

Quest for Glory I: So You Want to Be a Hero? (VGA) - Point List/Walkthrough

Items in **bold** are acquired by the action listed. Items in *italics* are required to perform the action listed. Actions that give a notable bonus to Honor have a “+” on the Paladin category. Actions that decrease Honor have a “-”. Actions that only effect one class but that do not give Puzzle Points are marked with an “o”.

F	M	T	Action and Notes
<u>Day 1</u>			
1	1	1	Create a Character (All characters start with 4g and 10s , 5 Rations , and a Leather Jerkin ; Fighters start with a Broadsword and Shield ; Magic Users start with a Dagger and the Zap spell; Thieves start with a Dagger and a Lock Pick . Note: Fighters and Magic Users with Lockpicking <i>will not</i> start with a Lock Pick .)
1	1	1	Talk to Schultz Meistersson, the Sheriff (No need to <u>actually</u> talk, just click the mouth on them.)
1	1	1	Talk to Hilde Pferdefedern
3	3	3	Buy Apples (x5, 1s each) from Hilde
1	1	1	Talk to Kaspar
1	1	1	Give <i>Money</i> (1s) to Sam
1	1	1	Talk to Sam
1	1	1	Talk to Zara Shashina (Don't buy her potions; she is overpriced.)
	2		Buy the Fetch spell (40s) from Zara
4	4	4	Read the Adventurer's Logbook
1	1	1	Sign the logbook
6	6	6	Read the quest board
1	1	1	Talk to Wolfgang Abenteuer, the Guild Master
1	1	1	Leave town for the first time
3	3	3	Retrieve the Healer's Ring
2	2	2	Talk to Amelia Appleberry, the Healer
			Ask Amelia about Spell Components -> Troll Beard & Cheetaur Claws (must ask in order to take them)
10	10	10	Give the <i>Ring</i> to Amelia (Get 6g and 2 Healing Potions)
1	1	1	Talk to Heinrich Pferdefedern
3	3	3	Ask Heinrich about Brigands -> Leader
5	5	5	Talk to Karl
1	1	1	Enter the Castle grounds
1	1	1	Talk to the Weapon Master
5	5	5	Work at the stables
2	2	2	Make a deal with Bonehead
			Ask Bonehead about Hut -> Rhyme (must ask for the choice later)

F	M	T	Action and Notes
8	8	8	Give Brauggi the <i>Apples</i> and get the Gem
10	10	10	Free the fox in the road
5	5	5	Talk to Abdulla (Trust me, do this and the next 2 steps <i>before</i> you go a-robbin'. If you wait, you'll miss the chance to do it on the first night).
2	2	2	Buy a meal (4s) or drink (2s) for Abdulla Doo
1	1	1	Eat at the Hero's Tale Inn (4s; technically you get the points for ordering, but who cares)
		3	Show you <i>Lock Pick</i> to the Thieves in the alley and learn the password
		5	Tell the password to Crusher
		3	Buy a Thieves' Guild License (25s) from Boris
		3	Play Dag-Nab-It
		5	Win a 25-silver Dag-Nab-It game (Note: see "Dag-Nab-It Instructions" below)
		3	Buy a Thieves' Tool Kit from Boris (100s; Buy it with the money you get from Dag-Nab-It. The Tool Kit provides you easy access to the houses and the Sheriff's safe. You can do without, but you'll save yourself a lot of trouble if you get beforehand.)
		5	Pick the lock to the Little Old Lady's house
		1	Steal the Candlesticks (worth 100s)
		1	Search the desk (find 1s)
		1	Search the purse (find 20s)
		1	Search the couch (find 3s)
		1	Find a String of Pearls (worth 500s)
		3	Feed her cat
		5	Pick the lock to the Sheriff's house
		1	Steal the Music Box (worth 90s)
		1	Steal the Candelabra (worth 150s)
		1	Search the desk (find 3s)
		1	Steal the Alabaster Vase (worth 40s)
		1	Move the painting and find the safe
		1	Crack the safe
		1	Steal the 50s from safe
		3	Fence your first stolen good with Boris (Total haul for the night = 95g and 7s)
1	1	1	Talk to Shameen
1	1	1	Sleep at the Hero's Tale Inn (5s)
Day 2			

F	M	T	Action and Notes
1			Kill a Brigand (worth 5-24s)
1			Kill a Goblin (worth 0-35s)
1			Kill a Saurus (worth 0s)
3			Train with the Weapon Master (1g; shows up at Mid-morning)
10			Defeat the Weapon Master (Probably won't happen until Day 4 or 5)
2	2	2	Talk to Bruno (1s; shows up at Midday)
8	8	8	Collect a Spirea Seed
3	3	3	Get some Magic Mushrooms (x3; worth 1g per handful; only during day; and, of course, there is the "Endless Mushroom" bug. Grab as many as you can without straining yourself. Once you overload your bag you'll bug your game and may or may not be able to fix it.)
1	1	1	Answer "Yes" to the Dryad's Question
7	7	7	Give the <i>Spirea Seed</i> to the Dryad
1	1	1	Pick up the Magic Acorn
1	1	1	Talk to the Green Meep
5	5	5	Pick up the Green Fur
4	4	4	Ask the Green Meep about Magic and get the Detect Magic spell scroll (Fighters and Thieves with magic can get points for this)
3	3	3	Get some Flying Water (you'll need an empty flask)
1	1	1	Knock on 'Enry's Door
5	5	5	Enter 'Enry's 'ouse
2	2	2	Talk to 'Enry
	4		Get the Trigger spell scroll (Ask 'Enry about Ladder -> Spells -> Trigger -> Scroll)
1	1	1	Visit the lake
	2		Buy the Flame Dart spell (60s) from Zara
	2		Buy the Open spell (30s) from Zara
3	3	3	Dance for the Fairies (only at night)
1	1	1	Talk to the Fairies
8	8	8	Collect some Fairy Dust (you'll need an empty flask)
2			Kill a Mantray (worth 0s; most likely at night)
2	2	2	Eat some fruit from the tree in Erana's Peace
			Pick some Flowers (x2; worth 5s per handful)
	4		Cast <i>Open</i> on the stone and get the Calm spell scroll
	5		Sleep all night at Erana's Peace

F	M	T	Action and Notes
Day 3			
5	5	5	Give the <i>Magic Acorn</i> to Amelia
2	2	2	Give the <i>Fairy Dust</i> to Amelia
2	2	2	Give the <i>Flying Water</i> to Amelia
2	2	2	Give the <i>Green Fur</i> to Amelia
1	1	1	Give the <i>Flowers</i> to Amelia (worth 5s per handful)
7	7	7	Get the Dispel Potion from Amelia
1	1	1	Give some <i>Magic Mushrooms</i> (∞) to Amelia (worth 1g per handful)
			Buy Undead Unguent (100s) from Amelia
			Buy some Mana Potions (60s each; M only) from Amelia
3			Buy Armor (500s) from Kaspar
			Buy a Dagger from Kaspar (20s; T, you'll want an extra; M up to you, but I'd recommend it.)
2			Kill the Ogre in front of the cave(worth 1g and 43s)
5	5	5	Feed the Bear
2	2	2	Enter the Kobold's lair
10	10		Kill the Kobold
7	7	7	Take the Kobold's Key
5	5	5	Take the 10g and 60s from the Kobold's chest
25	25	25	Use the <i>Kobold's Key</i> to free Barnard
3	3	3	Enter Erasmus' house
1	1	1	Talk to Erasmus
	5		Play Mage's Maze
	12		Win Mage's Maze and get the Razzle Dazzle spell
10	10	10	Visit the Baron Stefan von Spielburg after freeing Barnard
3	3	3	Talk to the Baron
Day 4			
2	2	2	Get the Note from the Tavern (first time only)
10	10	10	Give the <i>Gem</i> to Bonehead
7	7	7	Say the rhyme to the hut
2	2	2	Enter Baba Yaga's hut
12	12	12	Spy on Bruno and Brutus at midday

F	M	T	Action and Notes
			Throw a <i>Dagger</i> (or cast <i>Flame Dart</i>) at Brutus after Bruno is gone, wait a minute or so then go search Brutus' body (Thieves don't really need to do this, though)
2	2	2	Enter the Graveyard at midnight while using <i>Undead Unguent</i>
6	6	6	Get the Mandrake Root (at midnight)
3	3	3	Give the <i>Mandrake Root</i> to Baba Yaga (by the end of the night)
4			Kill a Cheetaur (worth 0s; most likely at night, get Cheetaur Claws worth 15s each)
4			Kill a Saurus Rex (worth 0s; most likely at night)
4			Kill a Troll (worth 20-49s; most likely at night, get Troll Beard worth 2 Healing Potions each)
Day 5			
2	2	2	Give <i>Cheetaur Claws</i> to Amelia (worth 15s each)
2	2	2	Give a <i>Troll Beard</i> to Amelia (worth 2 Healing Potions each)
5	5	5	Say the password to Fred
10	10	10	Open Fred's door
2	2	2	Enter Fred's cave
5			Defeat Toro (worth 50s)
8	8	8	Enter the Brigands' trap room (Note: If you're a purist [like me], this will be your <i>only</i> chance to get 100 in Climbing. You'll need to defeat Toro and climb over the brigand wall about 15 to 20 times. You can climb back over to Toro's screen by walking toward the bottom middle of the Trap Room screen.)
8	8	8	Enter the Brigands' mess hall
8	8	8	Enter Yorick's maze
2	2	2	Talk to Yorick (the Warlock)
8	8	8	Ask Yorick about Yorick -> Elsa
12	12	12	Enter the Brigand Leader's room
35	35	35	Use the <i>Dispel Potion</i> on the Brigand Leader and break the curse on Elsa von Spielburg
10	10	10	Take the Magic Mirror
At this point, you can take as much time as you like to finish the game. This would be a good time to raise all of your skills to 100 (if you are so inclined).			
50	50	50	Reflect Baba Yaga's spell using the <i>Magic Mirror</i>
25	25	25	Become a hero
504	500	504	<u>Final Totals</u>

How to Win at Dag-Nab-It Every Time

I've never seen anyone else mention this, so I assume that nobody has cared enough to figure it out. If you notice the stitching around the Dag-Nab-It board, it is set up in several distinct "stitches" if you will. The stitch your dagger starts on (both horizontally and vertically) dictates the notch to choose for either Force or Angle.

Angle: For the correct angle, think of the middle notch as 0, the next notch to the left as -1, the notch to the right as 1 and so forth. For whatever stitch your dagger starts, choose the corresponding *opposite* angle notch. For example, if your dagger begins on the 3rd stitch to the right, choose -3 for the angle notch.

Force: The force notches are rather simple. You will never stray from either the middle or next right to the middle notches (e.g. 6th or 7th notches). Notice the vertical stitches. If the end of your dagger's grip begins on the 3rd vertical stitch, choose the 6th force notch. If it begins on the 4th, choose the 7th notch.

If you follow these guidelines, you may not ever get a perfect game (some starting positions are hard to choose for one notch or another), but you will most certainly win every game of Dag-Nab-It you play. (Dag-Nab-It is also a great way to max out Throwing, and if you are in Stealth while you play, you can max out that as well.)