



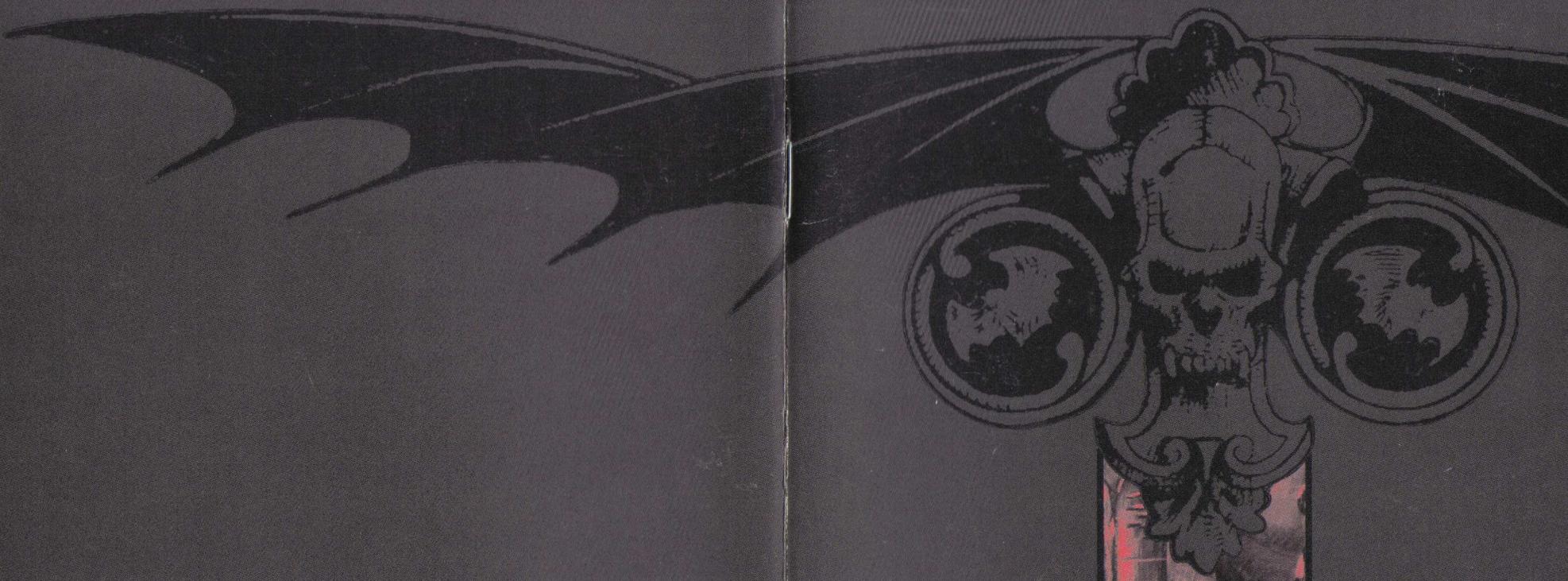
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A large, dark, stylized graphic of a skull with wings, possibly a demon or a creature, is positioned at the top of the page. The skull is the central focus, with large, pointed wings extending outwards. The entire graphic is rendered in a dark, almost black color with some internal shading.

SHADOWS OF DARKNESS

TECHNICAL GUIDE



SHADOWS OF DARKNESS

TECHNICAL GUIDE

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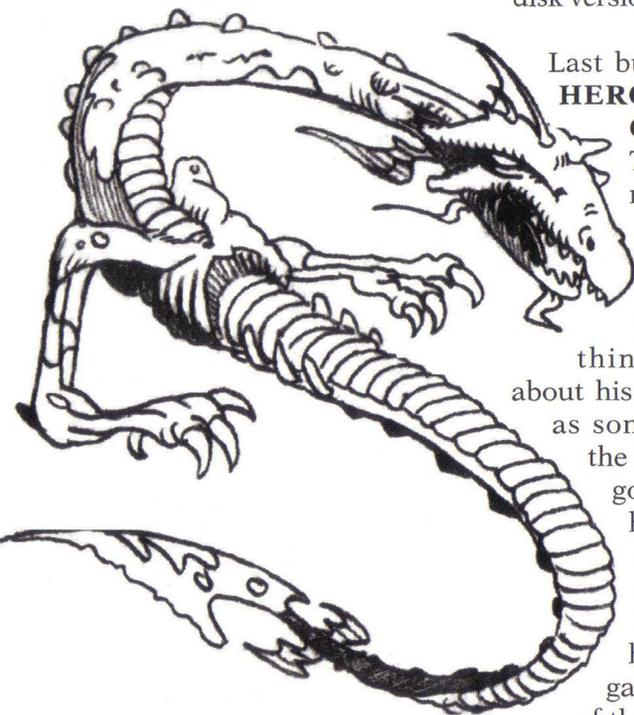
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HOW MANY MANUALS?

You're probably wondering by now which of the three manuals in your Quest for Glory: Shadows of Darkness box is the "real" one. Actually, the answer to that depends on what it is you seek. The **SIERRA GAME MANUAL** will help you install Shadows of Darkness to your computer's hard disk and will tell you how to operate the game from a purely technical standpoint. (In fact, it will help you play any Sierra adventure or adventure/role-playing game.)

Then there's the book you're currently reading, the **SHADOWS OF DARKNESS TECHNICAL GUIDE**. This book expands on the **SIERRA GAME MANUAL** by telling you about the specialized interfaces we've created for conversation, combat, and using your character's skills and spells in *Quest for Glory: Shadows of Darkness*. This book also contains crucially important alchemical information for creating scientific potions (also known as copy protection for the floppy disk version).

Last but not least we come to **HERO: The Journal of General Job Adjusting**. That's the fun game manual. Written from the viewpoints of fellow adventurers, the **JOURNAL** will teach your character everything he needs to know about his skills and spells as well as some useful tidbits about the Land of Mordavia. It's a good thing your character happened to pick this up shortly before being magically transported here, isn't it? We have hidden a number of game clues within the text of the **JOURNAL**.

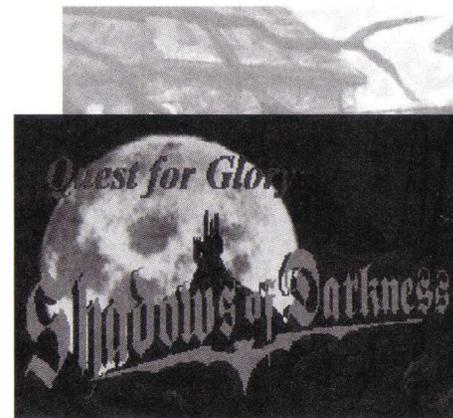


WHAT IS QUEST FOR GLORY?

Quest for Glory combines the character development and combat that are typical of fantasy role-playing games with the basic adventure game concept of exploring a world and solving its puzzles. "Shadows of Darkness" is the fourth Quest for Glory scenario, but does not require any previous experience with the series. If you find yourself "wanting more" after playing Shadows of Darkness, you should be able to find other games in the series at your favorite software retailer. You can also order Quest for Glory games directly from Sierra On-Line.

The essence of role-playing is that you must try to think as your character would when faced with a dilemma. In Shadows of Darkness, you can choose from three basic character types—the strong fighter, the mysterious magician, or the wily thief. Each has the same goal — to save the Land of Mordavia from permanent darkness and to leave the Land. Each character will, however, set about accomplishing these goals in a different way. The magician may use spells to overcome some obstacles, but might not survive a pitched battle

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BETAZENE



with a monster. The thief must find a crafty way around a problem that the fighter or magic user can approach directly.

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 part of Quest for Glory. You will meet many strange people and creatures in Mordavia. To learn about the Land and your quest, you should 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 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 decisions lie many light-hearted, humorous, and downright silly moments. There are some very peculiar individuals living — or formerly living — in Mordavia.

The Story Thus Far

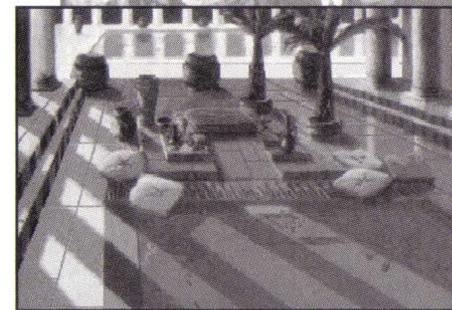
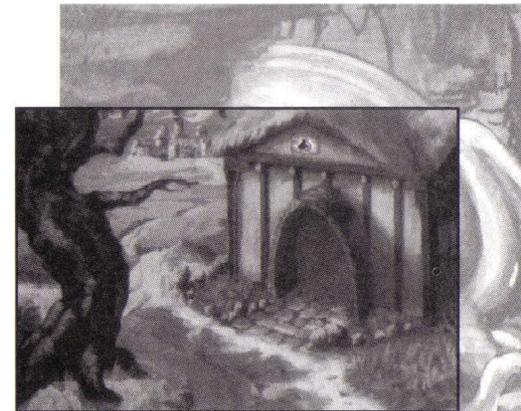
You began your Quest for Glory as a graduate of the Famous Adventurer's Correspondence School for Heroes. A poster in your local Adventurer's Guild read, **"WANTED: HERO. NO EXPERIENCE NECESSARY. VISIT BEAUTIFUL SPIELBURG, FIGHT MONSTERS, DEFEAT BRIGANDS. REWARD AND TITLE 'HERO OF SPIELBURG' TO THE SUCCESSFUL APPLICANT"**.

It sounded good, especially the "no experience necessary" part. That was before you learned that being a Hero meant fighting vicious monsters, solving puzzles and evading traps, having to walk miles through the trackless desert, and generally working your tail off. As you rescued the Baron's children — Elsa and Barnard — from enchantment, you learned that the brigands were only part of a larger problem. The Baron had offended Baba Yaga, a powerful Ogress, and her curse had caused disaster throughout Spielburg Valley. Only when you used her own magic against her to drive her out of Spielburg was the land once again free from her enchantments. (This story was told in *Quest for Glory I: So You Want To Be A Hero*.)

Then you travelled with your friends Shameen, Shema, and Abdulla Doo on Abdulla's magic carpet to the mysterious desert land of Shapeir. There you fought against the elemental forces of nature themselves to guard one city and release another from the evil rule of the Wizard Ad Avis. You also made more friends — Rakeesh the Liontaur Paladin and Uhura, the Simbani warrior woman among them. The wise Sultan Harun Al-Rashid adopted you as his son for your heroic deeds there (as recounted in *Quest for Glory II: Trial By Fire*.)

But something went wrong. Although you saw Ad Avis fall to his doom, streaming with flames and calling to his Dark Master for help, the body was never found. The Sorceress Aziza informed you that Ad Avis was certainly dead but that his magic had somehow survived him. Part of his influence allowed a powerful Demon Wizard to break through the veil between worlds to attack Rakeesh and Uhura's homeland of Tarna. Travelling through a magical portal, you accompanied your friends to help stop the Demons from bringing more of their kind into our world and to prevent a Demon-incited war between the Liontaurs, the Simbani, and the Leopard People. (You helped shape these events in *Quest for Glory III*.)

CRANOMEAL



DESERTIX



Even as your friends and companions were congratulating you after your final battle with the Demon Wizard and your closing of the world portal, you were seized by a dark magical force and wrenched away from the land of Tarna. Stripped of your possessions, you awaken in a dark cave in an unknown land. It is time to become a Hero once more! You are no longer a green "wannabe adventurer". You are a seasoned adventurer with many skills and talents to help you in your Quest for Glory.

Now it is time for you to become your character, and learn to think as he would, reason as he would, and solve problems as he would. You can only be successful if you use your character's own distinct skills, along with your own wits, to confront the challenges that face him in the Land of Mordavia.

Playing a Role

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.

You'll also need a certain amount of sleep (In your Special Action icon bar) to regain Health,

Stamina, and Magic Points. Without sleep you will use these points quickly. Sleep is best accomplished at night, as travel is much safer during daylight hours. Besides, heroes are notorious for their 'Type A' personalities. You must be careful where you bed down, though, or you may wake up as something's midnight snack. Also as in real life, basic necessities cost money. Heroes don't tend to hold down 9-5 jobs, so their spending money tends to come from slaying monsters, raiding bodies, and receiving rewards from grateful citizens. Of course, unintelligent monsters don't tend to carry a lot of cash, so wise heroes choose their opponents carefully. Mordavian currency comes in units of Crowns and Kopeks; there are 100 Kopeks to the Crown.

You can use the money in your pouch to purchase food, lodging, and adventuring supplies. The amount you can carry is determined by your Strength and the weight of your equipment. Carrying too much weight will slow you down and impair your fighting ability.

If for some reason you are in a hurry (a monster on your tail, or some such thing), select the Run icon (in your Special Action menu) to move more quickly. Don't run too far, though, or you'll soon become tired. Select the Walk icon to resume walking normally.

Winning the Game

When you complete Shadows of Darkness successfully, you will be given the opportunity to save your character for use in Quest for Glory V. You will be asked to insert a formatted, writeable disk. Save this disk, as it will allow you to begin the next game at an advantage.

CREATING A CHARACTER

Before beginning your adventure, you'll choose from three basic character types: The Fighter, The Magic User, or The Thief. Your selection will determine much about the sorts of obstacles you will encounter, and the means by which you will overcome them. Using your mouse or [Arrow] keys, place the cursor on the character you wish to play, then click the left mouse button or press [ENTER].

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, you will begin the game with a 100 point 'bonus pool' to assign to the areas in which you wish your character to be the strongest.



Strength	200	Intelligence	200	Agility	250	Vitality	200	Luck	200	Magic	100	Communicate	200	Paladin	0	Intelligence	200	Perception	0	Dodge	225	Stealth	200	Pick Locks	200	Throwing	200	Climbing	200	Acrobatics	150	Honor	150
Points Avail	0	Thief		Stamina	225	Health	200	Mana	135																								
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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 during 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.

Importing a Character from a Previous Quest for Glory Game

If you successfully completed any of the first three Quest for Glory adventures, you were given an opportunity to “Export” your character for use in later games in the series. You can Import such a character into Shadows of Darkness by choosing the “Import” option on the opening screen. You will then be presented with a “File Selector” which will help you locate your saved character file.

Please note that a “Saved Character” (Export) file is not the same thing as a “Saved Game”. You can only save your character for Export at the end of each game. The resulting file will be relatively small (100-200 bytes compared with thousands of bytes for a Saved Game).

Once you have successfully imported your character, Shadows of Darkness will give you the opportunity to stay with your character's previous line of work or to switch

to another character type. Staying with the same type is best for role-playing, but you might want to try another character type for a change or to start with higher ability levels once you've completed the game with the original type.

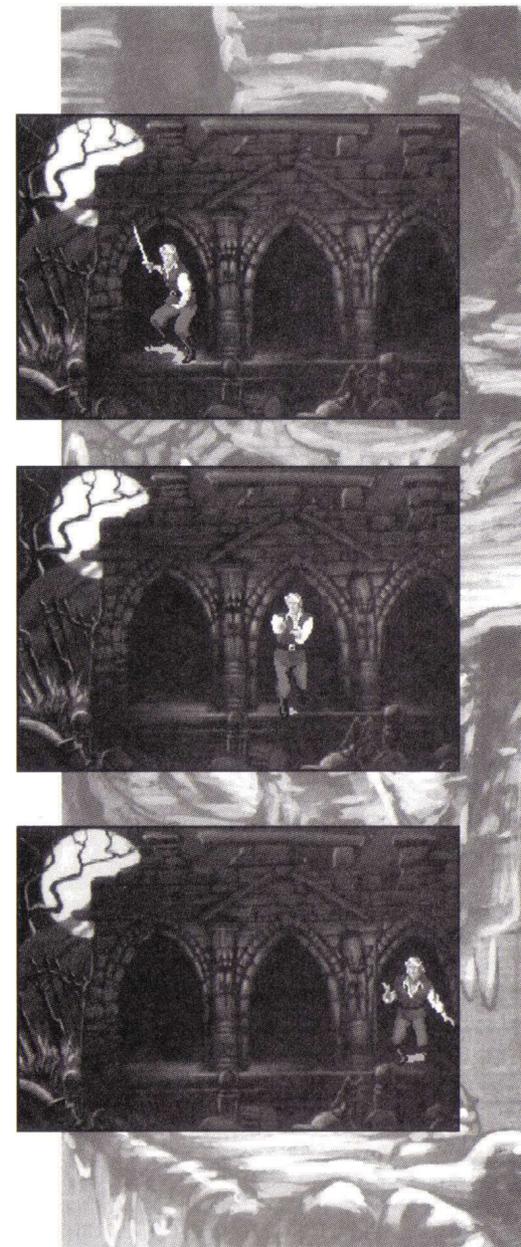
The Paladin

The Paladin character is a ‘bonus’ character type only available to players who have completed one of the first three Quest for Glory games. The Paladin has similar abilities and tasks to the Fighter, but also has the opportunity to fulfill certain special honor-related quests. To help him with these quests, the Paladin gains certain magic-like abilities such as Healing and Protection as a result of his actions.

Skills and Abilities

After you Create or Import a character, Shadows of Darkness shows you your character's current abilities and gives you a bonus pool of 100 additional attribute points which you may assign to skills. Alternatively, you can spend all 100 points to add one additional skill which your character did not previously know.

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At the bottom of the Skill Points screen is an area for you to type in your hero's name. Name him anything you like. If you change your mind after you have chosen a character's name, you may use the [Backspace] key to erase the character's name. Replace it by typing in any name you like.

To highlight a skill, use the mouse cursor, or the up and down [Arrow] keys or the [TAB] key. To assign points to a skill, press the right mouse button, or the right [Arrow] key. Each time the right mouse button or right [Arrow] key is pressed, 5 points will be assigned to the highlighted skill. Press the left mouse button or left [Arrow] key to subtract 5 points from a skill. (You may not delete skill points below the original value of any given skill.)

To attain a skill not normally available to your character type (such as lock-picking for a Fighter), choose the desired skill from the skill menu and assign points using the procedure described above. Since the skill level minimum for Shadows of Darkness is 100, adding a new skill will use your entire bonus pool.

Points for Health, Stamina, Mana, and Honor cannot be changed by you directly. The values for these attributes will change automatically as you gain experience, suffer damage and modify certain other skills.

Abilities:

Strength is important in performing physical activities, especially combat. The Fighter must be strong to be effective.

Intelligence enables the Magic User to successfully learn and cast spells, and benefits all characters when engaged in mental activities, such as out-thinking opponents in combat.

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 is a measure of the honorable deeds your character has performed and the reputation he has achieved. The Paladin must constantly work to maintain and increase honor.

Skills:

Weapon Use 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 quickly 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 Thief's tool kit is necessary to use this skill.

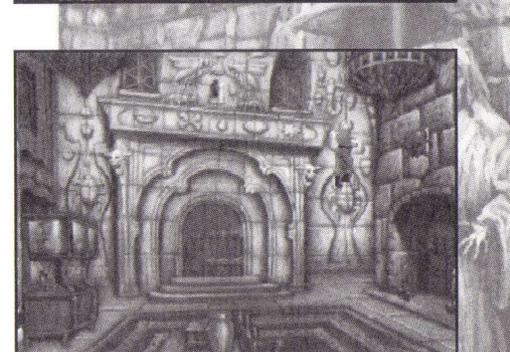
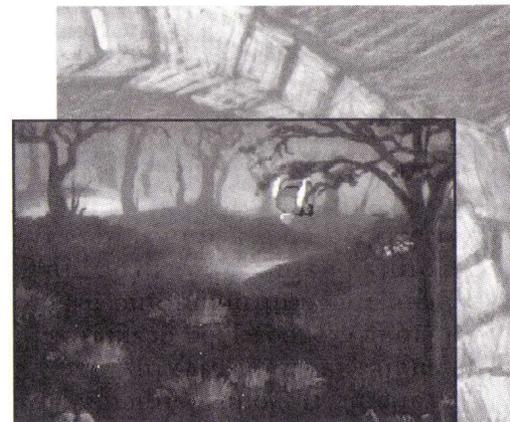
Throw determines your character's aptitude for throwing and accurately hitting an object.

Climb is the skill that allows a character to scale difficult surfaces.

Acrobatics is the skill used (primarily by Thieves) to jump large gaps without special equipment and to launch devastating flying attacks in combat.

Magic is the basic skill required to learn and cast magic spells. The higher the Magic skill, the more mana points are available to the character and the more effectively he can use his spells.

I C K Y U C K G O O P



J O L L E N E



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 weak. He will fight less effectively, and be injured more easily.

Mana Points measure the amount of magic a character can perform. When all mana points are gone, the character will be unable to cast spells.

Communication aids your character in bargaining and in talking his way out of trouble.

Skills and abilities improve with practice. Those skills your character exercises frequently will improve more rapidly, while those left unused will remain fixed at their original levels. Your character only advances in skills he is given when you create him (i.e., skills that were assigned at least 5 skill points.)

The Status Bar



The area at the top of the screen is called the Status Bar. This area contains three gauges which indicate the current level of your character's Health, Stamina, and Mana. Pay special attention to the Health gauge; if your character's Health is low, drink a healing potion or try to get to a place of safety and rest as soon as possible. If your Health gauge is bright green, your character has been poisoned. Try to find an antidote or keep healing him until the poison wears off.

Move the cursor up into the Status Bar to access the Icon Bar.



The Shadows of Darkness Icon Bar

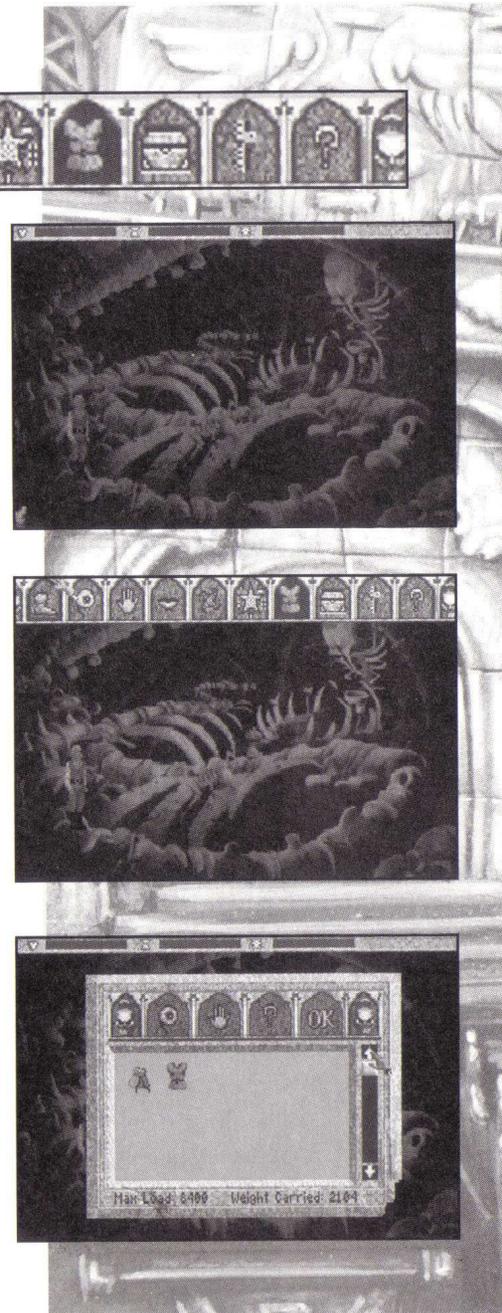


Quest for Glory: Shadows of Darkness uses basically the same icon/cursor interface as in other Sierra adventure games. However, since this is a role-playing game as well as an adventure game, some of the options have been expanded and additional ones have been added. Refer to the **SIERRA GAME MANUAL** for general information on how to select and use icons from the Icon Bar, then read this section to learn about the specialized *Shadows of Darkness* icons.

When using the Inventory Window, if your character has more than 18 different objects, you can use the scroll bar and arrows at the right side of the Inventory Window to see other objects in his inventory.



KICKAPTUI



The “Talk” Cursor

You can click the *Talk* cursor on either a character in the game or on your own character. When you click *Talk* on yourself, your character has the opportunity to say something to another character in the scene. For instance, if you have learned the whereabouts of the shopkeeper’s missing husband, you could click *Talk* on yourself and choose “Tell About Husband” to the shopkeeper. Sharing information is sometimes as important as gaining it.

When you click *Talk* on another character, you can ask that character a question. For example, click *Talk* on someone you’ve just met and select “Ask About Name” to learn his/her name. You will learn many important game clues by asking questions.

In many cases, talking to a person will suggest additional topics of conversation. When you *Talk* to the character again you may have a different set of choices of questions to ask or statements for your character to make. Choose “Ask About Something Else” to go back to an earlier set of questions.

People you meet often have different things to say if you talk to them at different times.

Conversation is a crucial part of *Quest for Glory* so be sure to visit and talk to characters often, especially after you’ve been involved in events that might affect them.

Special Actions

These icons control special actions that you might want your character to take. From left to right:



Run causes your Hero to run quickly. (Look out for that Necrotaur!)

Sneak causes your Hero to move stealthily and quietly.

Jump causes your Hero to take a mighty acrobatic leap (if you are skilled at Acrobatics).

Rest causes your Hero to sleep or to rest for a short time. This is important as it allows him to recover Health, Stamina, and Magic power.

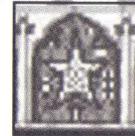
Character allows you to look at your Hero’s character sheet (status information). Any skills or abilities which have improved since the last time you looked at the character sheet are highlighted in a different color to show your character’s progress.

Hourglass tells you the current game day and time.

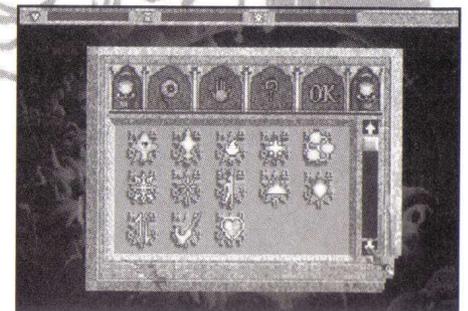
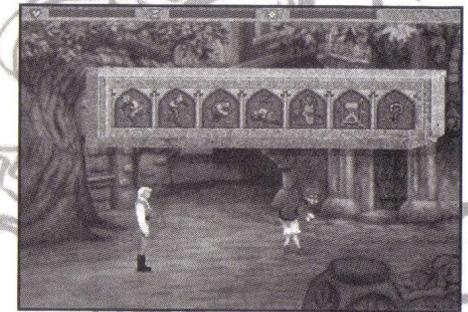
Question-mark will give you a definition of the other icons in the bar when you click it on them.

If you decide not to take a special action, click anywhere else to exit or press ESC.

Magical Spells



If your character has skill in using Magic, you can access the Magic icon in the Main Icon Bar. When you click on this icon a new screen window appears. In the window are icons for all of the spells your character knows. Click on the Eye icon at the top, then on one of the spells, to see the name of the spell and your skill level at casting it. The more skilled your character becomes at casting a particular spell, the more effective the spell will be. As with any other skill, “practice makes perfect” at spell casting. If your character is short on spell points, some of the spell icons may be disabled.



The **MAGIC WINDOW** has its own icons. From left to right, these are:



LOOK (EYE cursor) allows you to look at the spells in your inventory. You will get the name and definition of the spell, as well as the MPs needed to cast it, and the level of skill your Hero has in that particular spell.

DO (HAND cursor) allows you to cast the spell you have clicked the hand cursor on.

QUESTION MARK gives you a definition of the other icons in the bar when you click it on them.

OK means you don't want to cast any spells at this time. Selecting it will take you back to the main icon bar.

Below the Magic Window Icon Bar is your Magic Inventory showing all the spells your character has learned so far. A full listing of spells can be found in **HERO: The Journal of General Job Adjusting**

To cast a spell, select the Hand icon, then click on one of your spell icons. There are three general types of spells — “Area”, “Personal”, and “Directed” spells. If you choose an Area or a Personal spell, the Magic Window will vanish and you will immediately see the results of the spell. If the spell you select is a Directed spell, the Magic Window will disappear and you will have a “targeting cursor” where you want the spell to go. For example, if you cast an “Open” spell, a targeting cursor will appear. Click the cursor on the door or chest you want to open.

If your character knows more than 15 spells, you can use the scroll bar and arrows at the right side of the Magic Window to see more of the available spells.



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The Control Panel-Skill Level

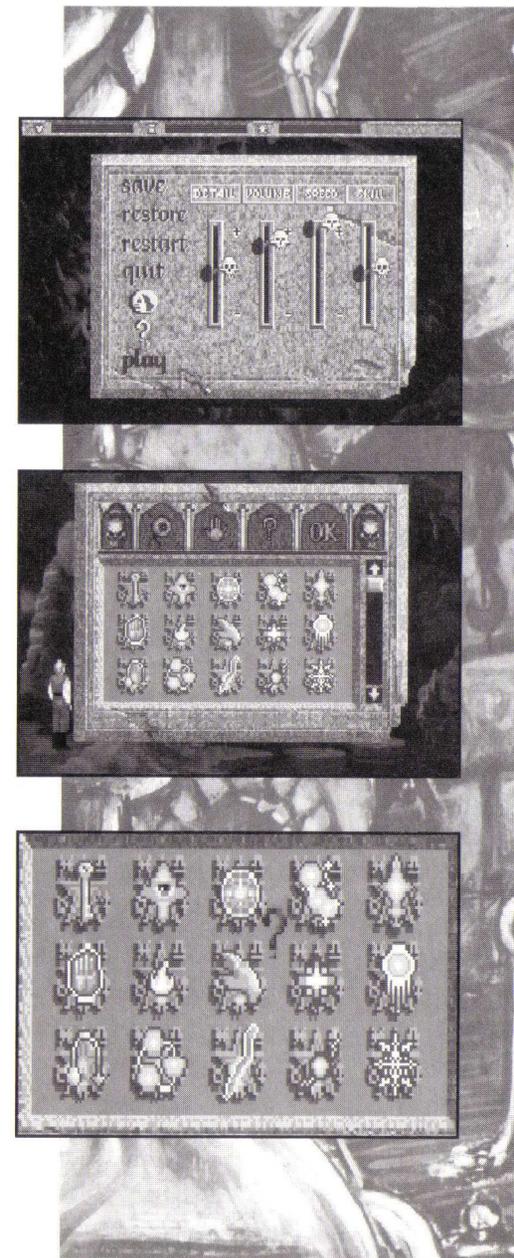


In addition to the Control Panel features described in the Sierra Game Manual, the Shadows of Darkness Control Panel contains a “Skill Level” lever.

The **SKILL** lever is unique to Quest for Glory. Set it near the top for a serious challenge — monsters will be tougher, some puzzles harder, and so on. The Normal setting (near the center) provides a fair challenge, while the Easy setting (near the bottom) generally makes the game easier to play.

Combat is most affected by the Skill Level setting. On the Hard Level setting, monsters are faster and tougher and you must make all combat decisions yourself. On Medium Level, the computer will assist you with defensive maneuvers whenever you are not taking action. On Easy Level, the computer will help with both defense and attacks — if you do not try to fight, the computer will play out the entire combat; only your character skills will affect the result. Of course, you can override computer decisions at any point by attacking, defending, or casting a spell yourself. The computer will only take over when you aren't doing anything.

PENTICKLE



Saving and Restoring-Automatic Saves

Quest for Glory: Shadows of Darkness uses the same “Save” and “Restore” interface described in the **SIERRA GAME MANUAL**. However, it also features an innovation designed to prevent the frustration associated with sudden character death and power failures, the “Automatic Save”. At many especially dangerous moments in the game, *Shadows of Darkness* will automatically create a saved game position for you. This position will always be named “Automatic Save”, will appear on your saved game disk (or in your hard disk game directory if you have not saved any games during the session), and will replace any previous Automatic Save.

Should your character die or get into a position you consider untenable, simply use the Restore Game feature to restore your Automatic Save position. These positions have been carefully determined to occur at points in the game when you have time to react and prevent the problem that might lead to the demise of

your character. So don't be afraid to experiment (some of the life-and-death situations are ones in which your character can only die if he really, really works at it) and don't worry about becoming so engrossed in Mordavia that you forget you're using a computer and ought to save occasionally.

Of course there is still no substitute for a set of carefully preserved Save Games representing crucial — or particularly interesting — parts of the game. Be sure to save your game any time your character has solved a major puzzle or accomplished a deed of note. That way you won't have to remember everything you did after the power failure zaps your computer.

Storing Extra Equipment

It's just as bad to overload your character as to be under-equipped. Should you find that your character has picked up a heavy item that he won't need until later, he can store it in a storage chest in his room in the Hotel Mordavia. Select the item from inventory and click it on the chest to store the item. Remember, even too much money can load your Hero down and impair his fighting (and running away) ability.

To retrieve items from the storage chest, click the Hand cursor on the chest, then select the items you want from the “Storage Chest Window”. Items stored in the chest are totally safe — there are few Thieves left in Mordavia.

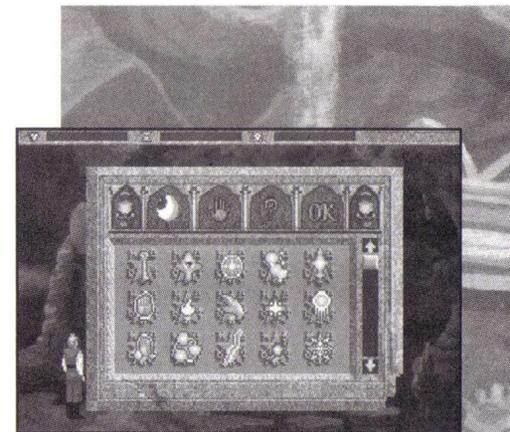
If there are more than 18 different objects in the chest, you can use the scroll bar and arrows at the right side of the Storage Chest Window to see more of the items in it.

Conversation

Conversation is an important part of playing *Shadows of Darkness*. As described above, you talk to characters by clicking the Talk cursor on your character (to make a statement) or on another character (to ask a question). Doing either will bring up a window containing a choice of topics to Tell or Ask About (respectively). Your choices (even when talking to the same character) will change frequently during the course of the game because people react to things you've accomplished since your previous visit.

In addition, you may have several sets of choices in a single conversation. After you ask a question and get a response, the set of conversation choices will appear again. In most cases, this will be the same list (allowing you to choose another topic). Sometimes, however, it will be a new list because the previous question you asked has led to a

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ROMBURN



new line of conversation. You can always go back to the previous set of questions by choosing "Ask About Something Else".

During any speech (or when reading any game text for that matter) click the Left Mouse Button or press the ENTER key to skip to the next message. Click the Right Mouse Button or press ESCAPE to skip the entire conversation or string of messages. (This is useful if you realize that you've already seen the text, but be careful — you can miss important information by skipping conversations.)

If you're finished with the conversation, choose "Enough Already" or "Say Goodbye" (or press ESCAPE) in the conversation window.

Puzzle Windows

A number of game scenes and situations (such as removing the trap from a chest or trying to get into Dr. Cranium's secret laboratory) give you the opportunity to solve visual puzzles. Many of these puzzles are presented in Puzzle Windows for your convenience. All Puzzle Windows have three common features:

1. Each contains an "Exit" button if you want to come back to the puzzle later.

2. Each contains a "?" (hint) button which provides successively more explicit clues to solving the puzzle.

CAUTION: If you ask for too many (generally five) hints on the same puzzle in one session, the game will simply bypass the puzzle entirely. You will get past whatever obstacle the puzzle represents but will not receive Puzzle Points for solving the puzzle so your final game score will be lower.

3. Most contain a "Chest" button to allow you to use inventory items where appropriate.

When a Puzzle Window is first displayed, you will see text explaining the nature of the puzzle. You can see these instructions again at any time by choosing "Exit" then accessing the puzzle again. Some puzzles are solved by clicking on icons within the Puzzle Window; others require you to click directly on the puzzle pieces in the Puzzle Window.

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. A clash will occur any time a monster comes near enough to strike your character.

When you encounter a monster, you will have to react quickly. You can throw daggers or cast an

appropriate spell while the monster is still at a distance, or you can engage it with your sword, dagger, or axe when it comes close enough.

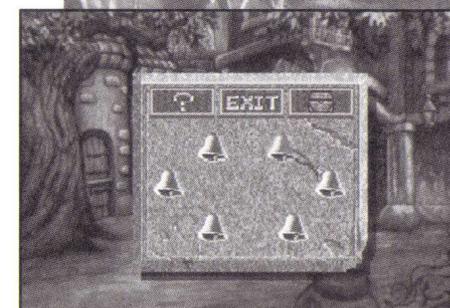
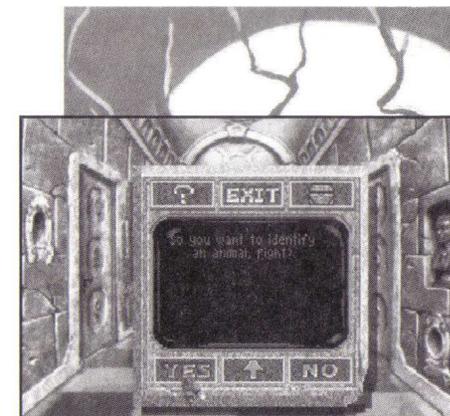
Timing is the most important element of combat strategy in Quest for Glory. Try to strike when your opponent is 'open', and anticipate his attacks to better defend yourself. Your choice to either block or dodge blows should depend on your skills and equipment.

When you engage a monster in close-up battle, the game will switch to a "battle screen" with your character on the left and the monster on the right. Below the battle area are status indicators for you and your opponent and icons which you can select to cast spells or to try to escape. Which icons are available depends on which combat spells your character knows. All characters have the "Run Away" icon.

If you feel that the situation has gotten out of hand, click on the Run Away icon and your character will escape (if possible).

To move towards your opponent, click between your character and his foe. To attack, click on the opponent's body or click the right mouse button anywhere. Hold down the mouse button for a second or two before releasing it to make a stronger, fiercer attack. Click the button quickly for a faster (but lighter) thrusting or slashing attack. To retreat, click to the left of your character. Click on your character to have him defend (dodging

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or parrying as appropriate according to his skills and equipment). Your character will stay in the defensive position as long as you hold the button down.

If your character knows the Acrobatics skill, launch an Acrobatics attack by clicking above the monster. This attack is very hard to defend against and does a lot of damage, but takes some time.

If your character knows magical spells that can be used in closeup combat, icons will appear at the bottom of the screen representing those spells. Click on a spell icon to cast the spell. Hold down the mouse button for a second or two to cast a more powerful version of the spell or click the button quickly to cast a faster but weaker version of the spell. It is generally more cost effective in terms of Magic Points to cast a few powerful spells than many weak ones, but you leave your character exposed while he is preparing the spell. If your character is hit by the opponent while preparing a spell, the spell will not be cast but your character will also not expend any magical energy on the spell.

Many battles can be avoided, and it might be wise at times to do so. Combat, however, is one of the best ways for an aspiring Hero to practice and improve his 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 (click the

HAND cursor on the body) after winning a battle, for some creatures carry money or other useful items.

In most cases, Status Bars are displayed during combat, keeping you informed of Health, Status and Mana (magic energy) points for your character. As you become injured, Health points diminish. You will use Stamina points as you work hard at fighting or using your skills. When Stamina points are depleted, energy is drawn from Health. When Health points are gone, the character is dead. If your character runs out of Magic Points he will be temporarily unable to cast spells. Your opponent's Health Bar is also displayed so you can see how badly it is injured.

The "Skill Level" setting you choose from the Control Panel (on the Main Icon Bar) affects combat in several important ways. Monsters are tougher and faster if you choose a higher Skill Level. Also, the game will try to help you fight on the lower Skill Level settings. At Normal (medium) Skill, if you have not taken an action for a second or two and your opponent attacks, your character will automatically parry or dodge (if he is sufficiently agile and skilled). On the Easy Skill setting, the game will help your character both to defend and attack when you are not controlling his actions; your character will even run away if he becomes seriously injured. Success or failure in this mode depends on your character's skills, not your physical dexterity. Of

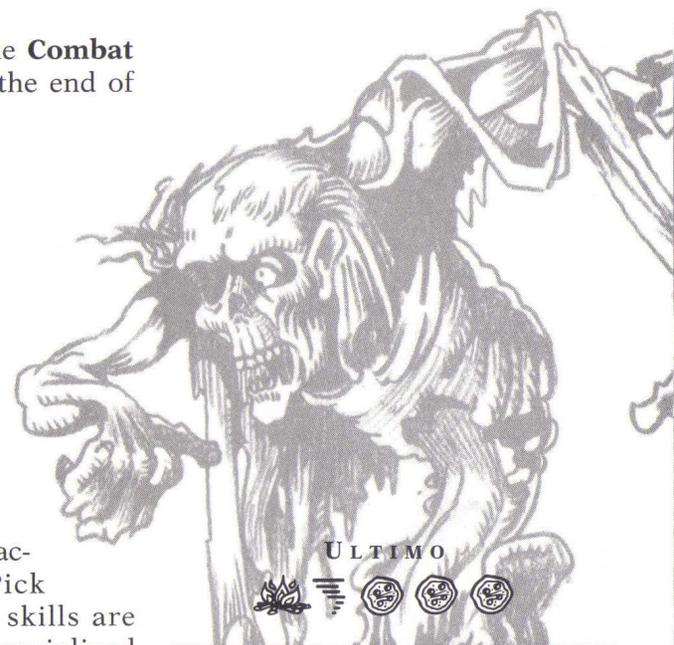
course, you can override the game decisions at any time by attacking and defending yourself.

A quick reference to the **Combat Keys** can be found at the end of this manual.

Using Thief Skills

Thieves (and other characters for whom the Pick Locks and/or Stealth skills are added) have certain specialized skills. These include Picking Locks, Disarming Traps, Reading Thief Marks, and Sneaking.

To pick a lock, your character must have some skill at using lock-picks and must have a lockpick, thieves' toolkit, or other appropriate tool (sometimes you need to improvise). Click the appropriate tool on the door, chest, or safe to attempt to pick the lock. The Thieves' Toolkit works best — your character should try to find one as soon as he can. You can also attempt to pick a lock (once your character is appropriately equipped) by clicking the Hand cursor on the locked object and choosing "Pick Lock".



Many chests and safes are equipped with fiendish traps to catch unwary burglars. There isn't much your character can do about them until he acquires a Thieves' Toolkit and studies a book on disarming traps that he will find in the Thieves' Guild. Once he has these, attempt to disarm a trap by clicking the Hand cursor on the potentially-trapped object, then select "Disarm Trap" or "Search for Traps" from the listed options. The most common trap disarming process is represented with a 3x3 grid on which colored lights continually flash. Click on the lights to get three of the same color in a line in any direction to disarm the trap. Creating three in a row with unmatched colors will set off the trap. If you're having trouble, choose Exit and try again. Skill Level (see "Control Panel") affects trap difficulty.

Thieves (and others with Thief skills) have also received training in "reading Thief Marks". These crude marks are often scribed by Thieves to help them remember where wealthy victims live or to help them remember how to get past traps or guardians. Thief Marks are designed to look like random scratchings to those not trained in their use. Further information and sample Marks may be found in the "Signs of the Crimes" article in **HERO: The Journal of General Job Adjusting**.



Finally, Thieves receive special training in moving quietly and using concealment. To use these skills, select the "Sneak" icon in the Special Action Icon Bar (described above). Sneaking around town during the daytime will make your character look rather silly, but appropriate use of Stealth may also save his life. Sneak around the forest to avoid many monster encounters. Also use Stealth when visiting a house to which you haven't been invited (ahem). Your character's success at Sneaking is dependent on his Stealth skill and improves with practice.

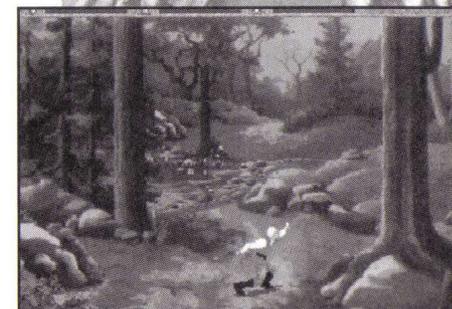
Quest for Glory: Shadows of Darkness Walk-Through

WARNING! The following section includes hints that experienced game players may not want to see. Continue reading **ONLY** if you have trouble getting started playing *Shadows of Darkness*.

Select 'Introduction'. Click the mouse or press [ENTER] to see the stirring introduction and credits, then strap on your armor, take up your sword and shield, and prepare for the ultimate quest — your own Quest for Glory.

On the 'Choose a Character' screen, click your mouse on the Fighter, or press your [TAB] key to highlight the Fighter nameplate then press [ENTER] to select the Fighter.

You will now see the 'Character Sheet' highlighting your character's abilities.



Highlight "Name" (bottom of screen). Type in a name for your Hero. Point the mouse or press the Up and Down arrow keys to highlight STRENGTH.

Press right mouse button or right cursor [Arrow] key repeatedly to build up your strength (or allocate your bonus points anywhere you prefer).

Select START and click the mouse or press [ENTER] to start your Quest.

Message windows will appear after many of your actions. Press [ENTER] or click on the window to continue play.

Your character has been magically transported from the African land of Tarna (setting of Quest for Glory III) into an ominous dark cave. You have no idea where you are, and your equipment failed to make the journey with you. You have nothing but the clothes and armor you were wearing in Tarna. No one ever said a Hero's life was easy, did they?

Fortunately, there is a little light in the cave from glowing fungi on the walls and ceiling. Start by looking around — select the Look (Eye) icon from the Icon Bar, then click the Eye cursor on anything that looks interesting. You can see a couple of piles of bones on the ground and some torch sconces on the wall. You could use some more light, but you don't have anything with which to light the torches.

Maybe the skeletons can help. Select the Do (Hand) icon and click the Hand cursor on the nearest

skeleton. You find a dagger on the body. At least you have a weapon now! On a second skeleton you can find a few coins; you'll need these later.

On the last skeleton you find a hard, grey rock — it's a piece of flint. Now you're getting somewhere! You've heard of starting fires with flint and steel. Are you carrying any steel? That's right, the dagger. Lighting a torch with flint and steel isn't going to be easy, but it's worth a try.

Now click the Do cursor on one of the torches. (They're in the round holders near the right side of the screen.) Bring up the Inventory Window by clicking on the Chest icon. Click on the "Hand" icon, then on the rectangular grey stone (that's your piece of flint). The cursor now looks like the flint; click it on the torch in Inventory.

You now have a magical torch that will never burn out.

Now that the cave is illuminated, you can see a strange round opening in one corner of the room. Select the Walk cursor and walk over to the opening. You pass through the valve blocking the opening and into another part of the cave.

Something is moving in the shadows — be careful. (But don't worry too much — Shadows of Darkness automatically saved your game position when you entered this scene. Should your character die, you can bring him back by choosing "Restore" from

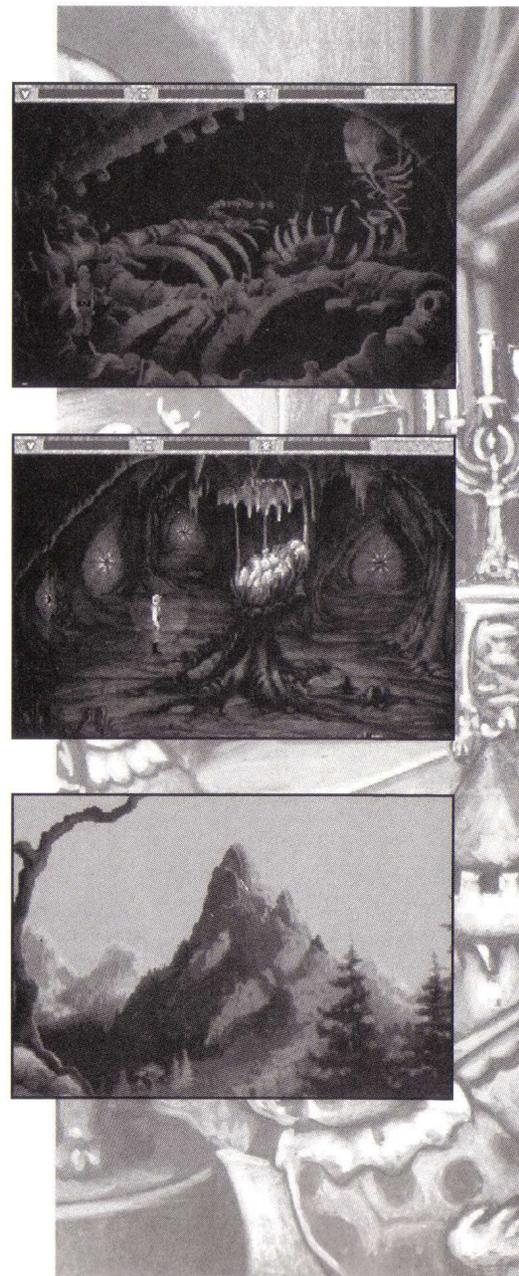
the death message options.) Bring up the Control Panel and set "Player Skill" to "Novice" in case you have to fight.

Look around this area and at anything which might be useful. There must have been a battle here many years ago — there are more skeletons here. One of them has a usable shield and a battered sword. Pick them up with the Hand cursor. Now you're really equipped for battle!

As you continue searching, the Badders (Bat-Spiders) attack! Combat takes place in a close-up screen. You can click on the monsters to move towards them and attack, behind you to retreat, or on your character to block attacks. Hold down the mouse button a second or two to make a more damaging "Swing" attack, or click quickly to do a fast "Thrust". Make sure you mix up your attacks and defensive moves — it takes time to line up a really effective attack; constant thrusts aren't very effective and will allow the monsters to hurt your character. On the "Novice" player skill setting, the computer will automatically attack and defend for you if you don't take action. You can override the computer's decisions at any time by choosing your own actions.

Whew! Congratulations. You've won your first battle and are ready to take on anything! You're also still lost in the caves. Search the rest of the room and pick up any useful objects you find.

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Now that you've been introduced to the Land of Mordavia and the world of Quest for Glory, you may want to stick with the Fighter or play as a Magic User or Thief. Each has a different set of skills and must approach game situations differently. To start over with a different character type or different skills, select **RESTART** on the Control Panel. Then Select **START A NEW HERO**, and create the Hero of your choice. Enjoy!



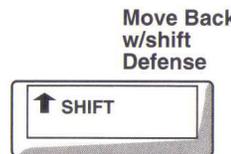
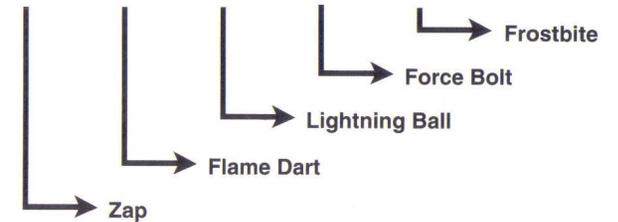
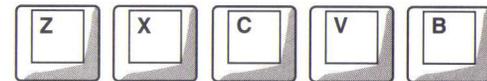
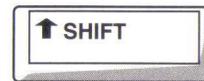
Shadows of Darkness

COMBAT KEYS

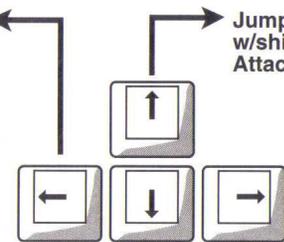


Run away

The following is a quick reference to spells and other commands used during close combat.



Move Back
w/shift
Defense



Jump
w/shift
Attack High

Move Right
w/shift
Attack

Duck
w/shift
Defend

