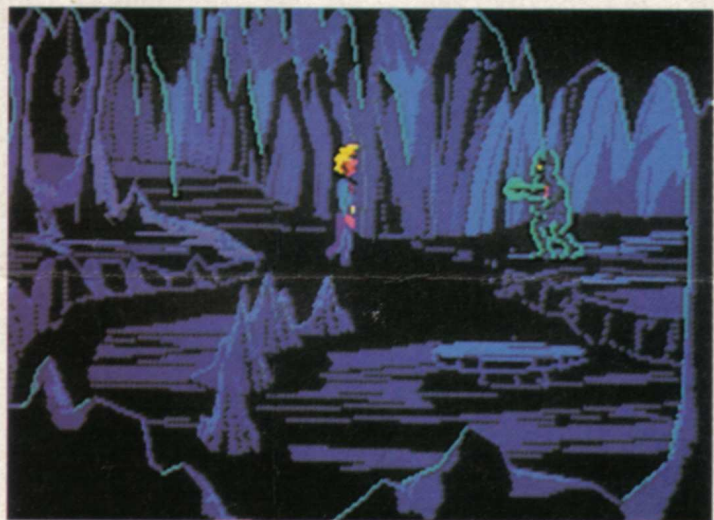


1



EGA screens shown.

2

## SCREENS SHOWN

1

Here's an unusual sight. Is it a bird *shaped* like a house, or a bird *trapped* in a house?

2

Be brave when a ghost approaches you in the depths of this cavern.

## PRODUCT INFORMATION

IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics; joystick or mouse optional; supports sound boards. Sierra.

## HERO'S QUEST

High in the mountains, hidden by forests, and protected by wide lakes lives a band of brigands. When they kidnap the baron's daughter, it falls to you — the bravest man in the land of Spielberg — to save her.

But rescuing a beautiful maiden is only the first of your adventures in *Hero's Quest*. Your other missions will draw you into a primeval forest (on Halloween, no less), across a parched desert, and to the tropical islands of Silmaria.

You don't create your own characters in *Hero's Quest*. The hero is *you*, pulled into the game in a kind of exciting come-as-you-are party. You can decide whether you want to be a fighter, a magic user, or a thief. Each profession obviously has its own skills, so you might find yourself casting spells or picking a few pockets. As you gain experience, you earn new skills.

You are judged in a variety of personal and physical traits. A simple point system grades your strength, health, stamina, intelligence, agility, vitality, stealth, and luck, as well as your ability to use weapons, parry, dodge, throw, climb, pick locks, or cast magic.

So grab your cape and become a hero. You'll enjoy the combination of fantasy role-playing and puzzle solving found in *Hero's Quest*.

## HINTS & TIPS

■ The viewpoint in the game is always yours. After all, *you're* the hero. Keep building your skills toward 50, the maximum number of points.

■ You can learn spells in Zara's magic shop.

■ Be careful when you explore caves. There are as many hidden dangers below ground as above.