

**W**ell, here we are, starting off a new year of gaming. Fred and I hope that Santa brought you all the games you wanted (and none of the ones you didn't want!) for Christmas. There certainly were a lot of releases this season; getting through them all was a pretty heroic task...and speaking of heroic...

So, ya wanna be even more of a hero, eh? You just didn't have enough back in good old Spielberg, huh? Fighting nasty critters, rescuing maidens in distress, putting brigands out of business, suffering through bad jokes...all that simply what your appetite for more, is that it?

Fine! More is what you'll get. This time, you get to save two cities, fight even nastier critters, put a really mean bad guy out of business, and suffer through worse jokes than ever. Still wanna be a hero? Okay, but don't say I didn't warn you!

*Quest For Glory II: Trial by Fire*, Corey and Lori Cole's sequel to *Quest For Glory* (formerly *Hero's Quest: So You Wanna' Be A Hero*) picks up just after the previous game left off: with you, Abdullah, and your Katta friends floating off via Magic Carpet Airlines to the land of Shapeir. You're in Shapeir now, and that's where the game actually begins.

If you played the former *Hero's Quest* and eventual *Quest For Glory*, you can bring your saved character into this one. However, be advised that the early version of *QFG II* reads all transferred characters as fighters, regardless of their profession in the first game. So check carefully after you import him to the second game. If he shows up as a fighter, but is supposed to be a mage or thief, call Sierra immediately for assistance.

If you didn't play *Quest For Glory* (or didn't save your character), you can create a brand-new character. As noted above, you can have a fighter, thief, or mage. You can also create hybrid characters, such as fighter/mage or mage/thief, but it's more fun to play through as a pure character class.

The main reason for that is the game functions somewhat differently, depending on what profession you choose. Some things will show up *only* for a particular type of character and some puzzles will appear only for a particular type of character. There are several puzzles, however, that all will face, but which will be solved differently, according to profession.



## Scorpion's Tale

### Sierra's Quest for Glory II: Trial by Fire

Scorpi Recounts a New "Quest for Glory"

some system used by *QFG I* has been scrapped. Combat is now much like it was when you trained with the swordmaster: full screen and full character.

This allows a lot more freedom of action and options, especially if you're a fighter type. You can also set the arcade difficulty to Easy, Normal, or Hard, and, of course, you always have the option of running away if things start to look bad.

All right, so here you are in Shapeir (that is the name of both the land and a city; in this article, Shapeir will refer to the city unless noted otherwise). The Kattas have already set up their Inn (fast workers!) and you can stay there without charge, for as long as you like. Good people, the Kattas.

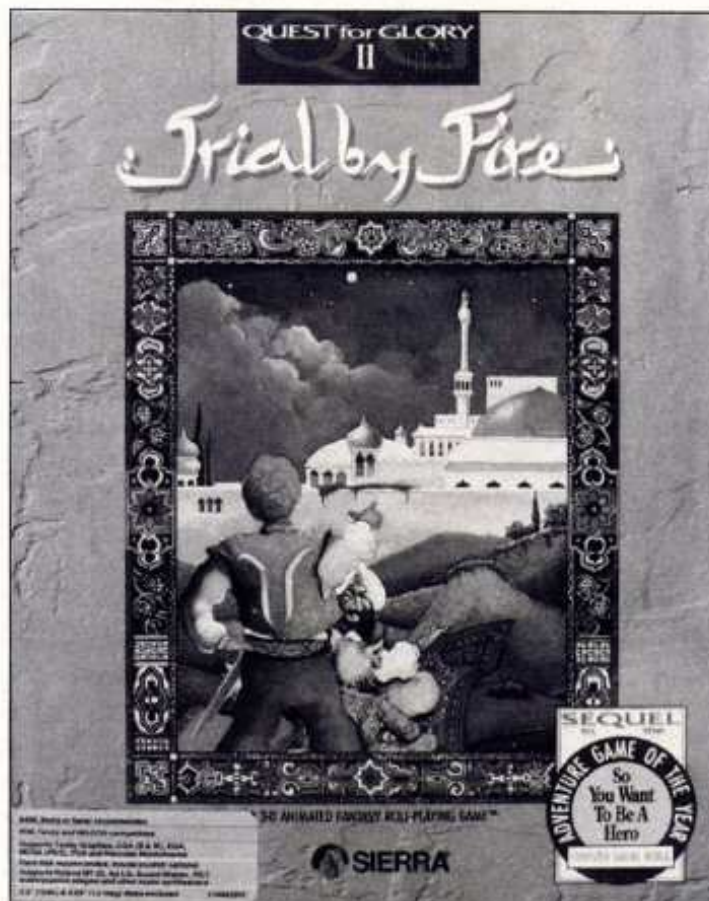
The first thing you need to do is get your money changed. The gold you brought from Spielberg isn't accepted by anyone but the moneychanger, who will give you dinars for it. Then, buy a map and compass from Alichila. There is a hardcopy map that comes with the game, but it's a little confusing trying to figure out where you are by using that map. The one from Ali is much more helpful.

It's a magical map that shows all of the city, including places you have visited at least once. So, to get from, say, the Gates Plaza to the Fighter's Hall, you just click on the Hall and poof, there you are. Of course, you do have to find these places on your own the first time around.

Now, you can take the time out to explore, talk to people (ask everyone about everything you can), sign in at the fighter's hall, and maybe, buy a souvenir or two. If you're a thief, locating the Thieves Guild will naturally be high on your list of things to do. Mages will, of course, be looking for the Mage Guild (Hint: have all the spells you possibly can before looking for this place).

The pace of the first few days or so will be rather leisurely. Don't look for too much to be happening. This is where you build up your skills for the tough times ahead, so make good use of this free period. Visit the Fighter's Guild Hall and train up, even if you aren't a fighter. The workouts will give you increases in fighting ability, as well as raise your stats. Having some extra strength or agility never hurt anyone and it might save your life someday.

Money is a consideration, too. There are some things you need to buy, and you



*QFG II* uses pretty much the same interface as the previous game, but there is one big difference: combat. The rather cumber-

could find yourself running a little short. Check out the notices at the Fighter's Hall for cash-generating assignments (mostly for mages and fighters, since thieves have their own little ways of making money). Beating up on brigands in the desert can also put a few dinars in your pocket.

Sooner or later, you'll start hearing about elementals. Naturally, this is because the town is about to be invaded by them and it's going to be your job to stop 'em. Of course, it helps to know how, so the wise hero will ask around in the right places to pick up this valuable information.

All four elementals must be captured, not killed. So, aside from finding out everything you can about their natures (and weaknesses), you also need a suitable container for each one. Three of these you can buy outright, but the fourth one is another matter. How you obtain it will depend on your character class, but don't take too long; the air elemental shows up soon after the fire elemental (the first) is captured.

One neat feature is public adulation. Every time you succeed with an elemental, the word gets around pretty quickly, especially among the Katta merchants. Make a tour of the plazas and enjoy the praises of the merchants. See, there are some rewards for being a hero!

In between these little rescue jobs, you can wander around in the desert. It's mostly a boring expanse of sand, sand, and more sand, but there are a few interesting things to be found in the arid wastes. Just watch your step and be certain you have plenty of water.

Transportation is helpful, too. There are no horses in the land of Shapeir. Instead, everyone rides the Saurus (something along the lines of a reptilian kangaroo). Is buying a Saurus a good idea? You bet your life (hohoho) it is!

The only problem with your Saurus is that it isn't quite so brave as the manual says. Expect your faithful mount to take off at the first sign of trouble. However, if you can't find him afterwards, not to worry. He'll show up back at the corral sooner or later.

By now, you're probably wondering just what the game is all about. Well, if you've been talking to people (and reading the manual), that's pretty obvious. Things are not good in Raseir, the sister-city of Shapeir. First, the Emir has vanished and no one knows what happened to him. Second, Raseir itself has deteriorated since then, as witnessed by the refugees and rumors which have been pouring into Shapeir for a year now. The Sultan's army was turned back by a magical sandstorm. Even the top mages of Shapeir have been unable to penetrate the darkness that lies over the city.

So, you're just gonna have to make a trip to Raseir to set things right. It's not a trip you can make alone, though. In fact, you'll have to wait for the caravan to arrive on

day 17. It's the only way to cross the desert safely. That's plenty of time for you to save Shapeir from the elementals and get a few other things accomplished, too. Just remember, everything has to be done before the morning of Day 17. After that, you're on your way and there's no going back.

Does that sound ominous? Just wait until you get to Raseir and you'll learn about ominous. It's not like Shapeir. There are no merchants in the Plazas, no shops open, and no one on the streets except guards. The whole town looks pretty slummy. In fact, half the town has been blocked off (no, you can't get past any of the barricades). Oh, and your magic map doesn't work here, so you have to get around the hard way.

Time will hang a little heavy on your hands, unless maybe you're a thief. There isn't much to do or see in the city, especially on the day you arrive. Signor Ferrari at the Blue Parrot provides (shabby) accommodations, but these are available only at night. Since there's a curfew, it's wise to be indoors after sunset.



The next day, you can watch Ugarte (an information peddler and sometimes water smuggler) get arrested by the guards. There really isn't much you can do about this except look on. Sorry about that, but even a hero of your stature can't help everyone.

However, you'll soon have the opportunity to help someone else, and my advice is to take it. Otherwise, you might have some problems later. Speaking of problems, events start to move quickly on the third day, when you're arrested and tossed into the dungeon.

Naturally you (and your Katta friend Sharaf) will escape (if you don't waste too much time). How depends on your character class again; the methods are pretty obvious.

Unfortunately, as you make your way through the alleys, you run into someone else who doesn't exactly have your best interests at heart (presuming he even has one, a matter that is in grave doubt). On the other hand, at least it gets you into that fabled Forbidden City you've been hearing about.

Now, the first thing is to get that crypt

door open. Your "friend" is pretty impatient, so don't keep him waiting. It's simply a matter of throwing a little light on the subject, after all.

Then it's through the caves we (or at least you) go. Cross the stream (step lively!) and then move up to the next level...providing you do something about the wind (no, the air elemental is no help here). Try holing up, that might help.

There isn't much you can do about the lava room except not to dally and to watch where you walk. Move fast enough and you'll come through it in relatively good shape.

All you need now is the name of power to open the door. You should know what it is (if you don't, you weren't paying enough attention to the prophecy, for shame, for shame!).

Okay, your little mission is just about over. In fact, it is over, as your "good buddy" pops in, grabs the idol, and leaves you behind to die a slow death. Hey, isn't that what friends are for?

Never fear, there *is* a way out. Just walk around a bit. After a little chat with the Djinn, it's time for the big showdown. Before you know it, you're back in Raseir, just outside the palace (a good place to save, just in case).

How you get in will, again, depend on your profession. Mages and thieves can take the detour; fighters go right down the middle, so to speak. Whichever, it won't be long before you're at the climax. *Do not* waste time here; once all the candles are lit, the demon Iblis will be released and you don't want that to happen (after all, it ends the game, and not pleasantly!).

Whew! That was cutting it close, but heroes are supposed to live on the edge anyway, right? Now, you can sit back and enjoy the grand finale. And what a finale it is! It is very elaborate, and certainly one of the better game endings anywhere.

In terms of difficulty, this one is about on a par with the previous game, maybe slightly harder in some respects. In terms of humor, well, just grit your teeth, friends, because the bad jokes and puns are everywhere, and they are bad! Don't say I didn't warn you. And on that note, A River Dirty, Gertie, until next issue!

In the meantime, if you need help with an adventure game or a bad pun, you can reach me in the following ways:

On Delphi, visit the GameSIG (under the Groups and Clubs menu). On GEnie, stop by the Games RoundTable (type: Scorpio to reach the Games RT). By US Mail (you *must* enclose a self-addressed, stamped envelope if you live in the United States): Scorpio, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! **CGW**

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