# HERO'S QUEST REFERENCE CARD

Use the following information for quick reference while playing *Hero's Quest*. For detailed information on these actions and commands, see your 'How To Be A Hero Manual'.

#### MAGIC

Spells will be listed in inventory. Also listed will be the number of Magic Points (MPs) needed to cast a spell, and the level of skill the character has in each spell. To use a spell, type **cast** [NAME OF SPELL], or press [CTRL-C] and type [NAME OF SPELL].

#### THIEF SKILLS

Thief characters have two special skills; 'Pick Locks' and 'Stealth'. To use these skills type **pick lock** to gain entrance to a locked door, or **sneak** to move quietly. When you are finished 'sneaking', type **walk** to resume walking normally.

### COMBAT

To initiate a battle, type **fight**. Combat consists of both offensive and defensive maneuvers; Thrust, Swing, Dodge, Parry and Block. Initiate these actions using the [Arrow] keys as shown below. To retreat from combat, type escape, or press [CTRL-E].

DISTANCE COMBAT
THRUST OR SWING
DODGE COMBAT
DODGE COMBAT
DODGE COMBAT
DODGE COMBAT

CLOSE COMBAT
THRUST

DODGE 
DODGE
SHIELD BLOCK

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# SHORT CUTS FOR COMMON COMMANDS

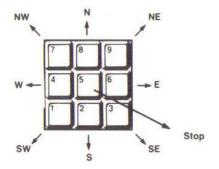
You can use function and control keys to short cut many common commands.

[F1]	Help	
[F2]	Toggle sound on/off	
[F3]	Repeat previous command	
[F4]	Toggle High Speed/Normal Speed Hero	
[F5]	Save Game	
[F7]	Restore (saved) Game	
[F9]	Restart Game (from beginning)	
[TAB]	Inventory	
[CTRL-A]	'Ask About'	
[CTRL-C]	'Cast' Spell	
[CTRL-E]	'Escape' (Retreat from Combat)	
[CTRL-F]	'Fight'	
[CTRL-H]	About Hero's Quest	
[CTRL-I]	Inventory	
[CTRL-L]	'Look At'	
[CTRL-P]	Pause Game	
[CTRL-Q]	Quit Game	
[CTRL-S]	Show Character Sheet (Status, etc.)	
[CTRL-T]	Time of Day	

[+]	Increase Speed
[-]	Decrease Speed
[=]	Normal Speed
[CTRL-V]	Change Volume
[SHIFT-CLICK]	'Look' at an object
[SPACEBAR]	Repeat Previous Command

# MOVING YOUR HERO

You may move your character on the screen with the [Arrow] keys, u. numeric keypad, or the mouse. To halt your character's steps with the keypad, press the number 5, or press the last used direction key again. Do not attempt to move the character by holding down the direction key. This will cause the character to start and stop continuously, resulting in very slow progress.



Hero's Quest I understands many common verbs. Here are some you might try:

ASK	DROP	SEARCH	TELL
BUY	EAT	PLAY	SIT
THROW	CLIMB	GET	PUSH
SNEAK	USE	CLOSE	GIVE
READ	STAND	WALK	DRINK
OPEN	RUN	TAKE	