

Quest of the Hero II



User's Manual

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Table of Contents

TABLE OF CONTENTS	2
INSTALLING THE GAME	3
SYSTEM REQUIREMENTS	3
THE PACKAGE	3
INSTALLATION.....	3
THE INTERFACE	5
MAIN MENU	5
MAIN WINDOW.....	5
MAP WINDOW	6
ACTIVE QUESTS WINDOW	6
MAP MANAGER WINDOW.....	7
HERO DETAILS WINDOW	7
<i>Hero skills</i>	7
<i>Hero's Army</i>	8
<i>Hero's Spells</i>	8
<i>Hero's Bag</i>	9
THE GAME	10
HERO	10
MONSTERS.....	11
<i>Creature's skills and ratings</i>	11
<i>Monsters on the map</i>	12
TREASURE	12
CASTLES, CITIES AND VILLAGES	13
BATTLES.....	13
SPELLS.....	14
SPECIAL ITEMS AND AMULETS	14
REGISTRATION	15
DEMO VERSION	15
PURCHASING.....	15
REGISTRATION.....	15
TECHNICAL SUPPORT.....	15
CREDITS	16
SPECIAL THANKS	16

Installing the Game

System Requirements

In order to successfully play the game, you need to have the following system configuration:

Operating System: Palm OS 3.5 or higher

Display: 16K colors

Memory: At least 1.3Mb of free memory

Compatible devices:

Palm m130/m505/m515; **Tungsten** T/W; **Handspring** Prism/Treo 90/Treo 270/Treo 300;
SONY Clie PEG T-600C/N-610C/T-615C/T-625C/T-650C/T-665C/N750C/N760C/NR-70/NR-70V/NX60/NX70V

The Package

The package you downloaded consists of the following files:

<code>questII.prc</code>	The game executable file. This file has to be installed on your device.
<code>the_revenge.pdb</code>	‘The Revenge’ map. This file has to be installed on your device as well.
<code>readme.txt</code>	Read me file.
<code>manual.pdf</code>	This manual.

Installation

Before the installation make sure that your device complies with the [System Requirements](#).

- Unpack the package you downloaded to any directory.
- Install `questII.prc` and `the_revenge.pdb` files on your handheld device. Normally, you just need to double click each of the files.
- Synchronize your device.

Attention for all Sony Clie Users

Quest II does not support the High Resolution; therefore for correct work of the program on Sony Clie it is necessary to start it in the Low Resolution (160x160) mode.

For this purpose:

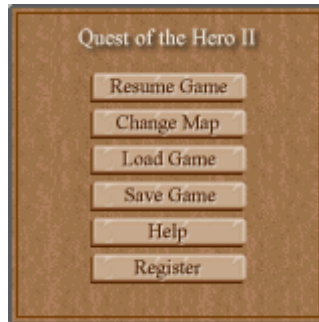
- If you use High Resolution Assist, start it, go to Prefs/HiRes and mark QuestII in the list of programs.

- If you use Switch Dash, start it, press the Add button, in the list of programs find Quest II and once again press Add.

The Interface

Main Menu

At any place in the game you can press the Menu silkscreen button and the main menu will appear. From the main menu you can save and load games, read the in-game help and start a new game.



Picture 1: The Main Menu

Resume Game

Closes the main menu screen and returns to the game.

Change Map

Press this button if you want to play a new map or restart the game. The map manager window will appear where you will be able to: choose another map to use (if you have more than one installed on your device) and delete and beam the maps. For detailed description see the [Map Manager Window](#) section below.

Load Game

Loads the previously saved game.

Save Game

Saves the current game. Remember that only one save game per map is allowed. Each time you press this button your previously saved game for this map will be overwritten.

Help

Opens the in-game Help forms.

Register

Opens the Registration screen used to register the game. If you decide to purchase the game, use this form to unlock the game's full functionality. For more information, see the [Registration](#) section below.

Main Window

The Main Screen is where you see your Hero on the map. You can move your Hero by tapping the target position on the screen. Your Hero will find a way to the target point himself if there is one.



Picture 2: The Main Window

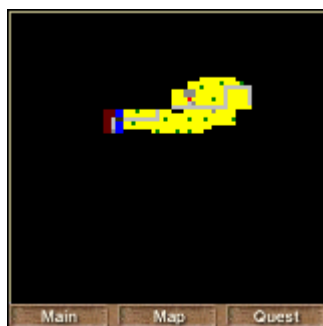
There are many items on the map such as Castles, Towns, Places to recruit creatures, Monsters, Special Objects, etc. To discover the item, just tap on it. The Hero will move to it and more detailed information will appear on the screen.

The Hero's Properties: Tap on your Hero if you want to observe his properties. This will show you the army and special objects that he has. See the [Hero Screen](#) section for more details.

There are 3 buttons at the bottom of the Main Window: Main, Map and Quests. By pressing these buttons you can switch the mode of the Main Window.

Map Window

Press the Map button at the bottom of the Main Window to access the Map window.



Picture 3: The Map Window

The map is largely unknown to you at the beginning of the game. As you move around you will discover more and more of the world. The Map window will only show the parts of the map you have already explored. You will find enemy troops to be defeated, usually seizing friendly places that, once conquered, will be sources of resources for you (armies, spells and special items). The Hero's current position marked as a red point.

Active Quests Window

The Quest window will show and describe those quests yet unfinished. At the beginning of the game you only have one main quest there, the one, described in the introduction. In addition, you will find Castle Kings, City Majors and other characters during your journey through the map. These are called secondary Quests. In order to complete the main quest, you must finish all of the secondary quests, which are given to you throughout the game.



Picture 4: The Active Quests Window

To access the Quest window, press the Quest button at the bottom of the Main screen. To show a quest's description, tap on the desired quest in the quest list. A quest is not solved until you go back to report it to the person who assigned you the quest..

Map Manager Window

The Map Manager window appears when you press the Change Map button in the Main Menu. It shows all of the maps installed on your device.



Picture 5: Map Manager Window

There are three buttons in the button bar at the bottom of the window. You can Load, Delete, and Beam the maps by selecting a map, or by tapping it and pressing the corresponding button.

Hero Details Window

This window appears on the screen if you tap on your Hero. There are four tabs at the top of the window: Hero, Army, Spells, and Bag. You can switch between tabs by tapping the tabs.

Hero skills

All your Hero's level, gold, skills, and ratings are shown on the Hero tab.



Picture 6: Hero Details Window (Hero Tab)

See the [Hero](#) section below for detailed description of each skill.

Hero's Army

You can review the Hero's army on the Army tab.



Picture 7: Hero Details Window (Army Tab)

There are 5 slots, which display troops stacked in the hero's army. Each troop's picture has a number indicating how many creatures are in each slot and a name of the creature. You can get detailed information about a troop by tapping the troop's picture. See the [Monsters](#) section below for more details.

Hero's Spells

You can review the spells your Hero has at the moment on the Hero's spells tab.



Picture 8: Hero Details Window (Spells Tab)

Your Hero can have a maximum of four spells. You can review spell details by tapping on a spell picture. For detailed descriptions of spells see the [Spells](#) section below.

Hero's Bag

Your Hero's Bag contains special items, which your Hero can find on the map. These items affect your Hero's army by increasing or decreasing some of the creature's skills.



Picture 9: Hero Details Window (Bag Tab)

To review the special item details, tap on its picture. See the [Special Items](#) section below for more information.

The Game

Hero

The Hero has four ratings: attack, defense, magic and leadership. Those ratings are added to any unit under his command in combat.

Attack This is the Hero's attack rating. The number represents the attack efficiency of the Hero's army in battles. The bigger the number, the more efficient the attack.

Defense This is the Hero's defense rating. The number represents the defense efficiency of the Hero's army in battles. The bigger the number is, the more efficient the defense.

Magic This stat indicates the Hero's magic skill. It affects the magic attack of the Hero's army in battles. The hero can perform more powerful and difficult spells as this number gets higher.

Leadership This is the Hero's leadership rating. It indicates how big of an army the Hero can have. The bigger this number is, the more soldiers can be hired by the Hero

The Hero has the ability to achieve higher levels. Levels are granted with experience, which is gained by winning battles and completing quests. To achieve a higher level, the hero must gain the required amount of experience points. The higher the level, the more experience points are needed.



Picture 10: The Hero's Level

Each new level gives the Hero some points that you can distribute for additional attack, defense, magic points, and increases the Hero's leadership, so that you can hire more and more creatures for your army. The Hero's details can be accessed by clicking on the Hero in the main screen.

Also the Hero can have some special skills given in churches. These are Bless and Berserk.

Bless Gives The Hero the first turn in the next battle.

Berserk Increases the damage of all units in the Hero's army by 10.

Monsters

Creature's skills and ratings

Each creature in the game has some ratings. You can review these ratings by tapping on the creature on the Hero's Details Window or on the Battle screen.



Picture 11, Monster details

The numbers in brackets shows additional values added to a creature's skills by special items (amulets) that the Hero has at the moment. If the effect is positive then the corresponding skill is marked as red, if negative – blue.

Level	Creature's level indicates that this creature can join the Hero's army only if the Hero's level is greater or equal then this value.
Attack	This number represents the attack efficiency of this creature in battles. The bigger this number is, the more efficiently the creature attacks.
Defense	The number represents the defense efficiency of this creature in battles. The bigger this number is, the more efficiently the creature defends
Damage	Represents the power of a creature. In other words, it indicates how much damage points can be done by one creature in the combat.
Hit	Indicates how much damage should be done to kill this creature.
Speed	The number of steps this creature can go per turn.
Magic Attack	This number represents the efficiency of a creature's magic attacks. As this number gets bigger, the more efficiently the creature attacks.
Magic Resist	This number represents how efficiently a creature can resist the magic. The bigger this number is, the more efficiently the creature can resist magic.
Magic	The magic spell this creature has.

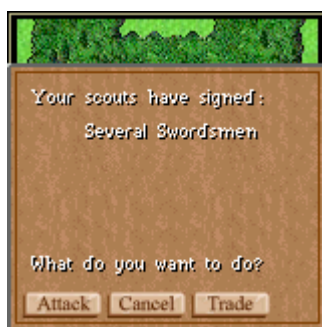
Monsters on the map

Monsters don't move about, they are static guardians that can block your movement and defend resources.



Picture 12: Monster on the map

To gather information about an enemy troop, tap on it. A new screen appears. You can see the type and the approximate number of creatures.



Picture 13: Attack Dialog

To attack the enemy troop tap attack on that screen and prepare for battle. In some cases you can trade your way through, but you won't increase your experience in this case! You may need several battles to defeat a powerful enemy. He will accumulate losses, and be a little weaker after every battle.

Treasure

There are many chests with gold on the map. Normally, monsters guard those chests.



Picture 14: Treasure

You need gold to buy new soldiers and spells. Collect as much gold as you can and try to reduce your defeats in battles, otherwise at some point you will run out of gold and lose.

Notice Spells and armies cost different amounts in different places, so also trade wisely to reduce your expenses.

Castles, Cities and Villages

There are some places to visit on the map such as castles, towns and villages. To get inside the castle/town just tap on it's entrance. You can get in only if there are no monsters inside. If there are, you need to defeat them first.

Once you have captured a place, you can get inside, and do some business. In most places you can recruit or sell armies, in the cities you can also buy spells and talk to the major to get quests and rewards. In the castles, you talk to the king instead, and also can use the castle chest to store your spare special items.



Picture 15: Inside a castle

You can buy and sell soldiers in the castles, cities and villages that you have captured. Tap on the army icon to get into the recruit window. This will show the type, number and cost of creatures available. Some creatures are available only if you have reached a certain level. The quantity of creatures that you can buy depends on your leadership skill and amount of gold you have. Remember, you also have a five type limit, so you may need to license (sell) some creature types in order to recruit other, more suited to your next quest. If you license creatures, you will get some gold back.

Battles

The battles work in turns. If your Hero was blessed in the church then you start the battle, otherwise one of the sides will start at random. During each turn, you can move your creatures (based on his speed movements), attack enemies (if adjacent to them, or with ranged weapons), cast a spell from the Hero's bag (once per turn), cast a creature specific spell, or skip that creature movement.



Picture 16: A Battle

If you want to see your creature or the enemy's attributes, click once on the attack button, to reveal the info button, and then click on the desired creature for info. Click once more on the info button to return to the attack mode. Finally, if your hope to win the battle vanishes, you can give up the battle. You will lose your whole army and go back to the starting place.

Wisely moving your creatures in the battle could be your key for success. Notice most of the battle areas will have obstacles you can't go through. This is especially critical in castles and bridges, where there is only a narrow way to pass.

Spells

Similarly to creatures, you can buy spells, and you will also find spells in your journey (usually well defended!). Spells have different strength and level requirements. You can review these ratings by tapping on the spell in the Hero's Details Window.



Picture 17: Spell's Details Dialog

Your magic attribute affects the power of the spell and indicates your ability to use the higher level spells. In other words, you cannot get a level three spell if your magic level is lower than three. During the battle, once per round, you can ask one of your creatures to cast a spell from your bag. A creature with a higher magic attribute will cause more damage with a given spell. Some creatures will have natural spells of their own; they can use those spells during each battle round.

Special Items and Amulets

You will find those items during your quests. They could be weapons, magic books or amulets that increase (or decrease!) the battle attributes of some of your creatures. Special items may affect only certain type of creatures. They are stored in your bag, or you can save them on the castle's chests. Click on the item to see its attributes.



Picture 18: Special Item Details dialog

Registration

Demo Version

The demo version is fully functional with only one restriction. You cannot collect more than 500 experience points. Each time you collect more, the warning screen will appear and your experience points will roll back to 500.

Purchasing

To play the unrestricted version you need to purchase an unlock key. You may do it online from our [web site](http://www.questofthehero.com) (<http://www.questofthehero.com>). This key will allow you to continue playing from where you left off in the demo.

During your online purchase, you will be asked to provide your RegCode or Hotsync Name, which appear on the game's Registration screen. To find your RegCode or Hotsync Name, simply run the game, tap the "Menu" silkscreen key, and press the "Register" button.



Picture 19: Registration Screen

The unlock key will be Emailed to you within one business day, after you have made a purchase.

Registration

After receiving your unlock key, there is no need to download or install a new version. Simply return to the "Registration" screen in the game, enter your key, and the game will remain permanently unlocked.

Technical Support

Problems? Questions? Whatever it is, we are here to help. You can find the answers on the game website at <http://www.questofthehero.com> or Email our technical support at: support@questofthehero.com

Credits

The game was designed and programmed by:

Dmitri Kornilov (dmitri@questofthehero.com)

This game used some ideas of Heroes of Might and Magic by New World Computing.

Special Thanks

My wife Luba for patience; Diego Beamonte for great Alpha testing and useful ideas; Wasly, Andr, Vovik for Beta testing; The Moscow Palm Club (<http://www.palmclub.ru>) for help and support, Roman Pedan for help and testing , John Niemi for the great quest stories!