



Instruction Booklet



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Thank you to our backers

A special message to all those who backed Quest for Infamy from Infamous Quests co-founders Steven Alexander and Shawn Mills.

This game has been a dream – a twinkle in our eye – for well over a decade. It was only able to come to life with the support of our amazing backers. Thank you for believing in us, and for believing in Quest For Infamy! We did this together – and you have my eternal gratitude.

Steven “Bt” Alexander

When Steve and I started making games together over a decade ago, I don't think either of us imagined (except perhaps in a "geez that would be awesome" kind of way) that we would be releasing Quest for Infamy as our first commercial game.

And in all honesty, it would not have been possible to do this without the help of all our amazing backers who have supported us throughout the years, and especially in the last two years since our Kickstarter campaign. Your support has been overwhelming and you will never know how much it means to me personally to have people love something I have helped create. So thank you. And enjoy the game.

Shawn “Klytos” Mills

The Story of Quest for Infamy

Roehm had been in lots of crazy situations, but today certainly took the cake. The day's events had lead him to here – somehow, he was in the Baron's Daughter's boudoir, and she was really into him! He tried not to think of the punishments that would await if they were caught.

"You wicked man, " she laughed, when there came a sudden huge pounding on the door. She froze rigid.

"Oh gods," she whined, "My father!" "Alyssia," the Baron shouted.

His voice was huge and angry. Roehm began to scramble for his boots. "Alyssia – I know you are in there..."

"I'm getting changed, father," she called out while pushing Roehm out of the bed. He fell on the floor with a thud.

"Come out you devil," the Baron cried out, "I know you are in there!" "You've got to get out of here!" Alyssia hissed.

"But I've just got me boots off..." Roehm quipped.

The pounding on the door was getting louder and it was obvious that the Baron had men at arms with him. "I'll get you, you devil," came the wrath filled voice. The door creaked alarmingly.

Choices: Stay here, possibly score with beautiful woman, or leave and live another day.

"I'd better vanish out of here," Roehm said, "It's been real, lady..."

He kissed her quickly but full on the lips, pulled on his last boot just as the door gave way and the Baron crashed into the room.

The Story of Quest for Infamy

"It wasn't my fault! She seduced me," Roehm cried as he jumped across the bed and threw himself at the window which proved to be only a light framed lattice splintering easily under his weight. The Baron had two large and angry men-at-arms with him. They ran straight across the room in pursuit. Roehm had been wrong. It was not an outside window as such, but an entrance to a corridor. He bolted just before the others could reach him. He heard the Baron yelling at his daughter and her screaming back at him like a banshee.

"With a voice like that perhaps I'm lucky to get out of there!" he mused. He almost grinned despite the pounding of his heart and the running of the guards behind him. He looked all over for someplace to escape to as he ran. The windows on his right overlooked the gardens; not the ideal spot for an escape. Suddenly, he tripped over a cat. The cat meowed and hissed, but Roehm was up like a shot. He spied a wide doorway leading outwards. He ran for it with his breath coming short and fast. He ran into the room, and saw the open window. Cursing his bad luck and overactive libido, he began to climb down the tower from the window. As he scaled the wall, he could hear the Baron's voice reverberate through the castle.

"If I ever get my hands on you!" Roehm reached the ground, and didn't hesitate. He turned and ran. He proceeded to flee until his breath ran out, then walked until the stitch in his side had subsided.

He slipped through town like a ghost, keeping to the back streets while he heard the Baron's men searching the houses for him. He vanished into the night and began to look for a way out of that village, away from the Baron, out of the valley to a place of safety to start again. He stood amongst some rocks on the road out of town, and he could hear soft hoof beats and the clatter of an approaching cart. Roehm could see the driver; he was an affable looking fellow, who was being led by an old donkey. This was it – his only chance out.

No choices after all. Hopefully somewhere new would offer him more choices than he currently had.

The World of Quest for Infamy

The Valley of Krasna in the Kingdom of Lonaria is the setting for Quest for Infamy and provides vast, unique locations with bustling towns and scenic delight. From the enchanting woods in the north to the dominant port town of Tyr, Lonaria is the ideal setting for any would-be adventurer.

Magic, in this world, for the most part is as light or dark as the person casting it. Magic in this world is comprised of both meta-physical, and physical elements.

The world itself is known to it's inhabitants as "Tahrsein" and has a single moon called "Lidos"

There are The Five great nations of Tahrsien:

- ♥ Lonaria (in which QFI takes place in)
- ♥ Jhondar
- ♥ Illinaya
- ♥ Hoondal
- ♥ Dvorika.



These five nations are the only places that rose out of the great cataclysm which occurred over 10,000 years before when a great celestial event (long exactly forgotten - rumoured to have been a comet which hit the planet) destroyed almost everything. The survivors slowly built up these nations out of the ruined landscape.



The World of Quest for Infamy

Volksville



One of the first places you will find yourself in Quest for Infamy is the town of Volksville. It's a quaint little town that sits by the river and is home to a number of interesting characters, shops and services. There's a pub to drown your sorrows in, a tobacconist for the sampling of exotic smoky flavours and an inn to rest after a long day of drinking and smoking.

The law is strong and apparent, run by an overzealous mayor who rules with an iron fist. You'll still have to think twice about walking alone at night, it might seem safe at first but the local enforcements might suspect you of loitering and conspiring to thievery. And if villainy, murder and all petty crimes is a trait of yours then you may have to adjust to Volksville's strict laws – mainly learning to live without a head. This, according to science, is impossible.

Exploring the Valley

Outside of Volksville is a huge land of dangerous forests, stinky swamps and vast oceans, as well as more populous areas such as the magnificent Port City of Tyr and Hermit Homestead, a gypsy camp of friendly folk trying to get by in this modern world. To the north is the bridge which was destroyed by the melting snow from the Spring, an inconvenience for Roehm and the whole valley.



There are many places and areas to seek out and explore in the Valley of Krasna. However, you're not alone and you must be vigilant and prepared for what gets thrown at you. You must master combat if you wish to remain safe in the Valley.

The Classes

Mr. Roehm has lived the life of an adventurer, using his hoodish tendencies to get himself into, and out of, difficult situations. But life has become more complicated since arriving in Volksville and Mr. Roehm will need to find himself a **mentor**, someone who will teach him the finer points of being a **Brigand**, a **Rogue** or a **Sorcerer**. Your choice will affect the storyline and determine how you will overcome certain obstacles with your unique set of abilities and skills. And you'll need those skills to get Mr. Roehm out of THIS mess!

The Brigand

The brigand uses pure brawn to solve his problems and he, along with his brothers, chooses to raid caravans and relieve them of their gold. In battle it is the strongest class for physical attacks, its abilities further complemented by a special power move that can be performed after three successful blocks. Playing the brigand means you will be fierce in battle and few opponents can hope to match you. You can find some of their guild members drinking their worries away in Volksville's tavern.



The Rogue

The Rogue uses his cunning to rob and steal from people and merchants, making it the easiest class to 'acquire' good gear for your character. It's also the only class where you can engage your enemy from outside of combat, sometimes killing them before they've had a chance to raise their weapon. If you're interested in having the best gear and goods at the lowest 'price', then the thief is for you. Many shady characters like to hang about the Volksville fountain, perhaps you should try your luck with them.



The Classes



Unlike the other two classes who can improve their skills with each respective guild, the path of magic requires you to search the world for magical reagents in order to learn new spells. As a result the sorcerer is the most challenging class of them all, but also the most versatile. You are given combat spells which can range from damage and protection to healing and poisoning, as well as environmental spells which will greatly aid you in solving puzzles, provided you've tracked down the necessary reagents for each spell.

The Sorcerer

Kurdt is leader of the brigands and Roehm's ticket into their guild if he chooses this path. Kurdt is a brash man and can usually be found at the Volksville tavern. He respects those who stand their ground, aren't afraid to fight and know how to handle their drink. If our anti-hero is to befriend him, he'll have to prove his bravery.



Ian is a gambler, a smooth talker and a thief by trade. He has an interest in introducing Roehm to his little group assuming the stranger proves he has the right skill-set for the delicate enterprises they often undertake. He can usually be found near Volksville's fountain playing the dice; is our main character lucky or skilled enough to beat him at his own game?

Prospero is Volksville's very own sorcerer. He is not a well liked man in town and most of the residents live in fear of his abilities. If Roehm proves he possesses the mental acuity to become a sorcerer he may accept the newcomer as his new apprentice... just don't expect him to actually care if our anti-hero actually lives or dies.



Skills and Stats

As you progress through the game you will begin to gain experience and increase your stats. Your stats will increase through combat and environmental actions. Some stats depend on your class which means you cannot gain experience in thievery if you are a sorcerer and vice versa.

Health (*Environmental and Combat*)

Your health will serve you in combat and will decrease when hits are taken. Health potions can solve that do-hicky!

Weapon % Hit (*Combat*)

This is the hit ratio of landing a successful blow. The higher this number the more likely one of your moves will hit the target.

Hacking, Stabbing, Slashing (*Combat*)

The higher these actions are the more powerful these moves will become.

Blocking (*Combat*)

You are more likely to block an opponent's strike.

Climbing (*Environmental*)

This will help you scale certain things such as trees or gates.

Stealth (*Environmental*)

You're less likely to be heard or detected when sneaking.

Thievery (*Environmental*)

Gaining entry into properties is easier and any items you procure will have higher value.

Mystical Power (*Environmental and Combat*)

Your magic will become more powerful in combat.

Infamy (*Environmental*)

Your infamy rating will and can change how some people deal and react to you.

How to play

Quest for Infamy is a point and click adventure game with RPG features which includes combat and stat building. Your cursor controls all actions and can be changed using the icon bar. The available actions are Walk, Sneak, Run, Look, Interact, Talk, Attack, Inventory, Item. The other options on the iconbar are Stats, Rest/Sleep, Magic, Settings and Help.

The Icon Bar



Walk

This moves Roehm around the screen.



Look

This will describe the object, character or scene that you clicked on.



Interact

This will interact with an object i.e open a door or pick up an item.



Talk

Talking to characters will engage conversation.



Object

You can use inventory items to interact with characters and objects.



Sneak

Sneaking is great for stealth and remaining undetected. Great for thievery and sneak attacks!



Run

You'd better run like hell. This is useful for running away from confrontations.



Attack

Using the attack icon will either engage combat or attack the target right there and then.

How to play

Stats Screen

This will open up Roehm's stats and health. As you gain experience from combat, quests and actions your stats will increase. Certain specialist stats such as Thievery and Mystical Power will only increase with certain classes. Your Infamy will increase the bigger the badass you are.



Rest and Sleeping



If your health is low you can rest Roehm and it will increase. Sleeping will fully restore your health but you can only sleep in an Inn or a tent if you buy one.

Resting will increase the time of day too which is represented by a meter. If you keep resting this will increase the time and eventually descent into the night. Sleeping is important to keeping your stats and health up. Each new day can trigger certain events too.

Magic Screen

As a Sorcerer you have access to a number of combat and environmental spells. The magic book will keep you up to date on what spells you have. These spells can be used in combat or can be cast in the environment to solve certain puzzles or obstacles.



How to play - Settings

If you need to make any adjustments or save and load your game you can do so on the Settings screen. There are 4 sliders that change the speed and volume for sound effects, music and speech. You can also toggle the speech or text off and change the combat difficulty too if you're too much of a wimp in battle.

Saving & Loading

The world of Quest for Infamy can be a dangerous one and we won't lie, curiosity can indeed kill the cat. As the old saying goes, save early, save often! You can save your game and restore at any point of the game except for certain moments. There is a built in Autosave feature that will save your game at key points in the game. Space can become an issue though so if you are a multiple save game freak you may need to delete a few older saved games.

Keyboard Shortcuts

Ctrl-B - Open Magic Spell Book GUI

Ctrl-S - Open Statistics GUI

Ctrl-T - Open Time of Day GUI (also use for sleeping and resting)

TAB - Inventory Window

F1 - Help

F9 - Restart

F5 - Control Panel (Save, Restore etc)

Ctrl-Q - Quit

W - Change to Walk Mode

S - Change to Sneak Mode

R - Change to Run Mode

L - Change to Look Mode

H - Change to Interact (hand) Mode

T - Change to Talk Mode

I - Change to Current Inventory Item Mode

Arrow Keys - Walking



Combat

Combat is turn based in Quest for Infamy, with each turn taking approximately 3 seconds real time. This means that if you do nothing for those 3 seconds, your opponent will get another attack in. Your job in combat is simple – kill your enemy by reducing their health to zero! But watch out because they're trying to do that to you as well.

The Basics

The combat screen is divided into three areas. "Combat", "Health Bars", and "Attack Bar".

The Combat area will show you the attacks as they happen, as well as any other special moves you or your opponent may perform. The Health Bars show the remaining health of both the enemy and Mr Roehm.



The Attack Bar has all the attacks, defences and special moves that are available to you during your encounter.



Stab will make Mr Roehm perform a "stab" move to his opponent, an attempt at sticking the point of his sword into the enemy. Slash will cause Mr Roehm to swing his sword in a horizontal motion across the body of his enemy, while Hack will make him hack down onto the head of his opponent.

Each attack will occur based on whether the player can hit as determined by their "Weapon % Hit" and the amount of damage done is determined by the relevant statistic (Stabbing, Slashing or Hacking). Each attack will also do more or less damage to different enemies, as any adventurer or explorer would be able to tell you.

Combat

Blocking – You can attempt to block the next attack from your enemy, and the success of this is determined by the “Blocking” statistic. If you are successful it will also allow you to recover 5 health points.

Healing Potions – You are able to drink a healing potion during battle which will restore 10 health points to Mr Roehm.

Escape – You are able to escape from combat on most occasions and if you are unable to escape this button will not be available to you. Each class has their own means of escape, the Brigand will bull-rush his opponent, simply running over the top of them to escape the encounter, while the Rogue will throw a smoke bomb to distract his enemy (assuming you’ve bought some of course!)

The Sorcerer will be able to conjure a whirlwind which will obscure his escape.

Pre and Post Combat

If you notice something amiss and there's someone you want to kill hiding in a tree you're got a number of options available to you. You can run away, although that's the least preferred option as it makes you look like a little Blackthorne running towards a donut shop. You can rip out your sword and just attack him or if you're a Sorcerer you can cast your Inner Fear spell and they'll probably piss their pants and run away, and if you're a Rogue you could throw a dagger at them, hoping to take them out and avoiding combat entirely.

After combat, don't forget to loot the body! You never know what treasure you'll find!



Combat

Special Combat Moves

The **Brigand** has a power move which will deal a large amount of damage to his opponent. By successfully blocking three times the brigand will be able to use his power move and deal a large amount of damage.

The **Rogue** can gain a Bladerang which deals a large amount of damage to his opponent. During combat they can throw it and it will damage the player. Be careful when using it though, it needs a few seconds to recharge before it can be used again.

The **Sorcerer** has a large variety of spells at his disposal for use during combat. All spells are linked to the recharge meter (purple bar) and while your spells are recharging, you aren't able to use them. Flaming Vengeance will damage any living creature while Icy Shards is only useful against the undead. Plague Carrier is a spell which causes damage to your enemy at regular intervals so is useful to cast at the start of combat, while Nature's Blessing will restore 10 points of your health when cast.

Equipment

Mr Roehm has the ability to equip three types of equipment during his journey, with each piece of equipment giving him different abilities. To equip an item, simply select it in your inventory screen and click it on the equip box.

Swords are vitally important, from Mr Roehm's standard sword to a Great Sword or even a Bastard Sword, equipping it in your inventory screen will help you deal higher damage your enemy.

Bracers have a myriad of effects and uses, from increasing the power of flame based spells, giving you a greater chance to hit your enemy, doubling the speed of your spells recharging, increasing your stealthiness, or giving you greater loot for an enemy's corpse. If you find some, make sure you equip them!

No adventurer should go without armor as it helps with absorbing some of the damage you could sustain in combat.

Casting Credits

Kit - Aimi Percival

Janelle, Kora, Necromancer, Helena - Amber Leigh

Cardagas, Pratan - Anthony Sardinha

Armand - Augustin Cordes

BigD, Gorth, Velikor - Ben Wilk

Brattle, O'burr - Brendan Toy

Jonas - Simon Broom

Ian - Christian Bell

Serena - Claire Nicoll

Branden, Harbor Master, Heath, Hogarth - Cris Skelton

Dr. Frank, Jerrod - Cyrus Nemati

Olaf - David Mills

Lionel - David Robert Smith

Clemens, Gravedigger, Jovan - Edwyn Tiong

Udo - Issac Lundgren

Cook, Kessel - James Mulvale

Carl, Rynn - James Broom

Niels - Jamison Ward

Ina - Jen Calder

Casting Credits

Hummel, Sunit - Jesse Lowther

Von Darkles - John Robert Matz

Japsworth, Marlon, Ray, Swart - Jonathan Cooke

Karenina - Karen Alexander

Voleris, Peggy - Karen Hayman

Karina, Lady Kibble, Tara, Tyr's Arrow, Una - Kimlinh Tran

Kayanna - Marla Pasternak

Kurdt - Matthew Larsen

Ned O'King - Matt Kattinas

Sarah, Tyr's Arrow - Noa Dorn

Markus - Paw Dugan

Clayton, Garyeth, Griff, Larry, Randy, Red, Rhodomir - Rick Dorn

Illias, Moonshiner, Uotaargh - River Kanoff

Lobo - Ron Musial

Nestor, Rayford, Victor, Matthew The Meat Hut Guy - Sean Pratt

Mills - Shawn Mills

Roehm, Burke, Chuy, Cutty, Fredric, Prospero - Steve Patrick

Jahari - TJ Hollis

Bee Keeper, Juanita, Old Mags, Irina - Victoria Masterson

Walkthrough – Choosing your Class

Getting Started

After several jarring weeks of itching hay and wet donkey stench, your travels on Swart's cart come to an end. You find yourself outside the gates of the small town of Volksville where your adventure begins.

As with any new town, the best thing to do is discover the town and get to know the locals. Volksville is full of many colorful and interesting characters; the first resident you'll notice is a rather odd looking merchant who goes by the name Udo. He occupies a small booth just outside the gates, and after you both introduce yourselves, you'll find that gameplay will start.

Talk to Udo again and learn as much as you can about Volksville and its inhabitants. You will learn that Volksville has many inhabitants and merchants, as well as useful stores and services to aid you in your quest -the pub being the most important, of course. Once you've finished your conversation, turn around and enter the town gates.

Once inside Volksville, a portly fellow by the name of Jan will exit out of the Sheriff's office. If you speak to him before he heads back inside, you'll learn that you're a guest to an execution that will be taking place in the courtyard later on today. Jan will ask if you will be in attendance; you're welcome to answer his questions however you want. Once finished, you can go chat with the town's residents. You'll have about fifteen minutes before the execution begins, so look around, see who you meet, or what there is around town.

Head right of the screen you're on to the Graveyard and talk to Ian, the man in grey. He won't have much time to talk to you due to the impending execution, but he invites you to talk later on. Head south towards the town square. There's nobody of importance to chat with here, but feel free to speak with the townsfolk. Head west to the courtyard. You'll see the execution is still being prepared and isn't quite ready yet. Go west again.

Walkthrough – Choosing your Class

You'll be greeted by a gothic-style mansion, which is the house and magic shop of Prospero. Head inside and you'll find him behind his desk. Prospero is the town's sorcerer, so talk to him as much as you can. If you would like to find out more about magic, return after the execution. Head outside again and go west once more and then north.

There are two places to visit, the General Store and the Tobacconist. Head into the building on the left first. This is the tobacconist; speak with the proprietor, Armand, and enjoy his hospitality. When you're done, head south to return to the street. Walk to the other building to the right, and inside you'll meet the lovely couple Gwen and Owen. Once again, you'll find not many people have a lot of time for idle chit chat right now because of the execution. Head outside once again and head west. You should see Jerrod, the apothecary of Volksville tending to his garden. Speak with him and then head North to the blacksmith. Head east from there and you'll find yourself at the favored spot of every adventurer's travels - the pub. Go straight on in.

Don't worry about the drunks and punters right now; go straight to the bar and grab yourself that long awaited drink. Speak to Kit behind the bar and converse with her a bit. After you buy yourself a drink, you'll be approached by Kurdt who has a few questions for you. Again, answer his questions the way you would like to - but take note and remember you can come back to chat with him after the execution. After finishing with Kurdt, pick up the empty glass on the bar, and leave the pub.

Head east towards the Inn, walk up the stairs and enter. Speak to the innkeeper, Kessel. He would love to sort you out accommodation, but right now this bloody execution is still being a hindrance. Luckily for you, enough time will have passed and the town bell will ring meaning the execution is ready. You'll automatically be taken to the courtyard for the execution cutscene.

Alternatively, you could wander around for fifteen minutes aimlessly, like a confused toddler, and when you hear the bells ring a second time, you'll be automatically taken to the execution cutscene.

Walkthrough – Choosing your Class

Now that the execution is over, it'll be a good idea to speak to either Ian, Prospero or Kurdt. Each of these characters specializes in an area that will help aid you in your quest. So the only question you have to ask yourself is this: "Do you want to use the brute strength and force of the Brigand, or perhaps the stealth and cunning of the Rogue. Maybe the might and magic of the Sorcerer is calling you? You will have to decide what class you want to become involved with. Once you've chosen you can't go back - unless you save your game here of course.

The Rogue Path

Head east from outside Rayford's office and speak with Ian who invites you to play a game of craps. Accept the game and play along. You'll accuse Ian of being a cheat and threaten him for the truth. Ian will tell you he's a thief and will ask you to kill a beast that roams the woods. After you agree to help him, Ian will reveal a secret passage that will take you outside of Volksville to a fisherman's pond. Pick up the fish you see laying by it and head eastwards on the path. *[Turn to Page 22 for Killing the Beast]*

The Brigand Path

From Rayford's office, head to the archway to the left of the town's gates. This will bring you to the Inn, from there head west and go back to the pub. Once inside, Kurdt will invite you to sit down and ask if you want to partake in a drinking contest. After agreeing, a minigame will begin that will give you two simple options, Drink or Give Up. To play, click "Drink" to keep going. It's that simple... or is it.

You'll see once you start drinking with Kurdt. Once you've defeated Kurdt, he will show his respect by inviting you to join his gang - if you can help defeat the beast that plagues the woods. Once you agree to help him he will give you a boost over the town's gate. Head west and then keep following the path north until you get to a pond with fish stacked up.

[Turn to Page 22 for Killing the Beast]

Walkthrough – Choosing your Class

The Sorcerer Path

Travel south from Rayford's office and you'll find yourself back at Prospero's shop. Go in and speak with him to learn as much as you can about magic. Before Prospero decides to teach you the ways of the sorcerer, you must prove to him you have the foresight, intuition and memory to become a user of magic. Prospero will task you with a minigame of matching the cards together. The game is simply to select one of 12 cards, and then find its mate. If you fail a total of 3 times, the game is over. You can, however, take "the test" again.

Once you have completed this test, you will be sent on a mission to track down and kill a beast that stalks the woods outside of Volksville. You must defeat the beast and bring Prospero the severed head of The Beast. He also asks you to bring back some fresh human blood in a non-metallic container. (Hey, no one ever said magic was pretty all the time! Prospero will teleport you outside to the town's gates. It will be night time by now, so head west and then keep following the path north until you get to a small pond where you can see fish hanging from a line. (North of the canoes)

Killing the Beast

It'd be wise to save your game here. Follow the path east from the fisherman's pond and you'll come to a split path that goes north and east. The beast will be at a random screen past these two paths so head either direction and keep walking from screen to screen until she pops up. Eventually the beast should turn up and you'll enter into battle.

Once you have defeated the beast, use the sword icon to chop its head off. You'll then need to go to the screen with the dead knight. He's on the screen north and east of the split path - you'll see him there, lying on the ground, leaning up against an old stump. Use the hand icon on him and his head will fall right into the stump behind him. Interact with the stump to pick the helmet up. With that and beast head in hand, you need to complete the remaining quest that you were asked.

Walkthrough – Choosing your Class

Becoming the Brigand

Use the sword on the beast's head to cut the teeth out. Grim, but it's what you were asked to do! Head back along the path you came and return to Volksville gates. Keep attempting to climb the gate until you're inside Volksville.

Head back towards the outside of the pub and go west again to the blacksmith. You'll find a horse tied up. Might be a good idea to save your game here. Go into sneak mode from the icon bar (or press the 'S' key) and wait until the Blacksmith has turned around to use the forge. Sneak towards the horse and use the hand icon to untie him. If the blacksmith is still not looking, use the hand icon again to give it a smack so it runs off and then the blacksmith will chase after it.

When he has gone, open up your inventory and combine the teeth with the helmet. Then pick up the tongs and use the tongs on the newly combined teeth and helmet. With the tongs attached to the helmet, put it in the fire and then collect the silver disc from the pool. Head east and go back to the pub and give the disc to Kurdt, who will welcome you into his gang and you will officially become a brigand.

Becoming the Rogue

Ian won't just want the beast's head - he wants the blood so use the beast on the helmet to store the blood. Then take the fish you picked up earlier and use it on the mug. Instant fish oil! Head back down the path towards Volksville gates and keep attempting to climb them until you eventually climb over.

Head east to visit Ian again and hand him the blood in helmet first and then the fish oil in mug. The scene will play and you'll officially be a rogue, bringing a close to the prologue.

Walkthrough – Choosing your Class

Becoming the Sorcerer

Return back the path you came and return to Volksville gates. Before you climb the gate you'll see the severed head of Marcus from the execution. Use the sword on his head to create a stab wound and then use the glass mug you picked up earlier from the pub to collect his blood. If you forgot you can still climb the gate and head to the pub to pick it up and return to the front gate.

Once you have done that keep attempting to climb the gate until you're inside Volksville. Head directly south to find yourself at Prospero's house. Give the beast's head to Prospero and then give him the blood in mug. Prospero will see your potential and will teach you magic, officially making you a sorcerer.

Let the Infamy Begin

And now, you've made it through the prologue, chosen a mentor and a class, and now you are on your way to being Infamous! Explore the valley - and let the world unfold around you. Remember, explore everywhere - and take anything that isn't nailed down. And, in the words of adventure games of yore - "Save early, save often."! Best of luck, Adventurer!

Support

If you need any extra support whether it's hints to progress in the game or technical support then you can visit our website or forums.

www.infamous-quests.com OR www.infamous-quests.com/forum

You can also like us on Facebook or Follow us on Twitter

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