

QUESTING FOR GLORY IN A LAND OF CLASSIC HORROR.

MEET HUNCHBACKS, WEREWOLVES AND UNFRIENDLY BURGERMEISTERS IN A WORLD THAT NEEDS A HERO.

You remember nothing about how you came here—a moment's blackness, it seemed; hardly long enough to dream. But if this is a dream, it's a nightmare. Undead creatures walk the night in the land of Mordavia, terrifying the dwindling number of villagers into a sullen silence, distrustful of strangers. Garlic festoons their houses like the fear that decorates their eyes. Whispers of a cult of mad monks and a terrible power they brought to life have stiffened the people as if they were corpses. What these people need is a hero. Luckily, that's your profession; your purpose here is to investigate this timid land and discover the fire you need to shatter the Shadows of Darkness that cover this land.



It's just Igor, the gravedigger and part-time lab assistant. No one tells him anything.

Shadows of Darkness

by Sierra On-Line

Game Summary

The fourth in the Quest for Glory series has the protagonist waking up in a strange new world of werewolves and gypsies, gothic castles and menacing characters.

Overall Rating: 75%

Requirements:	386, 4 Meg RAM Hard Drive, VGA
Sound Support:	Sound Blaster and compatibles
Controller:	Mouse
Available for:	PC and compatibles
Designed by:	Sierra On-Line
Distributed by:	Sierra On-Line
Retail Price:	\$59.95
Hard Drive Space:	15 Meg
No. of Players:	One player



Your choice of character class makes more difference than you might expect.

Shadows of Darkness is the fourth installment in the popular Quest for Glory series. In fact, a character can be imported from any of the previous Quests, or a character can be started anew. This choice of character will have far-reaching effects on the game; the selection of fighter, magic-user or thief will alter the puzzles, combat and obstacles of the rest of the game. Continued character development will also bend the world around you, ensuring an appropriate level of challenge.

And challenged you will be, since Shadows of Darkness contains a tremendous number of puzzles. But don't worry; a hint feature is available that will, eventually, even solve the puzzle for you—at a cost of both your pride and the points for completing the puzzle.

Combat, too, is a sophisticated new player-directed system. You can choose the action-oriented arcade sequences with desperate choices as to placement of attack, or settle for setting a strategy for the computer to fight for you, allowing you to relax as the climactic confrontation goes on.



Wander around 110 exotic areas and meet over 30 unique denizens of Mordavia.

Interface • Playability • Graphics • Sound • Replay Value

82 87 88 85 40

I was fully prepared to dislike SOD, as I am by no means a fan of the earlier QFG installments. Instead, I was mildly surprised. While some of the design tenets that annoyed me still continue (endless numbers of pointless, empty nature scenes that must be walked across to get anywhere), the whole has been sharpened and tweaked into a package that's pretty mediocre. I do appreciate the ability to let the computer fight for me without suffering extra losses due to computer ineptitude. The storyline is mildly engaging, although it toes the line between genre and cliché just a little too tightly for my taste. If you like the QFG series, you'll like this one too; but I don't, so I didn't. **-Kevin**

Interface • Playability • Graphics • Sound • Replay Value

75 81 96 86 30

QFG:SOD causes me to throw my hands up in despair, again. Sierra has made a name for itself using a trademark engine, tweaking it a little bit more with each new game it produces (if you've played any of their other Quest series you know what I mean). Essentially this game relies on your ability to distinguish foreground (manipulable) objects from the background (just like all the other Quest games), while adding features it could probably just as easily left out. The graphics are incredibly good, but exactly how many stupid nature scenes do you need to put in a game to make the customer feel he's getting his money's worth? Hmmmm and ho-hum. **-Ted**

Interface • Playability • Graphics • Sound • Replay Value

84 88 89 87 40

Okay, is Quest for Glory IV a serious game or a funny game? Give up? Me too. At times, it seems to be relatively serious (as serious as most Sierra games, Police Quest excluded, ever get), yet at other times, things happen with no other purpose that I can fathom other than to make the player laugh. It is at these times that the game exposes its weakness. The options contained in the game are very nice. The character creation is too simplistic, but on the whole, the game is good. However, there just isn't enough elsewhere in the game to make it worth my while to finish. If you've followed the series, it's worth a look, but for the novice QG'er I find it hard to recommend. **-Steve**