

HERO'S QUEST™

So You Want To Be A Hero

HINT BOOK

Introduction

Hi! We hope you have been enjoying *Hero's Quest I: So You Want to Be A Hero*. We have spent the last 1-1/2 years writing the kind of game that we would like to play, and we are really proud of the results. *Hero's Quest* is one of the first true role-playing adventure games. It combines the character skill development of computer role-playing games with the puzzle-solving and consistent story line of adventure games. We've also tried to fill it with humor and a "sense of wonder."

Unlike most computer adventure games, you have a choice of who your character is, what abilities he has, and how he goes about solving puzzles. *Hero's Quest I* is a non-linear game. There is no particular "right" order for solving most of the puzzles. Also, the order of solution may depend on the character type you've chosen. In addition, some of the puzzles require your character to have a certain level of ability in one or more skills. Practice your skills to improve them. Every character type has a way of solving each puzzle. The type of skills your character has determines how he should solve the puzzles.

Unlike most computer role-playing games, you cannot solve *Hero's Quest I* by just running around and killing things. Just because something moves doesn't mean it's a monster. Of course, hack 'n' slash can be fun, but you don't need a Hint Book for that.

The *Hero's Quest* series is set in a world full of magic, wonder, and humor. The people you meet have unique personalities, and you will need to take this into account when talking to them. For this reason, we recommend that you do not read the Walk-Through unless you are desperate. It will get you through the game, but you will miss most of the fun. It's o.k. to make some mistakes — a real adventurer would! Besides, since this is a computer game, your "last mistake" doesn't have to be final. Save early and often.

Hero's Quest I is the first of the game sequence which takes the characters you create from their lowly beginnings as correspondence school adventurers through . . . well, that would be telling. Just note that the adventure does not end with this game. When you finish *Hero's Quest I*, you will have the opportunity to save your character to play in *Hero's Quest II: Trial By Fire*.

How to use this Hint Book (and still have fun)

The hints in this book are just that, hints, not answers. Much of the fun of playing any adventure or role-playing game is that flash of insight when you suddenly come up with the answer to a difficult puzzle. So you should only look at a hint in this book if you are really stuck, and totally out of ideas. Try not to look at any other hints than the one you need right now.

In particular, try not to look at the list of Puzzle Points or the Walk-Through unless you are totally at a dead-end, and not having fun anymore. They will allow you to squeeze those last few points from the game, but they're not anywhere near as fun as figuring out the answers for yourself.

Thank you for purchasing *Hero's Quest I* and this hint book. We had a terrific time creating this game, and hope you have just as much fun playing it. Please encourage your friends to buy their own copies of this game. Piracy hurts us, and too much piracy will make it impossible for us to continue writing games like *Hero's Quest I*.

So you want to be a Hero? We hope you make it!

—Lori and Corey Cole

How to Begin Playing Hero's Quest

Game Play Tips

Save frequently.

Don't pick up everything you see. Just get what you need.

Try to think as your character would think. When you face a puzzle, try to solve it with your character's skills.

Check your character sheet frequently (Control-S). Make sure your Health points and Stamina points do not get too low.

Ask questions of everyone you meet. Asking about Brigands usually will give some response. Try to pick up cues from what people say as to what to ask next.

How to Play a Fighter

Creating a Character

Add 15 to Strength

Add 15 to Agility

Add 10 to Vitality

Add 10 to Weapon Skill

Read the section in the Famous Adventurer's Correspondence School Manual on Fighters.

Practice with Weapon Master and work in stable daily.

Fight monsters at every opportunity.

Buy Healing Potions and Stamina Potions. Use them.

Sleep in the Magic Meadow.

A Fighter needs the best armor he can afford. Just make sure he is strong enough to wear it (Strength should be over 60).

How to Play a Magic User

Character creation

Add 15 to Agility

Add 10 to Intelligence

Add 5 to Magic

Add 15 to Vitality

Add 5 to Strength

Read the section in the Famous Adventurer's Correspondence School Manual on Magic Users.

Get all spells as soon as possible and practice them whenever practical.

Avoid close combat with tough monsters by using the Calm Spell then running away.

Always have a Zap spell on your weapon before entering combat.

Sleep in the Magic Meadow to recover Magic and Health points.

Where to Find Spells

Flame Dart

Fetch

Dazzle

Open

Trigger

Detect Magic

Calm

Zap

How to Play a Thief

Character creation

Add 10 to Strength

Add 10 to Agility

Add 10 to Vitality

Add 10 to Luck

Add 10 to Weapon

Read the section in the Famous Adventurer's Correspondence School Manual on Thieves.

Think sneaky.

Avoid powerful monsters - prey on the weak.

Explore the town at night.

Try to pick all locks.

Buy a Thief Tool Kit at the Thieves' Guild.

Practice dagger throwing at the archery range or in the Thieves' Guild.

How to fight a Monster

Read about Combat in your technical manual (p 21).

Save the game whenever you encounter a monster. Once you are in the combat screen, you will not be able to save.

If you are wounded, drink a Healing Potion before entering combat.

Low Stamina will affect your speed of attack as well as start subtracting from your Health Points. Use a Vigor Potion before you engage (or enrage) a foe.

Remember that some monsters are too tough to fight until your skills improve, so watch your Health Points and "run away" whenever your character is badly damaged. But be careful, there are some encounters you can't run away from.

A Magic User should use the Calm spell to avoid the tough encounters until he has gained skill with his Dazzle, Flame Dart, and Zap spells.

The Thief should throw daggers at the monster before he gets into combat. Just don't throw the last dagger or else the Thief will be defenseless.

Carrying too much weight, or letting your character get tired, will make fighting much harder. Don't carry anything more than you need.

Field Guide to the Monsters of Spielberg Valley

Read the Section in the Famous Adventurer's Correspondence School manual on Famous Monsters of Adventureland if you really want to know about monsters. This is mainly an identification list for random wandering monsters with tactical suggestions on how to deal with them. Read the section in your technical manual on Combat for general strategies. This Field Guide is arranged in order of relative toughness.

Goblins

Those annoying little blue humanoids who march around carrying a club and a shield are not very dangerous unless you are already wounded. All types of adventurers can get some combat experience with Goblins.

Saurus

The man-sized dinosaur who runs around everywhere is easy for an adventurer to avoid since it is extremely stupid. However, it is also fairly easy to defeat in combat and makes good combat practice.

Mantray

This flying terrestrial combination of a Sting and Manta Ray uses its talent at camouflage to surprise unwary adventurers. Its tail produces a strong jolt of lightning. The best way to deal with it is to keep it always on the defensive. This monster can be dangerous to beginning adventurers, so you should keep an eye on your Health Points and remember to run away before it is too late. Magic Users should note that this monster is highly resistant to magical spells.

Brigands

Men who march around the forest wearing armor and attack first before asking questions can usually be classified as Brigands. Individual Brigands have various degrees of skill in fighting, but most are tough. Combat with Brigands therefore requires the use of all the combat skills of Weapon Use, Parry and Dodge. Non-Fighters should use other skills against a Brigand before engaging in direct combat.

Ogre

Ogres are big, ugly, slow, and stupid. However, when Ogres hit, adventurers get hurt. It is better to outwit an Ogre than to try to outfight it. That is, unless you're a Fighter.

Cheetaur

This cat-like creature is skilled at tearing adventurers apart. A Fighter should attack constantly to try to keep the creature on the defensive. Other adventurers be warned, avoid direct combat with a Cheetaur altogether. Cheetaur claws are valuable for use in Potions.

Supersaurus Rex

This large cousin of the Saurus has strong jaws, tough scales, and a hard head. When injured, the Supersaurus reacts by attacking. Liberal use of the shield is recommended for Fighters. Other adventurers should just run away at the sight of these awesome monsters.

Troll

This huge man-like monster walks softly and carries a large club. Direct sunlight will turn a Troll to stone, so Trolls travel at night and stay in deep caves by day. Trolls are strong, have tough, armor-like skin, and are resistant to Flame Darts in this region of the world. Trolls are extremely dangerous and are best avoided unless you are extremely skilled. Troll's beard can be valuable if you can get it.

Minotaur

Minotaurs are half-man, half-bull. They are especially dangerous because of their intelligence. Don't even think about taking one on unless you are a skilled Fighter. Watch for openings in the Minotaur's defense. Know when to attack and when to parry or dodge.

Things to Do in Scenic Spielberg

Sheriff's Office and Town Gateway

Ask the Sheriff about the town, the Sheriff's Office, and the town.

Hero's Tale Inn

Ask the innkeeper about the inn, the innkeeper, and the inn.

Ask the innkeeper about the inn, the innkeeper, and the inn.

Ask the innkeeper about the inn, the innkeeper, and the inn. Ask the innkeeper about the inn, the innkeeper, and the inn. Ask the innkeeper about the inn, the innkeeper, and the inn. Ask the innkeeper about the inn, the innkeeper, and the inn.

Ask the innkeeper about the inn, the innkeeper, and the inn.

Main Street

Ask the Sheriff about the town, the Sheriff's Office, and the town.

Little Old Lady's House

Ask the old lady about the house, the old lady, and the house.

Ask the old lady about the house, the old lady, and the house. Ask the old lady about the house, the old lady, and the house. Ask the old lady about the house, the old lady, and the house.

Ask the old lady about the house, the old lady, and the house.

Ask the old lady about the house, the old lady, and the house.

Ask the old lady about the house, the old lady, and the house.

Zara's Magic Shop

Ask the wizard about the magic, the wizard, and the magic.

Ask the wizard about the magic, the wizard, and the magic. Ask the wizard about the magic, the wizard, and the magic. Ask the wizard about the magic, the wizard, and the magic. Ask the wizard about the magic, the wizard, and the magic.

Guild Hall

Ask the guild about the guild, the guild, and the guild.

Ask the guild about the guild, the guild, and the guild.

Ask the guild about the guild, the guild, and the guild.

Ask the guild about the guild, the guild, and the guild. Ask the guild about the guild, the guild, and the guild. Ask the guild about the guild, the guild, and the guild.

Ask the guild about the guild, the guild, and the guild. Ask the guild about the guild, the guild, and the guild. Ask the guild about the guild, the guild, and the guild.

Market Street

Ask the market about the market, the market, and the market.

Ask the market about the market, the market, and the market. Ask the market about the market, the market, and the market. Ask the market about the market, the market, and the market.

Dry Goods Store

Ask the dry goods store about the dry goods, the dry goods, and the dry goods.

Ask the dry goods store about the dry goods, the dry goods, and the dry goods. Ask the dry goods store about the dry goods, the dry goods, and the dry goods.

Ask the dry goods store about the dry goods, the dry goods, and the dry goods.

Ask the dry goods store about the dry goods, the dry goods, and the dry goods. Ask the dry goods store about the dry goods, the dry goods, and the dry goods. Ask the dry goods store about the dry goods, the dry goods, and the dry goods.

Sheriff's House

Ask the Sheriff about the house, the Sheriff, and the house.

Ask the Sheriff about the house, the Sheriff, and the house. Ask the Sheriff about the house, the Sheriff, and the house. Ask the Sheriff about the house, the Sheriff, and the house.

Ask the Sheriff about the house, the Sheriff, and the house.

Ask the Sheriff about the house, the Sheriff, and the house.

Ask the Sheriff about the house, the Sheriff, and the house.

Ask the Sheriff about the house, the Sheriff, and the house. Ask the Sheriff about the house, the Sheriff, and the house. Ask the Sheriff about the house, the Sheriff, and the house.

Ask the Sheriff about the house, the Sheriff, and the house.

Town's End

1. *What is your name?*
2. *What is your class?*

Alley

Daytime

1. *What is your name?*

2. *What is your class?*

Nighttime

1. *What is your name?*

2. *What is your class?*

Tavern

1. *What is your name?*

2. *What is your class?*

3. *What is your class?*

4. *What is your class?*

5. *What is your class?*

6. *What is your class?*

7. *What is your class?*

Thieves' Guild

1. *What is your name?*

2. *What is your class?*

3. *What is your class?*

Wilderness

Magic Meadow (Erana's Peace)

1. *What is your name?*

2. *What is your class?*

3. *What is your class?*

4. *What is your class?*

Bear Cave

1. *What is your name?*

2. *What is your class?*

3. *What is your class?*

4. *What is your class?*

5. *What is your class?*

Kobold Cave

1. *What is your name?*

2. *What is your class?*

3. *What is your class?*

4. *What is your class?*

5. *What is your class?*

6. *What is your class?*

7. *What is your class?*

8. *What is your class?*

For a Magic User to defeat the Kobold:

1. *What is your name?*

2. *What is your class?*

3. *What is your class?*

Seed Spitting Spirea Flowers

1. *What are the four steps to use the Rule of 72 to estimate the number of years it takes to double an investment?*

Baba Yaga's Gate

There are a number of ways that the class could be used as an activity for students with a reading disability.

For example, the class could be used with the word

and students could be asked to write the word on the line. If the word is not written correctly, the teacher could say, "The word is not written correctly. The word is not written correctly. The word is not written correctly."

Baba Yaga's House

1. **What is the main purpose of the study?**
 2. **What are the research objectives?**
 3. **What is the significance of the study?**
 4. **What is the scope of the study?**
 5. **What is the methodology used?**
 6. **What are the results of the study?**
 7. **What are the conclusions of the study?**
 8. **What are the limitations of the study?**
 9. **What are the implications of the study?**
 10. **What are the future research directions?**

Wizard Mountain

If you are not comfortable, let him sign you. "Welcome to the Magic Kingdom!" he'll say and the girls will walk up the path.

Wizard House Door

[illegible]

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Wizard Hall

[illegible]

Wizard Tower

On the other hand, the fact that the two models have been shown to be equivalent in the case of a single input and a single output is not sufficient to justify the use of the two models in the case of multiple inputs and multiple outputs. The two models are not equivalent in this case, and the use of the two models in this case is not justified.

Mage's Maze

[illegible]

Castle Gates

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Castle Courtyard

At the heart of the castle lies the courtyard, where soldiers march in formation and joust.

Castle Barracks

Barons sleep in the rooms, and the soldiers sleep in the barracks.

Castle Stables

Here you can find horses, and other animals, and stables, and stables, and stables.

Castle Doors

There are many doors, and many doors, and many doors.

Baron's Hall

Here you can find the baron, and the baron, and the baron.

There are many doors, and many doors, and many doors.

Goblin Rocks

There are many goblins, and many goblins, and many goblins.

There are many doors, and many doors, and many doors.

Farm Fields

There are many farms, and many farms, and many farms.

Healer's Garden

There are many healers, and many healers, and many healers.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

Healer's House

There are many healers, and many healers, and many healers.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

Snow Forest

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

Meeps

There are many meeps, and many meeps, and many meeps.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

Graveyard

There are many graves, and many graves, and many graves.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

Crossroads

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

There are many doors, and many doors, and many doors.

Road

There are many roads, and many roads, and many roads.

There are many doors, and many doors, and many doors.

Mushroom Ring

There are many ways to find the Mushroom Ring.

ANYONE CAN FIND THE MUSHROOM RING BY FOLLOWING THE PATH OF THE RING OF MUSHROOMS THAT SURROUND THE MUSHROOM RING.

ONLY THE MUSHROOMS THAT ARE IN THE MUSHROOM RING CAN BE FOUND BY FOLLOWING THE PATH OF THE RING OF MUSHROOMS.

Archery Range

ANYONE CAN FIND THE ARCHERY RANGE BY FOLLOWING THE PATH OF THE ARCHERY RANGE.

ONLY THE ARCHERY RANGE CAN BE FOUND BY FOLLOWING THE PATH OF THE ARCHERY RANGE.

ONLY THE ARCHERY RANGE CAN BE FOUND BY FOLLOWING THE PATH OF THE ARCHERY RANGE.

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ONLY THE ARCHERY RANGE CAN BE FOUND BY FOLLOWING THE PATH OF THE ARCHERY RANGE.

Dryad's Wood

There are many ways to find the Dryad's Wood.

ANYONE CAN FIND THE DRYAD'S WOOD BY FOLLOWING THE PATH OF THE DRYAD'S WOOD.

ONLY THE DRYAD'S WOOD CAN BE FOUND BY FOLLOWING THE PATH OF THE DRYAD'S WOOD.

ONLY THE DRYAD'S WOOD CAN BE FOUND BY FOLLOWING THE PATH OF THE DRYAD'S WOOD.

ONLY THE DRYAD'S WOOD CAN BE FOUND BY FOLLOWING THE PATH OF THE DRYAD'S WOOD.

Waterfall

ANYONE CAN FIND THE WATERFALL BY FOLLOWING THE PATH OF THE WATERFALL.

ONLY THE WATERFALL CAN BE FOUND BY FOLLOWING THE PATH OF THE WATERFALL.

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ONLY THE WATERFALL CAN BE FOUND BY FOLLOWING THE PATH OF THE WATERFALL.

ONLY THE WATERFALL CAN BE FOUND BY FOLLOWING THE PATH OF THE WATERFALL.

Hermit Cave

There are many ways to find the Hermit Cave.

ANYONE CAN FIND THE HERMIT CAVE BY FOLLOWING THE PATH OF THE HERMIT CAVE.

ONLY THE HERMIT CAVE CAN BE FOUND BY FOLLOWING THE PATH OF THE HERMIT CAVE.

ONLY THE HERMIT CAVE CAN BE FOUND BY FOLLOWING THE PATH OF THE HERMIT CAVE.

Lake

There are many ways to find the Lake.

ANYONE CAN FIND THE LAKE BY FOLLOWING THE PATH OF THE LAKE.

ONLY THE LAKE CAN BE FOUND BY FOLLOWING THE PATH OF THE LAKE.

Antwerp Area

There are many ways to find the Antwerp Area.

ANYONE CAN FIND THE ANTWERP AREA BY FOLLOWING THE PATH OF THE ANTWERP AREA.

ONLY THE ANTWERP AREA CAN BE FOUND BY FOLLOWING THE PATH OF THE ANTWERP AREA.

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ONLY THE ANTWERP AREA CAN BE FOUND BY FOLLOWING THE PATH OF THE ANTWERP AREA.

The "End-Game"

Secret Passage

There are many ways to find the Secret Passage.

ANYONE CAN FIND THE SECRET PASSAGE BY FOLLOWING THE PATH OF THE SECRET PASSAGE.

Troll Cave

There are two troll caves. The first is a small cave with a single troll. The second is a larger cave with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map. The first cave is a small cave with a single troll. The second cave is a larger cave with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map.

Ambush Area

This area is a good place to set up an ambush. It is a small area with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map. The first cave is a small cave with a single troll. The second cave is a larger cave with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map.

Brigand Gate

This area is a good place to set up an ambush. It is a small area with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map. The first cave is a small cave with a single troll. The second cave is a larger cave with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map.

Brigand Fortress

This area is a good place to set up an ambush. It is a small area with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map. The first cave is a small cave with a single troll. The second cave is a larger cave with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map.

Brigand's Cafeteria and Meeting Room

This area is a good place to set up an ambush. It is a small area with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map. The first cave is a small cave with a single troll. The second cave is a larger cave with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map.

Brigand Warlock's Room

This area is a good place to set up an ambush. It is a small area with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map. The first cave is a small cave with a single troll. The second cave is a larger cave with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map.

Brigand Leader's Room

This area is a good place to set up an ambush. It is a small area with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map. The first cave is a small cave with a single troll. The second cave is a larger cave with a single troll. The first cave is located in the north-east corner of the map. The second cave is located in the south-east corner of the map.

Hero's Quest I Puzzle Points

WARNING: Do not read this section until you have finished the game. It contains specific information that will spoil the game for you.

What	Where	# of Points
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Points that only Fighters can get:

<p> 1. What is the main purpose of the study? 2. What are the research objectives? 3. What is the research methodology? 4. What are the results of the study? 5. What are the conclusions of the study? 6. What are the limitations of the study? 7. What are the implications of the study? 8. What are the future research directions? 9. What are the contributions of the study? 10. What are the key findings of the study? </p>	<p> 1. What is the main purpose of the study? 2. What are the research objectives? 3. What is the research methodology? 4. What are the results of the study? 5. What are the conclusions of the study? 6. What are the limitations of the study? 7. What are the implications of the study? 8. What are the future research directions? 9. What are the contributions of the study? 10. What are the key findings of the study? </p>
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Points that only Magic Users can get:

<p> 1. <i>What is the purpose of the study?</i> 2. <i>What are the research questions or hypotheses?</i> 3. <i>What is the study design?</i> 4. <i>What is the sample size and how was it selected?</i> 5. <i>What are the variables being measured?</i> 6. <i>What are the data collection methods?</i> 7. <i>What are the data analysis methods?</i> 8. <i>What are the results of the study?</i> 9. <i>What are the conclusions of the study?</i> 10. <i>What are the limitations of the study?</i> 11. <i>What are the implications of the study?</i> 12. <i>What are the future research directions?</i> </p>	<p> 1. <i>What is the purpose of the study?</i> 2. <i>What are the research questions or hypotheses?</i> 3. <i>What is the study design?</i> 4. <i>What is the sample size and how was it selected?</i> 5. <i>What are the variables being measured?</i> 6. <i>What are the data collection methods?</i> 7. <i>What are the data analysis methods?</i> 8. <i>What are the results of the study?</i> 9. <i>What are the conclusions of the study?</i> 10. <i>What are the limitations of the study?</i> 11. <i>What are the implications of the study?</i> 12. <i>What are the future research directions?</i> </p>
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What

Where

of Points

Points that only Thieves can get:

Points every character can get:

Town of Spielberg:

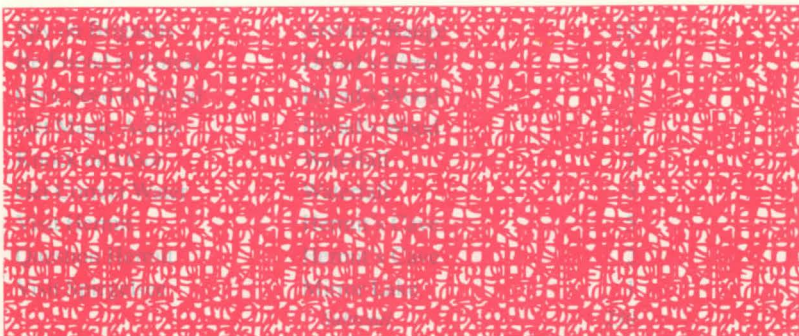
[illegible]

20

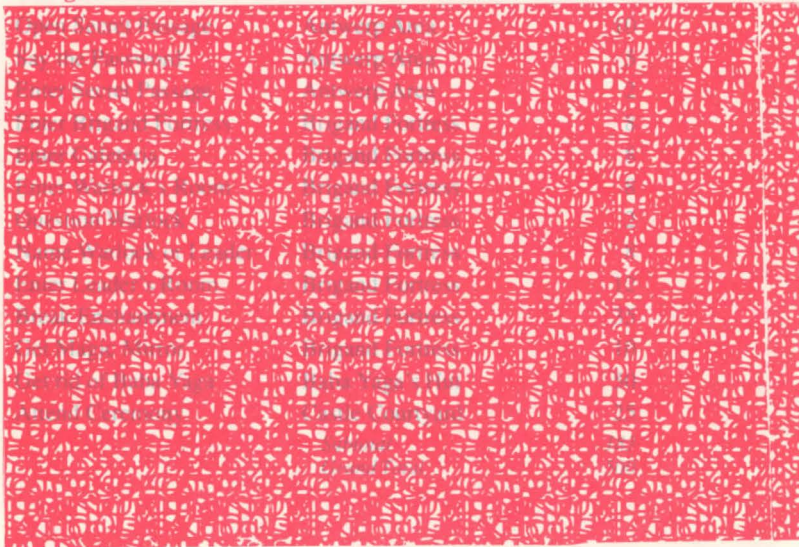
What

Where

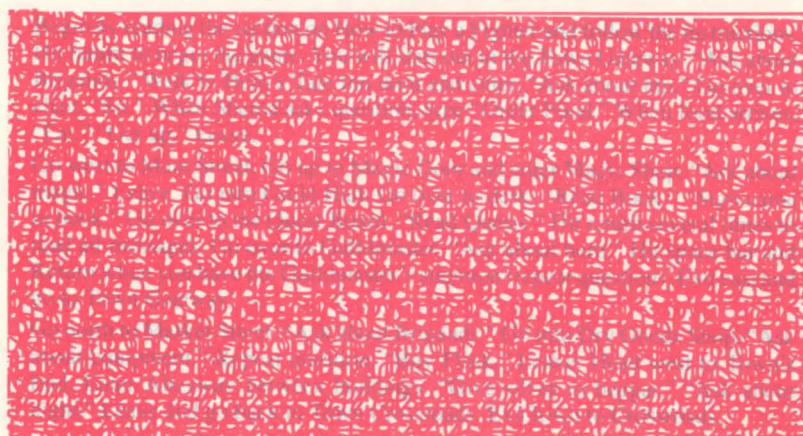
of Points



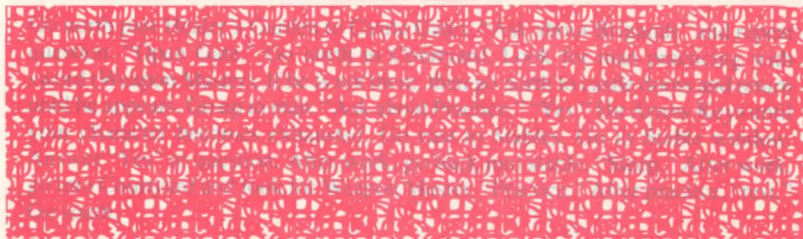
End game:



Hero's Quest I Walk Through (Fighter)



Baron's Castle



Healer's Hut



Monsters



The Frost Giant

Wilderness

The Hermit

Dryad

Hero's Tale Inn

Seed Spitting Spirea

Brutus

Wizard Mountain

Meeps

Build Strength



Ogre



Baba Yaga



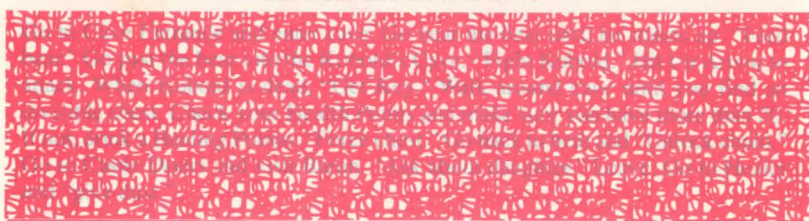
Fairy Ring



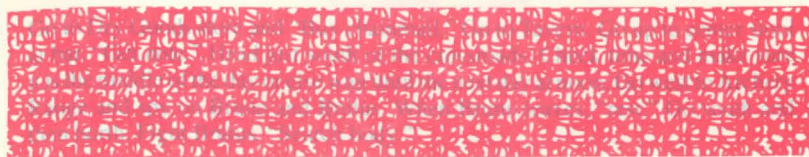
Graveyard



The Bear and Kobold Cave



Town



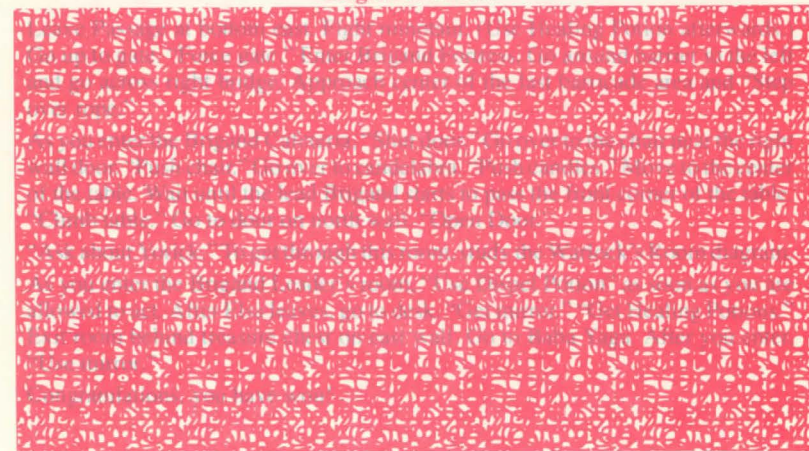
Healer



Antwerp Area



Brigand Fortress



Bytes of Information

You may be interested to know just what goes into a game like *Hero's Quest I: So You Want To Be A Hero*. Development took over a year, with up to four programmers and four artists, a musician, and a designer-director.

Hero's Quest I contains:

111,000 lines of source code

(well, so 30,000 of them are blank!)

535,000 bytes of background pictures

1,560,000 bytes of animation

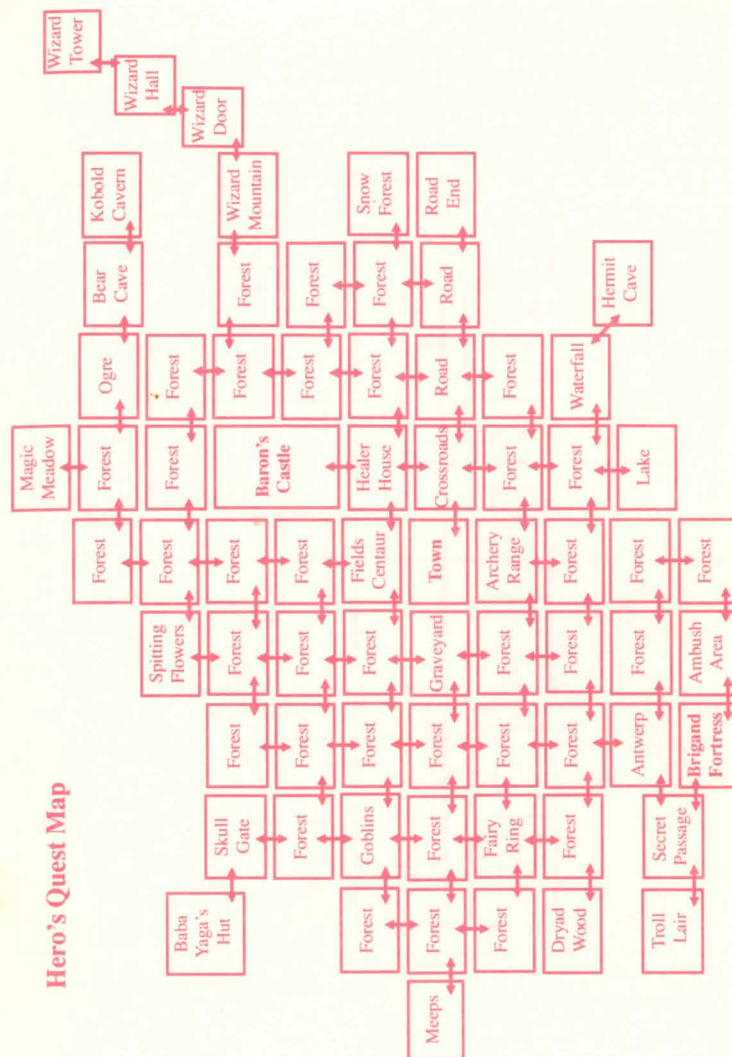
1,980,000 bytes of program code

375,000 characters of text messages

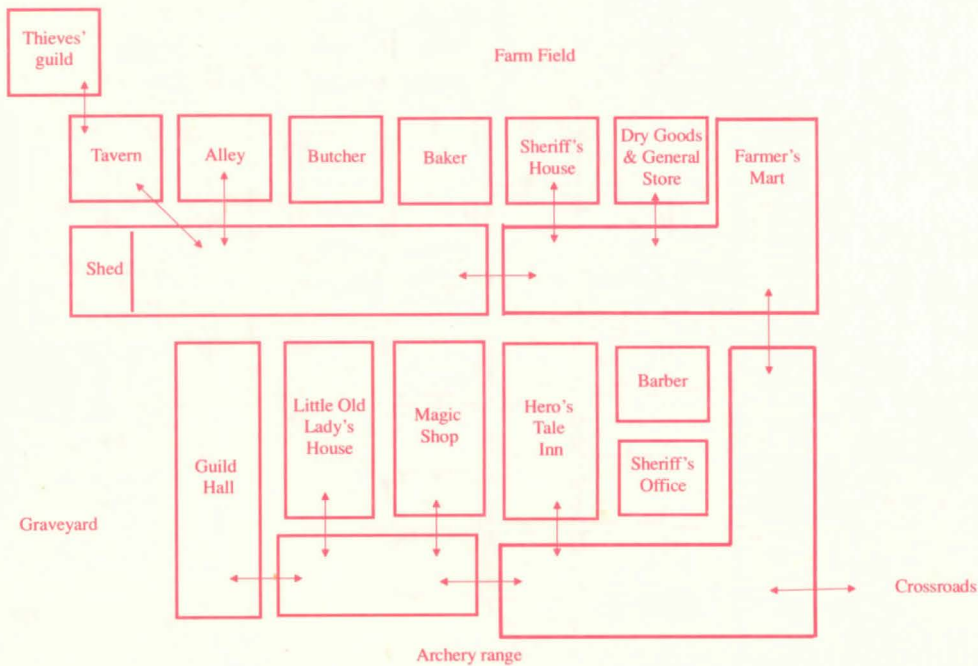
314,000 bytes of music and sound effects and over 200,000 bytes of compiled system code.

And you thought this was easy!

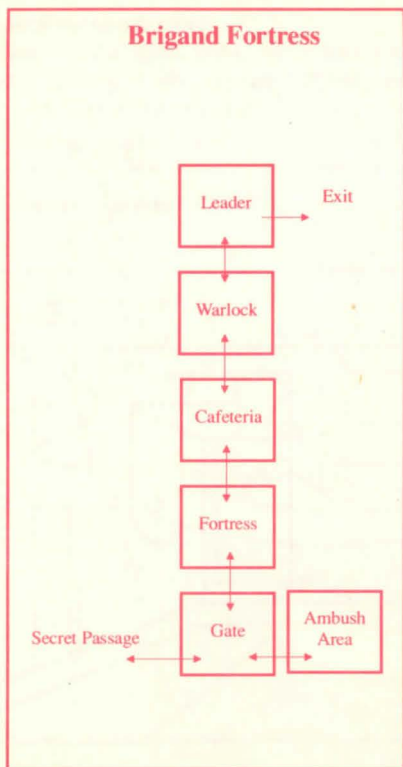
Hero's Quest Map



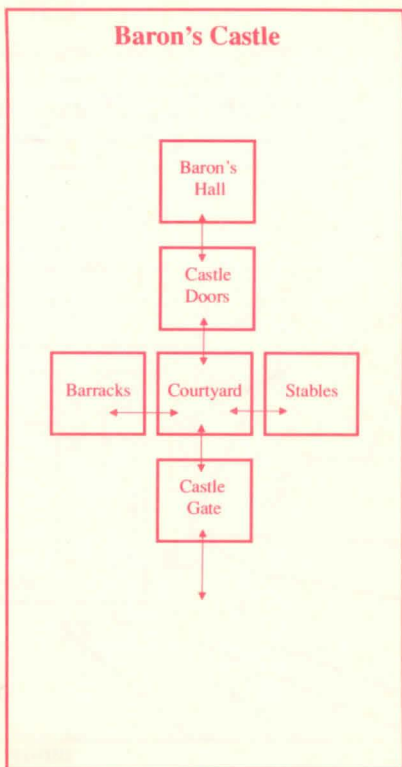
Town of Spielberg



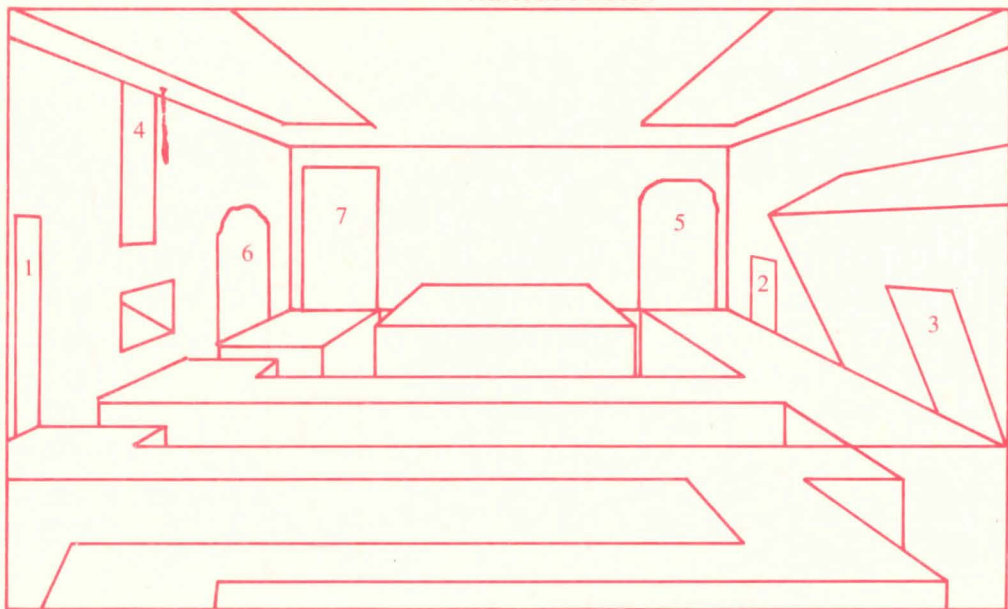
Brigand Fortress



Baron's Castle

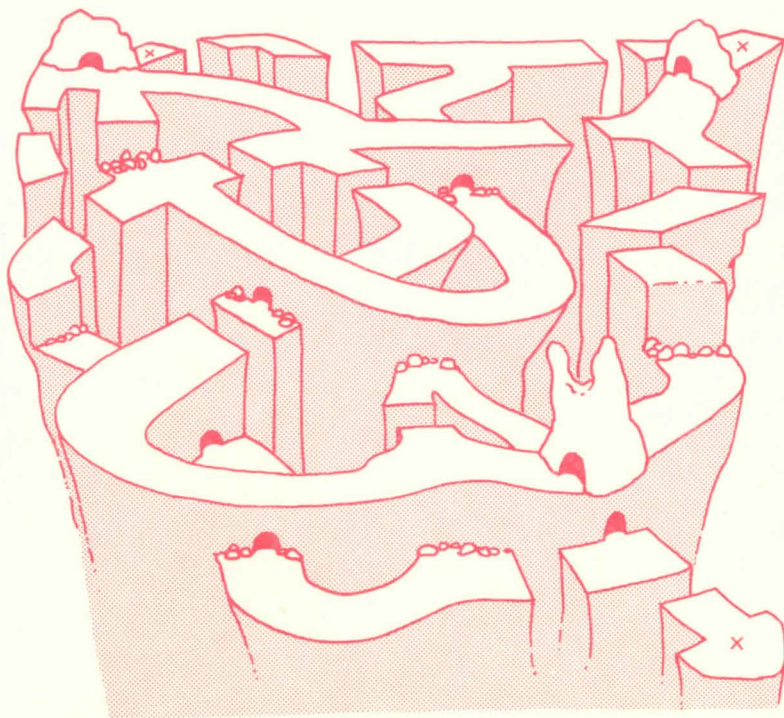


Warlock's Room



Go in Door 1 which takes you out door 2. (Or fall over the edge and type "stop".) Go through Door 3 which takes you to 4. Type "Pull rope." Go back through 4 and then go in Door 5. This takes you to Door 6. Step out in front of Door 7. Type "Open Door" and step back into Doorway 6. After door falls, step back out. Type "Open Door" and walk out of this room.

Wizard Game



Notes

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Police Quest II	7.95	
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Manhunter II	7.95	
Code Name: Iceman	7.95	
Gold Rush!	7.95	
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Hero's Quest	7.95	
Conquests of Camelot	7.95	
The Black Cauldron	7.95	

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Hiden Goseke

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