



# *PC-Game, volume II*

Programming by Gerwin Broers

This manual by Peter Karsten

## 1. *Information*

- 1.1 General Information
- 1.2 HeroQuest on the Internet
- 1.3 Technical Issues
- 1.4 Controls Reference

## 2. *Gameplay*

- 2.1 Quests
- 2.2 Original Gameplay Basics
- 2.3 Alternate Gameplay Basics
- 2.4 Combat
- 2.5 Furniture etc
- 2.6 Walls and Doors
- 2.7 Character Attributes
- 2.8 Upgrading Attributes
- 2.9 The Default Heroes
- 2.10 Playing the Magic Dungeon
- 2.11 Options Panel

## 3. *The Editor*

- 3.1 General
- 3.2 Filters
- 3.3 Making Special Characters
- 3.4 Object Scripting
- 3.5 Scripting Parameters
- 3.6 Notice
- 3.7 Tips

## 4. *Tables*

- 4.1 Objects (Prefab)
- 4.2 Official Monsters of HeroQuest

## 5. *Appendices*

HeroQuest v2.09e by Juan Carlos Lopez  
Quest Edit Aid for HeroQuest v2.09e  
Spell Descriptions  
Monster Descriptions  
The World Map Of HeroQuest  
HeroQuest Notes

**Notice:** Since the game is still an unfinished beta release you might want to read `version.txt` about what is done and what is yet to do... If you find anything obviously wrong in the program and you are able to describe in which situation it occurs, please e-mail me. Images will only be visible when viewing this document (`hquest.htm`) with Internet explorer.

## 1.1 General Information

HeroQuest is a turn based computer game in a fantasy setting, Inspired by Milton Bradley and Games Workshop's board game 'HeroQuest'. You can play it with 1 to 4 players on 1 computer; furthermore you can create your own quests in the editor, without ever running out of miniatures. This program was made in visual c++ and relies on the solid and free Allegro game-programming library and the FBlend 0.6 add-on library. Share and enjoy this game, do not modify it except for the quest-files. What else... right; use this program at your own risk.

## 1.2 HeroQuest on the Internet

You can find the latest version of this game on Gerwin's Homepage under downloads. In the future this website should also offer additional quests. I also hope for support from other HeroQuest fans that are willing to create and share quests including other Links to the HeroQuest world. For all other things about HeroQuest it would be best to go to Dewayne's HeroQuest site. There currently is no internet-multiplayer option in the game.

## 1.3 Technical Issues

This game should run fine on any Pentium PC using Windows 95/98/ME/XP/NT/2000... It requires Direct-X 7 or later, a soundcard and a true-color graphics card. Modifying `hquest.cfg` can set some advanced options; you can also safely choose to delete this file in order to reset the high scores. `hquest.qpf` contains all prefab object properties, used for the editor and the magic dungeon. This program was verified clean of any viruses with Norton Antivirus.

## 1.4 Controls Reference

### In the game:

-move	[arrows, left-click]
-target	[enter, left-click]
-select target	[arrows, left-click]
-cancel targeting	[backspace, left-click]
-end turn/skip	[backspace, right-click outside map]
-show object info	[right-click]
-zoom on map	[+,-]
-open door	[o]
-exit to main menu	[esc]
-exit to windows	[alt-F4]
-menu controls	[arrows, enter, tab, hotkeys, mouse]
-move console & statistics window	[drag with left-click]
-scroll console text	[pgup, pgdn, mouse]

### In the editor:

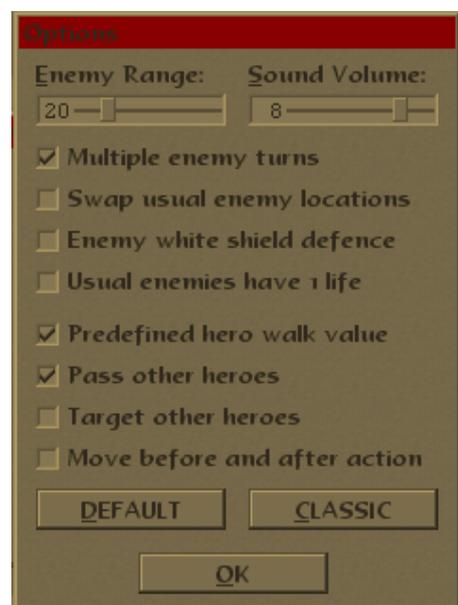
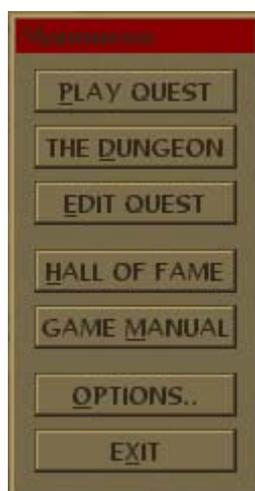
-select tool	[1,2,3,4,tab]
-draw with current tool	[left-click]
-properties, cut, copy, delete	[right-click]
-browse selection	[pgup, pgdn, home, end, mouse wheel]
-set content generator level	[insert, delete]
-jump to manual (this text)	[F1]
-jump to filters dialog	[F2]
-swap usual enemy locations	[F11]
-save a screenshot	[F12]

**In the dialogs you can press the underlined letter's key to select the corresponding button**

- <u>d</u>	[The Dungeon]
- <u>e</u>	[Edit Quest]
- <u>h</u>	[Hall of Fame]
- <u>m</u>	[Game Manual]
- <u>o</u>	[Options]
- <u>p</u>	[Play Quest]
- <u>x</u>	[Exit]

### In the Options Window:

- <u>c</u>	[Classic]
- <u>d</u>	[Default]
- <u>o</u>	[OK]



## 2.1 Quests

You start a game by choosing a quest from the list or by starting a Magic Dungeon game. A quest contains a map and other game information. When a quest is loaded you can choose the heroes that will be assigned to this quest. The maker of the quest has switched on the default players for this level. If all players are switched on by default it will probably be very hard to complete the quest with only one hero. After choosing the heroes for the quest, a mission briefing is displayed. The objective can vary from killing a monster leader to finding an exit etc.

## 2.2 Original Gameplay Basics

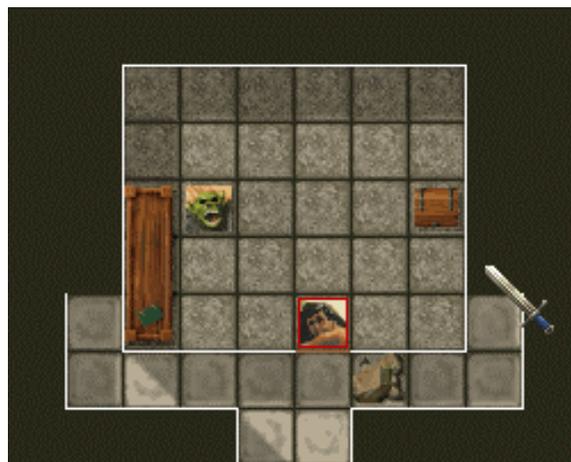
The original game is turn-based, every successive hero and every visible monster gets their turn. A turn consists of 1 series of movement and 1 action. Besides moving, every character gets one action per turn. An action can be triggered with [enter] or [left-click] at any time during the turn. The number of moves available is determined randomly by 2 six sided dice.

## 2.3 Alternate Gameplay Basics

Alternatively the computer game defaults to using a specific number of moves set for each hero. Next to that you can allow your hero to walk his remaining moves after using his action. You will notice that by these rules the game plays somewhat faster. These and other interesting settings can all be accessed through the options menu. (2.11)

### *Example:*

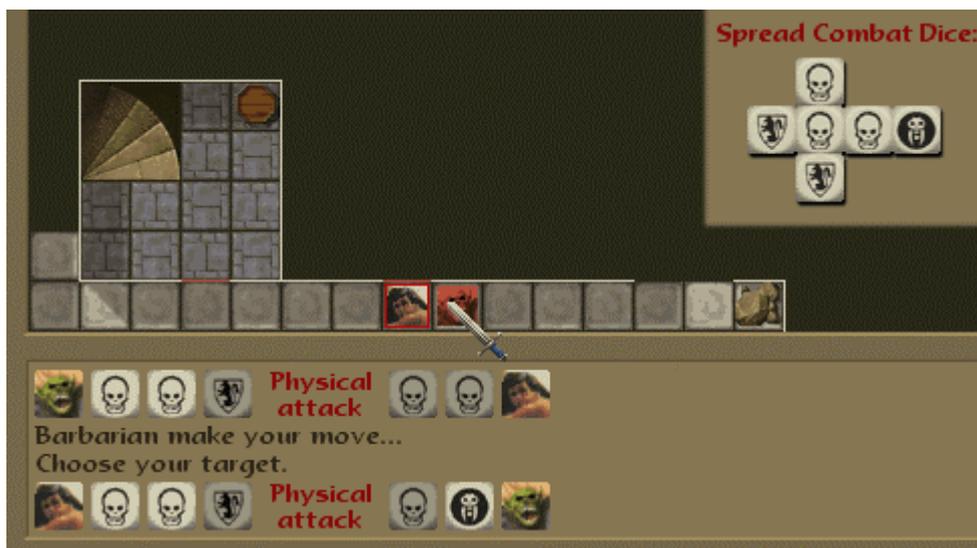
*A player-controlled barbarian walks four cells; he is now close to an orc and a chest. The barbarian can either choose to move adjacent to the orc or next to the chest. Then by hitting [enter] twice, or clicking twice on the target, the barbarian can use his action to attack the orc or open the chest and collect the contents. After the action the barbarian can walk the remaining three moves or end his turn by either pressing [backspace] or right clicking outside the map. The next turn will focus on another hero, until each has gone in their sequence and then any visible monsters.*



## 2.4 Combat

HeroQuest attacks are decided using six sided dice called "combat dice". During an attack you need the dice to produce skulls, during a defence you need the dice to produce white shields. A dice has 3 skull faces, 2 "white" hero triangular shields and 1 enemy circular shield. When a hero defends, every white shield blocks a single enemy skull, leaving EACH skull that has no shield to counter it to inflict damage and remove a point of life (*body*). Monsters normally have a harder time defending since they have a smaller chance to throw the proper shield; however, an option is available to allow the monsters to use "white shields" to defend instead. Skulls are the same to heroes as they are to enemies.

As could be expected: every hero or monster reduced to zero body or mind will die and is removed from the game. When a character dies his keys and gold will be added to the killer's inventory. By these rules monsters can also gain gold and keys. The wizard however attacks with magical combat dice, which cannot be defended against - they either succeed or fail. Magical attacks reduce the targets mind not their body.



## 2.5 Furniture etc

Besides heroes and monsters the maps contain furniture and passive characters. Mostly these objects just block your movement. But sometimes they are useful; to discover if it is useful the character must get next to an object and click on it (*this will be your 1 action per turn*).

*\*Hint:* Crates and Barrels have replaced the treasure cards from the board game.

## 2.6 Walls and Doors

About walls, one can be brief: they block your movement and line of sight. Doors usually don't block your movement, unless they are locked doors. You can recognize locked doors by their color: Red or Blue. Keys can be found in corresponding colors. If you possess the right key you can open the locked door, after which they are open to everyone. Another type of special door are the secret doors, they work like normal doors but can hardly be distinguished from a normal wall.

## 2.7 Character Attributes

Character attributes are displayed on the right of the screen. The fields are walk, offence, defense, mind, body, experience, gold and keys. Walk stands for the amount of adjacent cells that a character can move into during a turn. The walk value turns red if the character has already used his action during the turn. Offence and Defense relate to the amount of dice used when fighting an enemy. Offence can either be physical (*red*) or magical (*blue*) dice. A physical attack will damage a character's body, reducing their life it can be blocked by using defensive power. A magical attack will damage a character's mind. It cannot be blocked! Experience has no 'real' purpose other than to rate the performance of this hero so far. A small medal on the character's portrait also illustrates it. A bronze medal for 50 experience points, a silver medal for 100 experience points and a gold medal for 200 experience points. After finishing a quest every hero's experience is evaluated and he might get a place in the Hall of Fame.



## 2.8 Upgrading Attributes

A hero can use gold to purchase items in the shop. There are two shops in the game: the armory to improve a hero's physical attacks and the alchemist's shop to improve a hero's magical attacks. Both can be reached by clicking the gold value in the briefing screen before starting a quest, provided of course, that you have gold to spend. Next you might encounter a merchant somewhere along your quests. After upgrading the character's attack or defense, the new additions can be distinguished from the old values by the size in the indicator bars.

### *The Armory*

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<b>Boots</b>	Walk +1	80 gold
<b>Sword</b>	Offense +1	110 gold
<b>Shield</b>	Defense +1	100 gold
<b>Potion</b>	Life +1	30 gold
<b>Elixir</b>	Mind +1	50 gold

### *The Alchemist's Shop*

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<b>Elixir</b>	Walk +1	70 gold
<b>Staff</b>	Offense +1	140 gold
<b>Shield</b>	Defense +1	100 gold
<b>Potion</b>	Life +1	20 gold
<b>Scroll</b>	Mind +1	30 gold

## 2.9 The Default Heroes

Although the heroes can differ in each quest, you will often be playing with one of the original HeroQuest heroes. These are the Barbarian, Dwarf, Elf and Wizard.

The **Barbarian** excels at close combat. All his enemies fear his striking power and his durability also enables him to sustain more blows than any other hero. The drawback to the Barbarian is his lack of intellectual development, making him extremely vulnerable to magical attacks.

The **Dwarf** is a more balanced warrior; his primary advantage is a good defense against physical attacks. A drawback of his small and sturdy appearance is his slower movement.

The **Elf** is the scout. He is swifter than any other hero and only a few monsters can outrun him. This mobility enables him to skirmish-attack his enemies. In combat the Elf is a decent opponent against every enemy, even his endurance concerning magical attacks is quite good.

The **Wizard** does not fight his enemies with earthly weapons like the others; he uses magical attacks instead (*blue values instead of red*). These attacks can be extremely effective against opponents with poorly developed minds like zombies and mummies. The Wizard's physical strength is limited so he must try to avoid counter-attacks.

## 2.10 *Playing the Magic Dungeon*

The Magic Dungeon is a new feature, inspired somewhat on games like Diablo and Fargoal. It gives you full freedom to wander through 20 levels that get harder as you descend further. The Levels are randomly generated each time you start a new game, but after that they remain the same. Yet, when returning to a previously explored level fresh new enemies will have arrived there. Make sure your hero is upgraded sufficiently before descending; you might not be able to withstand the stronger foes.

Credits for most of the dungeon coding, goes to Jamis Buck.

*(Note that this game-mode has not been tested much)*

## 2.11 *Options Panel*

Accessible by the menu screens is the options panel. Note that enemies with individual names or at least 50 experience points are not considered usual, they are determined as special characters instead.

### **Enemy Range:**

When an enemy gets to distant from a target he will stop pursuing it.

### **Sound Volume:**

Affects all sounds in the game, set to zero for no sound.

### **Multiple enemy turns:**

In the boardgame only one chosen enemy gets his turn.

### **Swap usual enemy locations:**

Swaps locations of usual greenskins and usual undead makes less predictable quests.

### **Enemy white shield defence:**

Gives all enemies better chances for defence, making them tougher to defeat.

### **Usual enemies have 1 life:**

Like the European boardgame, (changes usual Fimirs, Mummies and Chaos Warriors).

### **Pass other heroes:**

The boardgame lets every hero decide who may pass him at any moment.

### **Target other heroes:**

When playing with other people one can choose to attack competitive heroes.

### **Predefined hero walk value:**

Walk a preset amount of tiles instead of throwing two dice before each turn.

### **Move before and after action:**

The boardgame does not allow for movement after an action.

### **Strip keys after each chapter:**

Any keys found in a quest chapter can be either kept or removed in the next chapter.

## 3.1 General

The in-game quest editor is a now fully functional, all possible object and their properties and scripts can be modified. It works in 4 tool-modes, click [tool] or hit [tab] to switch these modes. After that just paint with that tool as you desire. The editor leaves little room for error, just make sure: 1. All four heroes must be placed somewhere 2. It is ugly to leave furniture over a wall (*obviously*) 3. The default Quest objective is kill all monsters, in this case monsters should be placed somewhere. After trying some simple stuff you might want to change the properties of (1) objects and (2) the quest.

Right-clicking the object can modify Object Properties. Door and Wall Properties, are changed simply by clicking on them. Quest Properties, are found by accessing the menu and selecting 'map filters' and then 'quest properties'.



## 3.2 Filters

A short summary of all filters available in the edit-menu:

- Quest Properties** - Change general properties of the quest you are editing.
- Classic Dungeon** - Want to start with the original game layout? Use this!
- Generate Dungeon** - Powerful dungeon generator. Built on Jamis Buck's libraries.
- Outdoors Dungeon** - An outside variant on the dungeon generator.
- Generate Content** - Finishes a quest complete with heroes, enemies and furniture!
- Greyscale Export** - Exports a grayscale gif-image, use it to make a nice printout.
- Show Coordinates** - Some scripts require coordinates; this filter shows them.
- Remove All Doors** - Removing many doors can be annoying this makes it easier.

## 3.3 Making Special Characters

When you choose to modify the skills of an enemy try to inform the player of that. Do this by giving that enemy an experience level of 50, 100 or 200 so a bronze, silver or gold medal will appear on its portrait. You can also rename the enemy. Renamed or experienced (*at least 50exp*) enemies are never swapped locations like regular enemies. Heroes can also be customized. You can make an orc act as a hero if desired by just changing his side to hero etc. Giving the object gold or keys does not require the use of scripts, other things do require scripts: select the desired script (*after which you might need to update the dialog by clicking prev+next*) and set the parameters and the text. Adding a "!" mark before the text will force it to appear in a private message box instead of the console. If you want to learn more about it be sure to check out the included quests in the editor.

**The parameters are:**

- repeatable** - set to allow the script to be used several times.
- pic 2** - set to make objects look different after the script.
- sound** - set a sound to play.
- map x/y** - often defines what tile is targeted by the script.\*\*
- text line 1 and 2** - text to display: Adding a "!" mark before the text will force it to appear in a private message box instead of the console.

### 3.4 Object Scripting

A little more complicated is the use of scripting, though these will enable you to give the quest some nice surprises. Select the desired script in the properties dialog (*after which you might need to update the dialog by clicking prev+next*) and set the parameters and the text. Some script-types are yet under construction: scripts with a '#' prefix won't work.

### 3.5 Scripting Parameters

**\*\*"give X, amount Y" scripting: the meanings for X are:**

- 0 Walk tiles
- 1 Offence dice
- 2 Defence dice
- 3 Life points
- 4 Mind points
- 5 Experience value
- 6 Physical offence only
- 7 Magical offence only
- 8 Restore lost life points
- 9 Restore lost mind points

**\*\* 'end game type x' scripting: the meanings for x are:**

- 0 Victory
- 1 Defeat

**\*\* all trap scripts x/y key:**

- X** = 0, physical attack, throwing **Y** dice, defender throws defence dice
- X** = 1, physical attack, throwing **Y** dice, no defence
- X** = 2, physical attack, does **Y** damage, defender throws defence dice
- X** = 3, physical attack, does **Y** damage, no defence
- X** = 4, magical attack, throwing **Y** dice, no defence
- X** = 5, magical attack, does **Y** damage, no defence

### 3.6 Notice

Many things are possible... and many things are not. Quite a few people wrote about re-making the official quest-book quests. And that was and will be a primary goal; still, reading the quest book you must admit that many quests introduce complicated objectives. Like rescuing Sir Ragnar after which he should act as an allied character, or gargoyles that sleep until triggered in some way. The game needs special support for all of these events, and currently it lacks support for a lot of them. Just be patient and watch for future releases.

### *3.7 Tips*

- When you are working on a quest and get annoyed from dying while play-testing your quest; pressing [i,l,m] might help you. Be sure to delete the unfair high scores later.
- [alt] plus either [~] or [1] or [2] reveals the map.
- Right click on any text-edit-box to access the windows clipboard, or use [ctrl+c] copy, [ctrl+v] paste, [ctrl+x] cut.

## 4.1 Objects (Prefab)

1	Barbarian	21	Ice Gremlin	41	Chest B (open lid)
2	Dwarf	22	Yeti	42	Throne
3	Elf	23	Polar Warbear	43	Hatch (teleport)
4	Wizard	24	Frozen Horror	44	Debris
5	Civilian 1 (male)	25	Grave	45	Switch
6	Civilian 2 (female)	26	Tomb	46	Switch B
7	Merchant (equipment shop)	27	Altar	47	Bones
8	Civilian 4 (male)	28	Fireplace	48	Well
9	Halberdier	29	Desk (with paper)	49	Rocks (large)
10	Mage Zanrath	30	Desk B (without paper)	50	Rock (small)
11	Goblin	31	Table	51	Stairs Down
12	Orc	32	Cupboard	52	Stairs Up
13	Fimir	33	Armory (+1 offense)	53	Water
14	Orc Shaman	34	Armory B (+1 defense)	54	Look Script
15	Gargoyle	35	Armory C	55	Walk Script
16	Skeleton	36	Rack	56	Arrow/Spear Trap
17	Zombie	37	Chair	57	Pit Trap
18	Mummy	38	Crate (treasure cards)	58	'Falling' Rock Trap
19	Chaos Warrior	39	Barrel (treasure cards)		
20	Chaos Mage	40	Chest (closed lid)		

## 4.2 Official Monsters of HeroQuest

<i>Monster</i>	<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body Points</i>	<i>Mind Points</i>	<i>Special Abilities</i>
Goblins	10	2	1	1	1	N/A
Orcs	8	3	2	1	2	N/A
Fimirs	6	3	3	2	3	N/A
Skeletons	6	2	2	1	0	N/A
Zombies	5	2	3	1	0	N/A
Mummies	4	3	4	2	0	N/A
Chaos Warrior	7	4	4	3	3	N/A
Gargoyle	6	4	5	3	4	N/A
Ice Gremlin	10	2	3	3	3	Steal Items
Yeti	8	3	3	5	2	Hug Attack
Polar Warbear	6	4	3	6	2	Two Attacks
Frozen Horror	8	5	4	6	4	N/A
Scout	9	2	3	2	2	Disarm Traps
Halberdier	6	3	3	2	2	Diagonal Attack
Crossbowmen	6	3	3	2	2	Crossbow Attack
Swordsmen	5	4	5	2	2	N/A
Zanrath, the High Mage	5	5	5	4	8	N/A
Fanax, the Necromancer	6	4	6	4	7	N/A
Borosh, the Storm Master	7	6	5	4	6	N/A
Grawshak, the Orc Shaman	7	5	5	4	7	N/A
Ogre Warrior	6	5	5	Variable	1	N/A
Ogre Chieftain	4	6	6	Variable	2	N/A
Ogre Champion	4	5	5	Variable	1	N/A
Ogre Lord	4	6	6	Variable	5	N/A
Elven Archer*	6	4(1)	2	3	3	N/A
Elven Warrior	6	4	3	3	2	N/A
Giant Wolf	9	6	3	5	1	N/A
Sinestra, the Archmage	8	4	4	4	9	N/A

\* The Elven Archer rolls 1 die to attack with his bow.