave. She and Ad Avis had brought you here to summon Avoozl again to this land, covering it in darkness forever. Thus, the Vampires would never need fear the light of day again.

You were trapped, forced to begin the mystic rituals that would bring the Dark One to life. In the final phases of the spell, Ad Avis attacked you. Katrina came to your defense, and Ad Avis destroyed her. You turned upon Ad Avis, and he was taken by Avoozl. Then you used Erana’s staff to drive Avoozl away from this world once and forever. At the last, you saw the spirit of Erana, released from this evil place. She thanked you for your kindness, then she vanished.

TOUR GUIDE TO SCENIC SILMARIA

Azure skies broken only by the shadowy silhouette of passive palms; silvery surf dashing dramatically against the rugged rocks; fanciful, florescent fish silently swimming amidst the ruined remains of ancient architecture from forgotten civilizations – these are the sights that enthrall and thrill the valiant visitor to the incredible island of marvelous Marete, and the scintillating city of Silmaria. If that touching travelogue titillates your taste for travel, then trek to tantalizing Silmaria. It's your kind of place.



Serene, stylish Silmaria – winterless weathervane for the wealthy with its comfortable climate, many merchants, beige buildings, and warm waves weathering the shimmering sands. But I alliterate. Built on the steep sides of Mount Draconis on the island paradise of Marete, Silmaria has always been noted for its infinite amusements. Whether you are a savant of shopping, a devotee of diving, or even an exemplar of exploration, you'll find Marete a complete treat.

The Docks



A tourist's typical first view of Silmaria's beauty is from this busy seaport. With the waves on the wharf and a dive from the dock, then a suntan on the sand, this is a great place to enjoy the sea breezes and the whiff of fish. This area boasts many charming points of interest to travelers.

At the nearby Dead Parrot Inn, for example, one can quaff indigenous beverages while engaging in games of chance and skill. It's a good place to meet local inhabitants while relaxing in Hellenistic style.

The Weapon Shop of Silmaria is a must-see for all the gladiatorial groupies out there. The Weaponsmith has a selection of extremely impressive magical weapons which he will show to only the most sincere customers.

Here you will also find the Famous Adventurer's Correspondence School, alma mater to the finest of Heroes. If you yearn to learn, then make tracks to the FACS.

their fancy façades allude to the wealth that lies within. Nob Hill is also celebrated as the route by which gladiatorial combatants march proudly to the Arena, to vanquish or be vanquished by worthy foes.

The Hall of Kings is the edifice of Rex for the Silmarian island region. This is the ruling seat for the King and his counsel. Only those of importance or influence may enter these governmental gates.

At the far end of Nob Hill is a magical gazebo created by the magister magician of Marete, Erasmus. Warning: a few tourists have mysteriously vaporized vandalizing this marvelous mechanism. Caution is advised when working with Wizards.

For more information on what's what and who's who, check out the bulletin board in Nob Hill. It will keep you amply apprised of important information.

West Gate



To the west of the Docks, you'll find one of the most spectacular tourist sights within the city, the Lower Silmarian Falls. This cascade of water falls from the middle section of the city, plummeting hundreds of feet to the sea.

In this area, you will also find the Adventurers' Guild, that home away from home for Heroes. This is where the experienced explorer relaxes and catches up with local gossip and goings-on around town. If you admire adventure, then be sure to inscribe your identity in the local logbook.

At the far end of the West Gate district, you will discover the distinctly unique "Gnome Ann's Land Inn." The daring diner can indulge in the ultimate in unusual, casual, and creative cuisine – a "must munch" for the "gastroGnome." Although this inn is nice and neat, it currently lacks that certain *savoir faire* associated with Gnomes. However, proprietor Ann assures us that her inn will eventually undergo a radical renovation.

TOURIST TREKS

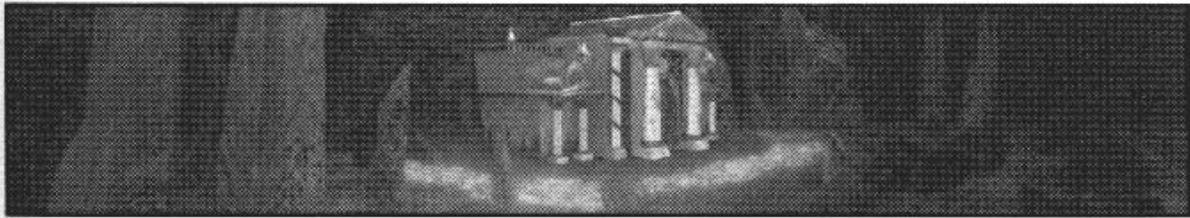
For those who slightly like to hike, Marete offers opulent opportunities to view granite rocks and sandy shores in easy walking distance of Silmaria. For those who revel in rambling, there are treks to truly tremendous scenic sights. Unfortunately, Marete is also a major magnet for monsters as well as tourists. The wise wanderer will wear good running shoes for a fleet retreat.

Fishing Villages



What could be more Marete-esque than the five fishing villages studding the Silmarian coastline? These antique abodes are a reminder that the piscatorial lifestyle has remained unchanged for centuries. The friendly fishermen welcome the weary wanderer with open arms.

Dragon Blood Pool



On Marete's northern rim, in a cave at the foot of the extinct volcano, Mount Draconis, lies the Dragon Blood Pool. It surrounds the ancient Temple rumored to be the final resting place of the Doom that Destroyed Atlantis -- a fabulous dragon of enormous size.

Pegasus Peaks



Near the northwest edge of the island is a marvelous canyon with two strange spirals seeking the sky. This is the home of Pegasus, the winged horse of story and song. This fabulous creature is the only one of its kind, and it has lived a lonely existence on these Peaks for centuries. Pegasus Peaks is a sight of wonder and magic. It should not be missed.



Also hidden on Delos Island is one of the last remaining groves of Dryads in the world. The beautiful tree nymphs are seldom seen, and rarely respond to visitors. Only a magical gift will awaken the Dryad wood into revealing its magic.

Tritons



One sight certain to thrill the sea-going sightseer is the escort of Tritons accompanying ships through shoals and shallows. Tritons are the legendary descendants of the fabled lost city of Atlantis, rumored to have been on an island to the southwest of Marete.

A magical force known as the Dragon of Doom sank the island beneath the waters of the Med Sea eons ago. The inhabitants of Atlantis were magically transformed into Tritons that they might survive this cataclysm. Tritons have long been at peace with Silmaria, frequently aiding floundering fisherman or rescuing fools who fall from ships.

Dragons

Dragons are legendary creatures of incredible fury and power. Most are just oversized lizards who happen to have wings and flaming breath. Huge, yes. Magical, yes. However, they are just big monsters who are incredibly difficult to kill (but Heroes know how to handle that sort of thing).



The Dragon of Doom

A few dragons are manifestations of great magical energy that draws power from acts of evil. Blood sacrifice feeds them, and they increase in strength and fury as long as they remain in their lairs. When these fierce creatures achieve the fullness of their power, they break free of their bindings, and wreak devastation throughout the land.

Ages ago, Marete was attacked by such a being, rumored to be the Dragon which destroyed Atlantis. The most powerful Wizards of the lands worked together to create the magical bindings known as the Dragon Pillars. The Dragon of Doom was driven beneath the Temple to the northeast of Mount Draconis. A Prophecy Stone was created to seal the Dragon within the Temple. As long as the Dragon Pillars stand and the Prophecy Stone remains intact, the Dragon of Doom will never again rise to destroy Silmaria.



Dragonfish

These fearsome scaly beasts desolate the depths of the Med Sea. While not true Dragons, Dragonfish are nearly as vicious. Besides having a powerful bite, Dragonfish can also breathe deadly vapors even under the sea. A whiff of this poisonous breath can ruin your whole day. If you meet a Dragonfish, it might be wisest to go elsewhere in a hurry.



Dragonlings

These creatures appear to be adorable miniature dragons until they decide to attack. Suddenly they become vicious, nasty creatures with flaming breath. They have a natural immunity to fire-based spells.



Shades

Shades are the ghosts of the restless dead. You might first think that what you can barely see will barely hurt you, but you should think twice about these deadly undead. Not only can Shades attack with a ghostly touch, merely coming close to one will drain your life energy. If you try to keep your distance, Shades will attack you with magical spells. Lay them to rest before your life is wrested away from you... if you can.



Walking Salamanders

On a scale of 1 to 100, Walking Salamanders are simply covered with scales. They probably wouldn't be in this game except that they were willing to work for scale. If you cast a Frost Bite spell on one, you'd have a Lizard in a Blizzard. Watch out for the Salamander's tail... it's a tale best left untold.



Weirdings

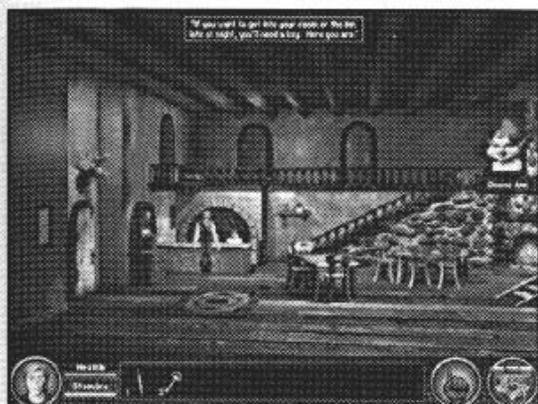
These bizarre beings are not native to mainland Marete, but have insidiously invaded the remoter regions of this island. They are intelligent, cunning, and cruel with an appalling anthropophagus appetite for adventurers.



Winged Homunculi

Flying high above the common crowd, Homunculi look like winged monkeys. They are hardly a chimp off the old block, but they'll go ape over you.

Getting Started: A Walk-Through

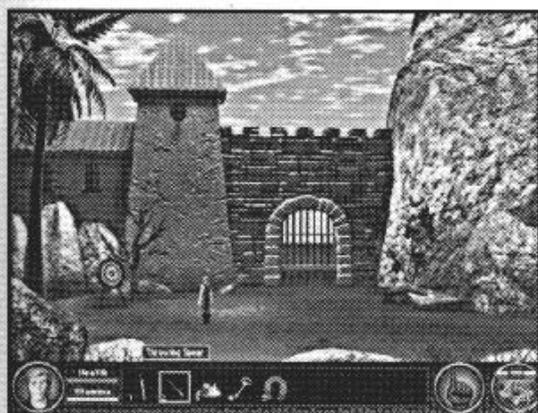


From the West Gate entrance, continue down and around to the left of the screen. Enter the little building at the end of town. This is Gnome Ann's Land Inn. Click Do on Ann, and she will tell you about the inn. Click "Goodbye," then click on the top of the stairs. When you get halfway up the stairs, Gnome Ann will remember to give you your key. The door nearest to the top of the stairs is yours. Click your key on the door and you will walk into the room.

Click your key on the door and you will walk into the room.

In your bedroom, click Do on the chest. Select one of the Mystic Magnet from your Belt field and drag it up to the chest Inventory Screen. The Mystic Magnet in your Belt field will be attracted to the one in the chest, thereby allowing a quick return to your room. Exit your bedroom and the Gnome Inn. Move to the gateway. Click on the gate to leave the city of Silmaria.

You are now southwest of the city. Move to where you can see the bull's-eye target. Click on the Throwing Spear in your Belt field. Click the spear on the target. Continue until you have thrown all your spears.



Click on Hero's portrait to bring up the Character Screen. Notice that your throwing skill has improved. Exit this screen.

Click on the target. Judge your accuracy with the spears. Click on the spears in the close-up to retrieve them. You will get all your spears back.

Click on the Latch icon and drag your remaining magnet into your Belt field.

Now select the Equip button. Drag your armor, shield, and sword over to your body. You are now properly equipped for combat. Dismiss this screen.



Exit the room at the bottom of the screen. This takes you to the map. Explore the map for a bit and eventually a monster will find you. Whenever a battle begins, you'll go to a combat room. Before the monster gets close enough to attack you with weapons, click on the throwing spear, then click on the monster. When the monster gets near enough to attack, click on your sword, then click on the monster. Continue clicking your sword on the mon-

Continue clicking your sword on the mon-

TROUBLESHOOTING SECTION

Running setup.exe

With the *Dragon Fire* Install CD in the CD-ROM drive, open the start menu and click on Run. Browse from your CD drive and double-click on setup.exe. Click OK in the Run window and follow the install procedure directions.

Enabling Autoplay

If *Dragon Fire* does not automatically start up when you insert the CD in the drive, use the following instructions to enable the autoplay feature of Windows 95:

1. From the Start menu, select Settings, then Control Panel. Double-click on the System icon.
2. In System properties, click on the Device Manager tab.
3. At the top of the list, click the plus sign to the left of the line that says CD-ROM. Then double-click on the CD-ROM manufacturer name.
4. Click on the Settings tab and check Auto Insert Notification. If there is a check mark in the box to the left of this line, click the OK button. If there is no check mark, click in the box, then click the OK button.
5. At the top of the window, click on the Performance tab. Check for the line, "System is configured for optimal performance." If this line is not there or if it says your CD drive is using MSDOS compatibility mode, then you need to reinstall or upgrade your CD-ROM driver. Check with the retailer or manufacturer of your computer system or search the Internet if you need a new driver.

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Rich Powell
Terry Robinson

3D CHARACTER MODELING (SOFTIMAGE)

Greg Poulos (Lead)
Mark Aro
Karen Lewis

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(3D STUDIO MAX)**

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Tim Loucks
Mike Troup
Darrell Johnson
Jurgen Brenkert
Mark Aro

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Darrell Johnson (Senior Artist)
Don Waller
Brandee Prugh
Renee Dunlop
Becky Kosuge
Mike Troup
Karin Nestor
Tim Loucks
Mark Aro

GAME MOVIE SEQUENCES (SOFTIMAGE)

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MOVIE SEQUENCES - SCORING

Chance Thomas

MOVIE SEQUENCES - SOUND

Tim Larkin

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Al Johnson, courtesy of Score One Studios,
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SPECIAL THANKS TO:

All the fans who flooded our executives' email accounts and made *Quest for Glory V* possible. Also to Ken Williams, Jerry Bowerman, Scott Fasser, Dave Landis, Barbara Dawson, John Williams, Rich Thumann, Thom Dirksen, Stephanie Hooper, Lynn Schaeffer, Bob Wharton, Jennifer Norberg, Chris Crilly, Joey MacArthur, Kelly McElroy, David Gehringer, Shelly Sischo, Travis Leonard, Richard Starkey, Rick Culver, and all the Producers and teams at the Yosemite Entertainment development site that stepped aside from their projects in the final stretch, supporting us when we needed it.

And finally, a special thank you to all the spouses and families that sacrificed their own time with their loved ones, giving their undaunted support in allowing this talented and innovative group of developers to create *Quest for Glory V: Dragon Fire*.

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