

# QUEST FOR GLORY: SHADOWS OF DARKNESS

Category: Graphic Adventure

Developer: Sierra

Publisher: Sierra, P.O. Box 485, Coarsegold,  
CA 93614

Rating: 

## REQUIRED

386SX/16 MHz  
4 MB RAM  
16 MB Hard-drive space  
DOS 5.0 or higher  
VGA  
Mouse

## WE RECOMMEND

386DX/25 Mhz (486 for  
Windows support)  
4 MB RAM  
Supported sound cards

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orrors! *Quest for Glory: Shadows of Darkness* is full of horrors! Set in a world of garlic, gravediggers, and gypsies, the game is thick with atmosphere and promise — but the end result may make you scream.

**LESLIE  
MIZELL**

Lori and Corey Cole set their fourth *Quest for Glory* game in Mordavia, a Slavic forest land that's being threatened, not only by the mysterious swamp that has cut it off from the rest of the world, but also from



members of a mysterious cult who call themselves the Dark Ones. And then there are those persistent rumors of werewolves and vampires....

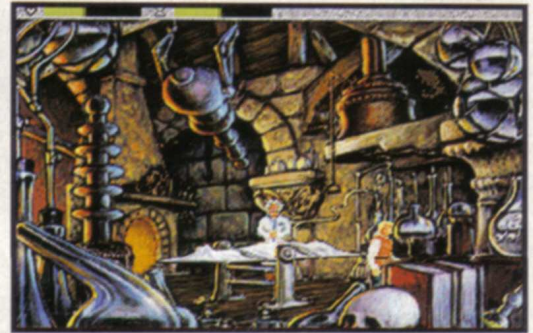
As the champion of the first three games in the *Quest for Glory* series — *So You Want to*

*Be a Hero*, *Trial by Fire*, and *Wages of War* — you've been summoned to Mordavia by some unknown mystic source. You don't know your mission, but there are so many people in trouble that you're able

to jump right in and start acting heroic. There's Nicholai, whose wife is missing; innkeepers Yuri and Bella, whose daughter has disappeared; Rusalka, the local siren, luring men to their doom; Davy, the gypsy who's arrested as a werewolf; and the strange Borgovs from the castle up the hill, who are never seen by daylight. And what of Dr. Cranium, the local mad scientist?

One of the best things about the *Quest for Glory* series is its solid replay value. You can play the game as a fighter, magician, or thief, and many of the puzzles are unique to the character you por-

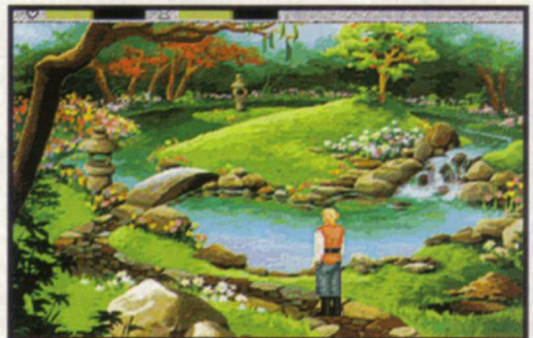
tray. Thieves, for example, get to break into people's houses, magicians can befriend fairie folk, and fighters get to go on hunts. It's also possible to import heroes from earlier adventures into *Shadows of Darkness*. You probably come out ahead in the stats department if you do: An experienced thief, for example, should end up with signifi-



cantly higher Agility, Communication, Stealth, and Throwing Ability than a newly created character.

Despite a setting that should provide fertile ground for adventuring, *Shadows of Darkness* has a vaguely unfinished feel — and not just because I'm waiting for a patch-disk to fix a bug that has my hero trapped in one of the swamp rooms. For the first half of the game, you don't seem to do much more than walk through the forest and work out in the Adventurer's Guild (that medieval Stairmaster is pretty neat, but it gets old fast). Things pick up once you start collecting the Dark One Rituals, but by then nearly two weeks of game-time have passed!

By and large, *Shadows of Darkness* doesn't match the complexity of *QGIII: Wages of War*, the



best of the series so far. The plot isn't as well-developed, the world isn't as large, the music isn't as original, and the graphics haven't improved much. That said, however, *Quest for Glory* is still a top-notch adventure cycle, so even a game that's not up to previous installments is still an improvement over most of the competition. There are scads of puzzles to solve in *Shadows of Darkness*, new and familiar characters to fight or serve, and an impressive new combat system that lets you decide whether to use your brains or fists.

So you'll have fun playing *Shadows of Darkness*, you'll look forward to the next episode... but you'll nonetheless be a little disappointed. ▽

