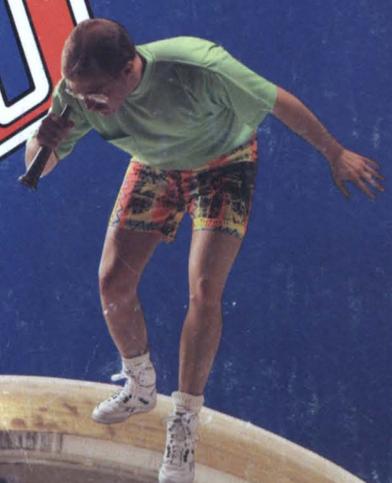
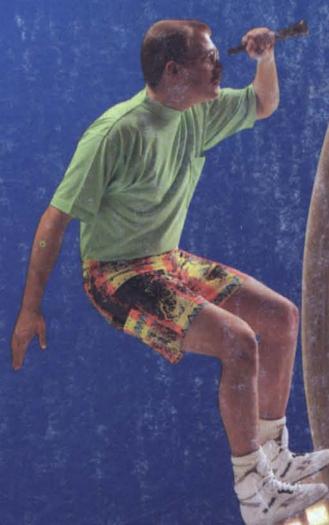


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QUEST QUEST II

FOR



Edited by
Shay Addams

FOR
STUDENT

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In this game, you are sent on a mission to discover what terrible fate has befallen the Tree Druids. As you explore the Tree Druid colony, you must gather a party, weapons and provisions, find the tomb of the evil Setmoth (still living), and kill him. You begin the game alone, but other characters may be persuaded to join your party by bribing or even just smiling at them. Characters and objects have "bulk" and "weight," and yours will vary according to what you are carrying; characters too "bulky" to enter certain spaces may need to drop items or hand them to others. The underground colony has three levels with plenty of items to take and areas to explore, though only a few are really necessary to complete the game. Extensive use of full-screen graphics give *Quarterstaff* an unusual look for a role-playing game, and though the focus is on combat, you'll find more than enough puzzles to keep your mind busy. Auto-mapping and on-line hints make it accessible to novices.

Type: Illustrated Fantasy Role-playing

Skill Level: Intermediate

Systems: Macintosh, IBM and IIGS

Company: Infocom/Activision

The Solution

General Tips and Combat

Among the most important items are the Little Bag, Small Bag, Identify Wand, Black Gem, Hydra Blood, Scarab of Insanity and Tomb Room Key; other items you can take or leave as needed (though it is wise to keep all keys, scrolls, potions, wands and rings). The Little Bag is most useful for inventory control, because anything placed in it is immediately teleported to the *Hvftu Sppn* (as characters can also be by "entering" the bag). If you are holding too much, place the unnecessary booty in the Little Bag. Later you can "enter" the Little Bag and teleport back to retrieve it. You must enter the Small Bag in order to gain access to a locked-off portion of the third level. The Identify Wand in the *Hpvhfe Ipmf* between the first and second levels can help you identify items: hold the wand and use the appropriate spells listed in the documentation. The *Cmbdl Hfn* opens the doors in the Gateway when placed in the Demon Mouth. Committing *tvjdjef* while standing on the *Jspo Qfoubhsbn* with the *cvsojoh Izesb Cmppe* will teleport you to another dimension, where the *Upnc Sppn Lfz* can be obtained; another *tvjdjef* in the corresponding *qfoubhsbn* brings you back where you started. Difficult opponents can be killed by missile fire (such as poisoned darts) from the next room; then you simply wait a few rounds for them to die. One way to do this is to save often and, after learning your opponent's name, revert back a few moves to an adjacent location; this way, you can "shoot at [the enemy] from safety. Don't

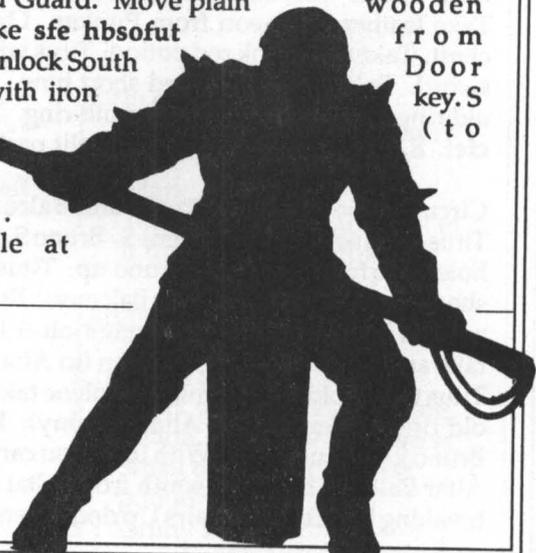
waste time fighting the Granite Statue or Gelatinous Cube; just pass by as quickly as possible. The enemy attacks your party leaders, so if a leader's health points are low, split the group and join the leader to another party. Poisoned or injured players can be cured with certain potions, while sleeping also restores an unpoisoned character's health to normal. If your health is too low, choose a safe place and drink a sleep potion. Two areas on the map—the Main Chamber of Level One and the Tomb east of the Throne Room—consist of several rooms, though these are not shown on the maps.

From Entrance to Rec Room and Banquet Hall

Take old ring, coin, parchment and small leather pouch from skeletal remains. Open small leather pouch. Take bronze key. S. Read inscription. Unlock door with bronze key. S. Bribe/Smile at Bruno (in Quandary) 'til he joins your party. S. Close manacles on Chief Torturer. Attack and kill Chief Torturer. Take all from Chief Torturer. Attack and kill Druid Guard. Take Scarab of Insanity and Redwood Staff from Druid Guard. Move plain wooden chest. Take *sfe hbsofut* from chest. Unlock South Door with iron key. S (to

Guest Room).
Bribe/Smile at

Quarterstaff: The Tomb of Semoth



Eolene until she joins party. N. N (to Quandary). W. S. E. E. N (to Lower Main Chamber). N. W. Kill huge spider. E. N (to Banquet Hall).

Banquet Hall to Shroom Room and Back

E (from Banquet Hall to Alcove). Fight and kill Insane Druid. W. Pull tapestries. W (to Bolt Hall). Pull hidden lever. N (to Bolt Hole). Take and read inlaid book. Read ransom note for **dpmps** of **cbmm** needed at Throne Room Entrance. Take tarnished key, boots, silk pouch, thick potion. Take old scroll, potion of sleep, ransom note, ruby ring, soft leather bag, teleport portion from Wild Wizard (kill if necessary). W (to Shroom Room). Take mushroom. N. Move dresser. S. E (to Banquet Hall).

Banquet Hall to Treasure Vault and Second Level

S (from Banquet Hall). S. E. N. N (to Shrine). Examine sepulchre. Read pearly plaque. E (to Fountain Room). Split party. Bruno take diamond from fountain. Titus and Eolene go E (to Back of Fountain). Bruno put diamond in fountain. Eolene **npwf csjdl**. Titus N. Titus move **nveez mfwfs**. Titus N (to Treasure Vault E). Titus W (to Treasure Vault W). Titus unlock (and open) iron bound chest with tarnished key. Titus take diadem, golden bracelet, golden necklace, and Little Bag from iron bound chest. Titus W, E, E. Eolene **npwf csjdl**. Eolene N. Eolene move **nveez mfwfs**. Titus S. Eolene join Titus (in Mud Room). Wait. Titus move **nveez mfwfs**. Titus and Eolene S, W. Bruno take diamond from fountain. Bruno join Titus's party (in Fountain Room). W. S. S (to Elbow Passage). S. E. Titus wear old ring. E (to Spiral Death). D (to Gouged Hole). Take Identify Wand plus **espqqfe jufnt**. Regroup party. D (to Small Hall on Second Level).

Small Hall to Guard Chamber and Circular Room
W (from Small Hall). W. Eolene take and wear elven cloak. W. Attack and kill Spike Slipshod. Attack and kill Punker. Take all from Spike. Titus wear chain mail. Bruno wear metal cap and wield rusted mace. Take leather bludgeon from Punker. Open maple chest. Take and drink red potion. Titus wield broadsword. Eolene wield loaded short bow. Titus give old ring to Bruno. Bruno wear old ring. Move **cvolfet**. E. E. S (to Circular Room). Split party.

Circular Room to Altar Room and Balcony

Titus open south door. Eolene S. Bruno S. Titus wait. Eolene **pqqf opsui** door. Bruno up. Titus S. Eolene shoot Peave (who is in Altar Balcony). Bruno attack and kill Peave. Bruno throw **pme sjoh** at Titus. Titus take and wear old ring. Titus up (to Altar Balcony). Titus throw old ring at Eolene. Eolene take and wear old ring. Eolene up (to Altar Balcony). Eolene and Bruno join Titus. Note: With luck, you can also get to Altar Balcony by going south from Altar Room and breaking the Circular Stairs Up door, then ascending

and going north. Take copper key, darts, sleep wand, torques, ashen quarterstaff, thin candle, flint (in steel mesh bag) from Peave. Open shallow chest with copper key. Take yellowed scroll.

Altar Balcony to Priest's Chamber and Sentinel Room

From Altar Balcony, throw darts at Quenlin and Succubus until they are poisoned. Wait until they die. W. Get Black Gem, gold torque, mithral mace, mithral shield, rusty iron key, slime potion, weapons rack key and goggles from Quenlin. Get **gspuiz qpjjo**, gold neck chain, and mithral earrings from Succubus. **Npwf efl**. Take heal potion and short sword. E. E (to Sentinel Room). Unlock weapons rack with weapons rack key. Take old shield and short quarterstaff. Take and drop iron box. Unlock iron box with rusty iron key. Take sardonyx and small onyx gems. W. D. N (to Circular Room).

Circular Room to Dining Area and Sleeping Chamber

Split party (in Circular Room). Titus open west door. Eolene W. Bruno W. Titus wait. Eolene open east door. Titus W. Eolene and Bruno join Titus. S (to Dining Area). Take food and drink as needed. S. Take maple quarterstaff from Boffo. N. N. E.

Circular Room to D5

Tqmju qbsuz (in Circular Room). Titus open east door. Eolene E. Bruno E. Titus wait. Eolene open west door. Titus E. (This room is composed of sixteen areas, marked A-D and 1-5 on the map.) Eolene and Bruno rejoin Titus (in C1). (Watch out for bombs in B2, A3, B3 and C3, and the pit in A1 (which characters can "jump" across).) S. E (to D2). Open south door. Throw something south (to trigger trap). S. E. Take pink potion from old leather pouch. S. W. N. N (to D2). E. E. N. E (to C5). Titus take and wear old ring. Split party. Titus open east door. Titus down. Titus get grimy key, and take large shield from wooden war chest. Titus unlock (and open) wooden war chest with grimy key. Titus take red, blue and green glass vials. Titus **csfbl** red glass vial. Titus push **jowjtjcmf mfwfs**. Titus up. Eolene and Bruno rejoin Titus (in C5). E. W. S (to D5).

D5 to Ash Room and Back

S (from D5). S. E. N. Get silver ring (you can't see it). Eolene drink **uijdl** potion (transferring into body of Grue). Grue unlock south door with Ash Room Key. Titus N. Grue drop all. Titus take and read paper scrap (map of bombs). Bruno take and wear Ring of Sustenance. Grue S. Titus S. Grue take and drink **uijdl** potion (transferring back into Eolene's body). Eolene rejoin Titus. S. W. N. N (to D5).

D5 to Third Level

W (from D5). W. W. W. N. W (to Circular Room). N.

E (to Small Hall). Move north torch and south torch. E (to Dark Chamber). Bribe/smile at Dirk until he joins party. Take Hydra Blood. E. Open teak box. Take and read diary. Push bookshelf. E. Take gaudy scroll. D (to Misty Room and Third Level).

Maze to Throne Room

W (from Misty Room to Smoky Room). E (to Mist Chamber). D (to Gas Room). Wait to regroup party if any have fallen into Gas Room. N (from Gas Room). S (to Pentagram Room). Split party. Give Hydra Blood to Titus. Titus enter Iron Pentagram. Titus drop Hydra Blood. Titus jhojuf Hydra Blood. Titus tvjdjef. Titus exit Glass Pentagram. Titus turn dial (right, right, left, right). Titus move red plaque. Titus S. Titus take Tomb Room Key. Titus push red button. Titus N. Titus enter Glass Pentagram. Titus tvjdjef. Titus take and extinguish Hydra Blood. Titus exit Iron Pentagram. Bruno, Dirk and Eolene rejoin Titus. E. Open stone bin. Take cmvf cbmm. Put cmvf cbmm in small hole. E (to Throne Room). (Note: Sandra and Piffer roam chambers adjoining Throne Room. Put Eolene in charge of party before Bribing/Smiling at Sandra to join. Put Sandra in charge of party before Bribing/Smiling at Piffer (like others, they have their preferences among characters).

Throne Room to Crypt and Back

Split party. Titus take grimy key. Titus take and wear Tdbsbc of Jotbojuz. S. S (to Tar Pit). Remove Tdbsbc of Jotbojuz. S (to Crypt). Titus unlock (and open) stone sarcophagus with grimy key. Titus take Small Bag and cure disease potion from stone sarcophagus. Titus N, N, N (to Throne Room). Reunite party. Arm group. Push ujhfs fzf in throne. Attack and kill Trinot (very difficult). Take Cloak of Protection and Potion of Healing from Trinot.

North from Throne Room

N. Take lion figurine and green potion from large wooden crate. N. Sandra (or Piffer) read pearly inscription. Open and drop Small Bag. Enter Small Bag (teleporting to Cursed Room). S. Uispx tpf-ujoh at gold ring and musky potion till they are knocked loose and slide toward you. Take gold ring and musky potion. N. N. E. E. E. S (to Gaff's Room). Take war chest. Put gold ring in recess. Take gold ring. E. Push mossy stone. S. S. S (to Dusty Room). Take rusty key. Unlock west door with rusty key. W. S. S (to Throne Room). Drop war chest. Break war chest. Take crossbow and quarrels.

East from Throne Room

Push Tubs Svcz in throne. E (from Throne Room). E. E. S. Take small gold chest and small gold key. N. Put Cmbdl Hfn in Demon Mouth. Attack and kill Tarmac. Take dancing sword and bronze seal key. W. Unlock bronze seal with bronze seal key. Take sleepless potion. E (to Gateway).

Gateway to Final Conflict

E (from Gateway). S. Get purple potion. N. N. S. Unlock east door with Upnc Sppn Lfz. E. S. E. E. Throw and shoot missiles (poison darts, javelin, quarrels, etc.) at large hellhound until he is dead. N. Unlock west door with Upnc Sppn Lfz. W. Open tomb. Enter tomb. Attack and kill Setmoth. Note: The final battle with Setmoth is the longest and most difficult in the game. Prepare your party accordingly. They should be well-armed and bu gvmm ifbmu. Since Setmoth inflicts large hit point damage, you may want to split your party and leave healing potions just outside the Tomb Room, so that wounded players can retire discreetly from the fray to renew themselves. After killing Setmoth, you can continue exploring.

Map Key: Quarterstaff

Locations of vital objects and some that are very useful are included here, but there are many others, especially treasure, to be found.

Level One

- 1 : Identify Wand
- 2 : Tarnished key, thick potion, sleep potion, ruby ring, teleport potion, leather bag, boots, silk pouch
- 3 : Little Bag and jewels (in iron-bound chest)
- 4 : Scarab of Insanity

Level Two

- 1 : Hydra Blood
- 2 : Weapons, gems
- 3 : Food and drink, quarterstaff
- 4 : Copper key, darts, sleep wand, torques, ashen quarterstaff, thin candle, flint (from Peave)
- 5 : Elven cloak
- 6 : Diary & scroll
- 7 : Weapons, & potion
- 8 : Maple quarterstaff
- 9 : Stairs

North of Dusty Room

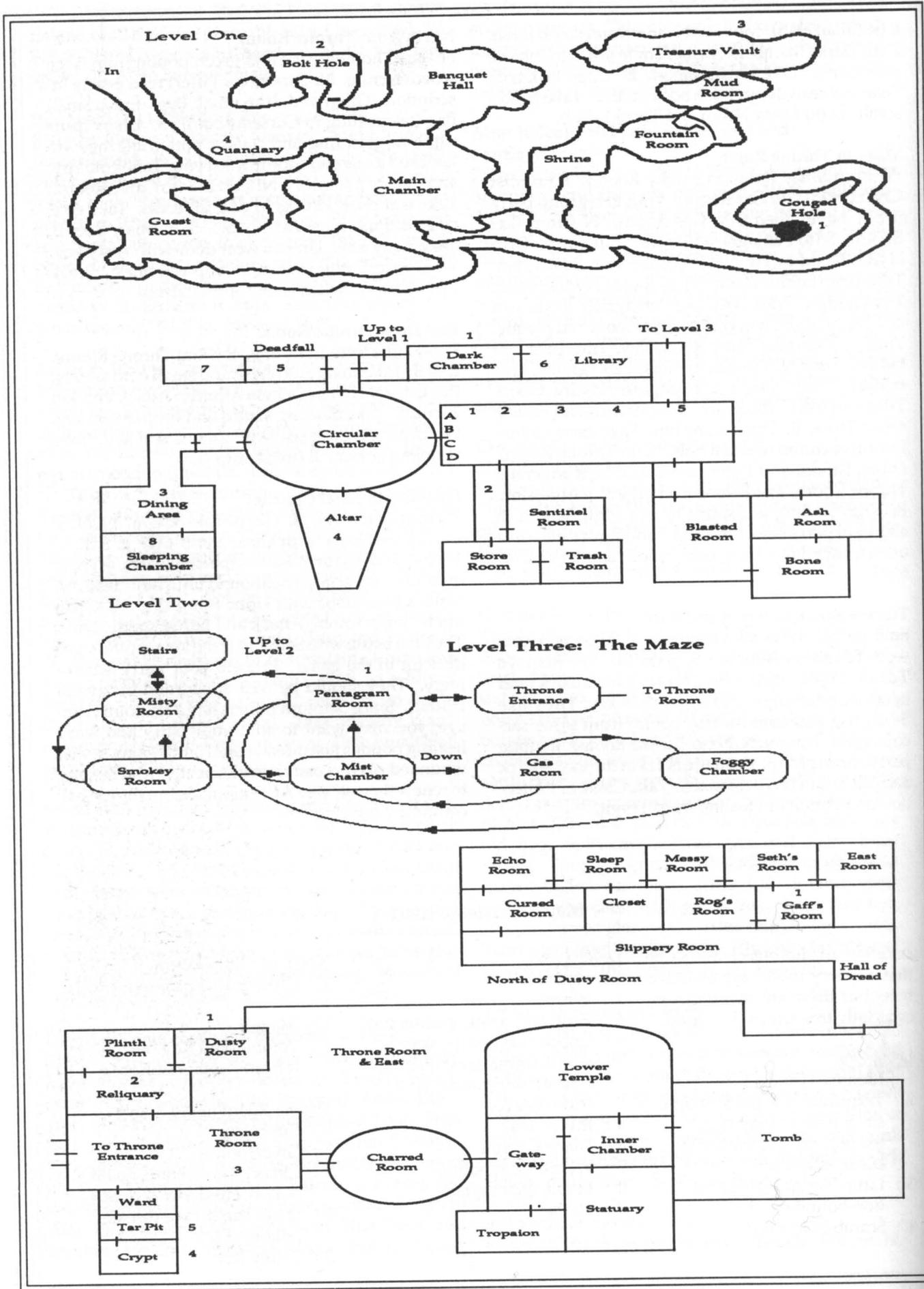
- 1 : Crossbow & quarrels, jewels

The Maze

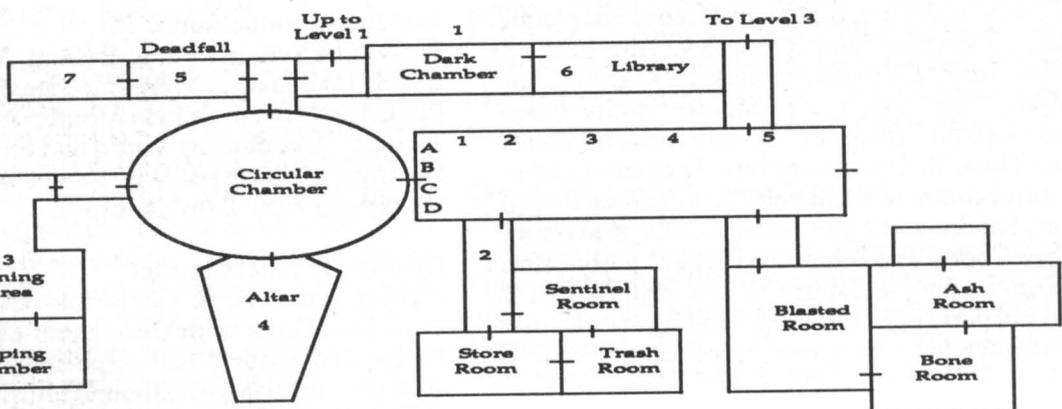
- 1 : Tomb Room Key (teleport to it from PentagramRoom)

Throne Room to the Tomb

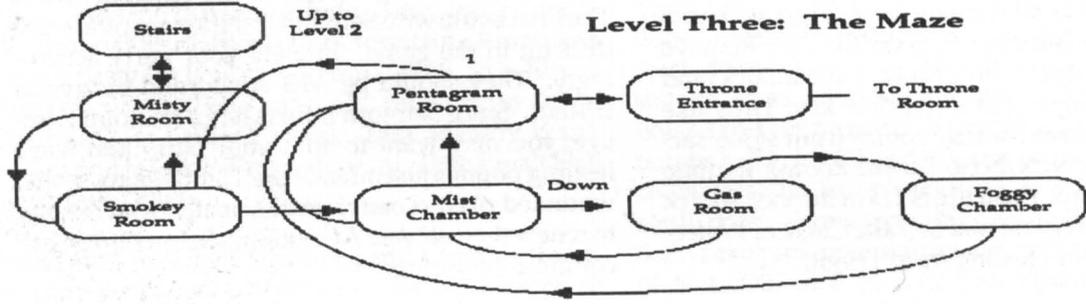
- 1 : Rusty key
- 2 : Green potion
- 3 : Cloak of protection, healing potion, crossbow & quarrels
- 4 : Small bag & cure disease potion
- 5 : Grimy key



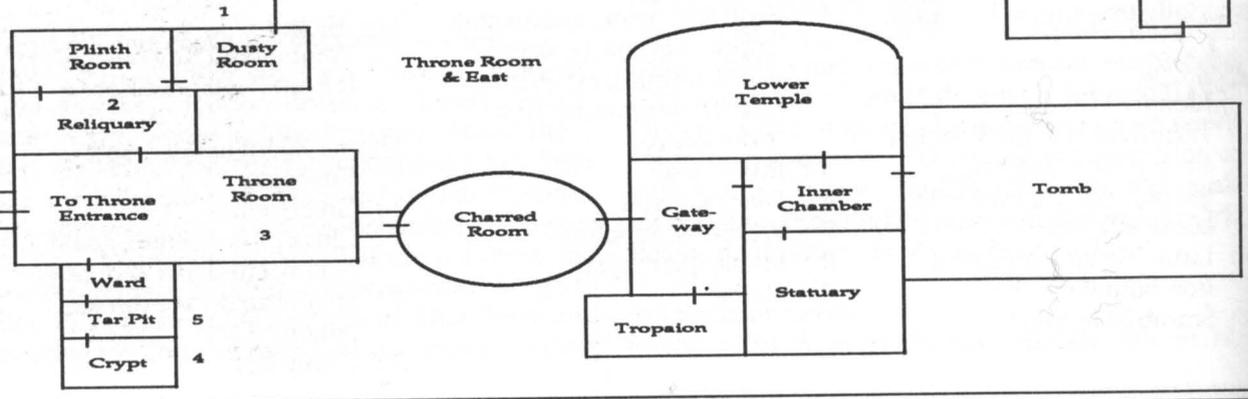
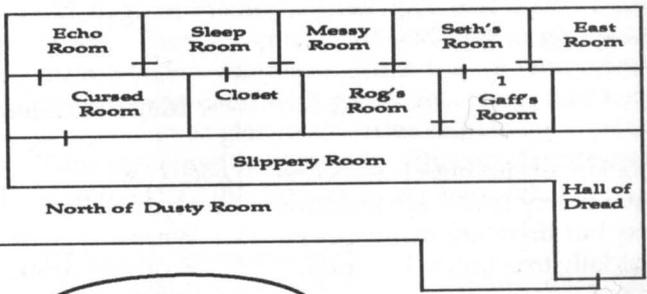
Level One



Level Two



Level Three: The Maze



And for the people who don't know You can get the Insane Druid to join your party.

Have to use the whip to knock his hands free releasing the beserker sword. He'll usually immediately pick it up, so you have to have a second character deal with the beserker sword ON THE SAME TURN you knock his hands free. I usually make sure Titus isn't carrying much of anything but the whip and a second character basically nothing. Turn should have Titus whipping I.D. And second character wielding the beserker sword. Once this happens, I.D. Can't steal it and you can move to the previous area to drop it. Go back and I.D. Will be docile and willing to join you after some brief foreplay (smile, kiss, etc ... Lol)