

## **HERO QUEST - SO YOU WANT TO BE A HERO!!!!**

These are hints to play the spell as a Magician.

### **CREATING YOUR CHARACTER:**

Of course, choose a Magician. Allocate 5 points to Climbing. Then, spread out the points. I found that it worked best to give all the rest to magic. As you progress in the game you will build up the other attributes.

### **PLAYING OUT FATE:**

You start out in the city, with little abilities. Further down, you see the exact actions to undertake. But, to finish the game alive, you must build your abilities.

The most important spell you must build up is FLAME DART. When it is night or approaching night, cast all your remaining magic for the DART spell. When you have an ability of around 41 or over, you are pretty powerful. Just like anything else, more is better. An ability of over 50 will take out some monsters in two hits!

Strength and other "bodily" attributes will build up as you go along. The best way to build up strength is through hard work. Cleaning a stable, fighting the enemies, or pushing a rock are some ways.

Everything about the game becomes straightforward as you go along.

One last note: SAVE THE GAME! SAVE THE GAME! SAVE THE GAME!  
Enough said? OK.. on to becoming a hero!

1. Go to Magician  
ASK ABOUT POTIONS  
BUY FETCH SPELL
2. Go to Adventurer's Guild  
Go to bulletin board  
LOOK AT BOARD  
Go to man  
ASK ABOUT ELSA  
Will have to do twice, as he just woke up  
Go to table  
READ BOOK
3. Go to fruit stand  
BUY APPLES
4. Go to store  
BUY FLASK  
He wasn't listening, so do it twice.
5. Go to alley

GIVE SILVER TO MAN  
Leave city

6. Go to Cave at Waterfall

GET WATER

CLIMB

Keep up until you have the ability to climb up.

KNOCK

When says to move to the right, do it.

ASK ABOUT TRIGGER SPELL

GET SCROLL

7. Go to Healer's house

CAST FETCH

Pretty neat, 'eh!

8. Go to castle

OPEN GATE

These people must have bad hearing.. do it again

If a fighter is there, walk up to him and ASK ABOUT FIGHTING

Go to right and work for man at stable. Walk up to window and agree to work.

Leave

9. Go to Ice Monster

GIVE APPLES TO MONSTER

When it says that you don't have enough, go back to the city and buy apples three (3) time.

Return to monster.

GIVE APPLES TO MONSTER

10. Go to Tree Lady

Walk up to tree, get close

YES

11. Go to mushrooms

GET MUSHROOMS

12. Go to Meep's Peep

When a meep is out of the ground,

TALK TO MEEPS

Go to the green meep

ASK ABOUT GREEN FUR or ASK FOR GREEN FUR

GET FUR

13. Go to Spore Spitting Spineas

Save the game, as I've had it lock up before

CAST FETCH

Keep up until he gets the seed

14. Go back to the Tree Lady  
Walk up to tree  
Give seed to lady  
GET ACORN
15. Go to Healers  
KNOCK  
SELL MUSHROOMS  
GIVE FUR  
GIVE WATER  
GIVE ACORN  
GIVE RING
16. Go to city  
Go to magician  
BUY OPEN SPELL
17. Go to Erana's Peace  
GET FLOWERS  
Go up to tree  
EAT FRUIT  
CAST OPEN  
Walk up to hole. Don't worry, you can't fall in.  
GET SCROLL
18. Go to Ogre  
CAST CALM  
Enter cave  
Get near bear, but not too near  
CAST CALM  
Enter cave to the right, behind the bear  
CAST FETCH  
Save the game here, as the Kobold's a real powerful magician.  
If you want, and think you can get the gold, CAST TRIGGER.  
Otherwise, move around and go left out of the cave. If you move  
around enough, you should only get hit once.  
CAST CALM  
UNLOCK MANACLE  
Leave cave  
CAST CALM  
Leave the screen
19. Go to Castle  
Enter the door in the middle.  
When asked for any questions,  
ASK ABOUT ELSA  
NO  
When you leave the "main office", work for the stable.
20. Go to city.

Go to the Magician  
BUY DART

21. Go to Erasmus's Castle

Climb the hill

When you have the questions, the key answers (other than the obvious) are as follows:

Your favorite color is PURPLE.

The password to the Thieve's Guild is HIDDEN GOSEKE.

The Baron's first name is BARNARD.

The spell that protect's the town is ERANA'S PEACE.

When inside, go upstairs.. don't fool around.

ASK ABOUT HERMIT

STAND

22. Go to Healer

KNOCK

BUY UNGUENT

GIVE FLOWERS

ASK ABOUT POTIONS

23. Go to Baba Yaga

Go up to skull

ASK ABOUT DEAL

GIVE GEM TO SKULL

When inside, go near the house but not under.

HUT OF BROWN, NOW SIT DOWN

Slow down your hero, as it's awkward getting inside.

Enter house

Move the character some, he'll move on his own.

Enter name

YES

YES

NOTE: The plant cannot be pulled until midnight. If it's already night, then go to Step 25, then go to Step 24 later. If it's already midnight, jump to Step 26, then 25 and 24. If it's daytime, go to Step 24 and move on from there until night.

24. Go to Antwerp

The hidden door is the multi-colored rock on the left side.

Watch to not touch the Antwerp. You'll notice that he jumps frantically when you near the door.

LOOK AT KEYHOLE

If it says it doesn't see any, move around the rocks some more.

CAST OPEN

PUSH ROCK

Keep up until it opens the door.

This will build up strength.

Do NOT go in, not yet anyway.

Leave the screen, return, and do it again.  
By doing this, you can quickly build up power while killing time!  
Keep this up until nightfall arrives.

25. Go to Mushrooms  
DANCE  
GET DUST  
ASK ABOUT DUST

If it's not yet the "MIDDLE OF THE NIGHT" then fool around until then.

26. Go near Cemetery, but not inside.  
RUB ON UNGUENT  
Enter cemetery.  
Watch out for that hole on the right.  
Go to the plant beside the tombstone on the top half.  
GET ROOT  
If the plant screamed, you did it right.

27. Go to Baba Yaga's  
Follow the routine to enter the house and get her attention.  
YES  
She'll take the root on her own.

28. Go to Erana's Peace  
SLEEP  
Go to the Ogre  
Kill him, using the Dart Spell  
CAST OPEN  
Get treasure  
Build up magic and constitution.

29. Go to the Garden  
ASK ABOUT VEGETABLES

30. Go to Healer's  
GIVE DUST  
Leave the house, then go back in. She'll give you the unguent.  
BUY MAGIC POTION  
Keep up until you can't afford any more.

Now is where it gets a little tedious. If you lack physical constitution, not just Strength but all them, or have a Flame Dart lower than 41-45, then go outside the Town. Cast all your available magic on the Dart. When you have no more Magical Points (MP), USE MAGIC POTION. The cast all the MP on the Dart. Keep this up until you are out of Magic Potion and MP's or night time arrives. By now you should have plenty of Flame Dart ability. If your Health isn't perfect, be careful. Fool around until night time arrives. Sleep at the Inn in the town.

Save your game, as this is rough!

31. Go to Antwerp.  
Go to the door.  
CAST OPEN  
PUSH DOOR

??? DID YOU SAVE THAT GAME ???

Enter the cave.  
When attacked CAST DART for all you're worth.  
If you were killed, then you must restore the game and build up your magic/constitution more.  
If you won, then walk near his head.  
GET BEARD  
Walk to the left and up to the junk pile.  
SEARCH PILE  
REST  
Go right, then down and right to the lower shaft.

32. Leave the cave to the outside of the Fortress.  
Save the game.  
Walk just a little diagonally with the 9 on the keypad. Don't go too far as the monster will see you.  
When he returns to his walking, walk out of the bushes into the open.  
Immediately CAST CALM  
He'll go to sleep.  
CAST OPEN  
Go to the door  
OPEN DOOR  
Enter the fortress

33. Inside the Fortress  
Walk to the left side past the rugs.  
Walk over the RIGHT bridge.  
Walk to the center, but not through the middle.  
STEP OVER ROPE

34. Save yourself from Moe, Larry, and Curly!  
When inside,  
CLOSE DOOR  
Go to the chair on the top-right.  
PUSH CHAIR  
Walk to candles to the left  
PUSH CANDLES  
Walk in front of the table.  
Wait until the guys can't get you on top of the table  
SWING ON ROPE  
OPEN DOOR  
Walk through the door.

35. This looks weird, but it's not that bad.

ASK ABOUT ELSA

Slow down your character.

Make a forward movement, so the guy will know you're for real

Walk to the right, up, then left to the GREEN DOOR on the lower left.

Enter the door.

Save the game

Slowly make your way to the door with the smiley faces.

Enter the opening.

Pull chain.

Walk to the left.

Save game

Slowly make your way to the open door on the top right.

Save game

Walk in front of purple door

OPEN DOOR

Move to the left

Walk onto the purple door

OPEN DOOR

Enter door

36. Save Elsa

When the picture with Elsa looking at you,

USE DISPEL POTION

After all the talking, walk up to the desk.

GET MIRROR

GET POTIONS

Walk to the right to the opening in the curtains.

USE HEALING

Use both healing potions.

Save the game.

NOW YOU HOLD SOME OPTIONS:

You can play Erasmus at his game, then kill Baba Yaga, or you can go straight to Baba Yaga.

37. Playing Erasmus

Go to the house and get in.

When you are sitting,

PLAY GAME

38. Killing Baba Yaga

Use the phrase and enter the house

When she is talking,

USE MIRROR

When she casts the spell, it will reflect back.

CONGRATULATIONS! YOU ARE NOW THE HERO OF SPIELBURG!