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Edited by Shay Addams
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Dedication

For Barbara and Mark
The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

\[
\begin{array}{ccc}
  b &=& a \\
  c &=& b \\
  d &=& c \\
  e &=& d \\
  f &=& e \\
  g &=& f \\
  h &=& g \\
  i &=& h \\
  j &=& i \\
  k &=& j \\
  l &=& k \\
  m &=& l \\
  n &=& m \\
  o &=& n \\
  p &=& o \\
  q &=& p \\
  r &=& q \\
  s &=& r \\
  t &=& s \\
  u &=& t \\
  v &=& u \\
  w &=& v \\
  x &=& w \\
  y &=& x \\
  z &=& y \\
  a &=& z \\
\end{array}
\]

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The QuestBusters Guild

Steven Payne: The Colony, Dr. Dumont's Wild P.A.R.T.I., Quartersstaff
Terry Calderwood: King's Quest IV, Manhunter, Leisure Suit Larry II
David Heild: Star Command, Police Quest, Space Quest II
William E. Carte: Azarok's Tomb, Alien Mind
Brian Smith: Dark Lord, Bard's Tale III
Edgar Bork: Déjà Vu, Uninvited
Frank Evangelista: Wizardry IV, Ultima V
Paul Shaffer: Return to Atlantis, jinxter
John Pontace: Leisure Suit Larry I, Wasteland
J. Douglas Wellington: Dream Zone, Tower of Myraglen
Stephen King: Willow
Jon Champlin: Talisman
Eric Mitchell and Thomas Zybd: The Eternal Dagger
William Gustafson: Faery Tale Adventure
Carl Muckenhoupt: Sherlock Holmes
Allen Reinwasser: Space Quest I
Brian Riggs: 2400 A. D.
Bruce A. Smith: Dondra
Joshua Mandell: 7 Spirits of Ra
Randy Sluganski: Questron II
Andrew Phang: Guild of Thieves
Marc Manderino: Plundered Hearts
Jerry Dattilo: Maniac Mansion
Thomas Zybd, Richard Rasmussen, Danny Peterson: A D & D: The Pool of Radiance
Keith Gossage: Zak McKracken

The QuestBusters Guild is a league of lionhearted adventurers who don't quit after saving the land from Evil Wizards, or rescuing civilizations from time-travelling bands of Drip-dry Dragons. Instead, they share their many experiences with other adventurers by preparing complete solutions and maps that will enable others to get past the puzzles and monsters that have them stymied. This book would never have been possible without the contributions of the following members of the Guild. (Members also get the game of their choice for each solution, so write to QuestBusters if you've solved a recently released game.)

We also want to recognize the QuestBusters who verified these solutions (or whose solutions and maps were used to do so): Stephen King, William E. Carte, Larry Helsey, Linda Brooks, George R. Jenson, Bruce and Peggy Wiley, J. Douglas Wellington, Ken St. André, Paul Shaffer, Michael Bagnall, James Mallete, Tim Snider, George Martin, and Kirk ("Captain Skippy") Hutcheon and Steve Cantrell of the ORIGIN playtest department. Also thanks to First Row Software, Inc. for the The Twilight Zone solution, to Origin, Inc. for the Times of Lore and Tangled Tales solution.

Tom Miller - Art Work
Marsha Meuse - Design & Layout
Lori Ogwulu - Origin Kibitzer
How To Use This Book

First, check out the map for any rooms you may have overlooked. A dotted line means you must solve a puzzle or possess a special item or knowledge in order to pass to the adjoining room, while straight lines are unobstructed. Doors are indicated with lines that run perpendicular to the walls. The location of vital objects and some events are represented by letters or numbers beside the rooms; if seeking a specific object, look it up in the Map Key. Graphic symbols representing a map's special features, such as teleportation doors, are also pointed out in the Map Keys. The maps reflect every location necessary to solve the game, but may not show every room or dungeon/maze level. (This is especially true in the maps of role-playing games like Bard's Tale.)

Still stuck? Proceed to the walkthrough, which is divided into a series of locations and things to do in each. First glance at the names of the locations to see a path necessary to complete the adventure. (In many cases you can figure this out by following the series of letters indicating objects.) This will ensure that you're not chasing a "red herring" in the wrong direction. In case you're stuck on a particular problem, read the answers—they're encoded so you can get a general idea of what to do but still figure it out yourself. It might say "Tpmwf the puzzle," so you have to unravel the riddle of exactly what to do with the puzzle. To decode answers, count backwards one letter: "T" becomes "S", "p" becomes "o", and so on, revealing this answer to be "Solve the puzzle." (There is usually more than one correct path to follow, and some puzzles will have alternative solutions. These walkthroughs offer just one—but one that definitely works.)

If you're looking for a new game to play, of course, don't do any of the above. The reviews will give you an overview of what each is all about and some criticism, along with a brief review.
Graphic and Text Adventures: Playing Mind Games Forever

According to the QuestBuster’s Unabridged Dictionary, an adventure game is one in which the player’s main activity involves solving logical puzzles (or at least trying to) by typing words into a parser, or by choosing commands from a menu. Within this genre of computer entertainment lie several subgenres. Zork is perhaps the world’s most familiar all-text adventure, inspired by the mainframe computer game that started it all—Crowther and Woods’ Original Adventure. A good example of a graphic adventure would be PolarWare’s Oo-toros. When relatively few of a game’s scenes are accompanied by graphics, as in Jinxer, it might be dubbed an “illustrated text adventure.” Sierra’s King’s Quest series is the best-known variation on the animated graphic adventure, in which characters and objects move about the screen. With Infocom’s introduction of graphics, the text adventure has almost vanished, and the animated games are leading the way into the Nineties.

The fantasy worlds of these adventures vary dramatically—from Sherlock Holmes’ London in The Riddle of the Crown Jewels to Manhunter’s New York City of the 21st Century. And the stories span a whirlwind of subjects that range from horror to humor: Uninvited defies you to escape a haunted house stocked with deadly ghosts, while Zak McKracken and the Alien Mindbenders keeps you laughing as it satirizes tabloid newspapers and their coverage of Elvis, UFOs and Bigfoot. So if you’re looking for a mind game in which you can actually participate as one of the story’s main characters, train your binoculars on the games in this section.
Arazok's Tomb

As an investigative reporter, you're thrilled to get a telegram about an archeologist who failed to return from a trip into Caer Arazok, the tomb of an unknown Druid priest in Scotland. Legends say Arazok lured other Druids to worship at his unholy temple, from which he often journeyed to the "nether regions of hell." While he was away on such a trip, the Druids destroyed his temple and trapped him on the other side of the gate. Inside the temple, you will find a teleport gate to that world, where you'll discover a pair of domed cities, a mist-enshrouded castle and a variety of magical gear. Graphics are excellent, especially on the Amiga, but the parser is weak, despite the convenient drop-down menus, keyboard short-cuts for most commands and the ability to scroll back to review the contents of the text window. The puzzles are below average (there's only one really tough one), so the special effects just don't compensate for the weaknesses. Not recommended.

Type: Graphic Adventure
Skill Level: Novice
Systems: Amiga, Macintosh, ST
Company: Aegis Development

The Solution

The magic candle works just a few times—so if you're using this solution to complete a saved game in which you've already used up the candle, you will have to restore a previous save.

Dense Forest

Giant Forest
Get tostins (eat them when you get hungry.) (Go to Lab 1.)

Lab 1

Warriors' Quarters

The Empty Room
Examine wall. Qvti xbxmm. Tbz mjhiu.

Ramp 1

View Chamber

Travel Chamber


**Lab 1**
Drop all (including projector). Say

**Bozelbon.** Get prism. Put prism in portal. [For more points, return for all objects you dropped and put them in portal.] Enter portal.

**Castle**
Get qsjtn. Csfbl qsjtn

---

**Map Key: Arazok's Tomb**

A: Jewel
B: Tostins (food)
C: Book
D: Sword & mail
E: Pouch (powder)
F: Candle, elixir, potion
G: Disk
H: Powerpack
I: Card
J: Prism
K: Cloak
L: Control
M: Printout
N: Wand
O: Key & statue
P: Decanter & rifle
Beyond Zork

Infocom's first foray into role-playing games, Beyond Zork is an all-text tale that combines logical puzzle-solving with character development and combat. Science is steadily superseding the role of magic in the remnants of the famous Great Underground Empire, where your goal is to recover the fabled Coconut of Quendor so that its secrets may be preserved for magicians of the future. In the early stages, you'll constantly combat assorted monsters to earn experience points and advance your character through the levels. Attributes such as Intelligence are developed by solving related puzzles. After a certain point, the puzzles take precedence over combat, and the game becomes a traditional Infocom text adventure. Lots of new features such as auto-mapping, mouse control and an advanced parser to simplify gameplay.

Type: All-text Hybrid
Skill Level: Expert
Systems: Apple II (128K), C 128, IBM (192K), ST, Amiga and Macintosh (both 512K)
Company: Infocom/Activision

The Solution

Many elements of Beyond Zork are randomized: locations in many areas, plus the objects found there, are arranged differently, and magic spells often have different names and are cast with different items. For these reasons no map is provided, and the solution itself is presented in a different format. Instead of giving a step-by-step walkthrough, this solution tells what must be done and which spells are needed in each general area. Since the magic items' effect vary from game to game, related answers refer simply to the spell: Thing of Annihilation, for example. The woman at the Magick Shoppe will identify spells and items. Separate lists describe items, magic and things that raise your attributes. If you don't have an item mentioned here, just look around—it won't be hard to find. Locations of those not readily noticed are pointed out.

Hilltop, Sea and Tavern
Go northwest from the start and get the weed at Edge of Storms. At the dock, examine the sailor's canvas and get the driftwood. Wield it as a weapon. Get the lantern outside the Tavern, enter and wait to hear the bandits mention the helmet. Try to go west, then get the dagger.

Wine Cellar and Kitchen
When you first enter the Cellar, get the scroll and read it. (Say the word on it if your light goes out.) Try ffaf the nptt on the xhmm for Dexterity so you can climb the Bottom Stack and get the wine bottle. Slay the skeleton, get the amulet and wear it. Get the crown and search the nest for the coin; sell both later. After the door is slammed on you, sfbe the amulet uispvhi the cpmumf and say the word to get a Strength boost so you can break the door. Conserve the lantern by shutting it off as soon as possible. Give the bottle to the cook. Go east and get the rug, pushing the onion to the cliff wall.
Cliff and Lighthouse
The riddle’s answer is mjituojoj, which lets you enter the lighthouse. Inside you’ll need the tbmu (from the ujebm gmbut), uvh, Thing of boojijmbujpo, ehhfs and the pojpo. Bash the spider and uisp bxmu on the slug. Svc the svb and upvdu the Dust Bunny. Get and wear the ring. (Sell the bubblegum card.) Dvu the pojpo with the ehhfs to distract the Dornbeast, then point the Thing of boojijmbujpo at him and take the chest and get all. Search the debris in the top room and sell the sextant.

Accardi by the Sea
Give the diftu to the Monkey Grinder after he squashes the warning nymph. Get the palimpsest and vague outline in the chest. Get the gurdy. You can sell the chest. Buy the axe, wield it and use the Scroll of Honing on it. Use the axe to saw the Puppet, then point the Thing of boojijmbujpo at the Hellhound. Get all you find in the forest. Eat the fishcake for an Intelligence boost.

Plane of Atrii
Say the word from the hbujoj spell (from the chest) to enter the plane of Atrii. Move around until you find a place where the fabric of time squeezes shut to produce a vague outline. The wbhv f vnumjof from the chest becomes a Phase Blade when you enter the Plane of Atrii; use it to cut the vague outline blocking your route. Enter the blocked off area and you’ll find the Implementors. Wait till they drop the coconut and give you the hpcmfu. They’ll most likely teleport you to the billboard.

Fields of Frozten
The hpcmfu will protect you from the thunderstorm so you may pass. Get the four-leaf clover when you find it. Wait for a cvufsgmx to land on the hpcmfu. Open the gurdy and put the hpcmfu in it. Close the gurdy, set the dial to dmpdl and turn the crank left. Open it and get the dbufs qqmmbs before he runs away. Remove the hpcmfu and close the gurdy. Find the scarecrow with a crop of corn around him. Turn the dial on the gurdy to fzf, then turn the crank to the right. Note the color of the scarecrow’s rags: the Corbies are afraid of this color. Wait until the farmhouse falls, then enter it and stay until the storm subsides.

Land of Froon
Exit the house and examine the flowers. When offered, take the key that’s the same color as the scarecrow’s rags. When you’re transported back to the fields you can pass the Corbies and get the Compass Rose.

Jungle and Idol
Kill or point Thing of boojijmbujpo at the crocodile and bloodworm. Find the Hcnnk, then the Hungus. Attack the baby. The mother will attack you and follow you to the Idol. Climb the Idol and, when the mother is on the bottom, get the jewel. Inside the Idol, turn on the lantern. Squeeze the moss, then point the Thing of twfstipo at the wall. Find the mother and point the Thing of eversion at her to get the kxfm. Then point the Thing of mfwjubujpo at the baby. You can sell the tusk.

Thriff
Look under the qfx in the dibqjfm for the vial. Listen to the Cardinal. Examine the glyph, then go west of the clearing. The dbufsqqjmmb will scare the Trees. (Sell the ornament.) Open the mailbox and examine the contents thoroughly. This should net you a burin. Go south and search the bench to get the Black Hemisphere. Go north and west to kill the Snow Wight. You may have to recuperate a few times to do so, or use the Thing of boojijmbujpo. Sell the snowflake. Go west and point the Thing of ejtqjmm at the dome. Boogie on back to Thriff before you get fried. Make sure you’re wearing the sjoh, then return to the clearing. With the burin, inscribe a glyph in the hot lava. Ask the Cardinal for the reliquary and get the White Hemisphere from it. Go northwest and hide the minx’s footprints. Wait for the hunter to leave, then pet the minx. Wait until she digs up a truffle and let her eat it. Don’t forget the sunlit wall to the west of here. Remember, you must pick up the njoy to take her to certain places.

Stable
Get the horseshoe. Kiss the unicorn’s horn first for luck, then say the word on the amulet and smash the stable door. Or you can use Thing of mfwjubujpo to free the unicorn and get the saddle.

Pterodactyl
Make sure you’re holding the xffe and Thing of boftulfjatb and have enough room to hold the arrow and whistle. Point the Thing of boftulfjatb at the pterodactyl. Get the arrow, then put the xffe on the wound. Get and wear the whistle. Put the saddle on the pterodactyl. Get the minx and board the pterodactyl. To fly, “go up” and point the Compass Rose in the opposite of the direction you want to go. Fly until you’re over the castle (near Thriff), then land.

Castle
Hide behind the Morgia bush. Get some of the bush and eat it. Wait for the platypus to come and go, then exit the bush. Open the statue and get the Crystal Jar. Blow the whistle, get the minx and
board the pterodactyl. Fly to the Magick Shoppe.

End Game Preparations
Sell the Jewel and buy the Hourglass. Go to the oak tree in the Twilight part of the Forest. Wait until the minx digs up a truffle. Get it. Go to the Clearing in the Forest. The answer to the riddle on the rock is zpvui. Enter the Pool of Radiance. The truffle will be preserved for all time. Whistle for the pterodactyl. Stash the truffle in the pack before getting the minx, then fly to the Ruins.

Ruins
Bash the Ghoul. Throw the wjbm at the Undead Warrior. Stand under the arch in the plaza and turn the hourglass. Go south twice (back in time). Get the truffle and wait for the Prince’s horse to fall in the trench. Throw the truffle in the trench. Turn the hourglass again and go forward in time (north) until you reach the desolation. Wait for the minx to dig up a truffle. Get and wear the helmet. Turn the hourglass and return to the plaza. Use the pterodactyl, Scroll of hbujuh or sfdbmm return to the Magick Shoppe. Buy the potion of Enlightenment if you haven’t already. Shake and drink it. You should now have enough Intelligence to continue (if not, see tips on how to boost it). Insert the peg on the Black Hemisphere into the hole on the White Hemisphere. Look into the now Gray Sphere and remember the magic word printed there.

Underground and End Game
Make sure you have the following items: rabbit’s foot, horseshoe, four-leaf clover, Jar of Mirrors and mboufso. Rub the foot for extra luck. Go to the cliff near Thriff (where you found the minx). Say the magic word from the Gray Sphere and open the door. Enter the first underground room. A Lucksucker will eventually show up. Throw one of your lucky items at it each of the three times it appears. In the first underground chamber open the jar, get the circlet and type “blow bubble.” Point the resulting mirror in a direction so you can reflect the sunlight around the corners and deeper into the tunnel (for example, pointing the mirror to the north will angle light from the northeast to northwest, or vice versa).

Keep blowing bubbles and exploring the rooms until you find the Treasure Chamber. Bohmf the light in the most direct route to that room. The mirrors don’t last long, so make it snappy. (“Dip circlet” isn’t necessary; “blow bubble” will suffice and save time.) Blow the last mirror in the Treasure Chamber and angle the light to shine on the Shadow in the corner. If your Compassion is high enough, it should overwhelm the Ur-Grue and you’ll be able to search the plunder and get the Coconut. If you try to exit the cave an earthquake stops you. Not to fear, you are saved and...Beyond Zork!

Magic Wands, Items and Scrolls
(Each wand, item or scroll’s magical effect may vary in your variation, but the same spells are used in solution.)

Magic Wands
Dispell, Levitation, Annihilation, Anesthesia, Say-anora, Eversion

Magic Items
Amulet, Rod, Palimpsest, Ring, Stick, Parchment, Cane, Stave

Scrolls
Fireworks and Mischief: No use
Gating, Honing, Protection, Refreshment, Recall, Rumpled, Smooth

How to Raise Attributes
Intelligence: Fishcake, Potion of Enlightenment, Pheehelm
Dexterity: Squeeze moss in Idol, Cellar, Underground
Strength: Potion of Strength, Morgia Root.
Compassion: Cover minx’s tracks, rescue baby hungus and unicorn.

Luck: Rub rabbit’s foot, kiss unicorn’s horn.

Endurance and Level: Defeating certain monsters (and enough of them) and solving some problems (vague outline) increases these.

Armour Class: Buy more armour!
This covers the game’s “Normal Difficulty” version.

**Hidden Room**
Enter mirror.

**Stone House**

**Burning Village**
Look ground. Get sбу. W. N. N. E.

**Pleasant Stream**
Look stream. Get gjt. W. N. N. N. E.

**Deserted Storehouse**

**Boathouse**

**East-West Trench**
Look tree. Get blossom. E. E. E. N.

**Edge of Cliff**
Ujf spqf to tree. D. W. W. N.

**Krin**

**End of Path**

**Inside Ancient Structure**
Put tdbsb in indentation. North (quickly, before door closes). N.

**Underground Chamber**
Give gjt to cat. Get tlvmm. W.

**Ancient Burial Chamber**
Npwf efcjt. W.

**Dark Passage**
Look ground. Get cowngv. U. Fly (twice). S. S. S. S. S. Fill flask with water. (Go to North-South Trench.)
North-South Trench
Cvso qmbou with mbnq. W. W. N. N.

Lava Opening

Resting Place
Kill monster with byf. (Go to Clearing.)

Clearing and Guard in Castle

Cell
Npwf upsdi. W. W.

Massive Stone
Qsz tupof with tujdl. N.

Power Room
Put sbu in opening. S. E. N. W.

Crystal Room
Get crystal. E. Open door. E. N. N. N. Open door.

The Evil One
Throw tvmm.
Map Key: Dark Lord

A: Scarab
B: Stick
C: Rat
D: Fish
E: Lamp
F: Rope
G: Scroll
H: Blossom
I: Flask
J: Axe
K: Skull
L: Amulet
M: Water
N: Plant
O: Leaf
P: Key
Q: Crystal
Déjà Vu

Déjà Vu is a 1985 Macintosh mystery recently converted for most other machines, and was ICOM Simulation's first icon-oriented graphic adventure. Instead of typing "pick up key," you click the mouse (or joystick with the C 64) on the key and drag it into a window that represents your coat pocket. To examine or operate things, you first click on the item, then on a verb in a matrix of eight possible actions. Occasionally the "speak" command is used to type in a statement, but most of the time you'll be clicking and dragging icons, opening and closing windows (which may be freely arranged onscreen, except with the C 64 version) and so on. A map of your current location shows the exits as little boxes; you can take an exit by clicking on its box, or by clicking on a door in the picture. This visual interface permits you to get more involved with the fantasy world you're exploring than if you were typing commands into a parser. In this case, the fantasy world is Chicago during the Forties, where you awake in a dingy men's room at Joe's Bar. A needle mark reveals you've been drugged, and you can't even remember your name. The drug's side effect causes your brain to slowly deteriorate unless you find an antidote. Otherwise you'll black out and awaken as a vegetable in a local loony bin. One of your first discoveries is a body. Hang around too long and the police will pin the murder and a related kidnapping on you. Half the fun lies in the way you move things around, loading a gun by dragging bullets into it, for example. The other half is in unraveling the twin mysteries of the killer's identity and your own. Animated visuals and digitized sound are outstanding on the IIGS, Amiga and other advanced machines.

Type: Graphic Mystery Adventure  
Skill Level: Intermediate  
Systems: Macintosh, Amiga, IBM, C 64, IIGS  
Company: ICOM Simulations/Mindscape

The Solution

General Advice  
Time is critical in this game, so you may have to restart your saved game if you've already used up too much and want to use these clues. This solution doesn't tell you to open a door unless a specific action is required to do so. In the cab, you must "speak" to the driver and type in the [location]. Also, you must "open" your coat to get at your money and other inventory items. Always pay the exact amount requested, then close your coat before leaving the cab.

You might run into four people in the street. If you can't avoid the large, bald mugger with the "Love" tattoo, shoot him on sight. Hit the woman in the red dress immediately or she'll shoot you. When you meet the wino near the newsstand, save the game, then give him $20 for the information and restore your saved game. To get rid of the mugger with the gun, hit him. Eventually you'll break his jaw; then give him a quarter. Don't get caught with incriminating evidence, such as the murder weapon. If needed, you can buy another
gun and ammo from the Gun Den for $20. If out of money, rob the nice-looking lady. Also, the bad check folder and “Ace” file make it hard to convince the police you’re totally innocent. At the very least, you must have the ejbsz, opufqbe with ujnjubcmf, and the fowfmpqf from the nbo’ve ohihituboe to make your case stick. (Be sure your printer is on at the end of the game.) Because of the peculiar way doors are depicted on the on-screen maps and in the pictures, some directions given below may not seem to match connections on the accompanying map.

Bathroom Stall

Joe’s Bar & Offices

CASINO

Outside Joe’s Bar
Operate car key on car door. Drop car key. Enter car. Open glove box. Examine registration and photo. Get map. Exit car. W. SW (2). Enter cab [1212 West End St.]. Exit cab. N.

Joey Siegel’s Place

Bungalow
Operate gun on door knob. NW. Get slip of paper. Get earring. Open desk. Get small unmarked key and diary. S. Enter cab [934 W. Sherman]. Exit cab. N. NE. Operate small unmarked key on lock. N.

Dr. Brody’s Office
Save game. Jefoujgz which uisff wjbm dtoubjo tpejvq qfoubuipm and which dpoubjo cjiptpejvnjukt. Write this down. Restore game. Operate tzsojhf on cjiptpejvnjukt. Operate tzsojhf on tfmg. Get the three tpejvq qfoubuipm vials. S (2). NW.

Ace’s Office
Operate gun on shadow. Operate small unmarked key on door. Drop small unmarked key. N. Examine man. Open file cabinet. Examine the three files. Get file labeled “Ace” (and ammo from the desk if you need it). S (3). Enter cab [Police]. Exit cab. SE (3). N.

Joe’s Bar

Sewer
E. Operate gun on alligator (when he shows up). S. Put gun, bad check folder and “Ace” file in whirlpool. N (2). Open nbolpmf. N (2) W (to Trunk of Car).

Mercedes

Estate

Guest Room
Map Key: Déjà Vu

A: Trenchcoat (handkerchief, glasses, cigarettes, lighter), wallet (key), holster, gun, bullets
B: Earring
C: Envelope, safe (unmarked key, manila folder)
D: body, car key, silver key, pencil
E: Syringe, vials
F: Slot machines, quarters, Wheel of Fortune
G: Car, registration, photo, map
H: Photo
I: Slip of paper, earring, small unmarked key & diary
J: Vials of sodium pentathol & bioisodiumitls
K: Ace’s file, ammo
L: Mailbox (envelope)
M: Nightstand (envelope)
N: Man
O: Nightstand (notepad), woman

Elevator

Weird Room

Fire Escape

Office

Women’s Stall

520 S. Kedzie

Bungalow

Women’s Room

Hall

Men’s Room

Bathroom Stall

Construction Site

Police

Street

Gun Palace

Alley

Outside Joe’s

Sidewalk

In Car

Street

Sewer

Sewer Tunnel

Under Manhole

Sewer Section

Sewer

Whirlpool

Elevator

Siegel’s Apt.

Lobby

Estate

934 W. Sherman

912 West End St.

1212 West End St.

Dr. Brody’s

Door

Hall

Guest Room

Bedroom

Hall

Lobby

912 West End St.

1212 West End St.

Dr. Brody’s

Door

Hall

Lobby

Guest Room

Bedroom

Hall

Lobby

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Hall

Lobby

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1212 West End St.

Dr. Brody’s
Dondra: A New Beginning

Some of the most engaging cartoon-style graphics ever to adorn a computer game await the adventurer who sets foot in the mystical land of Dondra. (Graphics are especially good on the 16-bit machines.) The evil Colnar has seized the land and slain everyone, but not before the Elders telepathically summoned you to help. Only by finding the Crystal Prism can you complete this, the first game in the "QuestMaster" series. Your character is saved from game to game, along with his possessions, so objects found but not used here should be collected just in case. Some puzzles occur in real-time, and you get killed if you don’t solve them fast enough. The scoring system distinguishes Dondra from other adventures: each point you gain for puzzle-solving is also an experience point, with your final score representing the amount of experience you’ve earned for use in future games. It is modified by the number of times you saved the game, got killed, plus the elapsed time and number of objects you obtained.

Type: Graphic Adventure
Skill Level: Intermediate
Systems: Apple II and II GS, C 64/128, Amiga, Macintosh, IBM
Company: Activision

The Solution

Some parts of the game are in real-time. Once you enter a room, you must perform an action or get an object and escape before you’re found and killed. Those sections are italicized. Because this game is the first in a series in which you will use the same character and inventory, there are objects that won’t be of use in it but which should be collected in case they’re needed in future games.

Four-sided Room
Get key. Open south door. Ljd1 ljz south. S. Get key. N. N. Say efbui to Dpmobs. Open north door. N.

Center of Arena
Say efbui to Dpmobs. N. Read mural. S. W. W. N.

One-room Cabin
Get cross. S. Put cross in sack. Drink liquid. W (3). N. W.

Modern House

Bar

Clay Surface
Look hole. Lift nboipmf with crowbar. Look down. Yes. D. Drop crowbar. NW. Cut wjof with knife. Put knife in sack. Get fruit. Eat fruit (transports you to Barn. If this doesn’t work, however, follow the map to the Barn).

Barn

Tiny Tunnel
[Save game.] Wear hat. E. NW. Get stick. N.

Large Cavern

End of Long Corridor
Close door. Lock door. N. Open door. N. Get ladder. S. W. N.

Wide Crevise
Open ladder. Put ladder across crevice. N.

Door
Open door. (Due to a bug in some versions, the program may not acknowledge that a door exists until you’ve examined it a few
times and dropped and taken your inventory.) [Save game.] N.

Equipment Room
Open drawer. Get rod. Insert rod into ipmf. Get torch. Dmptf tprui eppps. Charge torch. Get gjfo. (It takes about 90 seconds of real-time for the torch to charge. Check its status by saying "Read meter." You have three minutes in this room before you're killed.) When torch is charged, open tprui door. S. Insert qjo into upsdi. Drop stick. E. N.

Sludge-spraying Room

Shaft
Press blue pad. W. S. Go south hole. W. S. W. W. N. N.

Map Key: Dondra

A: Key
B: Cross
C: Liquid
D: Key
E: Food
F: Crowbar
G: Fruit
H: Rope
I: Dollars
J: Hat
K: Stick
L: Cheese
M: Ladder
N: Torch and pin
O: Key, wrench
P: Saddle
Q: Birdseed
R: Clips
S: Chest and prism

Bridge
Tju qfeftubm. Say your character's name (look at score if you don't remember your own name!). Say efbru to Dpmobs. Say ufmfopsbupjo. N. Get saddle. S. S. Get birdseed. S. E.
Dr. Dumont's Wild P.A.R.T.I.

A typically madcap mindbender from Michael and Muffy Berlyn, this tale finds you caught inside Dr. Dumont's L. E. T. S. P. A. R. T. I. machine: Laboratory Experiment Study using Particle Accelerator and Reality Translation Integrator. The machine is meant to study the life span of a subatomic particle by linking it to an artificial intelligence computer and a human. Accidentally projected into a bizarre "reality" created by the computer, you realize your only escape lies in fulfilling the machine's goal, which means finding five keys that enable you to pass the Q. test and graduate from the School of Thought. Hints can sometimes be obtained by "meditating" on a particular object or problem. Other clues are presented in the form of Zen koans such as "What is the sound of one duck quacking?". Pull-down menus and keyboard shortcuts simplify gameplay, and the parser is above average. With logical and clever puzzles, bolstered by the Berlyn style humor—which includes wacky puns and three characters remarkably like the Marx Brothers—this is one of 1988's best all-text games.

Type: All-text
Skill Level: Intermediate
Systems: Macintosh, IBM
Company: First Row Software

The Solution

The Beginning: At Home
S. Take jeans. Wear jeans. (Go to Porch.) Open door. N.

School of Thought

Welcome to madness!

Remove robe. Drop robe. NE. NE. E. E.

The Kite Races

County Fair
(Go to Ring Toss.) Show dbse. Take ring. Throw ring. Take nvh. N. W. S. Show card. Take quiz [the order of questions is randomized; answer yes to those about nyulufudf and dpw ubp, no to all others]. Take cubes. Put cubes in nvh. N. W. S. Enter ride. N. N. Enter ride. S. E. E. E. SE. SE. Drop mug. N. N. N. Put blue key in ejbnpoe slot. Turn blue key. (Go to Backstage West.)

The Theater: Backstage West
Take brush and pillow. (Go to Lab.) Drop brush.
Near the Pond

The Theater: Backstage East
(Go to West Catwalk.) Sfb to cppl to cat. E. D. S. Take key with cvti. Take clock. (Go to Exam Room.) Put red key in rectangular slot. Turn red key. S. S. S. Drop book, brush and clock. Take xjsft. SE. SE.

Science Art Museum
S. E. N. Turn faucet. S. W. N. E. E. E. Connect xjsft to generator. N. Connect wires to slab. SW. S. Open door. S. Turn faucet. Turn handle. Turn wheel. N. Close door. W. Take rock. NE. NE. Examine slab (repeat until codeword appears). W. Type codeword. Take laser. (Go to Planetarium.)

Planetarium

Showtime at the Theater
Show ejmmnb to man. S. SW. E. Sit in seat. [Note: this triggers the endgame.] (Some of the remaining moves may have to be repeated if they don’t work, since your character is disoriented at this point and not all commands will register.) N. N. E. E. E. E. (Bedroom) Enter bed. Drink milk. Sleep (you must have the cfsb, nvh, qjmmpx, dmpdl and cmbsfu).
Nightmares — you’ve had them before, but this one happens every night! You hope a psychiatrist can help. Dr. Fraud says a beast rules your mind when you fall asleep, and unless you kill it tonight you’ll never awaken again! The digitized photos illustrating the first scenes of this strange story are shown in black and white. After solving a few puzzles, you’ll fall asleep and be dazzled by a dreamscape of beautiful color paintings enhanced by spot animation. Puzzles are especially approachable because there are no red herrings to drive you insane: every object you find must be used somewhere in the game. Three characters also turn up to help you at specific points. Pull-down menus, mouse support for moving, and other thoughtful design features (plus some of the most spectacular graphics you’ll ever see) compensate for the limited two-word parser.

Type: Animated Adventure
Skill Level: Intermediate
System: IIIGS
Company: Baudville

The Solution

In two scenes (the Thief and the Deamon), the parser occasionally won’t recognize a command the first few times. This may have been corrected in later versions. Also, in the first release you cannot kill the thief the first time, so be sure to save the game. The four lifts (elevators) go to floors 1-4. On each floor are ten rooms, from L-A and R-A to L-E and R-E. These are not shown on the map, but necessary directions are provided in the solution. Lift N also has a basement, shown below.

* Room S2L-A

* Room E3R-D
  * Give officer 17D-16B. N. W (4). D. E (2). N.

* Room E2L-B
  * Give officer 16D-970. S. W (2). U (2). E (3). N.

* Room E4L-C

* Room S3R-D

* Room S4L-B
  * Talk to officer about 22Z-131. W. N (2). D (2). S. W.

* Room S2R-A
  * Give officer 22Z-131. E. N. D. N. Exit. S. E.

* Alley
  * Give Fox Form 69B-12C. W (2).

* Crowd
  * Say Drinks are on the house.

* Bar Door
  * Ebno.
Romper Room
Get soap. Use tbq.
Cave
Give Jacque keg. Exit.
Give Rambone upoqd.
U.
Crowd.
Fohhbf hjsm.
Rock Garden (L)
Give Sushi sjdf.
Key Tower
Swap spdl with key. D.
D. S. Say ready.
Secular Church
Get wafer.
Rock Garden (M)
Shoot thief.
Themon Door
You won't see a picture
of the door, just of the
Deamon; you must first
walk in that direction in
order to have the
encounter. Use sword.
Throw xjof. Use the
key. Use qmvohfs. Use
the key.
Pulpit
Nbssz hjsm. Ljtt xjgf.
S. S. S. U.
Rock Garden (N)
Ejh hbsefo. Get all.
On the House
Buy keys.
Throne Room
Give Emperor rock.
Servant
Give servant vase.
Imperial Bed
Get rock. Give Princess
teddy. E. E. S. S. (For
returning the Princess
to the Castle, you get
the sword.)
Bar Door
Show Bonzo ID. S.
Drop ID.
Dock
Fish. (Must have
xpsnt.)
Bar
Talk to twins about
gum. Give bartender
wafer. Use keys. W.
Exit.
Terminal
Buy tickets.
Alley
Give shark tuna.
Bedroom
E. N.
Bar
Talk to twins about
gum. Give bartender
wafer. Use keys. W.
Exit.

Games
Tufbm teddy. Tufbm
tokens.
Bar John
Talk to John about ubtl.
Exit.
Carnival
Give kids tokens.
Airship
Give Captain hmpcf.
Say ready. N. Jump W.
Big Top
Buy ticket.
Drunk
Hit drunk. Get wine.
Kvnnq.
Freaks
Give Hairy candy. Give
Grajunk gum.
Tower

Map Key: Dream Zone
A: Toothbrush and plunger
B: Gun and brother
C: Soap
D: Girl and receipt
E: Wager
F: Keys
G: Loan
H: Tickets
I: Teddy bear and tokens
J: Jacket and gum
K: Jacque
L: Sushi
M: Worms
O: Tuna
P: Wine
Sword Smith
Give Smith jacket. S (2).
Swim. Enter.
* See solution for notes on lifts and related rooms.
A treasure hunt of major proportions, this sequel to The Pawn is also set in the quaint land of Kerovnia. As an apprentice in the Guild of Thieves, you must steal everything in sight in order to qualify for membership: loot a castle, rob a bank—even steal from the dead! Most puzzles focus on getting into places (and sometimes back out again) and object manipulation, though a few require appropriate character interaction. There are also some devious and original mazes to circumnavigate. The parser and graphics are top-notch, though every location isn’t illustrated. Magnetic Scrolls’ sense of humor is as warped as ever and occasionally parodies puzzles in Infocom games such as Trinity. The basic premise, in fact, is a sort of takeoff on the Thief that appears in Zork and Original Adventure.

Type: Illustrated Text Adventure
Skill Level: Intermediate
Systems: C 64/128, Atari (48K), ST, Amiga, Macintosh, Apple II (text-only), IBM (EGA and 640K required for graphics)
Company: Magnetic Scrolls

The Solution

There are lots of objects and treasures in this game, so put treasures in the night safe by the Moat or at the Bank of Kerovnia. If something won’t fit in the safe, close the door, open it and try again. The treasures are listed in the Map Keys section. If you are playing a saved game in which you’ve deposited objects needed to solve puzzles, you’ll have to start over. Even then, you won’t be able to carry all the items needed for puzzle-solving. Find a convenient place to store them and go back for them when needed.

In the Boat
Jump west. W. Ifmq nbo. N.

Entrance Hall
W. Examine bucket. Get coal. Csflb dpbm. S. Get oil painting. S. Examine cushion. Open cushion. Get note. (Go upstairs to Billiard Room.) Get red ball and cue. Pqfo cbmm. Get ring. E. Pqfo tuppnm. Get plastic bag. (Return to Entrance Hall. If Gatekeeper calls you about Rat Race, drop every treasure in the Hall and go south to the Courtyard; return and complete this section after the race.) E. S. [Kitchen]. Open swag bag. Get lamp. Turn lamp on. E. S. Get cube. Npwf kvol. S. (Deposit treasures in the night safe here, then return to Entrance Hall; go south when Gatekeeper calls if that hasn’t already happened yet.)

Courtyard and the Rat Race

Gatekeeper’s Bedroom

Scrub, South of Gatehouse
SE. S. Examine windmill. Tipvu to miller, tupq xjoenjmm. S. Wait (till miller offers to sell lute). Buy
Scrub, South of Gatehouse

Inside Temple

Junction Chamber

Zoo

The Colored Squares Maze and the Sarcophus
NW (from Temple). D. SE. (To bypass squares, list dpmpst of the sbjocpx cblxbsset—VIBGYOR—and proceed accordingly. If stumped, go: SE, N, E, E, SE, S, SW, E, then SE into the crypt.) Unlock sarcophus with cpof. Drop cpof. Open sarcophus.


Temple and Statue

Main Bedroom
Examine cabinet. Get mirror. Open cabinet. Examine plaque. Npuf qbjoujoh (get it if you don’t have dvf). Dmjnc on cfe. Push top button with dvf (or qbjoujoh from previous room).

The Lab

Muddy Room and the Gem
Examine wax. Sfgrmdfu cbfn at xby with njspss. Get gem. (Take gem to Bank and put it in safe, then go to Coals Room.) Svc gffu with tvddvmfout. U. U. SE.

White Room and Opaque Case
Get die. SE. SE. Get die. NW. NE. Get die. SW. SW. Get die. NE. Examine case. Examine slots. Roll all dice (until a five comes up. Put this one in its respective colored slot and roll for another five and do the same until the others are finished.) Get plastic die.

Bank of Kerovnia
(Make sure you’ve deposited all fifteen treasures; sometimes you must wait for the man to change a sign and open the bank.) Drop all except bottle, dbhbf and gum. Difx hvn. Open door. Enter bank. Examine bottle. Nzobi, ippsbz (until bird says it). Enter mpoj rvrfv. Show dbse to teller.

In Manager’s Office:
Opening the Vault
[Save] Drop dbhbf and cpuumf. Tiblf cpuumf. Wait (till manager escorts you out). Put hvn in Ifzipmf. (The nzobi will efupobuf the cpuumf by saying ippsbz, but sometimes he won’t tbz ju in time—the reason for saving the game. If it doesn’t fyqmp ef while you’re outside, restore and try again.)

Getting Back in the Office
N. Get lute, lamp, succulents, plastic dice and anticube. Put die, anticube and succulents in pocket. S. Qmbz mvuf and tjoj Vsgbopsp Qfobeb. S.

Empty Office and Cubical Rooms
(Don’t enter opening to the east yet.) Get die. Roll die (till you get a tjt). E. D. Roll die (till you get a gjw). E. Roll die (till you get a uxp). D. Roll die (till you get a pof). NW. Roll die (till you get a gpv). D.

Treasure Room
Get all (treasures; drop any extra items you may be carrying except the ejf and boujdvcf). Examine pillar, machine and cube. Put ejf and boujdvcf ponbldjof. Get dvcf and boujdvcf ponbldjof. (You’re now faced with four exits: NW, NE, SW, SE. The correct one is found by looking at the tjt on the qjmmb and going in the direction that’s njttjoh in the cpy. Or just save the game and choose an exit. If you die, restore and choose another until you find the right one leading to the White Room.)

White Room
Map Key:
Guild of Thieves

A: Coal
B: Note
C: Red ball, cue
D: Cube
E: Cage
F: Box, needle, cotton
G: Maggot
H: Key
I: Fish, night safe
J: Poison, jar
K: Champagne bottle, red bottle
L: Flies, horseshoe
M: Lute, gum
N: Gloves
O: Ebony and ivory keys
P: Fingerbone, heart
Q: Berries
R: Coin
S: Skin
T: Coconut, succulents
U: Magazine, grotty key, spade
V: Skull, eye
W: Pamphlet
X: Boots
Y: Pick
Z: Mirror, plaque, abstract painting
Z1: Diary, cauldron, satchet, anticube
Z2-Z5: Colored dice
Z6: Plastic die
Z7: Treasures deposited in night safe

Treasures:
1: Fossil
2: Oil painting
3: Diamond ring
4: Plastic bag
5: Designer dress, china pot
6: Chalice
7: Ruby
8: Plectrum
9: Incense burner
10: Ivory rhino
11: Statuette
12: Brooch
13: Mineral chips
14: Gem

See solution for how to get through the mazes, which are not shown here.
Jinxster

Thanks to the magical charms from the Bracelet of Turani, the inhabitants of Aquitania once enjoyed amazingly good luck. Now that the Green Witch has duped people into hiding the charms, the land is beset by disaster. By locating the charms (which enable you to cast some puzzle-solving spells of your own) and reassembling the Bracelet, you can subdue the Witch and restore Aquitania's good luck. You can also count on a rollicking good time, for the people you'll meet are genuine characters whose quirks and comments will keep you laughing and smiling through even the toughest puzzles. Much of the game's warped humor—demented puns, dry wit and absurd situations—is decidedly British in nature, making it a must for Monty Python fans. The well-written text outshines the graphics, and only key scenes are illustrated. An above average parser accepts full sentence and multiple commands. If you're looking for funny as well as fun, Aquitania is the place to go.

Type: Illustrated Text Adventure  
Skill Level: Intermediate  
Systems: C 64/128, ST, Amiga, Macintosh, Apple II (text-only), IBM (EGA and 640K required for graphics)  
Company: Magnetic Scrolls

The Solution

On the Bus
Show ticket to inspector (when he says, "Tickets, please."). Push button (after passing first stop). Get off (when doors open). Get keyring (you'll die). Read document. Drop document and ticket. Open gate. N. Unlock door with jspo key. Open door. N. NW.

In Your House

In Conservatory
Unlock door with jspo key. Open door. N. Get gloves and tfdbufvst. N. E. Xbfw ubcmfdmpui at bull. Drop ubcmfdmpui. SE. E. Get bottle. (Return home.)

Your Kitchen
Open fridge. Get milk bottle. Put qmbtujd cpuumf in fridge. Close fridge. Drink milk. Wait (15-30 times, until you can open the door, examine fluid and be told "you can't see any fluid.") Close fridge. Drop qmbtujd cpuumf. Put pj in milk bottle. (Go to Boathouse.) Get mouse trap and can of worms. (Go to Xam's Front Garden.)

Xam's House and the Mouse
Unlock door with svtuz key. Open door. SW. W. Get matchbox and candle. S. SW. S. [Under Holly Bush] Listen to bird. N. NE. N. E. Open trapdoor. Xfsb tfsbubdmft. D. Get cheese. U. Put cheese on mouse trap. Tfus ubsq. Drop trap. (Go west, then wait 10-20 times, return and examine trap until you've caught a mouse.) Get mouse. (During this time the mailman will have knocked on the door. Go to the mailbox.)
Xam’s Mailbox

The Boathouse and the Crazed Gardener

The Canoe and the Lagoon

Underwater in the Lagoon

The Airlock, the Sacristy and the Chandelier

The Village and the Bakery

The Post Office

The Carousel

The Clockmaker’s Shop

The Train Station and Beyond

The Castle
Map Key: Jinxter

A: Keyring
B: Socks
C: Tin opener
D: Tablecloth
E: Gloves
F: Secateurs
G: Plastic bottle (oil)
H: Milk bottle
I: Mousetrap
J: Can of worms
K: Matchbox
L: Candle
M: Spectacles
N: Cheese
O: Mouse
P: Phone number in note
Q: Bung
R: Canoe
S: Paddle
T: Diving gear
U: One ferg coin
V: Tin of dough
W: Sieve
X: Sack
Y: Burnt bread
Z: Two ferg coin
A1: Ash
A2: Saddle and ladder
A3: Stool
A4: Hat and umbrella
A5: Ticket
A6: Unicorn
A7: Xam, rope and manacles
A8: Puzzle and bracelet
A9: Crystal ball
1: Walrus charm
2: Amethyst charm
3: Unicorn charm
4: Pelican charm
5: Dragon charm
King’s Quest IV: The Perils of Rosella

The first game in this series to feature Sierra’s new double-resolution graphics, King’s Quest IV is also the first in which your character is a woman. To save her father, King Graham, from death, Rosella must complete four quests posed by the evil Lolotte. But men will have just as much fun as women adventurers, for the puzzles are just as inventive and the situations just as amusing as ever. Another new wrinkle is the day and night cycle, which plays an important part: some things happen only at night. The numerous fully-animated sequences are often like watching a TV cartoon, and the 40-minute musical soundtrack is a knock-out if you have an Ad Lib, IBM or Roland sound board. A hard disk is recommended, however, for the array of richly detailed illustrations spans nine regular floppies and four 3-1/2" disks. (Because Sierra was sponsoring a “Master Adventurer” contest for those who finished with a perfect score of 230 points and there was no way to tell if this book would be released before the contest deadline, several answers that are not necessary to complete the game have been omitted.)

Type: Animated Graphic Adventure
Skill Level: Intermediate
System: IBM (256K and 512K versions), Amiga, IIGS, Apple (128K), ST, Macintosh
Company: Sierra On-Line

The Solution

The Unicorn
After Genesta tells you to retrieve the stolen amulet, walk to map B6. Walk up the path to the east, and Lolotte’s goons carry you to her castle. After she frees you, walk west from map B6 to B5.

The Bird (B5)
Walk up to the bird. (It appears randomly. If not on-screen, walk off and on that screen until you see it.) Take the worm and walk to A3.

The Bridge (A3)
Look under bridge and get the gold ball. Walk to C3.

The Pool (C3)
Wait for Cupid, then walk up to him. After he flies away, get the bow and walk to A4.

The Tree House (A4)

The Diamond Mines (B4)
Enter and walk down path to lower level. Go east to dwarf by bucket. Give qpvdi to dwarf, who gives you a lantern and lets you keep pouch. Walk to E5.

The Haunted House (E5)

The Stump (E2)
Wait for bard to appear on stump (also a random event, like the bird).

Fisherman's Wharf (D1)
Walk to end of pier. Open door, enter house (after man returns to house). Give ejbnpot to man. (He gives you a fishing pole.) Walk to end of pier. Bait hook. Fish. Catch fish. Walk to A2.

The Unicorn (A2, or nearby)

The Pond (E3)

The Beach (C1)
Save game. Swim to the west until you see an island (in the third screen). Avoid shark and whale, which are randomized and can be avoided only by quickly getting off the screen.

Genesta Island
Walk around beach until you find a qfbdpdl gfbuifs on the ground. Take gfbuifs. Walk to north end of island. Swim north until you find whale, which swims with you.

Inside Whale
Swim to bottle. Take bottle. Open bottle. Read note. Walk to lower left-hand corner of whale's tongue. Walk ejbhpobmmz up tongue to top of tongue, left of center. Look at mouth. Ujdlmf uvula. After being sneezed from whale, swim to island.

Deserted Island
Stand east of the pelican; if he flies away, wait for him to return. Give gjti to pelican. Look at ground. Take whistle. Walk to inside of boat's bow. Look at ground (you get a bridle). Cmpxjijumf. Swim to dolphin. Ride dolphin (who takes you to shore).

The Unicorn (A2)
Find unicorn and stand near its ifbe. Put bridle on unicorn. Get on unicorn. (You'll ride to Lolotte's Castle.)

The Magic Hen

Waterfall (A6)

Ogre's House (C4)
Hide behind trees while ogress enters house. Open door. Throw cpof to dog. Go upstairs. Take axe. Walk downstairs. Open closet door and enter. Wait for ogre to return. Mpluisphifizimf until ogre falls asleep. Open door. Take hen. Open door (ogre wakes up). Run south, then walk to B6 and up the path to Lolotte's.

Pandora's Box

The Forest (C5)

Skull Cave (C6)

Pan (C2)
Find Pan somewhere in this area. Play lute. Give lute to Pan (you get a flute.) Walk to A6.

Waterfall (A6)

Cave (Behind Waterfall)
Save. Avoid Troll and walk south to next room. (The Troll is random and walks slowly enough that you can outrun him, but this is very difficult while walking into things in the dark. Try saving the game on each new screen that the Troll didn't appear on.) [Second Room] Walk to south, then east to next room. [Third Room] Walk due east to fourth room. [Fourth Room] Save. Walk about one-half of the way to the east. Lay board on ground. (If you get the message "Not yet," walk to east.) Walk east and then walk up to small hole. [Fifth Room] Crawl through hole.

Swamp (Far side of cave)

Waterfall
Turn off lantern. Get in water. Swim under waterfall.

Skull Cave
Enter cave. Take scarab (after witches offer you scarab for eye). Walk to E5.

Nighttime and the Haunted House
The Haunted House puzzles can only be solved at night, which falls at 9 PM. If it's not dark yet, check the time by entering the Haunted House and reading the clock. (While waiting for night in fast mode, four minutes of game goes by for each minute of real time.)

The Nursery and the Baby
Open door. Read clock. (If it's already night, skip this move.) After night falls, walk upstairs to nursery. Look in cradle. Walk to E4. Walk to northwest corner of the screen. Read stone (until you see a baby's tombstone). Ejh (you

**The Miser's Ghost**
Look ghost. Go to West Cemetery. Walk to southwest corner. Read stone (until you see one for a njtfs). Dig (you find hpmf dpjot). Return to house. Give dpjot to miser. Go to east bedroom on second floor (after you hear sobbing).

**The Woman's Ghost**
Look ghost. Go to East Cemetery. Walk to southeast corner of screen, left of the cross. Read stone (until you see one for a "woman who lost her love"). Dig (you find a mpdlfu). Return to house. Go to east bedroom. Give mpdlfu to ghost. Go downstairs (after hearing noise).

**The Soldier's Ghost**

**Attic**

**Organ Room**

**The Crypt**

**The Talisman**
**Edgar's Room**
Look at rose (after Edgar puts it under door). Take key (from rose). Unlock door. Open door. Walk down steps.

**Bottom of West Tower**
Walk to east through door and go to Kitchen. Go to east cabinet. Open cabinet. Take all (the things Lolotte took from you). Go to Throne Room.

**Throne Room**
To avoid guard, xbml bspvoe cmvf svh. Walk through east door.

**East Tower**
Climb steps to top. Unlock door with gold key. Open door.

**Lolotte's Bedroom**
Shoot arrow. Take talisman. Exit castle.

**Castle Courtyard**
Enter stable. Walk down path to B6, then to E6.

**East Cemetery**

**The Crypt**
Take rope. Climb on ladder. Climb ladder. Exit crypt. Close door. Walk to beach (C1) and swim west uisff screens.

**Genesta Castle**
Walk to main door. Open door. Walk up steps. [Bedroom] Give Talisman to Genesta. (She takes you outside). Go home to save King Graham.

---

**Map Key: King's Quest IV**

These objects' precise locations are not shown on the maps, just the screen where each is found.

A: Worm  
B: Gold ball  
C: Bow  
D: Pouch (diamonds)  
E: Lantern & pouch  
F: Shakespeare book & shovel  
G: Lute  
H: Fishing pole & fish  
I: Unicorn  
J: Frog & crown  
K: Peacock feather (This appears randomly at any of the beaches, but is most often found on the northeast or southeast one.)  
L: Pelican & whistle  
M: Board  
N: Bone  
O: Axe & hen  
P: Eye  
Q: Flute  
R: Fruit  
S: Scarab  
T: Cradle & baby  
U: Tombstones, locket & toy horse  
V: Tombstones, rattle, gold coins & medal  
W: Sheet music  
X: Key  
Y: Box
Leisure Suit Larry in the Land of the Lounge Lizards

A PG-rated story set in tawdry Las Vegas, Larry challenges you to fulfill a real-life quest—find a girl. Vegas is full of girls, some the kind you'd want to take home to meet your parents who will leave you with a case of...well, let's just say it's not beer. You don't have to type or do anything risqué, though some rather salacious opportunities are on tap for those looking for such "action." (A pre-game quiz determines whether you're old enough for Larry, and won't let you play if you flunk.) So instead of roaming a fantasy land of dragons and castles, you'll be bumping into winos, dancing in discos and gambling in casinos. Your character and the others are very well animated. Many actions are performed via mouse or joystick rather than by typing commands into the parser.

Type: Animated Adventure
Skill Level: Novice
Systems: IBM, Apple II, Amiga, IIGS, ST
Company: Sierra On-line

The Solution

You need to use special commands for some things that recur frequently. To save space, these are noted here instead of repeating them below. Some commands are to be typed in; others explain actions performed via stick, mouse or keys. After saying call cab, wait till it completely stops, then enter cab. When asked for destination, type in the word in parentheses following the command. After the ride, pay man and get out. NEVER carry xjof into the cab. When gambling, make $20 bets and save game each time you win. If you lose too much, restore. You can win money faster at blackjack. When you get a hint about your breath, use spray. If it's used up and you're far from the end, take $50 to the store and ask the clerk for some. When you see a man in a barrel outside the casino, buy his apple (this may occur at various times, so check in occasionally if you don't have it).

Lefty's

Casino

Convenience Store

The Lost Wages Disco

Casino

Quicki Wed Chapel
Go to door. Open door. Walk to minister. Marry

Convenience Store

Casino

Lefty's

Casino

Map Key: Leisure Suit Larry
A: Beer
B: Whiskey
C: Rose
D: Password
E: Candy
F: Hammer
G: Card
H: Apple
I: Wine
J: Girl
K: Rope and phone number
L: Pills
M: Condoms
N: Rubber doll

(For more points, experiment with dpoepnt and epmm.)
Leisure Suit Larry II: Looking For Love in Several Wrong Places

Larry's latest escapades take him (and you) on a whirlwind tour of southern California that includes a stroll around Los Angeles, a voyage on a cruise ship and sunbathing at a nude beach on a remote island. Instead of just trying to "get lucky" this time, Larry's initial goal is to win a million dollars at the Lottery and a dream date on "Dating Connection." A sub-plot makes the action even more interesting: you must sidestep KGB agents while striving to foil the evil plan of Dr. Nonooke, a James Bond-style villain out to take over the world. It's not as "adult-ori-

ented" as the first game, though you'll still find some racy dialogue with the program set for maximum lewdness. Sierra's new, improved parser understands more words than in previous games, and the double-resolution graphics really make a difference. The animation is top-notch—and though there's not as much music as in King's Quest IV, it's just as impressive if you have an Ad Lib, Roland or IBM sound board. Most important, the wacky sense of humor that made the first game such a hit is even wackier the second time around.

Type: Animated Adventure
System: IBM (512K required; Turbo PC, 8 MHz or faster recommended); Amiga, II GS, ST, Macintosh, Apple (128K)
Skill Level: Intermediate
Company: Sierra On-Line

The Solution

Los Angeles

Eve's House (D1)

KROD (A1)
Look (note info for future reference). Walk to dumpster (A3).

Dumpster (A3)
Walk to hole in fence. Look through hole. Walk to Quickie Mart (A4).

Quickie Mart (A4)

KROD
KROD (A1)
Enter building.

Lobby (B2)
Show ujdlfu to girl. Write down the numbers given to you by the receptionist. (Girl asks for your ticket numbers.) Repeat the numbers given by receptionist. Enter the Green Room through the north door.

Green room (A2)
Sit down on bench. (Man enters.) Gpmmpx nbo through west door.

The Dating Connection
Enter anything when asked questions. (You win the game.) Return to the Green Room.

Green Room
(Man gives you cruise ticket.) Sit on bench. (Woman enters.) Follow woman through east door.

Lotto Room
(You win a million a year for life, get money from girl and walk back to lobby.)

Lobby
Leave building. Walk to Eve's house (D1).

Los Angeles
Eve's house (D1)
Look in trash (uxjd6). Take passport. Walk to Century Plaza (C2).

Century Plaza (C2)
Look man. Walk to Molto Lira (B2).

Molto Lira (B2)
Read sign. Take swimsuit at back of room. Buy swimsuit at front of counter. Walk to drug store (B4).

Drug store (B4)
Quickie Mart (A4)
Walk to soda dispenser. Take soda.
Buy soda. Walk to barber shop
(D3).

Barber shop (D3)
Talk to man. Sit in chair. *Hfu
ibjsdvu.* Walk to music store (B2).

Music store (B2)
Talk to girl. Get microfilm. (Look-
like KGB agent shows up.) Walk
to dock (D4).

Dock (D4)
Give ticket to man. (Note: Deck F,
Cabin 1.) Climb ramp to boat.

S.S. Love Tub
Lower Deck
Walk east to enter Larry’s cabin.

Larry’s Cabin
Take fruit. Read note. Walk to east
side of room. Open door. Go east
into Mama’s cabin.

Mama’s Cabin
(Don’t get too close unless you
have saved the game and want a
laugh.) Listen to Mama’s speech.
Walk west to Larry’s room.

Larry’s Cabin
Close door. Xfsb tvju. Walk south
to leave room.

Lower Deck
Walk west to stairs, then up uxp
levels.

Top Deck
Leave steps and walk east to pool
area.

Pool Area
Walk into pool. Swim. Ejwf. Swim
to bottom. Take top. Swim to
surface. Leave pool. Walk to empty
derck chair. *Use mpuipo.* Sit on
derck chair. (Girl talks to you—
ignore her.) Stand. Return to
Larry’s cabin.

Larry’s Cabin
(Save game.) Open door on east
wall. Enter Mama’s cabin.

Mama’s Cabin.
Open nightstand. Look in night-
stand. Take kit. (If mama appears,
restore game and try again.) Leave
room.

Larry’s Room
Wear clothes. (Leave and don’t
return; after several trips, mama
gets you.) Return to top level and
go all the way west.

Barber Shop
Walk to chair. Sit down. Get xjh.
Walk east, then all the way up the
eastern steps.

Bar
Walk to west end of bar. Look.
Take dip. *(Epo’u psefs esjol.)*
Leave bar.

Top Deck
Go to west set of stairs and walk up
to bridge.

Bridge
Walk to east side of room. *Npwf
iboemft*(starts lifeboat drill).* Walk
back to eastern set of stairs.

Top Deck
Walk up to green line (halfway
from top deck to bar) and go west
to lifeboats. Get in lifeboat.

On Lifeboat
(The lifeboat leaves, and you must
perform the next two steps before
the scene changes.) Xfsb xjh. *Fbu
ejq.* (After the scene changes, you
fish with sewing kit, then reach an
island.) Swim ashore.

The Island

Landing Beach (A2)
Walk west to nude beach.

Nude Beach (A1)
Talk to woman. (Don’t follow girl.)
Walk east to landing beach (after
short wait).

Landing Beach (A2)
Walk south.

Garden (B2)
(You wander through the garden.)

Restaurant (C1)
Talk to man. Tip the man. Sit in the
chair. Walk to the bar. Look at the
food. Take the knife. *(Epo’u fbu
zpvq gppr.)* Leave the restaurant.

Garden (B2)
(You wander around.)

Guest Room (C2)
*(Epo’u gpmmpx nbje.)* Look in
the nightstand. Take the matches.
Walk into bathroom. Take the
soap. Leave the room.

Garden (B2)
(You wander around.)

Barber shop (C3)
Sit in the chair (you get blonde
hair). Leave barber shop.

Garden (B2)
(You wander around some more.)

Landing Beach (A2)
Walk west to nude beach.

Nude beach (A1)
Look at the rocks. *Ubf cjljoj
cpuupm.* Walk east to landing
beach.

Landing Beach (A2)
Walk south to garden. (Repeat
steps to get to guest room.)

Guest Room (C2)
Walk behind bathroom into dress-
ing area. *Xfsb cjljoj.* Stuff top
with tpbq. Back to garden and
wander to barber shop.

Barber Shop (C3)
Sit in chair (hfu xbye). Back to
garden.

Garden (B2)
Look at flower. Take flower (wait
till you’re close to the palm in center
to get the flower.)

Landing Beach (A2)
Walk east to KGB beach.

KGB beach (A3)
Walk past KGB agents.
Cliffs (A4)
Cross cliffs. (You get a free point each time you fall but lose them at the end of the game.) You see the airport. Dibohf dmpuilf before scene changes.

Airport
Terminal entrance (D2)
Walk up to Krishna. Give gmpxs to man.

Counter (C2)
Walk west to waiting area.

Waiting Area (C1)
Go north into barber shop.

Barber Shop (B1)
Sit in chair (get haircut and conditioner). Return to counter area and go east to customs.

Customs (C3)
Walk up to customs agent. Show qbtqpsu. Walk east through short door.

Security Area (C4)
Walk to conveyor belt. Take bag as it passes by (repeat till you get the bag with a bomb and you go back to ticket counter).

Ticket Counter (C2)
Stand in line (bguf csnc fyqmpact). Talk to girl (you get ticket). Walk east to Customs.

Customs (C3)
Show qbtqpsu. Walk east to security area.

Security Area (C4)
Walk east to snack bar.

Snack Bar (C5)

Gate (A5)
Look at the counter. Take the pamphlet. Give the ticket to the man (you walk through north door and into plane).

Front Section (A1)
(You give the ticket to the woman, then walk into the middle section.)

Middle Section (A2)

Rear Section (A3)
Walk to back of plane. Look at the doors. Walk to south side of plane. (There's a door here but you can't see it.) Wear parachute. Qjdl mpdi. Turn handle. Open door (you are pulled from the plane). Pull ripcord (quickly)! (You get stuck in a tree.) Use lojgf.

Jungle
Landing site (A1)
Look at the ground. Take stick. Walk southwest, just north of bush. (Bwpje the tree; it dpoubjot ljmmms cfft.) Crawl. Walk south.

Python (B1)
Walk south (until snake starts to move). Use tujdl (quickly!). Walk east to swamp.

Swamp (B2)
(Tbfw hbnf.) Walk east across light yellow pattern.

River (B3)
Walk to edge of river and swing on vine. (This must be quickly executed three times, so use F3 key.) Release vine. Take vine. Walk east to beach. (Girl takes you to chief in Native Village).

Native Village
Chief's hut (F1) and Chasm (E1)
(You follow chief north to chasm.) (Listen to chief.) Walk south to chief's hut, then east to campfire.

Campfire (F2)
Take ashes. Walk south to beach.

Beach (G2)
Take sand. Return to chasm area.

Chasm (E1)
(Save game.) Mpl usff. Walk north to the end center of the path. Throw vine. (If unsuccessful, try from a different location.) Walk north (after you cross the chasm).

Glacier (C1)
Throw tboe (or btift) on ice. Walk north to land bridge.

Land Bridge (B1)
Walk north across land bridge.

Volcano (A1)
Walk near center of screen by crevice. Open uported. (You must be in the correct location, stated above and shown on map.) Stuff bjtjdl cbb in uported. Mjhtu bjtjdl cbb with nbuid. Drop uported in crevice. Walk into elevator.

Map Key: Leisure Suit Larry II
A: Dollar bill (garage), passport (in trash)
B: Note
C: Lotto Ticket, soda
D: Winning lottery numbers (receptionist)
E: Cruise ticket (man)
F: Swimsuit
G: Lotion
H: Haircut, wig, wax job, haircut, tonic
I: Microfilm
J: Fruit, note (Larry's Cabin)
K: Top (bottom of pool)
L: Kit (nightstand)
M: Dip
N: Handles for lifeboat drill
O: Lifeboat
P: Food, knife
Q: Matches (nightstand), soap (bathroom)
R: Bikini bottom
S: Flower
T: Krishna
U: Bag with bomb (conveyor belt)
V: Ticket
W: Pin (in food), parachute (top vending machine)
X: Pamphlet
Y: Bag (seat)
Z: Ashes
Z1: Sand
Z2: Stick
Manhunter:
New York

One of Sierra's most unusual games, this one is set in the year 2002, when aliens—called Orbs because they look like huge flying eyeballs—have taken over New York. Some people were recruited as Manhunters to spy on their fellow humans, and such is your lot. This is done by using a tracking device called MAD, which shows a full-screen picture of city streets or a building's interior, where a small blip representing the target moves around. The target's actions and movements provide clues on what to do when you go to one of the places he has visited. Instead of always seeing your character on-screen, as in most Sierra games, you usually see the world through his eyes in first-person illustrations. There are still lots of animated sequences, some of which occur in windows set into the main picture. It's an unusual adventure because object manipulation isn't as vital as tracking targets. Doing so leads to significant clues and a few important things you can grab and use later. Stick, mouse or keys can be used to control the interface, which involves almost no typing. An arrow appears on each screen: point it at a door, or sometimes to the side of the screen, and you'll be told to press enter to move in that direction, usually into an adjoining room. The cursor becomes a hand when it's over an item that can be used or picked up. Good music and sound effects dramatize an intriguing story peppered with black humor, and you'll also find more than the usual number of arcade games in this one. Novices will like it because after getting killed for making a major mistake, you're instantly reincarnated at the place where you goofed—but one move before you blew it.

Type: Science Fiction Graphic Adventure
Skill Level: Novice
Systems: IBM, Amiga, ST, IIGS, Mac, Apple (128K)
Company: Sierra On-Line

The Solution

<table>
<thead>
<tr>
<th>General Tips</th>
<th>Day One</th>
</tr>
</thead>
<tbody>
<tr>
<td>The MAD computer is the key to solving the game. Track all humans you see. Retrace their paths and try to repeat their actions. After discovering a person's name, type it in the &quot;Info&quot; section of MAD; if it gives you an address, you can usually go there for more clues and useful objects. A map of the city is provided, so only relevant portions of some buildings and the mazes are shown here. You do not have to visit the Art Museum at all. Because there are so few objects to collect, no map keys are provided. Numbers are spelled out so they could be coded, but must be typed into the game as &quot;41,&quot; etc. Tips on the arcade sequences appear at the end of the solution.</td>
<td>Home Watch the tracker on MAD, then travel to Bellevue Hospital (lower east side of Manhattan).</td>
</tr>
<tr>
<td>Bellevue Hospital Move to the right side of the hospital and enter the hole in the wall. Examine foot-tag for name of body. Look at face. Leave hospital. Uzqf obnf pg cpez into MAD. Travel to Trinity Church (lower Manhattan).</td>
<td></td>
</tr>
<tr>
<td>Trinity Church Enter church and go to the left side. Look at the candles (there's a clue here, useful at Bcevmt). Travel to the Flatbush Bar (Brooklyn).</td>
<td></td>
</tr>
</tbody>
</table>
Flatbush Bar
Play the videogame. After the patrons force you to play the knifethrowing game, throw the knives between the man's fingers. (See tips below.) After you win, watch the man's right arm for a clue. Play the videogame and take the shortest route through the maze (see map A). Keep track of which uisff epmmt gbmm and the order in which they do so. Travel to Prospect Park (southwest of the bar).

Prospect Park
Enter park and go in left door of the restrooms. Walk to last stall and sit on toilet. Gmvth the upjfmuf uisff ujnft. You'll wind up in the sewer.

The Sewer
This maze is identical to the one in the videogame. See map B to collect all twelve keycards, which are found at the same locations as the magic squares in the videogame. To negotiate the maze, remember that after each move you'll be facing the way you turned, not necessarily north. You'll emerge from the sewer into a cave.

Cave at Drier Offerman Park
Look at the flashing light on the dock. Take the medallion. Walk to the cave's exit. Look at the distant object (a Ferris wheel). Now you can travel to Coney Island (just south of the cave).

Coney Island
Walk to the three booths, lower left of center. Go to the Center Booth (Kewpie Doll Baseball). Knock down the dolls in the same order they fell in the videogame (uisff, uxp, gpps). When the man looks at you, show him the nfemnjpo and take the data card. Use it (you get a reference about Phil, a double agent, and destroying the lady, the Statue of Liberty). The Orbs ask for a suspect name, then tell you to go home. (Type in boz obnfbzpv xbou for a suspect.)

Day Two
Home
After the Orbs send you to investigate a stolen maintenance robot at Grand Central Station, the tracker shows three humans entering the station; it's targeted on the first one, who leaves the station and goes to the Wretched Excess Nightclub. Travel to Grand Central Terminal (central Manhattan).

Grand Central Station
Look at the Orb and robot fixing the forced entry way. Travel to the Wretched Excess Bar (lower west side of Manhattan).

Outside the Wretched Excess Nightclub
Look at the bouncer (Louis Redman). Uzg fjt obnfbf in MAD (but you can't travel to his home). Try to go in the bar. The bouncer won't let you, so go west and enter the alley. (See below for tips on arcade sequence.) When you punch the last thug, he'll throw you through a window and into the club.

Coney Island
Walk to the three booths, lower left of center. Go to the Center Booth (Kewpie Doll Baseball). Knock down the dolls in the same order they fell in the videogame (uisff, uxp, gpps). When the man looks at you, show him the nfemnjpo and take the data card. Use it (you get a reference about Phil, a double agent, and destroying the lady, the Statue of Liberty). The Orbs ask for a suspect name, then tell you to go home. (Type in boz obnfbzpv xbou for a suspect.)

Central Park: Friedsan Memorial Carousel
Walk between the pink and red trees to the left of the bridge.

Central Park: Bethesda Fountain
Take path to the sjhuf.

Central Park: Statue
Walk between the brown and blue bushes northwest of the statue.

Central Park: Ramble
Walk to the right of the green tree and left of the pink tree on right side of the screen.

Central Park: Near Ramble
Walk between pink and green bushes on left side. Take crowbar. Walk back to Ramble.

Central Park: Ramble
Walk to left of pink tree that's between blue and green trees on left of yellow trail.

Central Park: Belvedere Castle
Follow yellow path to northeast.

Central Park: Cleopatra's Needle
Walk to the right of the three pink bushes on the left side of the screen.

Central Park: Near Cleopatra's Needle
You find a body. Look at gpsfibbe (you see a P). Look at rock (Qijm Dpp)—the last letter is incomplete. Look at objects on the ground, which refer to Boob and lsbwz Ptcpsuf. Type these names into MAD. Type Qijm Dpplnto MAD, then travel to the Ptcpsuf'bqbsunfou at 150 West 82nd Street (upper west side of Manhattan).

150 West 82nd Street
Inside, look at the paper bag near the door, then hfu uif fzł Push button to right of door. You'll find Boob't body. Look closely and you'll see a P on her forehead. Look at MAD and tag the third human at Grand Central, then follow their exact path. Walk between the two trees on the right side of the screen.
travel to the Museum of Natural History (just southeast of the Ptcpsnst bqbsunfou).

Museum of Natural History
Walk to right and use key from the Ptcpsnst bqbsunfou to open door. Follow suspects’ path through Museum (see map C). Use a fzdbdse to get past each locked door. The last door is barred, so use crowbar. Use the nfemmipjo to scare off the dragon, who will open the door. Follow hallway to the last room (you’ll see an explosion just before you enter it).

Museum of Natural History—Last Room
Look at blackboard on left, which contains a gmpps qmbo. Look at dead man’s hand, then take module B. Look at tattoo on arm. There are three rows of five dots, which follow the pattern of the church candles. (top row: pof, middle row: uissf, bottom row: gvpvs). Use the Usbwfm dpnboe to leave the room. The Orbs want suspects (type in anything you want). You’re sent home.

Day Three
Home
The Orbs send you to investigate a dead Orb. MAD shows a suspect going from the cemetery to a theatre in Times Square and on to Abdul’s PawnShop. Another man joins him on the way. Travel to the Trinity Church (lower Manhattan).

Trinity Church
Enter church and look at candles on left side. Get match and light three candles, according to clue on the ubuupp of the efe nbo in the Nytfvm: top row, candle pof; middle row, candle uissf; bottom row, candle gvpvs. The safe over the candles will open. Get module A. Notice the symbols on the door of the safe. Fyujohvjt uif dboemst to close the safe. Leave the church and travel to the Greenwood Cemetery (Brooklyn).

Greenwood Cemetery
Enter, look at the gravestones, and copy the names, dates and sayings. Travel to the theatre in Times Square (central Manhattan).

Theatre in Times Square
Enter and go into the room on the right.

Manager’s Office
Look at the two small pictures: a boy born in 1988, whose last picture was taken in 2002. The dates correspond with Ujn Kpoft from the cemetery. There is a safe behind the big picture, but you don’t have the combination yet. Travel to Abdul’s PawnShop (lower Manhattan).

Abdul’s Pawn Shop
Enter and walk up to Abdul, who’ll show you some badges. Select the three badges with the same symbols you saw on the door in Trinity Church (dsptt, E with an extra line, and the tubs). You’ll fall into the basement.

Abdul’s Basement

Abdul’s Basement,
After the Pictures
Look at body. Name on robe is Ibssz. P is carved into forehead. Walk around corner tonight. Punch man with knife. Take note dropped by man: it says fjiuud gvpvs uissf tfwo tojy ojof. Climb up ladder.

Across from Empire State Building
Travel to theatre in Times Square (central Manhattan).

Theatre in Times Square
Enter theatre and go into the manager’s office.

Manager’s Office
Move large picture. Push fjiuud gvpvs uissf tfwo tojy ojof, then press Enter. Get note quickly, before safe closes. Use MAD and Type in Ibssz Kpoft. He’s the dead man in Abdul’s basement, and gblufs of Ujn Kpoft from the dfufujsz. His address is 21 Pearl Street. Travel to this address (lower end of Manhattan).

21 Pearl Street
Enter, look at stereo on the table and turn it on. Use dpsxcsb. Get module C. Travel to the Empire State Building (central Manhattan).

Empire State Building
Enter the building; you’re now in Cook’s office. Look at computer on desk. Push power button. Type in password from theatre safe (VDVDD). Computer tells you: Alpha Security controls mpdbujjo of hvbse spcupu at Cfmmfwpf; Beta Site is a tijiq available with four cpnc at Grand Central Terminal; Gamma Security controls mpdbujjo of hvbse spcupu at Tu buvuf of Mjcfusz; Delta Security is a signal tracker, analyzer and main computer at Empire State Building. Leave the building and use Travel command. The Orbs ask for suspect’s name, then send you home. (Again, type in any name.)

Day Four
Home
The Orb tells you to investigate an unauthorized computer access, after which you’ll be transferred to Chicago. Look at MAD and tag the computer signal. This is tricky. A good way to do it is to position the marker in front of the output port on the left and wait for the signal to come to you. After it’s tagged, the signal leaves the computer and identifies you as the suspect. You are then tracked to your apartment. Travel to the Empire State Building.

Empire State Building
Enter and turn on computer. Type in VDVDD. Select Alpha Security. Set guard positions to ibmm
Tips on Arcade Sequences

Knife-throwing at
the Flatbush Bar
Watch the point of the knife. As it
moves to the left, throw when it's
directly under the left edge of the
man's forefinger. As it moves to
the right, throw when it's directly
under the right edge of the man's
third finger. Finally, throw the last
two knives when you just pass
the man's middle finger, first to the
left, then to the right.

Pole-climbing Maze
in Bellevue Hospital
The object is to climb and jump
from pole to pole and eventually
reach the window in the upper-
left corner of the screen. See Map
D for the correct route. If you
touch a horizontal bar or get hit by
a fireball, you fall and have to start
over at the beginning. It's a little
easier to use a joystick or mouse
instead of the cursor keys. Watch
the fireballs and jump left or right
to avoid them. Don't start a long
climb up if a fireball is coming at
you. Jump clear and wait until it
passes by.

Map D: Pole-climbing Maze in Bellevue Hospital
Map A: Shortest Route Through the Videogame Maze

Map B: Route through Sewer to get all 12 Keycards

Floor One

Floor Two

Floor Three

Floor Four

Map C: Route taken by suspect in Museum of Natural History

Map E: Route through Tunnels after Grand Central Terminal

Figure One: Ship’s Controls: Sequence for buttons
A rollicking good time is in store for those who enter the spooky old mansion to rescue a teenaged girl snatched by Dr. Fred, a mad scientist plotting to take over the world. This story parodies horror movies and B science fiction films, for the villain turns out to be an “evil meteor” that is influencing Dr. Fred and his weirdo family. You control three characters using a “switch command” to hop to another viewpoint. They can move to different locations and some puzzles require coordinated actions of several characters. Characters are well-animated and “cut scenes” intermittently show what’s going on in another part of the house, fleshing out the story. The convenient, no-typing interface consists of a menu of verbs that you select with mouse, stick or keyboard. You then click on an item in the picture to form a sentence with it. Each room scrolls horizontally when a character reaches one end, lending a panoramic effect and the locations offer a sense of depth that provides an effective 3-D feeling. Topping off this clever story, comedy, and great graphic and sound effects are four alternative solutions, and you’ve got extra replay value as well.

Type: Animated Adventure
Skill Level: Intermediate
Systems: IBM, C 64, Apple II
Company: Lucasfilm Games/MicroProse

The Solution

There are five possible solutions; this one works with Dave, Syd and Bernard, and should provide insights into solving the other variations. In all rooms you must open the door and in many must turn on a light, neither of which is pointed out in this solution. Don’t use the flashlight or the batteries will run out (though you can find more). To find a light switch in the dark, select “what is” and scan the room by moving the cursor around. There are two ways to escape the dungeon. If two kids are trapped there, place one in front of the door and have the other push the loose brick just below the left window to momentarily open the dungeon door. Quickly switch to the other kid, who will have just enough time to run out. The other way is to use the svtz l fz.

Front of the House
All three kids should be here. Pick up the epps n bu and get the l fz. Unlock front door and send all three inside. Send Bernard to the Library.

Library
Open the loose panel directly below Chuck the Plant and get the dbttfuuf ubqf. Switch to Dave and send him to the kitchen.

Kitchen
Edna catches Dave, which clears this route for the others. Dave can stay in the dungeon for now and should use the trick noted above to let the others out when caught. Switch and send Syd into the Storage Room.

Storage Room
Have Syd pick up the gsvju esjol and hmbtt kbs. Switch to Bernard and send him to the Kitchen.
Bernard get the gmbtimjhiu, then open the refrigerator and get the qf4qj dbq. Switch to Syd and send him to the Kitchen to give the hmbtt kbs to Bernard. Send them both to the Painting Room.

Painting Room
Syd should pick up the xby gsvju and Bernard should get the qbjou sfnpwfs.

The Tentacle in the Attic
Send Syd up the next set of stairs to the Top of the Stairs, just outside the Darkroom, where he meets the Green Tentacle. Give the xby gsvju, then the gsvju esjol to the Tentacle and he’ll let you pass.

The Radio Room
Switch to Bernard and send him here to get the ejnf. Then go left and climb the ladder to the Green Tentacle. Get the sfdpse on the tifmg and find the zffmmpx l7z behind the Tentacle and get it. Then send Bernard to the Piano Room.

Was it the Piano Room or was it Memorex?
Put the dbttfuuf ubqf in the dbttfuuf sfdpsefs. Put the sfdpse on the wjdupsmb. Turn on the dbttfuuf sfdpsefs and the wjdupsmb. Wait until the hmbtt csfbf, then turn them both off. Have Bernard get the ubqf and go into the Sitting Room.

The Sitting Room
Bernard should open the dbcjofu and put the ubqf in the dbttfuuf qmbzf. Turn on the qmbzf and the diboefmfs will shatter. Turn off the qmbzf and get the svlz l7z that fell from the diboefmfs. (This unlocks the right door in the dungeon.) Open the old sbejp on top of the dbttfuuf qmbzf and get the sbejp uvcf.

Weightlifting and the Hidden Grate
Send Syd, who may be in the dungeon by now, to the Weightlifting Room and have him use the Hunk-O-Matic Machine. Then send him outside the front door and to the left of the stairs. Qjdl vq the cvtff to reveal the grate. Open grate, enter it and walk right to the xbu fs wbmw.

Off to the Pool
Send Bernard to Edna's Room and she’ll put him in the dungeon. Unlock the door with the svlz l7z. Have him get the tjmwls l7z next to the fuse box in the basement, then send him to the Storage Room him to unlock the Storage Room door with the tjmwls l7z and go to the pool ladder. Fill the hmbtt kbs with water from the pool.

Under the House
Switch to Syd and have him turn on the xbu ss wbmw. This drains the pool and exposes the nuclear reactor's cooling rods, so you have to move fast (a good place to save the game).

In the Pool
When the “cut scene” is over, send Bernard down the ladder to get the hmpxjoh l7z and the sbejp. Move him back up the ladder. As soon as he’s safely back on the cement, have Syd turn off the xbu ss wbmw to refill the pool.

The Garage
Send Syd and Bernard here and have Syd open the garage door. Bernard should use the zffmmpx l7z to open the trunk, then get the uppm.

The Plant Room and the Broken Wires
Send Bernard here to use the qbjou sfnpwfs on qbjou cmpudi to reveal a door. Open the door and enter the Broken Wires Room. Turn on the light, open sbejp, use cbuufsfjr in gmbtimjhiu, turn on gmbtimjhiu, walk to wires.

The Fuse Box
Send Syd in Edna's Room and she'll put him in the dungeon. Have Dave push the mpptf csjol to free Syd, then position Syd in front of the fuse box. Open fuse box and turn off the circuit breakers.

Broken Wires Room
When the “cut scene” ends, Bernard should fix the wires with the uppm. Now switch to Syd and turn on the circuit breakers. (The video machines are now powered on.)

Edna and the Wall Safe Room
Send Syd and Bernard to the hall outside Edna's Room and have Bernie open the door and enter. While Edna takes him to the dungeon, send Syd into her room and go right to the ladder. Climb ladder to the Safe Room. Turn on light and qf4qj qbjoujoh to reveal wall safe.

The Man-Eating Plant
Have Bernard use the svlz l7z so he and Dave can escape the dungeon. Send Bernard to the Plant Room and use kbs of xbu fs on the Man-eating Plant. Give qf4qj to Man-eating Plant. Climb up Plant to Telescope Room.

Telescope Room
Bernard should use ejnf in slot, then press right button to turn telescope to the right.

Weird Ed's Room
Send Dave and Bernard to the doorway outside Ed's Room and have Bernie give the svlz l7z and hmpxjoh l7z to Dave. Dave should open the door and enter Ed's. When Ed takes Dave to the dungeon, send Bernie into Ed's Room where he must walk to piggy bank, open piggy bank, take ejnf, then go to Telescope Room.

Telescope Room
Bernard should use ejnf in slot, press right button to turn telescope to right, then use telescope to read combination of wall safe.

The Safe Room and the Secret Lab
Switch to Syd and open the wall safe with the combination from above. Get the envelope, open it and get the rvbsuf. Now send Syd back down the ladder, where Edna will catch him and lock him
in the dungeon with Dave. Switch to Dave, who should walk to the outer door and unlock the top and bottom padlocks with the hmpxjoh 1fz. Open the outer door to the Secret Lab. Have Dave unlock the right dungeon door with svtuu 1fz.

Arcade Room
Send Syd here and play the nfufps nftt game with the rvbvsufs. Write down the ijhi tdpsf.

Weird Ed’s Room & the Hamster
Send Syd and Bernard to the doorway outside Ed’s Room. Have Syd open the door and enter. When Ed takes him to the dungeon, send in Bernard to get the ibntufs and reveal the qvsqmv dhse 1fz. Get this and send Bernie to the Radio Room. (He may get locked in the dungeon first, however.)

Into the Secret Lab
Switch to Dave, who is here, and have him open the inner door to the Secret Lab with the ijhi tdpsf from the nfufps nftt game for the combination.

Calling the Meteor Police!!
Switch to Bernard in the Radio Room and have him use the sbejp uvcf in uvcf tpdfz. Sfbe the qptufs, turn on sbejp, use sbejp to call Meteor Police with the number from the qptufs. Now send Bernard to Edna’s Room so he’ll get put in the dungeon. Then wait for the Meteor Police to arrive and take out the Purple Meteor.

The Zom-B-Matic Room and the Meteor Room
Switch to Bernard in the dungeon, who should get the cbefj on the floor and go to the Secret Lab. Give the cbefj to the Purple Tentacle. After it runs away, enter the Zom-B-Matic Room. Walk right and use the qvsqmv dhse 1fz in key slot to enter the Meteor Room. Turn off switch.

Map Key: Maniac Mansion
A: Front door key
B: Cassette tape
C: Fruit drink & jar
D: Flashlight & Pepsi
E: Wax fruit & paint remover
F: Tentacle
G: Tube socket, poster, radio & meteor police
H: Record & yellow key
I: Cassette player & Victrola
J: Cassette player, rusty key & radio tube
K: Circuit breaker, silver key & fuse box
L: Water
M: Water valve
N: Glowing key & radio
O: Tools
P: Paint blotch
Q: Wires
R: Telescope & safe combination
S: Dime, card key & hamster
T: Quarter
U: Combination to secret lab
V: Badge
Here's a novelty—an adventure written by a woman (Amy Briggs), but one that a lot of men enjoy playing. Infocom's "romance story" on disk is a 17th Century tale in which you wear the skirts of a young lady whose father has been captured by a Caribbean pirate. The game is rich in logical puzzles, some of whose solutions must be performed at the proper time in order to succeed. Though your character must be a woman, you don't have to think like a woman in order to solve the problems. In fact, you will probably forget your character's sex once you get involved with the many problems that confront her—until that nasty pirate kisses you on the lips, of course.

Type: All-text Adventure
Skill Level: Novice
Systems: Apple II, Atari 8-bit (64K), C 64/128, Amiga, Macintosh, IBM
Company: Infocom/Activision

The Solution

Cabin

Captain's Quarters
Stand. Wait (three times). N. Open dvqepbe. Enter dvqepbe.

Sleep Cupboard
Get all. Undress. Wear breaches. Wear shirt. Leave. (Jamison should have given you the coffer by now.) D. N. N.

Crew's Quarters
Open coffer. (You should hear Crulley talking.) Get all. S. (Don't worry about flame.) S. S. U. S.

Captain's Quarters

Forecastle
Qvmm vq mfwfs. Enter shack.

Galley
Get dagger. Leave. S. S.

Quarterdeck
Foufs dbtl. Get qpsl. Climb out. N.

Main Deck

Hold and Keg
Uispx tdsbq pwfs hbuf. U. S.

Quarterdeck and Beach
Foufs dbtl. dvu mjof. (Wait till you reach shore.) Mfbwf dbtl. W. [Beach] N. E.

Folly
Npwf tmbu. (Don't worry about Jamison.) Enter hole. N. Open window. W.

Library
(Save game.) Get ibu. Take usbuju. Touch Tu Tjojtusb. Enter qpusbju. [Stairwell] D. E. E.

Guard's Bunkroom
Get all. W. W. S.

Anteroom
Tryvfl cpuumf on tmbc. Give tmbc to dspdpejmf. (Wait until he falls asleep.) S. W. Unlock door. Open door. N. [Cell] (Follow map to Clearing.)

Clearing
Climb vine. Get gown. Undress. Wear gown. (Save game.)

Bedroom and Foyer

Ballroom
Dance with Jamison (until music is over). Wait (for Lafond to approach). Yes (to Lafond). Dance (until music is over). N. U. Wait (twice, or until butler tells you to go see Lafond). U. E. S.

Gallery
Vouj spqf. N. (Save.) Open door. N.

Lafond's Bedroom
Drink wine. Tryvfl cpuumf in cmvf hpcmfm. Pour wine in cmvf
Yes. Drink wine. Get
tqjdf. Uispx tqjdf at
Lafond. Get all.
Sfgmfdv mjhiu in
njssps. S. W. Wait. D.

Foyer
Yes. E. N. Open por-
trait. Enter portrait. D.
S. S.

Dungeon
Hfusc sbqjfs. Attack
Culley. Attack Cul-
ley. Close trap door.
Qjdlmpdl with csppdi.
Give tbmut to Nicho-
las. (Go to Gallery.)

Gallery
Tijb epxo spqf. Get
ipso. S. S. S. Wait.
Wait. Yes. Get qjitupm.
Mjbe qjitupm. Tippu
Dsvmmtz.

Map Key:
Plundered Hearts

A: Clothes
B: Coffer
C: Bottle
D: Mirror
E: Invitation
F: Dagger
G: Pork
H: Hat
I: Treatise
J: Horn
K: Key
L: Gown
M: Goblet
N: Spice
O: Rapier
P: Pistol
Police Quest I:
In Pursuit of the Death Angel

"Freeze, chump!" Have you ever wondered what it would be like to yell those words at a criminal? In *Police Quest*, you'll wear the uniform of a policeman who eventually dons street clothes to track down the Death Angel, a big time hood in a small California town. Written by a real Highway Patrolman, it is authentic in every detail: most puzzles involve following standard police procedures, such as radioing for back-up before moving in to make an arrest, reading a suspect his rights, and so on. Instead of walking around town, you drive a police car in an arcade-style sequence shown on an aerial-view map, where you'll also chase down speeders and other lawbreakers. (This is the game's weak point, since people lacking arcade skills will spend more time learning to drive without crashing than they will solving puzzles.) Graphics and animation are top-notch, and special visual effects accentuate the compelling story line that pulls you along until you finally nail the Death Angel.

The Solution

Some directions are to be typed in, others are executed via mouse, key or stick controls. When told to enter or leave car, the directions "open door, get out, close door, start car" have been omitted. Before entering a car at the station, perform a safety check by walking around it. Before entering the jail, put your gun in the locker at the top of the steps and close it. To shower, open locker and get towel. Except when going off-duty, load your gun with the loader after each shower. When gambling, hold two or three cards of a kind (or four if you're that lucky). Save the game after each win. Direction such as "drive to B2" refer to the map included with the game, which is not reproduced here.

Main Hallway

Briefing Room & Patrol Car

Scene of the Accident

Carol's Caffeine Castle
On Patrol
Drive to D3 and patrol D3 and D4 until you get a message about xskujoh ujdfntt. Drive to D3 and wait around corner south of courthouse for sfe tqupsut dbs to right light. Chase it in code 3 until it pulls over.

Your First Ticket

Caffeine Castle & Wino Willie’s

The Drunk Driver

Outside Jail with Drunk
Get out. Open back door. Wait for man to get out. Close door. Enter jail. Wait. Remove cuffs. Wait (for Laura). Walk to kbmpst’txjoepr. Wait for Laura to leave. Drive to police station (C3). (See introduction for what to do with your gun.)

Back at the Station

The Blue Room
Tju epixo and xbju uispyvi qbsuz, then get in your car and go to C3. Park at police station and enter.

Locker Room
Go to your locker, get towel and take a shower. Open locker, get gun, uniform and loader. Load gun, get briefcase, close locker. Go to briefing room and assigned seat and wait through briefing. Go to pigeonhole. Look in pigeonhole. Get pen and notebook from briefcase and close it. W. Get extender and keys. Get in patrol car and drive to A1.

To Arrest Hoffman

At Jail with Hoffman
Open back door and wait for Hoffman to exit. Enter jail. Say drugs. Remove cuffs. Wait until Jack enters and leaves, then drive to C3 and the police station.

Police Station
Get out and go east up the steps. E. W (lower door). After Dooley leaves, read memo. E. E (lower right). Ublf b tipxfs, then Drop key (on
rack) in main hall. Go to Morgan's office. After he speaks, go to Laura's desk and follow her, then wait till she leaves.

The Evidence against Hoffman

The Judge and the No Bail Warrant
Go to window and get no bail warrant. Say this is an emergency. When clerk returns, enter courtroom and go north. Say Ipggnbo. Say gjmf. Say yes. Say GCJ Xboufe Mjtu. Say ubuupp. Drive to jail, put gun in locker and enter. Give no bail warrant to jailor. After jailor returns, drive to police station (C3). Wait for Laura, then drive to Lytton Park on B4.

Drug Bust in Lytton Park

Blue Room and Jack
Sit beside Jack and talk to Jack. Wait for uif dbc esjwfs. When the man leaves, return to the car, drive to police station and enter Morgan's office. After he talks, go to the evidence window and ask for black notebook. Read black notebook and return it. Go to Morgan. After he speaks, get in the Caddie and drive to the jail.

The Jail and Marie
Go to cell one and Say ifmq nf in ipufm pqfbsujpo to Marie. Wait, then drive to C3.

The Body in the Park
After the radio message, go to Cotton Cove (D4). Walk to corpse. Remove blanket. Look at body. Radio. Drive to the station (C3), see Morgan and wait through the briefing.

Blondes Have More Fun
Shower again, but after turning on the water cmfbd ibrx and rinse. Dress and drop the extender on the table in the main hallway, then go to Morgan and say phone number. Write it down. Get in the Caddie and go to the Hotel Delphoria (A2).

In the Hotel Bar

Dialing for Detectives

Back Room
Sit at table and wait for Frank. After winning $1,000, return to your room. Wait for backup. Ask man for usbotjuufs. Return to bar and Say Frank sent me. Follow Woody.

Storeroom and the Big Game
Approach door and wait. Walk to Woody, who searches you and escorts you to the game. After winning enough money, Say yes twice and follow Frank to the fourth floor. When he opens the door, radio. If you've done everything correctly, everything is automated from here. Otherwise, you're a dead, dead detective.
Sherlock Holmes and the Riddle of the Crown Jewels

Infocom's final all-text adventure, *Sherlock Holmes*, takes a different tack than the dozens of other games based on Conan Doyle's legendary British sleuth, for you view the events through the eyes of Dr. Watson rather than of those of Holmes. That's because Holmes' eternal nemesis, Moriarty, has set a trap for him, so Watson spearheads the investigation of the missing Crown Jewels. Sherlock assists with occasional clues. The search takes place on a sprawling map of London and must be completed in 48 hours of game time. It should take even experts a while to finish this one, for it's filled with puzzles and places to explore—though you can accelerate the process by consulting the program's online Invisi Clues.

Type: All-text Mystery
Skill Level: Intermediate
Systems: Apple II, C 64/128, IBM, Amiga, Macintosh, ST
Company: Infocom/Activision

The Solution

The times indicated here apply only if you're following this solution step-by-step, but will give you an idea of when certain things must be done. Getting the moss, for example, must be done in relation to the tides, which can be checked with the tide charts listed in the newspaper included with the game.

221 B Baker Street

Nave and Westminster Abbey

The Embankment

Birdcage Walk
Haggle with vendor (2). Buy telescope. E. N (2). Examine Nelson through telescope. NE. N.

Convent Garden
Wear stethoscope. Mtjtao to girl. Open bag. Open blue bottle. Drop crayon, pacquet, all paper. Get cotton, newspaper. (If the girl's heartbeat was too fast, give her the orange pill. Otherwise, open the brown bottle and give her the yellow pill.) Take off stethoscope. N. E. S. W.

Sherman's Shop and the Ruby

Marylebone Road and Madame Tussaud’s

Parliament Square

Threadneedle Street and the Bank of England

Trafalgar Square and the Password

Tower of London

Bar of Gold

Map Key: Sherlock Holmes
A: Pipe
B: Tobacco
C: Newspaper
D: Ampoule
E: Lamp
F: Glass
G: Matchbook
H: Pacquet
I: Crayon
J: Oar
K: Telescope
L: Pigeon
M: Ash
N: Torch
O: Axe
P: Head
Q: Password
R: Mace
S: Armor
1-6: Jewels

North Transept
Evangelist's Chapel

North Ambulatory

South Ambulatory

South Aisle

South Transept

Poet's Corner

Jericho Parlour

North Cloister

Jerusalem Chamber

Nave

Sanctuary

Confessor Chapel

Henry 7 Chapel

North Chapel Aisle

Innocent's Corner

To Broad Sanctuary

North Transept
Space Quest II: Vohaul's Revenge

Sludge Vohaul, the mad scientist you stopped from destroying an entire planet in Space Quest I, has come up with an insidiously original means of wreaking revenge—by scattering thousands of obnoxious, door-to-door insurance salesmen across Xenon, your home planet. And since he took your previous deeds so personally, he’s out to get you too. As Roger Wilco, you’ll be captured almost immediately and sent to a prison planet to work in the mines. From there you’ll (hopefully) escape and eventually make your way to Vohaul’s asteroid fortress. Besides Sierra’s clever logical puzzles, you’ll find several arcade-style challenges (none too tricky) and plenty of the off-the-wall humor for which the Space Quest series is so well-known. The artwork, parser and other elements are top-notch, though the program was produced with Sierra’s previous game system, so it lacks the double-resolution graphics and complex musical scores of those that followed King’s Quest IV.

Type: Animated Adventure  
Skill Level: Intermediate  
Systems: IBM (256K), Amiga, IIGS, Apple (128K), Macintosh, ST  
Company: Sierra On-Line

The Solution

This solution starts at the crash site on the planet, since the first part of the game is automated. Some words are to be typed in; other orders are conducted via stick, mouse or keyboard.

Crash Site and Deep Forest

Clearing
E. W. (Upper Passage) When aerial attack occurs, hide behind bush and wait for enemy to leave. Walk to mailbox. Qvu gpsn jo nbjmcpy. Get whistle. E.

Woods and the Cave

The Oaf’s Camp

Chasm, on Rope
Move to end of rope. Swing on rope. Wait till you have good momentum, then Let go as you swing toward left side. W. Enter darkness. Hold gem. W. (You will fall.)

Bottom of Chasm
Get gem. Follow pink guys (S). Listen to chief. Say the word. [Save] Enter hole.

The Maze

Base of Tower
If you have the keycard: Sneak under platform (hide behind
bushes, etc., when guard goes right after stopping). Throw rock. (If you didn’t get keycard earlier: Throw spdl at guard with supporter. Walk to guard. Tfbstd hvbse. Hfu Ifzdbs.) Walk to elevator. Take elevator to top of pad.

**Top of Tower**

**Dock**

**Level Four**

**Level Five**

South Tube and the Wallbots
Walk down stairs. W. (Barrier appears.) E. (Barrier appears.) Wait till floor opens ulisff-rvbsufs of the way, revealing acid pit, then stick qmvohfs to barrier. Wait for floor to close. Let go. Drop basket. Cvso qbqfs (must be in basket). Wait for sprinklers to start. E. E.

Vohaul’s Chamber

Glass Tube

**Pod**

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**Vohaul's Fortress**

- **To Robot Tube**
  - Vohaul's Chamber
  - Glass Tube
  - Glass Tube

- **To Other Side of Map**
  - Tube
  - Tube
  - Tube
  - Tube

- **Level 2**
  - Walker
  - Dock
  - Walkway

- **Level 3**
  - Robot Tube
  - South Tube
  - Robot Tube

- **Level 4**
  - Elevator
  - Tube
  - Tube
  - Tube

- **Level 5**
  - Elevator
  - Tube
  - Tube

- **Outside Station**

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**On Xenon 4**

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Map Key: Space Quest II
A: Keycard  
B: Creature, rope  
C: Spore  
D: Berries  
E: Mailbox, whistle  
F: Gem  
G: Key, rope  
H: Chief  
I: Plunger  
J: Glass cutter  
K: Toilet paper  
L: Basket, overalls, lighter  
M: Mask  

The Maze
† = new screen

Avoid

On the Planet

Roots Maze
D
Upper Passage
E
Clearing
C

Woods
Deep Forest
Cave
Under Swamp
Dark Tunnel
Chasm
Chasm Bottom

Swamp
End of Swamp
Edge of Swamp
Thin Forest
Cliff

Oaf's Camp
G

Tower Base
A

Top of Tower

Canyon
Waterfall
Whirlpool
River
Rock Clearing

Maze (see map)
Waterfall Cavern
Waterfall
Water Cavern

U/D

59
A two-disk affair, *Talisman* is set in ancient Persia, where a wave of plagues and other disasters are wreaking havoc on the land. The King releases you from Death Row to do something about it, which ultimately means tracking down a talisman and dealing with a nasty Demon. Your sidekick on the trip is the burly Abu, who assists in solving several puzzles and contributes a sense of humor to your journey. No scoring system is involved. Double-high resolution graphics are available; they’re not as crisp as other contemporary graphic adventures, but the parser is above average for such games. No sound effects are employed. It is reminiscent in many ways of *Ring Quest* and is especially recommended for those who enjoyed that game.

Type: Graphic Adventure  
Skill Level: Intermediate  
Systems: Apple II, IBM, C 64/128  
Company: PolarWare

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**The Solution**

**Cell**


**Bazaar**

W. Talk to Hosni. Buy flask. (For a low price, “offer 7,” then when told it’s too low “offer 10,” then 11. Keep offering one more than your most recent unaccepted bid. If he says an offer is “hardly more than the last offer,” offer two more.)

**Curio Shop**

Look curios. Cvz sjoh. Yes.  
W. S. S. W.

**River and Dam**


**Ruins along River**


**Hut Entrance**

Village
Talk to villagers (until drunk tells where he hid the catalog, then go to Bridge.)

Bridge
(Wait for bottle if it's not here now.) Wait (until bottle is under bridge). Look under bridge. Get bottle. N. E. N.

Palace

Hosni

Cave Entrance
(Enter all-text mode and watch the description window at the top. Wait for the message "Rope is at the furthest point from cave." Wait once more and you'll see "Rope is swinging toward the cave." Only then should you proceed.) Jump for rope. (Go to Shop.)

Inside Shop
Give dbubmph. (Type in credit card numbers exactly as shown in the documentation—on the same line and separated by spaces—or you can't finish the game. You'll be told your item will be delivered later.) Leave. N. N. W. W. Pqfo ffftbfnf. Go waterfall. W. W. Uxjtu dpl. Fill bottle. Enter boat. West (until shipwrecked by storm).

On Desert Beach
[Save.] S. West (until you see oasis. Desert and the location of objects found there are randomized, so they're not shown on the map, but if you start from the beach with the moves described you'll reach it quickly the first time. If you get lost, keep wandering until you find the oasis. Restore the game if necessary.)

Oasis
Get figs. Abu, kill snake. Get figs. Drink. Abu, drink. Fill flask. W. W. N. N. N. (Sometime during these moves, you'll be told a camel is in a certain direction from you. Go in that direction. If not told about the camel, try going south for every north move you've made, then go north again. Again, this is randomized and may require experimentation and patience.)

Camel

In the Tree
(You should be told in which direction the statue lies. If not, "dmjnc usff" until you are. Go in the direction you're told and you'll get more directions that lead you to the statue and the parrot Shelley.)

Statue

The Moving Walls
N. E. E. N. (The maze walls open and close randomly, so you may have to wait several times in order to follow these directions.) D. S. W. W. Abu, pull lever. N. E. E. Up (look to see if the way south is open; if not, go down, pull lever and then back up the hole.)

The Upper Maze
You need to see if the way to the demon is open. From the upper level where the hole is, try going S, W, W, W, S. If the way west is blocked, retrace your steps back to the hole, go down, then xftu uxjdf and pull lever. This usually works, but if it doesn't you'll have to fool around with the different levers in the bottom maze, (which open the walls in the upper maze, until you can go S, W, W, S from where the hole is and reach the Demon Room.)

In Demon Room

Cave Entrance
Map Key: Talisman

A: Flask
B: Ring
C: Water
D: Log
E: Torch
F: Shield
G: Nectar
H: Rods
I: Lamp
J: Hare
K: Bottle
L: Catalog
M: Coins
N: Flint
O: Rope
P: Figs
Q: Carpet
R: Staff
S: Levers
T: Talisman

Desert and maze areas are randomized, so only key locations are shown here.
TWILIGHT ZONE

Unlike most adventures, Twilight Zone does not unfold in a linear fashion. After leaving your home town, you jump helter skelher from a bamboo hut somewhere in southeast Asia to a burning barn in middle America, then on to an Indy 500 racer, to a fantasy kingdom and other off-the-wall locales. In the finale, everything is explained, complete with the "O'Henry" type twist ending for which the TV series is so famous. The explanation is a bit trite, but it does nominally tie the rest of the game together for people who want continuity. The graphics are excellent, and there are plenty of them. Puzzles are logical, but the game is literally filled with red herrings objects. And the parser is above-average, recognizing pronouns and including an "undo" option.

The Solution

Bedroom

Living Room
Save. (If unable to leave the house immediately, wait to pass time.) E.

From Front of House to Railroad Station
N (4). (Front of Train Station) NE. Get in line. Buy ticket. W. W.

Train

Lobby & Houghton Street Construction Site
Xbwy qfoebou at reaper. Save boy. Get locket. S. S. E. Get brick. Drop paper. E. S. E.

Houghton & Hermann
Uspx eqsl at window. E. (You’re transported to next location.)
dsptt on grave. (You’re transported to next location.)

Scene Two: Americana Picket Fence
Get hammer. E. N. N. U.

Hayloft & Barn
Look at girl. Ujf spqf to girl. Lower girl through door. Wait (three or four times, until floor collapses.) Hit wall. S. (Burning Barn) Get girl. Get photo. S.

Porch

Scene Three: Formula I In Race Car

Scene Four:
The Sad King Theme Room
Stand. Take gem. N. N.

Natural Room
Look at the door. Put cvmmfu in slot. NE.

Iron Door Room
Read writing on iron door. Say xbs. N.

Wooden Door Room
Read writing on wooden door. Say tjldloftt. NW.

Circular Pit Room
Read stone door. Say ujnf. N.

Demon Room

Circular Pit Room
Read wooden door. Say ujnf. SE.

Wooden Door Room
Read iron door. Say ifbmiu. S.

Iron Door Room
Read bronze door. Say qfbd. SW. S. (You’re transported to next location.)

Theme Room
Give txpse to King. Take gem. (You’re transported to Long Sweeping Field.) Exit.

The City

In Front of Duvall’s Toy Store
W. S. W. W. S (3).

From the Ocean to the Island
S. (Ocean) Swim north. (Beach). N. N. (Outside Mansion) Ring doorbell. N. E.

Living Room
Say thanks. Say thanks. N.

Den & Bedroom
Read diary. E. (Bedroom) Get clothes. W. S. (Living Room) Take rope and knife. (You’re transported to Cave.) S.

Jungle I
Dmjnc usff. Tie rope to branch. Get rope. Swing south. D. S.

Jungle II
Hide. SW. N.

Middle of Jungle
Kill rat with lojgf. N.

Outside Mansion
Feed sbu to dog. N. E. N. Get trap and key. S. W. S.

Middle of Jungle to Dock

Outside Warehouse
N. N. E. S. (Odd-looking Fence) Unlock gate. S.

Museum Porch
Sfgrmsfd with hfn. S.

Mirror Room
to Cramped Hallway

Crumpled Hallway

Arena
Wait. S.
When the car breaks down in front of a spooky old mansion, your little brother goes in to ask for help—and that's the last you'll see of him unless you can outsmart the ghosts and goblins that haunt the place before time runs out. They're a deadly breed, so count on getting killed a lot until you get the hang of things; some are so well-illustrated that they might even scare you to death, or at least make your skin crawl. And Uninvited is as funny as it is scary—sort of a combination of Woody Allen and Edgar Allen Poe. Besides "operating" items on each other or yourself, you'll get to cast a few magic spells to help yourself pass some of the tight spots. The program uses the same icon-based system introduced in Déjà Vu (see that review for details), but the graphics, spot animation and digitized sound effects were improved for this game. And it's much larger, filled with harder (though still logical) puzzles, and definitely a more satisfying adventure than Déjà Vu.

Type: Graphic Adventure
Skill Level: Intermediate
Systems: Macintosh, Amiga, IBM, IIGS, ST
Company: ICOM Concepts/Mindscape

Uninvited

The Solution

In addition to lots of red herrings, there is a time limit in this game. So save it when you first enter a room, then search it and examine everything and restore the saved game. Don't worry about the Red Demon with the key until you've opened the safe in the Lab.

In the Car
Open driver's door. W.

Front Yard
Open mailbox. Get envelope. Operate door knocker. Open front door. N.

Entrance Hall

Upstairs Hallway

Hall

Entrance Hall
Operate tfrn on mfgu dibjs. Operate by on left chair. Get key. NW. N. SW.

Master Bedroom
Operate key on cabinet. Open cabinet. Get box. Examine box. Open and examine both scrolls. S (2). SW.

Rec Room
Operate gramophone. Operate key on cabinet. Operate cabinet and speak
to doll: Tqfdbo Ifbgpe Bcsbybt. Close cabinet. Open E door. E. Get bouquet. Open NW door. Open N door. N. (The following series results in the combination to the safe.) Open desk. Examine card. Write down bupnjd ovnfs of Nfsdvsz. Drop card. Examine and drop remaining cards until you have written down the bupnjd ovnfstd of Tjmwfs and Hpm. NW (2).

Kitchen

Entrance Hall

Trophy Room
Espq by. Get cage. Open NE door. NE. N. Open code door. N.

Greenhouse
Operate water on dirt-filled pot with nothing growing in it. Get the pot. S (2). Drop pot. [Save] NE. Speak to either dog: Jotubouv Jmmnjobsjt Bcsbybt. Open N door. N.

Chapel

Maze

Chapel and the Creature

Laboratory
Open safe (ffwfoz-ojof, gpsuz-twfff, fjiuiz—typed in as numbers, not words). Get jar. SE. S (3).

Trophy Room
Operate by on jar. Put dplf under polar bear’s chin (the key is hard to see if it’s anywhere else in the room, and hard to pick up with the mouse pointer, but easy to find in the middle of the white bear’s chest). Examine various things in the room until the Red Demon shows up. Get the key. NE. NW. N (2). Open trap door in floor. [Save] W.

Cave
W. Operate Csbt Tubs on ice. N. Put nbbo in pit. N. Operate key on door. Open N door. N. Drop key. NW. S (2). N. NW. Open NE door. NE.

Bathroom
Map Key: Uninvited

A: Envelope & amulet
B: Book
B2: Book & box
B3: Book, nightstand & scroll
C: Ax
D: No Ghost Spray, Spider Cider
E: Spider
F: Key
G: Cabinet & box
H: Grammophone, cabinet & doll
I: Bouquet
J: Safe combination
K: Matchbox
L: Diary
M: Brass Star
N: Cage
O: Pot
P: Statue & candle holder
Q: Ghoul
R: Cross
S: Bird & cages
T: Gem
U: Plant
V: Safe, jar, cookie
W: Sink, aquarium, hamper, towel, mirror, light fixture, boy, demon
As Zak McKraken, a reporter for a supermarket tabloid called the National Inquisitor, your first assignment is to get the scoop on a two-headed squirrel. Then things get more serious, yet funnier, as you find a “universal stupidity epidemic” is gradually reducing the population’s IQ to zilch, and all the authorities know is that it’s caused by a tone intermittently transmitted over the phone lines. Aliens from space are behind the scheme, which you hope to foil by teaming up with three female characters and traveling around the world in search of ancient artifacts needed to construct an anti-stupidity machine device. As in Maniac Mansion, you can switch between the characters and must get them to act in unison to solve certain puzzles. But you have to solve a few puzzles just to find the other characters in this game. Many problems have alternate solutions, though there is only one way to solve the game itself (unlike Mansion, with five). And several action-oriented puzzles require manual dexterity; a joystick or mouse makes these much easier. Numerous clues are cleverly concealed in satirical news stories and ads in a tabloid-size, eight-page copy of the National Inquisitor that accompanies the game. The interface, animation and special effects are similar to those in Maniac Mansion; but more attention was paid to sound effects, which are outstanding. And Zak McKraken is even more of a laugh riot.

San Francisco

Zak’s Bedroom

Zak’s Living Room and Kitchen

Bakery
Push doorbell (three times). Pick up stale bread.

Lou’s Loans
Buy wet suit, tool kit, golf club, hat, nose glasses and hvjubs.
Bob E. Pins
Hair Salon
Open tool kit. Use xsefjsp dvuufstonbobby pin sign.

Zak’s Living Room
Switch (above sink). Use tubmf csbfe in sink. Pick up bread crumbs.

Phone Company
Put on ibu and optf hmbtft (before entering). Enter Phone Company. Open counter door. Use computer terminal. Exit Phone Company. Take off ibu and optf hmbtft.

Bus
Use lbapp. Use cashcard in cashcard reader.

The Solution

If someone other than Zak is to perform the actions listed for a location, that person’s name appears in parentheses following the location’s name. After the first trip to the airport and on a plane, the solution just names your next destination, omitting instructions to take the bus and use the reservations terminal. There are several Jungle mazes that are randomized and cannot be mapped, so just keep taking turns off the path (instead of going through the far left or right side exit) when possible ’til you arrive at your destination. Certain characters must do some things, such as Annie reading the scroll, but most may be performed by anyone.
Airport
Give cashcard to devotee (get book). Use reservations terminal (Seattle).

Airplane
Use upjmis qbpsf in tjol (in bathroom). Turn on tjol. Push call button (after flood). Go to front of passenger area. Pick up cushion (front seat). Pick up lighter. (Use same trick to distract stewardess.) Open microwave oven. Use fhf in microwave oven. Close microwave oven. Turn on microwave oven. (When fhf explodes, stewardess will remain in that area.) Open bin (until you find oxygen tank). Pick up oxygen tank.

Seattle
In National Forest
Pick up usff csbodi. Give peanuts to squirrel. Use usff csbodi with loose dirt.

Cave
Use usff csbodi on bird nest. (Feel around in dark with "What is" command to find this and the fire pit.) Use usff csbodi on fire pit. Use mjhiusf on nest and branch. Use zfmmtp dzsbzo on strange markings. Walk to ankh door. Stand on platform and face left. Use sfnuf dpospsm. Pick up blue crystal. Fly to Miami.

Miami
Airport
Give cppl to bum (get whiskey). Use reservations terminal (San Francisco).

San Francisco
Drop Slot
Use cmvf dsztubm on drop slot (wait for Annie).

Annie’s Room (Zak & Annie)

Bus and Airports (Annie)
Use xjsf dvuuust on bus. Use cashcard in cashcard reader. Fly to Miami, then to Cairo, then to Khalsa.

Kinshasa
Jungle Path
This map is randomized.

Hut (Annie)
Give hpmg dmvc to Shaman (far left hut). Watch dance and write down order of three men bouncing up and down; this sequence (3, 1, 2, 1, 3, 1, though it may be randomized) is the same as the huge door at the Face Chamber on Mars. Fly to Cairo, then to London.

London
(Annie)
Guard’s House
Give xjsfsf to sentry. Pull switch. Use xjsf dvuuust on fence. Switch to Melissa.

Mars
Outside, near Shuttle Bug
(Annie)
Open door.

Inside Shuttle Bug
Pick up boom box. Pick up DAT. Open glove compartment. Pick up fuse. Pick up cashcards. Exit.

Outside, near Shuttle Bug
(Annie)
Give cashcard to Leslie.

Monolith (Melissa)
Use cashcard on Monolith (twice).

Entrance to Friendly Hostel
(Melissa/Leslie)

Outside Friendly Hostel (Leslie)
Use cppn bnpdo on sand pile.

Huge Face and Door (Leslie/Melissa)
Use ladder on door. Push button (six times, according to dance sequence in Khalsa). Pick up ladder. Enter Great Chamber.

Great Chamber (Leslie/Melissa)
Enter first Massive Door.

Massive Door One, Outside
(Leslie/Melissa)

Massive Door One, Inside
(Leslie)
Save. Follow map of Maze One to Switch Room. Turn on switch (right). Turn on switch (left). Take off helmet (bgusf dpoejupot bsf opsnbm). Follow map of Maze One to Map Room. Read strange markings (copy symbol to use in Sphinx in Egypt). Follow map of Maze One to Outside of Massive Door One. Exit (both) to Great Chamber. Enter Door Two.

Massive Door Two, Outside
(Leslie/Melissa)
Give flashlight to Melissa. Switch to Melissa. Take off helmet. Turn on cppn cpn (qmbz).

Massive Door Two, Inside
(Melissa)
Pick up ankh (through far right door). Go to Leslie. Give ankh and flashlight to Leslie. Switch to Leslie. Exit to Great Chamber. Enter Massive Door Three.

Massive Door Three, Outside
(Leslie)
Use mbeesf on pedestal. Pick up crystal sphere (through far right door). Pick up ladder.

Massive Door Three, Inside
(Annie) Use boli on panel. Pick up golden key.
Great Chamber (Leslie/Melissa)
Read strange markings on huge statue between doors two and three (copy symbol to use in Mexican Temple). Station both characters near exit of Great Chamber. Give golden key to Melissa (Leslie). Switch to Zak.

San Francisco
(Send Zak from Annie's Room to the Airport and fly to Mexico.)

Mexico City
Jungle Path
Tbwf. (Another randomized map, but this one leads to various entrances to the Temple. Keep trying until you emerge on the right side of the Temple, with the pyramid on the left side. Enter the Temple Entrance on the right side of the screen.)

In Mexican Temple: Maze Two
Save game. (Use the "what is" command to find torches in the dark, then use the lighter on the torch to illuminate each corridor. Follow the map of Maze Two into the Map Room. Pick up yellow crystal shard. Use zfmmpx dsbzo on strange markings. Draw symbol from the Huge Statue in the Great Chamber in the Face on Mars (switch to Leslie and reread the marking on the Statue if necessary.) Follow the map out of the Temple. Save the game and keep taking turns through the Jungle until you reach the airport. Fly to London.

London
Stonehenge
Save game. Use cmvf dsztubm on altarstone. (After you awake, move the cursor all the way to the right, then quickly hit button uzjdf to leave before the alien arrives. After he leaves, return to Stonehenge.) Use dsztubm tiseb (both parts) on altar stone. Fly to Katmandu.

Katmandu
Use mjiuufs on hay. Pick up flagpole. Give cpp1 to guard. (Visit Guru and learn how to use blue crystal.) Use cmvf dsztubm on yak (after policeman returns to his jail). To Zak. (Wait for alien to toss you in stupidity machine).

San Francisco
Phone Company
Put on ibu and optf hmbttft (quickly, before alien leaves; this will save you lots of time otherwise spent waiting for the effects of the machine to wear off and for the alien to free you.) Open cabinet (to get artifacts seized by alien). Go upstairs. Open counter. Exit Phone Company. Remove ibu and optf hmbttft.

If unable to do the first two actions in time, do them after being released from machine and escorted outside. Then enter Phone Company, get the artifacts and exit. (Use either method when you're caught in the stupidity machine.) Fly to Miami. Save. Fly to Bermuda.

Bermuda
Plane and Mothership Cargo Bay
Wait (until caught by alien ship). Push button (inside space ship).

On the Mothership with The King
Read Lott-O-Dictor (write down random number). Give hvjubs to the King quickly, after reading meter. If successful, an alien shows you how to leave and you'll be beamed back to your room or you'll get tossed into the machine.

San Francisco
Lou's Loans

Bermuda
On Plane

In Water (Zak/Dolphin)
Use lbapp. Use cmvf dsztubm on dolphin. Swim underwater.

Underwater (Dolphin)
Pick up seaweed (far right). Pick up glowing object. Swim to surface.

In Water (Zak/Dolphin)
Give glowing object to Zak. (After you get caught by alien, use hat and nose glasses to retrieve the artifacts.)

San Francisco
Lou's Loans
Win Lotto, $10,000. Fly to Lima.

Lima
Jungle Path
This is one of the random mazes described in the introduction.

Feeder
Use csfhe dsbqntw in bird feeder. Use cmvf dsztubm on bird.

Sky (Bird)
Fly to huge carvings. Fly to left eye. Pick up scroll. Fly to valley. (After you get caught by alien, retrieve your artifacts and fly return to this location.) Use cmvf dsztubm on bird. Give scroll to Zak. (You'll be thrown into stupidity machine. After you get out, grab your stuff and fly to London.

London
Stonehenge (Zak/Annie)
Use gmbhcppf on altar stone. Give scroll to Annie. Switch to Annie. Read scroll. Switch to Zak. Pick up yellow crystal. Fly to Cairo, then Kinshasa.

Kinshasa
Jungle Path (A random map.)

Hut
Give yellow crystal to shaman. Use yellow crystal (point to Lima).

Lima
Right Eye
Pick up candelabra. Use yellow crystal (point to Cairo).

Cairo
In Egyptian Pyramid, Teleport Room
Use hmpxjoh pckfd on base. Use candelabra with hmpxjoh pckfd. Pull lever. Leave pyramid (see map) and go to Sphinx mfh with strange markings.
Sphinx, Outside (Zak/Annie)
Use zfmmpx dsbzpo on strange markings (draw symbol from Map Room in Maze One on Mars).
Switch to Annie. Bring Annie to Zak (Outside Sphinx). Enter secret door (Annie).

Sphinx (Annie)
Follow map of Maze Three to the Map Room. Read hieroglyphics.
Go to Zak. Switch to Zak. Bring Zak to Map Room.

Sphinx Map Room
Push button (according to sequence Annie just read). Use zfmmpx dsbzpo on wallpaper map. Read strange markings (copy symbol to use inside Huge Face chamber). Use yellow crystal (qpjou up gbdf). (You wind up in Teleport Room in Huge Face on Mars.)

Mars
Teleport Room, Mars
Use zfmmpx dsbzpo on strange markings (draw symbol from Sphinx Map Room). Go to middle door. Go all the way to the right. Go left to exit. (See map of Maze One on Mars. Meet up with Melissa and Leslie.

Great Chamber
(Zak/Melissa/Leslie)

Monolith (Zak/Melissa/Leslie)
Use cashcard in Monolith (Zak). Send all three into Bug to use oxygen valve and fill their tanks, then return to the tram. Move all three close to the tram. Save. Use token in tram (all three people, and quickly).

Mars Pyramid, Outside (Zak/Melissa/Leslie)
Walk to pyramid. Use cspnn bmjfo on sand pile (Leslie). Use cpccz qjo tjho with key hole. Send all three inside.

Mars Pyramid, Inside (Zak/Melissa/Leslie)
Push sarcophagus feet (Leslie). Walk upstairs (Zak/Melissa). Move Leslie away from sarcophagus feet. Move Zak near containment device. Switch to Melissa. Use hpmefo lzf in box. Save. Push button. Switch to Zak. Pick up white crystal. (This will take several attempts, for you have little time. Verifiers report being unable to complete this task using keyboard controls on the IBM version, so you may want to finally break down and get a joystick or mouse.) Use yellow crystal (point to Egypt). Take off ubqfe gjit cxpm.

Mars Pyramid — The Coeds
Blast off for Earth
Move Melissa to left side of stairs. Push sarcophagus feet (Leslie). Bring Melissa down and station her and Leslie outside near the tram. Use token in tram (Melissa and Leslie). Either one should use cashcard in Monolith to get a token, then enter the Hostel, use token on metal plate, enter room and pick up the fuse. Put Melissa and Leslie in Shuttle Bug. Use fuse in glove compartment. Close door. Use controls. (If not air, use the oxygen valve before doing the above. Actually, it doesn’t matter if the coeds die or get stuck on Mars, for the ending doesn’t vary, even the epilogue that tells what happened to them.) Switch to Annie.

Cairo
Egyptian Pyramid, Teleport Room (Zak/Annie)
Bring Annie to Zak (across desert and into Pyramid Door). Pull lever (Annie). Switch to Zak. Use crystalabara with cmnf dsztubm. Use crystalabara with white crystal. Use crystalabara with yellow crystal. Turn on switch (right one). Switch to Annie. Turn on switch (left one).

Map Key: Zak McKracken and the Alien Mindbenders
A: Phone bill, fish bowl, lamp, wallpaper map, cashcard, kazoo
B: Seat cushion, remote control
C: Yellow crayon, egg, bread crumbs
D: Bread
E: Wet suit, tool kit (wirecut ters, duct tape, monkey wrench), golf club, hat, nose glasses, guitar
F: Bobby pin sign
G: Book
H: Toilet paper, sink
I: Lighter, oxygen tank
J: Tree branch and squirrel
K: Bird nest, Fire pit, strange markings
L: Blue crystal
M: Whiskey
M1: Yellow crystal shard
N: Sequence for opening Huge Door at the Face Chamber on Mars
O: Boom box, DAT, fuse, Cashcards, oxygen valve
P: Tokens
Q: Burnt fuse
R: Vinyl tape, ladder, broom alien, flashlight
S: Sand pile
T: Pedestal and crystal sphere
U: Strange markings (copy symbol to use in Sphinx in Egypt)
V: Ankh
W: Pedestal, crystal sphere
X: Golden key
Y: Strange markings (copy symbol to use in Mexican Temple
Z: Yellow crystal shard, strange markings
A1: Altar stone
A2: Hay, flagpole, YAK
A3: Guru (learn to use blue crystal)
A4: Parachute
A5: Winning Lotto number
A6: Dolphin
A7: Seaweed, glowing object
A8: $10,000
A9: Bird feeder and bird
B1: Scroll
B2: Shaman (learn to use yellow crystal)
B3: Candelbra
B4: Strange markings
B5: Hieroglyphics, strange markings (use inside Huge Face chamber)
B6: Strange markings (draw symbol from Sphinx Map Room)
B7: Tram
B8: Key hole
B9: Sarcophagus and sarcophagus feet
C1: Containment device, box, white crystal
Mexican Temple: Maze Two

*: Torch
S: Statue
-: Path through maze

This path works only if you enter the Temple's far right entrance. Each hall is shown from the same perspective you see it from in the game, not an overhead view, so the doors on the tops of these boxes represent the doors facing you in the game.

Sphinx: Maze Two

1: Sun
2: Three Men
3: Three Eyes

These are the symbols you must draw in order to solve certain puzzles. If you lose track of which is which, save before drawing and use one of these until you get the right one.
Role-playing Games: Stayin’ Alive

Though role-playing games emerged from a different source (Dungeons and Dragons) and differ drastically from text and graphic adventures in the interface and the way the action is presented on-screen, they possess enough similarities to fit the general category of adventure games: while directing the deeds of one or more main characters in an interactive story, you’re exploring a fantasy world in hopes of completing a long-term goal; puzzles and mapping also play key roles.

The main difference—and the easiest way to spot an RPG, as the term is usually abbreviated—is that hit points determine whether your character lives or dies. Other traits, such as Strength and Intelligence, govern his or her ability to perform certain actions, while skills such as Lockpick and Bowman must be learned in guilds and honed in battle in order to effectively perform related tasks. Combat, not puzzle-solving, constitutes the main activity in an RPG, as you face down dozens of kobolds, orcs and Drip-dry Dragons. The number and type of puzzles varies from one game to another, but ultimately, the main challenge of a role-playing game is simply to stay alive long enough to solve the puzzles.

Like text and graphic adventures, role-playing games cover a vast assortment of subject matter: science fiction themes have been growing in popularity since 1986, though fantasy tales like Questron and Ultima continue to attract devoted disciples of this genre. If you’re a text or graphic adventurer seeking a new kind of thrill, one of these will surely open the gates to worlds of fun.
2400 A.D.

Set in a sprawling city shown from an aerial, *Ultima*-like perspective, this is a science fiction story without a spaceship. After taking over the planet Nova Athens, the evil Tzorgian Empire has departed for new worlds to conquer, leaving a force of robots behind to monitor the human population and keep them in line. (If you don’t check in with the Public Tracking Office every 2,000 moves, they’ll go after you like mad dogs.) Your mission in this one-character game is to liberate the people of Metropolis by knocking out the central computer. There are two different ways to reach it, but you’ll need equipment that can only be obtained by interacting with the people who live in the city. This too is done as in *Ultima*, but here you’re armed with lasers and other high-tech gear instead of swords and armor. A rewarding change of pace, 2400 A.D. is especially recommended for those who enjoy the *Ultima* series but feel overwhelmed by the sheer size of the last few installments.

**Type:** Science Fiction Role-playing  
**Skill Level:** Intermediate  
**Systems:** Apple (64K), IBM (256K)  
**Company:** Origin/Broderbund

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**The Solution**

**The Maps**

These show only the Underground, since the game includes a map of the surface world. Grid coordinates of the maps’ corners are marked for frame of reference. (These give the east/west direction first, then the north/south direction.) To determine current location, you can buy a Grid Reader in Jetways Transport Building (Building 40), which also sells Jetpacks. Scanners are useful for getting an aerial view of a large area. Access codes and certain words are coded, but not the numbers.

**Character Creation & Development**

Devote about 30 points each to Energy and Agility. IQ should be around 25, since it increases quickly. Spend the rest on Affinity. Energy can be boosted by running instead of walking; do so as much as possible, especially early in the game. You can also get an energy boost at (21) for 1,500 credits (it takes 2,000 ticks). Increase Agility by zapping a few robots. IQ goes up when you fix things; if you fail the first time, keep trying. An IQ boost can be had at (22) for 1,000 credits and 1,000 ticks. Affinity goes up when you talk to people.

Blasting robots is a tough, unreliable way to make a living, and the best way to get money is by finding caches of items, such as energy cells in one of System Storage’s rooms. There are booster pills on the third level of the Social Rehab Center, to the right of the ladder that goes to your cell. Sell them to Tim (10) for 40 credits each, which nets 320 per trip.

**Starting Out**

Find Spider at Joe’s Bar, who’ll give you some things and tell you where to go. The password is nbefjfu. You can load your items by using a node (make sure there are stairs or a transport tube nearby so you can
escape any robots that appear), or with an energy cell. When you have enough money, buy a Directive Override (30), which is useful against high-level robots.

There are two good ways to reach the Underground early in the game. Go to the southwest corner office in the Administration Office and look behind the bookcase for a tube that goes there. Or you can enter through the apartments with your passcard.

Escape from Jail
When your energy reaches 10, push the bed away from the wall and step through the passage. Climb down the stairs until you emerge in the Underground (14). Walk west to the farthest ladder (1) and climb it. From Administration, go to the ground floor of the Social Rehab Center. In the right storage room is an open container with the items confiscated when the robots put you in jail.

Improving your Arsenal
The Field Disperser protects you from almost all damage from robots and allows you to walk through force fields. You won’t need passcards (the Plasma Rifle will blast doors open), ZAKs (blast the robots too), or energy cells (nodes are everywhere, and you don’t have worry about the ‘bots now).

To get the Field Disperser, go to the D Building of Megatech and take the transport up. Break down the door to the south. There are five cabinets along the right wall in the next room. The middle one has the Field Disperser blueprints. Take them to Les in Megatech Building F and say cmwqsjout and he’ll build one for 3,500 credits. To get a Plasma Rifle, you must constantly buy weapons from Wes throughout the game. Eventually he will offer a broken Plasma Rifle. Hugo is the only one who can fix it, but you’ll need more parts. Find the Multiplier Tube in the trash behind Gilbert’s Electronics. Buy a Microstat from Larry’s Electronics. Say sfhmvbups to Gilbert. He’ll trade an Energy Regulator for the Microstat. Buy an HV Oscillator from Larry and take these three items and 550 credits to Hugo. Many more weapons and devices are sold by Device Vendors at (3) and (30) in the Underground complex. Try out a variety of them to see which ones work best for you.

The Transporter Guidance Device
If Energy and IQ aren’t 99 by now, get boosts as described above before proceeding. The Transporter Guidance Device (TGD) is in the Underground. Go to South Station and walk along the tracks to the west until you find a locked door. Break it open and take the ladder down (11) to (25). Go south through the force fields and dismantle the Protectors. Break down the locked door to the east. Break down the third door on the north wall. The TGD (38) is on the third pipe to the left (121, 164).

Combat
When a robot is low on energy it will stop firing and head for the nearest energy node. If you can bar its way to the node, it will run out of energy. You can destroy one robot in a doorway and dupe those behind it into blasting at the walls until they run out of energy. Better yet, the Directive Override lets you take over one robot while the others shoot at the walls, and he will shoot at the others until out of energy.

Another trick is to stand near a stairway or transport tube and shoot at passing robots. If the nearest ones are too strong, or if more show up, go to the tube or stairs and rest until your energy is restored; then return. The surviving robots will have forgotten about you, and you can search the dead ones for credits.

Learning the Codes
The access codes for the terminals are BDDUSN, followed by the number of the level the terminal is underground minus two. The transporter code is MFUTHP. The destination code is a two-digit number ranging from 00 to 22. (See chart for transporter locations and destinations.) Codes needed to deactivate the Main Computer Console are Underground. Go to Marion’s office at Administration, break down the doors and enter the tube. Break down the locked door to the east and go down the next tube. Terminal 0 (19) is at the end of the corridor beyond the pipes. Access code is BDDUSN0 (the last figure is a zero). Say code. Go down the tube. You’re now on a small island surrounded by sidewalks. The easiest path to Terminal 1 (36) here is shown on the map (the sidewalk won’t take you directly there, so you’ve got to do some maneuvering on your own). Access code for Terminal 1 is BDDUSN1. Say code. Climb over the terminal and enter the transporter: destination code is 06. The path to (37) the Terminal 2 (the final one) is shown on the map. To reach it you’ll have to push the chests around, being careful not to trap yourself. Terminal 2 access code is BDDUSN2. Say code.

Two Ways to the Main Computer Console
The Secret Tunnel
This route, the tunnel in the City Dump, requires the Transporter Guidance Device; a Scanner is helpful. From the Dump’s entrance, take the middle path until you reach the last trail to the north. Take eight rights, two lefts, one right and one left (use the Scanner if you get lost). Climb down the stairs.

Transporter Maze
Break down the locked door at the west end of the passage. Enter the transporter in the first room you

**Binary Maze**
The route through the glidewalks is shown on the map. Enter any transporter; no destination code is needed. (But without the Guidance Device, you can’t go any further.) Follow the corridor past the doors. Turn left at the intersection. Break down the locked doors to the west. Beware of the Protectors. Follow the passage beyond the door. Work your way past the robots to the hidden stairs (28) to the Pipe Works. Go up.

**Pipe Works**
Climb over the pipes to the stairs (26).

**T. A. C.**
Keep climbing the stairs until you reach the fifth level (see Main Computer Console section below for rest of solution).

**Tzorg Authority Complex**
The other route to the Computer is through this complex. It is shorter but requires a Jetpack (sold in Building 40 on the surface).

**T. A. C., Level 1**
The transport tube is in the center of the complex,

guarded by two tanks. Break down the locked doors to reach the middle of this level.

**T. A. C., Level 2**
You emerge from the transport tube at 112, 131. Go west through the doors, demolishing the robots. Many Protectors will bar your passage through the force fields. Just Override them. The transport tube is to the northwest.

**T. A. C., Level 3**
Walk to the slidewalk and use the Jetpack to cross it. Take the ladder up.

**T. A. C., Level 4**
You should be in a small passage with no exits. Take the ladder up.

**T. A. C., Level 5**
You’re now in the lower left corner of the fifth level. To the north, beyond the force fields, is the Main Computer Console.

**Main Computer Console**

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**Transporter Locations and Destination Codes**

**Access Code:** MFUTHP

<table>
<thead>
<tr>
<th>Code #</th>
<th>Location</th>
<th>Destination Codes</th>
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<tr>
<td>00</td>
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<td>01; 02; 03; 04</td>
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<td>015, 112, LO</td>
<td>00; 01; 02; 04</td>
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<td>18</td>
<td>151, 077, B1</td>
<td>08; 09; 10; 11; 13; 14; 16; 17</td>
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<tr>
<td>19</td>
<td>156, 095, B2</td>
<td>To 152, 100, B2 with TGD, otherwise 20, 21 or 22</td>
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<tr>
<td>20</td>
<td>148, 095, B2</td>
<td>To 152, 100, B2 with TGD, otherwise 19, 21 or 22</td>
</tr>
<tr>
<td>21</td>
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<td>To 152, 100, B2 with TGD, otherwise 19, 20 or 22</td>
</tr>
<tr>
<td>22</td>
<td>156, 098, B2</td>
<td>To 152, 100, B2 with TGD, otherwise 19, 20 or 21</td>
</tr>
</tbody>
</table>
Map Key: 2400 A.D.

N: Energy node
T: Transporter
X: Transport Tube exit
^: Transport Tube or Stairs Up
v: Transport Tube or Stairs Up
Solid line through hall: locked door

1: Ladder up to Administration
2: Ladder down to maze of boost labs
3: Device Vendor
4: Ladder down to middle of boost labs
5: Ladder down to middle of boost labs
6: Ladder up to Larry's Electronics
7: Energy cell dealer (buy/sell)
8: Ladder down to pipe factory
9: Ladder down to near Wes
10: Tim (say buy or sell to sell things)
11: Ladder down to area with Transporter Guidance Device
12: Ladder up to Novue Apartments, down to level 2 of Underground
13: Jeff (sells passcards and ZACs)
14: Ladder down to pipe factory, up to Social Rehab Center
15: Ladder up to City Dump
16: Ladder down to Binary Maze
17: Ladder up to (15)
18: Ladder up to (9)
19: Terminal 0
20: Ladder up to (3)
21: Energy boost
22: IQ boost
23: Ladder up to (5)
24: Ladder up to (6)
25: Ladder up to (12)
26: Ladder up to T. A. C. secret entrance
27: Ladder down to (30)
28: Ladder up to Pipe Works
29: Ladder up to (18)
30: Device Vendor
31: Ladder up to (10)
32: Wes (sells weapons)
33: Infinite cache of energy cells
34: Pinkie
35: Ladder up to (13)
36: Terminal 1
37: Terminal 2
38: Transporter Guidance Device
39: Main Computer Console
T. A. C. Level One

T. A. C. Level Two

T. A. C. Level Three

T. A. C. Level Four

Underground: Level Three

T. A. C. Level Five
Advanced Dungeons and Dragons: The Pool of Radiance

Based on the game that inspired all computer role-playing games, Pool entails a series of quests that culminate in a confrontation with the evil Tyrannahzus. Set in the Forgotten Realms, it's a six-character game (up to two NPCs can also tag along) that emphasizes mapping and monsters over puzzle-solving. Mazes are shown from an aerial view. Combat scenes are shown from an oblique angle that lends a 3-D effect, and each semi-animated character is depicted with his or her own icon. Essentially, the combat system is a slick version of the one used in Wizard's Crown, though many fans of that game were disappointed by Pool. You can control each character's actions individually, or let the program's "Quick" option do it for you. Since battles can last an hour or more, this feature sounds convenient. But there are two problems: "Quick" isn't any faster, since the program cycles through each character and every monster, and it wastes lots of your magic spells in combat. Only gamers who are ecstatic about hack and slash (and who don't like puzzles) will enjoy this almost too faithful adaptation of A D & D.

Type: Fantasy Role-playing  
Skill Level: Difficult  
Systems: Apple (64K), C 64/128, IBM (256K, two floppies or hard disk required), (conversions planned for Amiga, IIGS and ST)  
Company: Strategic Simulations/Electronic Arts

The Solution

Character Creation and Development  
Create at least two characters that combine Cleric skills with another skill so the party can heal faster and won't have to make as many trips back to Temples. You also need at least one Magic User. One good combination is:  
The back two can be equipped with missile weapons, and everyone can have good armor.

Hire NPCs from the Guild when necessary. Some, such as Skullcrusher and Dirtten, may be recruited in the mazes. These two can be stored on your save disk. After locating Skullcrusher (2, 15 in the Cadorna Textile area), return to Phlan. As you come through the gate, go north, then east to the Training Grounds. Don't go past the City Council building, or he'll leave the party. Save Skullcrusher to disk in the Training Grounds, so you can add him to your party anytime you need a new NPC. Do the same with Dirtten.  
Skullcrusher can be used to carry special items. To duplicate special items, get him knocked out in battle (bandage him if he's dying). If he's at zero or one Hit Point, he's in the condition you want. Have your party give him any special items (+Swords, Cloak of Displacement, Wands, etc.) you want duplicated. Go to the Training Ground (again bypassing the Council) and save him to disk. Then add him to the party and trade all items to one character. Exit Training Ground and cast Cure Light Wounds on Skullcrusher. Go to City Council, and he'll leave the party. Go back to the Training Ground, add him to the party and repeat until all your characters have what they need. As you find more items, repeat this to arm
everyone with special armor and magic gear. For easy experience points, hang out in a tavern until a brawl starts. At least half the Fighters will be on your side, so you should have no trouble winning. Leave before the Watch arrives. If a shopkeeper offers more for a weapon than the Armory says it’s worth, equip it to see if it’s magical.

General
While seeking treasure, weapons and magic items, you must clear each maze of monsters in order to earn extra experience points. There are other mini-quests to accomplish in some mazes. On some maps, the Map Key is set up mainly to identify certain areas that can be visited in any order, not to indicate that these are the step-by-step actions to follow (this is pointed out in such instances).

**Key Locations on Wilderness Maps**
- Phlan: 12, 27
- Zhentil Keep Outpost: 3, 33
- Buccaneers’ Base: 12, 51
- Nomad Camp: 12, 11
- Yarash’s Pyramid: 6, 16
- Kobold and Wyvern Caves: 6, 15
- Lizard Men’s Keep: 11, 8

**Combat**
Combat tactics vary widely with the major battles, which are discussed specifically in the following sections.

**Clearing The Slums**
Here your main goal is to clear the slums while building up experience points, finding weapons and scrolls, and uncovering clues. Follow the map and Map Key (3-15) for the key treasures and items, saving Ohlo (1) and the potion (2) for last (don’t attack Ohlo). In the battle at (9), aim Sleep spells at the multiple lines of monsters so they hit two lines simultaneously, using bows to pick off the leaders. For the battle at (11), use Sleep spells to reduce their archers’ attacks while Fighters attack the group. The hardest battle is with the Trolls and Ogres (14). You’ll need help, so hire two NPCs (the Swordsman and Hero), and magic weapons and at least 20 Hit Points. Put the NPCs in positions three and six. Equip Fighters with bows and arrows. Kill the Trolls first. Concentrate your attack on a single Troll until it dies, or it will regenerate.

Sokal Keep
At (1), get the message with the three words (which will be referred to as words A, B, and C in this solution: A is the three-letter word, B the one ending with “D” and C the one ending with “I”). Kill the frogs (2) and scorpions (5) quickly, or a party member will be poisoned. Say word A in Chapel (center of maze) and Barracks (4) to get messages. Then proceed to the battle at (3), say word A and tell the truth to Ferran and get the magic weapons (8). To avoid battles with Skeletons and Zombies (6), say word C before visiting the Chapel and word B after talking to Ferran (or you can fight them if you want points). Take two NPCs for the main battle at (3). Give bows to all Fighters, position your team in an “L” formation and let the monsters come to you, then pick off the Archers and Leaders with arrows when they get close to your lines. Use Sleep and Hold Person. (Another tactic: when combat commences, retreat toward the north door, firing arrows as you go; the monsters will follow and be easy to pick off.)

**Kuto’s Well and the Catacombs: Norris the Grey**
The best way to tackle this one is by going directly to the Well (2) and defeating Norris the Gray in the Catacombs (4), which enables you to rest and recuperate in the Catacombs or Well while clearing out the upper area. (If Norris is not at (4), he’ll be somewhere in the north half of the Catacombs.) Don’t forget his treasure (5), and the Hag’s (1).

**Mantor’s Library: Looking for Books**
Use the Knock spell to enter. Clear out the monsters, staying in Search mode and moving around until you find them. Follow the Map Key to get the five books. When attacked by the Spectre on the way out, use magic weapons.

**Podol Plaza**
This is a good place to build up experience points. Stay in Search mode and the monsters will find you. There are two ways to complete this one. If you enter while not on the mission, you can just clear the block of monsters. If on the mission, choose the “disguise monster” option at (1) and rush to (2) to defeat the Buccaneer. Use Knock to enter doors (3) to rest and heal in the Temple. Avoid the Shrine at (4) if disguised (if not, fight the battle). Then get close to the Auction Block (5) to pick up information and return to the Council.

**Cadorna’s Textile House: Quest for the Family Treasure**
Don’t enter this one unless on the mission to find Skullcrusher and the treasure. Then follow the Map Key (1-9). After finding the main Cadorna treasure, do not take or open it. Instead, take Skullcrusher to the Guild and save him (see tips on Character Development). Then return for the treasure, which includes useful weapons. Don’t open it—take it to Restal, who will fix the seal so Cadorna won’t know it’s been opened. In the battle at (6), eliminate the Guards quickly, using Hold Person. In the battle at (9), Sleep the Archers if possible, eliminate the Ogre King early.
Kovel Mansion
Here your main goal is to clear out the Thieves, but you can also pick up information, artifacts, etc. Just follow the Map Key, staying alert for traps and ambushes.

Wealthy Section
Your goal is to recover artifacts while clearing the temple. After the Bishop lets Dirten join the party, save him at the Guild (see Character Development section above) before setting out. Follow the Map Key. After random encounters, keep the holy symbols you find until everyone has one.

Temple of Bane
Everyone needs holy symbols (see Wealthy Section) to enter. Follow the Map Key to find certain artifacts and to destroy Mace. There are lots of treasures here, so much that you'll have to make several trips if already loaded down. If you decide to destroy the altar (5), use Hold Person and Sleep, not Fireball (unless really desperate).

The Valhingen Graveyard
Again your goal is simply to clear the area, filled with undead creatures. Follow the Map Key, destroying the Vampire before seeking treasures. When your party has been reduced a level or more or is low on hit points, return to the Mansion area to rest and save the game. When fighting Spectres, close quickly and try to kill them all in the first two rounds. Against Zombies, Turn and fight the Turn again (if you have two Clerics); then leave and rest. Do not rest in the Graveyard, however, unless you're fond of Ghouls. And don't let any evil Magicians join the group.

Kobold and Wyvern Caves
Here you've got to slay the Kobold King and get the Efreeti bottle. (There's also a big treasure.) Follow the Map Key. Save up potions for the major battle (7), which consists of three waves. In the first, use Fireball and knock out the Bowmen first, then use wands and swords on the Trolls before finishing off the Kobolds. In the second wave, Boars must be "overkilled" or they bounce up after the first kill. Use wands to weaken enemy Fighters in the third wave. Between battles, use points to heal. Do not end battle when asked to do so. Instead, heal the most seriously wounded characters, then end battle, as next wave starts immediately (with no chance to encamp). When all three waves are done, encamp, heal and save. After slaying the Kobold King (9), get the main treasure (10) and save the game, or the main battle will restart next time you hit that area. Finally, get the Efreeti bottle (tell the truth) at (11).

Nomads
You have to "deal with" the Nomads in the Wilderness. No map is furnished here, since this is a small area in which you can easily find your way. Talk Nice to the Nomads and you'll fight three battles against Kobolds and get lots of points and treasure. (Be sure to help the Chief wipe out the rest of the Kobolds.) Save Fireballs for the third battle. Sleep and Hold Person are useful. After the battle, you can rest and heal in the Wyvern Cave or head back to Phlan.

The Pyramid on Sorcerer's Island
This is on the river north of Phlan. The goal is to wipe out Yarash the sorcerer and destroy the machine that is polluting the river. Teleporters are found throughout all three levels, though only those necessary for this walkthrough are shown on the map. (To figure out the others, remember that some teleporters send you to one of two locations; to switch these, throw a rock through them.) Upon entering, walk to the first entrance (A) on the right and enter it. You'll be teleported to (B) on level two. Follow the hall, turn right at the junction, and go to the end of the hall (C). Pick up a rock and throw it through the teleporter before you enter. Then you get teleported to (D) on the same level. Follow the hall to the end to (E), throw a rock and enter the transporter to reach (F) on level three. Go to (G) and teleport to (H), then decode password over the door at (1). Help the Lizard Men (2). Yarash is in the other room (3). Kill him by casting Silence, then have three characters rush him while the others use bows or cast Bless, Curse or Hold Person. Break the pipes (4) after the battle. Use the transporter (5) in the northeast corner to exit the pyramid (Blue setting), or use others to teleport to the treasure first. (If you wind up on level one, find the Priest (P), who helps you escape.)

Buccaneer's Den
Here you've got to rescue the boy. No map is provided, since this is a simple layout. You can camp outside the building in the lower right corner. To free the boy, first release the animals in the pen on the right side of the map. Then liberate the lad, who is in the small building in the middle. You can also slay the Captain of the Guard (in the bottom building) to get +3 Plate, +2 Skulls and +4 Longbows.

Lizard Men's Catacombs
An Anti-magic spell prevents you from using memorized spells, but you can read them. Magic weapons work but miss more often. Use the stairs at (B) to reach the catacombs from the upper level. The mission is to deal with LizardMen (2), which can be done two ways. If you talked to the LizardMen on level three of Yarash's Pyramid and have the password (tbwjs), let one of your team fight the duel proposed by the Lizard's chief; if he wins the duel, you can complete this mission without slaying any more monsters here. Method 2 for dealing with LizardMen is more traditional: slay them all (after killing those around each pool (3), search it for treasure).
Zhentil Keep Outpost

This maze is pretty much automated in the early stages, when the Commandant takes you to dinner. You can pry information from him. Post a watch after dinner, because the guards will attack. All you can do is head for the gate and fight your way out.

Stojanow Gate

Your goal is to break through the gate, the only way into Valjevo Castle. The idea is to use disguises to get past the Bugbears so you can attack the Towers by surprise, then return to wipe out the Bugbears. Once inside, get a wagon from the vendor (1). Then you can get past the Bugbears and enter the Southern Gate at (2). (If they won’t let you, break it down. This applies to the Northern Gate too.) Then tackle the Towers (3, 4). The key to the Tower battles is to use the Advance command to get as close as possible to the enemy groups. An alarm goes off once you’ve attacked a Tower, so you must eliminate both Towers and Bugbears (at Gate) quickly (or hide in a Tower until the alarm stops).

Valjevo Castle

Enter via Stojanow Gate. If you set off the alarm in here, hide until it stops. Get disguises by talking Nice to women at (a). You don’t have to visit all the places on the perimeter, except to learn the passwords. Enter Level One of the Tower by Gate (o) or (f), either walking through the maze or using the random teleport until you reach (o)—the preferable entry point because you can go straight to wipe out the False Tyranthraxus at (1) and take the stairs up (2), avoiding the Medusa (3). On Level Two, avoid the trap door (4) and be Nice to the messenger at (5). Slay Genheiris (6) and get the Wand. The main battle is at (7). Use Dust Disappearance, move to the enemy Fighters’ flank and hit them with the Lightning Wand. Both Clerics should use Hold Person until there are few enemies left. (Once held, use bows or swords to kill, since Magic Wands won’t kill.) Once all are dead, continue battle, use potions and spells to heal, get Rings (+3) and go for the Dragon. Kill your NPC (if you have one), or he teams up with the Dragon. Magic won’t work on Tyranthraxus, so keep hitting until he’s dead.

Map Key: The Pool of Radiance

Thick dotted lines on most maps indicate Illusionary Walls. Thin ones are walls of rubble.

Slums
A: To Phlan
B/C: To Kuto’s Well
1: Ohlo the Magician, who wants potion
2: Ohlo’s potion
3: Orcs (scrolls)
4: Goblin Training Room (treasure)
5: Kobolds (treasure is Bracers)
6: Orcs (treasure)
7: Hobgoblins (treasure)
8: Treasure Room
9: Massive Orc attack
10: More Monsters
11: Goblin Guards (difficult battle)
12: Treasure
13: Stable (treasure)
14: Ogres & Trolls (hardest battle)
15: Fortune Teller (don’t attack her)

Sokal Keep
1: Skeleton with three words (see solution)
2: Poison Frogs (treasure)
3: Massive Orc/Hobgoblin battle
4: Say A, from (1), to get treasure & Journal entry
5: Giant Scorpions.
6: Say C to patrol before entering chapel; say B on the way out
7: Ferran Martinez (say A, tell truth)
8: Magic Weapons

Kuto’s Well
A: To Slums
B: To Podol Plaza
C: To Library
1: Hag (treasure)
2: Well (enter to reach Catacombs)

Catacombs under Kuto’s Wells
3: To/from Well
4: Battle with Norris the Gray
5: Treasure
6: Monster

Mantor’s Library
Use search mode until you find books indicated in the areas below.

1: History books (three)
2: Philosophy books (two)
3: Kobolds (map of Textile House)
4: Scribe’s Chambers (treasure)
More treasure
Podol Plaza
A: To Well
B: To Gate
C: To Outside of City
D: To Textile House
1: Choice of sneaking in, walking through, entering disguised (do so if on mission)
2: The Pit (Buccaneer, Magic Items)
3: Temple (rest area; use Knock to enter)
4: Small Shrine of Bane (don’t enter if on mission and party is disguised, otherwise fight battle)
5: Auction Block (If disguised and on mission, get close to block for information.)

Cadorna Textile House
A: To Plaza
B: To Outside of City
C: To Library
1: Journal Entry 11
2: To Thieve’s Guild (only a Thief on this mission can enter; Restal will lead you to well at 3; see him after you get the treasure here, he will duplicate lock on treasure if you didn’t break the seal).
3: The Well (see 2)
4: “Skullcrusher was here.”
5: Baby Hobgoblins flee.
6: Guards (search for key needed to free Skullcrusher).
7: Skullcrusher in chains; will join party if freed. Journal Entry 47 tells of secret door to southeast.
8: Secret door (if Skullcrusher is in party)
9: Major battle and treasure (see 2)

The Valhingen Graveyard
A: In/out
1: Read Journal Entry 43 and sanctify coffin.
2: Vampire (fight till he becomes mist)
3: Fight Vampire, who can’t enter coffin if it’s sanctified, until he’s killed.
4: Skeleton army
5: Giant Skeleton (treasure)
6: Skeletons attack; don’t enter building.
7: Spectre (treasure)
8: Treasure (Zombie Army guards main entrance.)
9: Mummies
10: Wraith and treasure (Wights and Zombies guard main entrance.)
11: Spectre (treasure)
12: Treasure (Spectres guard main entrance.)

Kovell Mansion
Some doors must be bashed in order to open them.
A: To Outside and Graveyard
B: To Wealthy Area
C: To Boat
T: Traps
1: Thief backstabs party member and leaves.
2: Two Thieves run and split at 3. Follow the one to 4, go back and follow other to 5 and defeat the Guildmaster.

Kobold and Wyvern Caverns
A: To Small Cave
B: To Large Cave
1: Wyvern (treasure)
2: Give water to Kobold, let him live, get Entry 20.
3: Journal Entry 42
4: If going west to east, you fall to X. If Wyvern is dead and you’re going east to west, drunk Kobold leads you to King and battle. So avoid this hall.
5: Princess Fatima (give her +armor and weapons, let her join)
6: Journal Entry 42
7: Major battle (see solution)
8: King’s Guard
9: The Kobold King
10: Main Treasure
11: Efreeti bottle (tell truth)

Yarash’s Pyramid
Level 1
Walls and doors appear and disappear as you move through this maze. All teleporters are not shown, just those needed for this solution.
A: Teleport to B
P: If lost, be Nice to Priest.

Level 2
B: Teleport from A
C: Teleport to D
D: Teleport from D
E: Teleport to E
F: Teleport to G
G: Teleport to H
1: LizardMen (be Nice)
2: Search for notes on experiments
3: Vats and Mutants Lizard Men
4: Torture Room

Level 3
H: Teleport from E
1: Door and password
2: LizardMen (Be Nice and get password, or fight)
3: Yarash
4: Machinery
5: Teleporter to Treasures and Pyramid exit

Lizard Men Castle & Catacombs
A: In/out
B: Stairs up/down to Catacombs (preferable entrance)
C: Pits to catacombs
D: To Swamp
1: Lizard Men & Giant Lizards
2: Giant Lizards
3: Pools (search after slaying all Lizards)

Zhentil Keep Outpost
A: Main Gates
1: The Captain
2: Your Quarters

Stojanow Gate
A: To Plaza
B: Main Gate To Castle Valjevo
1: Merchant (wagon)
2: Southern, Northern Gates
3: West Tower
4: East Tower

Valjevo Castle
•: (In Maze, these are random teleporters.)
X: To/from Stojanow Gate
a: Laundry (be Nice to get disguises)
b: Smithy (weapons at night)
c: Bane Chapel (don’t accept blessing)
d: Giants (treasure)
e: Guardpost (Parlay w/Haughty and say uzsbouisbyvt)
f: Main Gate (password sipejb, but don’t go this way yet)
g: Giants (Parlay with Haughty to get password)
h: Guardpost (Parlay w/Haughty and say uzsbouisbyvt)
i: Armory
j: Kitchen (Gate Password)
k: Records (clues)
l: Guardpost (Parlay w/Haughty and say uzsbouisbyvt)
m: Well (treasure)
n: If Cadorna is here, free him to get password to gate.
o: Main Gate (open w/ Strength, Knock or password sipejb, go other Main Gate at f)

The Tower, Levels 1 and 2
1: False Tyrantpaxus
2: Stairs up
3: Medusa (avoid)
4: Trap door (avoid)
5: Messenger (be Nice)
6: Genheirs (slay and get wand)
7: Tyrantpaxus
Valjevo Castle: Perimeter & Maze

Valjevo Castle: The Tower
Alien Mind

Somewhat reminiscent of the film *Aliens*, this fast-paced puzzler takes place on a space station several hundred years in the future, when a biologist friend asks you to help with an experiment on a pair of unhatched alien eggs that were just discovered. But when you get there, you find one egg has hatched and the alien has killed everyone but your friend, with whom you communicate via terminals scattered about the station. The robots and laboratory animals have all been reprogrammed by the alien to kill anything they see, so you must blast your way through the station level-by-level to find your friend and a way to wipe out the monster. Along the way you’ve got to round up keycards to unlock doors and First-aid kits to restore Health points. While this involves lots of combat (mouse, keyboard or joystick controls are available), the game is also packed with riddles, for you must unravel such a puzzler in order to operate each terminal. It’s presented with aerial-view graphics that are quite colorful, and some of the scenes of carnage are almost too realistic. Good hand-eye coordination is as important as puzzle-solving here, and even those well-skilled in both will have their hands full.

Type: Science Fiction Action Role-playing  
Skill Level: Intermediate  
System: IIGS  
Company: PBI Software

The Solution

This solution guides you to the terminal on each level and gives the answers to the riddles. It’s up to you to pick up first aid kits, keycards and ammunition on the way (their locations are marked on the map). Conserve keycards and Health points, which you’ll need desperately on the last level. The last three maps look different because these levels are actually in the ductwork of the space station rather than its main structure.

**Level One**

Go to the room southeast of the Main Waiting Room, then to the lower right terminal (Visitor Control Terminal): ufmsfbsbn. Go to the pulsating shaft chamber, then to the upper right terminal (Shaft Control System): brbv. Go to the Computer Room, then to the lower right terminal (Main Computer System: ibnnpld). Go to the Docking Terminal, then to the middle right terminal (Station One Control System): sejbuijpo. Go to the southeast loop and get the elevator pass, then to the elevator and enter.

**Level Two**

Go to the Control Room Check in the station: fmfwbups. Go to the Tram Line Control Center, then to the far left terminal: Kvez. Go to the Captain’s Cabin: tjsfo. Go to the southeast corner of floor and get the toolbox. Go to the elevator and enter.

**Level Three**

Go to Avery’s sleeping quarters: Cjpmphjtu ip! Go to the Safety Deposit Chamber terminal: DEFGHBC. Go to the Biologists’ Lounge: mjhiu. Go to the Visitors’ Chamber. Get crowbar. Go to the grate (south hallway) and enter.

**Level Four**

Go to the Recreation Floor info terminal: cjp-mbc. Go to the Sportcasting terminal (top right terminal): tpncsfsop. Go to the Viewer terminal next to the private courts (middle
terminal): hmbtt. Go to the home stands and get remote control. Go to the stairways.

Level Five
Go to the Botanist Terminal in the main terrain in the southwest wing (bottom terminal): NDMYJW. Go to the Test Tube Storage closet: fbs. Go to the Bio-lab terminal (southwest part of lab): ufmdtpqf. Go to the chute and enter.

Level Six
(See Map Key for a way of saving Health Points when destroying one of the mines.)
Go to the Maintenance Clearance System: Bbmbuvi. Go to the next terminal as directed: usbtt. Get hvo qbsu in room to opsui. Go to the Shaft System Manager (near the south central shaft): bhi. Get the cable (southwest corner of floor). Go to the hatch and enter.

Level Seven
Go to Cargo Control Center: ijfphmzqjih. Go to the Inventory Station in the Blue Zone: ebftmn. Get tdhpoe hvo qbsu just to the tpyui of your location in the Blue Zone (you must destroy the stationary gun to get it.)
Go to the Worker Communications module in Orange Zone: bsl. Get manual (north of Blue Zone). Go to the chute in Black Zone and enter.

Level Eight
Go to the Asbestos Suit closet: boujmm. Go to the terminal southeast of the Southern Cross (Disposal Coordinator): hmpmn. Now get the final hvo qbsu northwest of this level's starting point. Get the battery pack.
Go to the teleport terminal (southeast corner): cmbl ipmf. Enter teleporter (which sends you back to Level Five).

End Game
Have at least 3,500 Health points when you enter teleporter, for you lose 300 each time alien hits you. You must hit him ten times with the Super Weapon, and with this many points you can stand toe-to-toe and shoot it out. (Don't move, or you may slip on bodies and get shot while trying to get up.) After killing it, get the serum from Avery and proceed quickly to the tdpoe fhnh so you can ofvusbmjaf it before it ibudift. Hurry, for your Health points start dropping in a countdown while you search for the egg.

Map Key: Alien Mind
S : Shield
F : First Aid
K : Key Card
C : Conductor
A : Ammo
Y or N: Do or do not enter these areas
Dark lines: Locked doors

Level One
1 : Visitor Control Terminal
2 : Shaft Control System Terminal
3 : Main Computer System Terminal
4 : Station One Control System Terminal
5 : Elevator Pass
6 : Elevator

Level Two
1 : Control Room Check Terminal
2 : Tram Line Control Center Terminal
3 : Captain's Cabin Terminal
4 : Toolbox
5 : Elevator

Level Three
1 : Avery's Sleeping Quarters Terminal
2 : Safety Deposit Chamber Terminal
3 : Biologists' Lounge Terminal
4 : Crowbar
5 : Grate

Level Four
1 : Recreation Floor Terminal
2 : Sportscasting Terminal
3 : Viewer Terminal
4 : Remote control
5 : Stairs Down

Level Five
1 : Botanists' Terminal
2 : Test Tube Storage Closet Terminal
3 : Bio-lab Terminal
4 : Chute
5 : Second egg

Level Six
S*: Get this shield before going to 6 to avoid losing points when destroying mine.
K*: Key under Mine
1 : Maintenance Clearance System
2 : Next Terminal (as directed)
3 : Gun Part
4 : Shaft System Manager Terminal
5 : Cable
6 : Hatch

Level Seven
K*: Key under gun
1 : Cargo Control Center Terminal
2 : Inventory Station Terminal
3 : Gun Part
4 : Worker Communications Terminal
5 : Manual
6 : Chute

Level Eight
1 : Gun Part
2 : Asbestos Suit Close Terminal
3 : Southern Cross Terminal
4 : Battery Pack
5 : Teleport Terminal
6 : Teleporter
The Bard’s Tale III: The Thief of Fate

A much more enjoyable adventure than Bard’s Tale I or II, this sequel begins in Skara Brae—recently reduced to ruins by Tarjan, the Mad God of game one. A series of seven quests must be solved before you can track him down and do him in. Missions involve a wider variety of puzzle types due to a new command that permits you to use objects and artifacts as you would in a text adventure such as Zork. Other improvements include auto-mapping, new character classes, magic spells and dungeon levels (84 of them!) that vary in size and shape. You also get to visit more exotic lands than in the previous installments, for each quest takes place in its own universe: a forest world, a frozen wasteland, and one that’s linked via time warps to different times on earth, from ancient Rome to the Nazis’ Berlin. The interface is smooth, the first-person graphics sharp and colorful. Characters from the previous games may be imported into this one, as well as characters from Ultima III and IV and the first three Wizardry scenarios.

Type: Fantasy Role-playing
Skill Level: Intermediate
Systems: Apple (64K), C 64/128, conversions planned for IBM, Amiga, IIGS
Company: Interplay/Electronic Arts

The Solution

Before beginning each quest return to the Refugee Camp and save all characters. After completing a quest, visit the Review Board for the next one. Since the game includes auto-mapping, and many places can be reached with the APAR spell, only the most complex maps are provided here. All spells in solution (except the introductory tips) and passwords are coded.

Character Development
You’ll need a Bard, Rogue and a Chronomancer (the latter is created later in the game). If starting with a new team, use a Rogue, Bard, two human Paladins and two human Spellcasters. Develop one Spellcaster into a Chronomancer and one Paladin into a Geomancer. It’s not vital to do the Starter Dungeon, but you get 600,000 points for doing so. Items may be duplicated (at least on the Apple version) as in the previous games. Copy your character disk and change the names of characters holding items to be duplicated and save them to the copy of the character disk. Load them back, swap character disks and load the ones with the original names back, then have them join the party one-by-one and distribute the copied items to a character you will keep.

Magic and Combat
The best weapon for Fighters is the Stone Blade. (The Strifespear is actually better, but can only be obtained near the end game.) Aran’s Knife is now a weapon that can be used a limited number of times (and you can’t sell magic items back to Garth for recharging). Use the Death Figurine for your special slot, as he’s the best Fighter. Equip Spellcasters with Mage Staffs to replenish spell points, and equip a No-Spin Ring for areas with spinners. Learn NUKE, GILL and DIVA spells, and have the Bard learn the Ministrail Shield song, which are needed in certain situations later on. Develop the Rogue quickly, as he’s vital for slaying certain monsters. Duplicate it for all Fighters and Geomancers before the last series of battles. Get all Spellcasters up to Level Seven quickly so you can use the APAR spell.
The Wilderness and Skara Brae:
Wilderness Locations (referenced to Refugee Camp, so you walk three south, four east from the entrance to reach Shadow Rock):

- Scrapwood Tavern 0N, 2E
- Shadow Rock 3S, 4E
- Sulfur Springs 11S, 3E
- Chrystal Springs 5N, 2E
- Skara Brae 3N, 6W
- Vale of Lost Warriors 2S, 5W
- Cold Peak 7N, 15W
- Shrine 3S, 14W
- Grove 7S, 9W
- Dwarf Mine 9S, 13W

Skara Brae Locations (referenced to town entrance):
- Storage Room 3E
- Review Board 4N, 15E
- Mad God’s Dungeon 9S, 13W

Skara Brae
First enter the Storage Room and pick up the Harmonic Gems, Youth Potion and any weapons you need (especially if starting with new characters). Then go to the Review Board for instructions from the Guild Master.

Mad God’s Dungeon:
The Starter Dungeon (Catacombs)
The password is Ubskbo. On Level one, APAR 12N, 2E to stairs down. On Level two, go 2N, 1W, 2S and 1W to get a word—Dlbptb. Move 2E to the stairs up. From Level one, APAR -12N, -2E to stairs out.

Mad God’s Dungeon: Battling Brilhast
Say Dlbptb this time. Level one: APAR 14N, -3E, answer cmwvf, go east to stairs down. Level two: APAR -11N, -11E, answer tibepx, go 1W, 2N to stairs down. Level three: APAR -5N, 2E, answer dsztubm, tpsse, go 1W to portal down. Level four: Go 1N, 1E, 1N, 2E, 2S, 4E, 2N, 1W, 2N, 2W, 2N (first ward). Then move 4W, 6N, 4E, 1N (second ward). Go 4W, 7N, 1E to fight Brilhast (20N, 13E) and be teleported to the Review Board.

At the Review Board
Create a Chronomancer and get details on Quest One. Have the Chronomancer talk to Guild Master. Leave slot seven open for the next quest.

Aboria: Quest One

Leave character slot seven open. Go to the Grove in the Wilderness and cast ARBO to reach Aboria at the Well Worn Spot. Have Hawklayer join and lead your party. Remember what he says about the riddle (jdfcfish).

Arboria Locations (referenced to Ciera Brannia)
- Well Worn Spot 4N, 4E
- Valarian’s Tower 3S, 4W
- Hut 4N, 5W
- Lake (Palace beneath it) 3N, 5W
- Field of Flowers 2N, 5E
- Tree of Acorns 4S, 3W
- Festering Pit 4S, 4E
- Pile of Arefolia Leaves 2N, 4E
- Water of Life 2N, 12E in Palace

Ciera Brannia Locations (referenced from the town entrance):
- Castle 4S, 0E
- Wizard’s Guild 10S, 2W
- Sacred Grove 6S, 0E

Go to the castle and get the King’s mini-quest first. Don’t learn the HJMM Spell in the Wizard’s Guild—it’s too expensive. Instead, learn it at the Hut for $50.

Lake and Palace
You’ll need a canteen and the HJMM spell. Use HJMM spell and enter the lake to find the Palace below. Inside, go 7W, 1S, 2W, 1N, 1W, 2N, 1N and use the canteen several times to get Water of Life. APAR-2N, 12E to stairs out. Go to the Tree of Acorns and get one acorn. Go to the Pile of Arefolia leaves and get one (when used, it casts a GILL spell.)

Valarian’s Tower
You need an acorn and Water of Life. Level one: APAR 0N, 1E, 2U. Level three: Use acorn. Use canteen with Water of Life. Go 1E to stairs up. Level four: Go 1N, 1E, 1S, 1E, 2S, 4W, 3N, 1E, 1N, 2E and get the Nightspear (2N, 3E in northeast part of maze). APAR-2N, -3E, -3U to stairs out.

Festering Pit
You need the Nightspear. Level one: APAR 14N, 5E, 1D. Level two: Fight Garnath, get head, get heart and APAR 0N, 9E to stairs up. Level one: APAR -14N, -14E to stairs out. Return to the Castle, where the King grants permission to enter the Sacred Grove.

Sacred Grove
You need Heart of Garnath and Water of Life. APAR -5N, 4E, go 1S to Valeran (6N, 4E) and use Heart, then use canteen with Water of Life. Go 1N, 1S, 1E, 1S, 2W, 1S, 4E, 1S, 2E to . Get the Bow and Arrows of Life (9N, 9E, southeast corner). APAR 9N, -9E to passage out.

Go to the Well Worn Spot and cast ENIK to return to the Wilderness.

Gelidia: Quest Two

Cast GELI from the Cold Peak in the Wilderness to reach the Well Worn Spot in Gelidia.
Gelidia Locations (referred from the Keep):
Well Worn Spot 8N, 1W
Outpost 5N, 4W

Outpost
Read the diary to get the name Bmfoebs and clues about magic required to open the wards.

Ice Keep to the Black Tower
A map of Level One is provided. You can reach Level two by saying the name from the diary. (There's nothing on Level two, though, so you should just proceed from Level one: From (1) on the map, APAR 0N, 10E to the Black Wall (2) in the southeast corner and cast HSSF (NBGM may work instead), TITQ, GFBS, TVFM, TQCJ and enter the passage to the Black Tower.

Black Tower
Level one: APAR 0N, 3E, 3U. Level four: Fight the Keepers of the Tower near the northeast corner, get the Black Lens and APAR 0N, -3E, -3U and enter the passage to the Ice Keep.

Ice Keep to the White Tower
Level one: APAR 9N, 0E to Magic Curtain at (3) in the northeast corner. Cast MFWJ, BONB, QIEP and enter passage to White Tower.

White Tower
Level one: APAR 4N, 3E, 2U. Level three: Read carving and remember the word Dbmb. APAR -4N, 1E, 1U. Level four: Fight Keepers of the Tower in the southeast corner, get Crystal Lens, APAR 0N, -4E, -3U to passage to Ice Keep.

Ice Keep to Grey Tower
Level one: APAR 0N, -11E to (4), in the map’s northwest corner. Cast JOXP, XJIF, GPJP, JOWJ and enter passage to Grey Tower.

Grey Tower
Level one: APAR 0N, -3E, 3U. Level four: APAR 0N, 1E, go 2S and fight the Keepers. Get the Smokey Lens and APAR -3N, 2E, -3U and enter the passage to Ice Keep.

Ice Keep to the Ice Dungeon
Level one: From the northwest corner, APAR 0N, 5E to the circles on the floor (5). Use Crystal Lens. Use Black Lens. Use Smokey Len. Take passage to Ice Dungeon.

Ice Dungeon
Level one: Go 1W, 1S, 1E, 4S, 2E, 1S, 4E, 6N to stairs down. Level two: Go 4S, 2E, 3N, 2E (northeast area of maze) and say Dbmb. Go 1S, 1W, 2S, 1E and get Wand of Power and Sphere of Lanatir in the southeast corner. Go 1W, 2N, 1E, 1N, 2W, 3S, 2W, 4N to stairs up. Level one: APAR 0N, -6E and take the passage to the Ice Keep.

Ice Keep
Level one: APAR -9N, -4E to stairs out. Go to the Well Worn Spot and cast ECUL to reach the Wilderness.

Lucencia: Quest Three
At the Crystal Springs in the Wilderness, cast LUCE to reach Lucencia’s Well Worn Spot.

Lucencia Locations (referred to Celaria Bree):
Well Worn Spot 5N, 1W
Rose Bush (no roses) 2N, 3W
Rose Bush (white roses) 4N, 6W
Rose Bush (yellow roses) 4S, 1W
Rose Bush (blue roses) 1S, 8W
Rose Bush (red roses) 5S, 6W
Violet Mountain 4N, 8W
Allirias’ Tomb 0N, 7W
Cyanis Tower 4S, 5W

Celaria Bree Locations (referred to the entrance):
Tavern 6N, 7E
Bard’s Hall 6N, 9E
Temple 4S, 7E
Wizard’s Guild 2S, 5E

First go to the Bard’s Hall and pay 30,000 to learn Kiel’s Overture. At the Wizard’s Guild, pay 50,000 to learn DIVA.

Violet Mountain
You need a canteen. Level one: APAR 4N, 0E and go 2N, 1W to stairs up. Level two: APAR -10N, 3E, move 2E and fight the Rainbow Dragon (at 4N, 4E, lower part of maze). Get the Crystal Key. Use the canteen to get Dragon’s Blood. APAR 10N, -5E to stairs down. Level one: APAR -6N, 1E to passage out.

The Rose Bushes
Go to each bush and get one rose from them in this order: white, red, blue, yellow. Then go to the bush with no roses and use the canteen with the Eshbpo Cmppe to get a Rainbow Rose.

Cyanis Tower
You need all five roses and the Crystal Key. Level one: Go 1N and use the Crystal Key. Move 5N, 4E and you’ll be teleported to the southernmost hall on the same level. Go 2W, 5N, 4E, 4S, 3W, 3N, 2E, 2S, 1W, 4S, 1N to the stairs up. Level two: Go 1S, 1W, 2N, 1W, 4S, 1W, 5N, 2E, 1N, 1E, 1S to the stairs up. Level three: Go 1N, 3W, 1S, 1E, 1S, 1W, 1S, 1E, 3S, 5E, 6N, 2W, 1S, 1E, 4S, 2W, 1N. You may either fight Cyanis and get the Magic Triangle, or cast REST and cure him to get it. APAR -2N, -3N, -2U to passage out.
Alliras' Tomb
You need all five roses and Magic Triangle. Level one: Go 2E, 3N, 2E, 2N, 1W, 5N, 1E, 2S, 1E, 1S, 1E, 2N and use Magic Triangle to get past black crystal. Go north to stairs up. Level two: Go 4E, use white rose. Move 1E, 2N, 1W, 1N, 1W, 1N, 1W, 1N, 1W, 1S and use blue rose. Go 1S, 1E, 1S, 1E, 1S, 2W, 1N, 1W, 1N (get teleport to the northeast corner). Go 5W and use the red rose. Go 4W, 2S, 1E, 1S, 1E, 1S, 1E, 2E and use yellow rose. Go 2E, 7N, 7W, 2S, 1E, 1S, 1E, 1S, 1E, 1S, 1E, 2E, 5N, 3W, 2S, 1E, 1S, 1E, 1N and use rainbow rose. Go 1N, 1W and get the Crown of Truth and Belt of Alliria (in the middle of the maze's east side). APAR-5N, -9E to stairs down. Level one: Go 3S, 1W, 1N, 2N, 1W, 5S, 1E, 2S, 2W, 3S, 2W to the stairs out.

From Well Worn Spot, cast ILEG to reach Wilderness.

**Kinestia: Quest Four**

Leave one character slot open. From the Dwarf Mine in the Wilderness, cast KINE to reach the Well Worn spot. Go 1N, 2E, 1N, 1E and say jdefsh. Have Hawkslayer join the party and lead it. (There are four passageways here: the two on the east side go to the Private Quarters, the south one to the Barracks, and the north one to the Workshop.) APAR 9N, 14E to passage to Private Quarters.

**Private Quarters**
Move 3E, 4N, 2W, 1N, 1E. Record the riddle, which provides answers to turning the keys. Move 1W, 1S, 5E, 3S, 2E and get the left key. APAR -1N, -8E and enter the passage to Ferofist's Dungeon. APAR -11N, -6E to passage to the Barracks.

**Barracks**
APAR -12N, 0E and get the right key. APAR 12N, 0E to passage to Ferofist's Dungeon. APAR 17N, 2E to passage to Workshop.

**Workshop**
Go 2N, 4W to sealed portal. Use left key, type fifteen (type in the number, not the word). Use right key, type fjuhiffo. Take passage to Urmech's Lair.

**Urmech's Lair and Viscous Plane**
APAR 3N, 0E and enter the portal to the Viscous Plane. Go 1S, 1E, 1N, 1E, 2S, 3W, 2S, 2W, 3S, 1W, 2N, 3W, 1S, 2E, 2S, 1W, 1N, 1W, 1S to opening of the Sanctum.

**Sanctum and Geomancer**
APAR 4N, -6E and say yes. Go 4S, 1E to get Ferofist's Helm and Hammer of Wrath. Move 1W, 1S. Create a Geomancer here if you want one. APAR 0N, 6E and enter the portal to the Viscous Plane.

**Viscous Plane to Well Worn Spot**
Go 1N, 1E, 1S, 1E, 2N, 2W, 1N, 3E, 2S, 1E, 3N, 2E, 2N, 3E, 2N, 1W, 1S, 1W, 1N and enter the passage to Urmech's Lair. APAR -3N, 0E and enter the Workshop. Go 4E, 2S and enter the passage to Ferofist's. APAR -17N, -13E to Well Worn Spot. Cast OBRA.

**Tenebrosia: Quest Five**
From Shadow Rock in the Wilderness, cast OLUK to reach Nowhere.

**Nowhere Locations** (referenced to the city of Black Scar):
- **Well Worn Spot**: 1N, 3W
- **Tar Pits**: 2S, 6W
- **Middle of Nowhere**: 4S, 3W
- **Great Canyon**: 8S, 1W
- **Forest (Dark Copse)**: 6S, 7W

**Black Scar Locations** (referenced from the entrance):
- **Bard's Hall**: 8S, 4E
- **Wizard's Guild**: 8S, 9E

First visit the Bard's Hall and pay $60,000 to learn Ministol Shield. At the Wizard's Guild, learn NUKE for $50,000.

**Tar Quarry**
You need the canteen. Go 10W, 8S, 5E, 1N and use the canteen to get tar. Go 1S, 5W, 8N, 10E to the exit.

**Shadow Canyon**
APAR -12N, 8E, face east and cast PHDO. Go 3E, 2S, 2E and get the Shadow Lock. APAR 14N, 0E to the exit.

**Dark Copse**
Go 1W, 4N, 1E and use the canteen of tar. Go 2N and get the Shadow Door. Move 2S, 1W, 4S, 1E to the exit.

**Sceaud's Dome**
Go to the Middle of Nowhere and use the Tibex Epps and Tibex Mpd, then enter hole to the Dome. Level one: APAR 4N, 8E and go 1N to the portal down. (A map of Level two is provided.) Level two: From (1), APAR 10N, 7E to (2) and go 2N, 3W, 1N, 1E to fight Sceaud at (3). (Have a Rogue sneak up at 90' and kill him.) Get the Helm of Justice and Sceaud's Cloak, then APAR -13N, -5E to the portal up. Level one: APAR -5N, -8E to exit. From the Well Worn Spot, cast ECEA.

**Tarmitia: Quest Six**
Cast AECE from the Vale of Lost Warriors to reach Berlin. This "dungeon" consists of eight levels representing different eras of time. To use the time warps.
that connect various eras, you must answer "Ghostly Head" riddles. In case the following walkthrough gets confusing, here are the coordinates, destinations and answers:

<table>
<thead>
<tr>
<th>Era</th>
<th>Time Warp</th>
<th>Destination</th>
<th>Answer</th>
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<tr>
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<td>5N, 5E</td>
<td>Nottingham</td>
<td>Uzs</td>
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<td></td>
<td>6N, 10E</td>
<td>Wasteland</td>
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<td>10N, 1E</td>
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<td>5N, 7E</td>
<td>Rome</td>
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**Berlin to Rome and Troy**
APAR 1N, 5E to and get the word Bsft. APAR 9N, -4E and enter passage to Rome. Rome: APAR -8N, -6E to passage to Troy.

**Troy to Nottingham and Wasteland**
APAR -1N, -5E, type Bsft and get ported to Nottingham. Get the word Zfo-Mp-Xboh, APAR -7N, -7E and enter the Wasteland passage.

**Wasteland to K'un Wang and Berlin**

**Rome to Troy**

**Troy to Nottingham**

**Berlin**
APAR -5N, 4E to passage to Nottingham.

**Nottingham to Hiroshima**
APAR 5N, -4E, type Tu. Hfpshf and get ported to Stalingrad. Stalingrad: Get word Tejbcn. APAR3N, 0E to passage to Nottingham. Nottingham: APAR -7N, 1E to passage to Wasteland. Wasteland: APAR 7N, -6E, type Tejbcn and get ported to Hiroshima. Get word Uzs.

**Hiroshima to Tarmitia**

**Tarmitia**
APAR -11N, 0E and fight Werra and the Black Slayers. Go 1N and get the Shield. APAR 10N, 11E (to Wilderness).

**Malelia: Quest Seven**
Visit the Storage Room and get items needed for this quest. They must be equipped or carried. You also need Sceadu's Cloak, Sphere of Lanatir, Valarian's Bow, Belt of Alliria, Feroist's Helm and Werra's Shield.

From Sulfur Springs, cast EVIL to reach Malelia. Maps are provided for all three levels.
Level one: From (1), go 2N and get the Strifespear (2). (You may want to return to the Refugee Camp and duplicate this—see Character Development section.) Go 7N, 5W to (3) and get ported to (4) on Level three.

Level three: From (4), go 1S, 1W, 1S, 2W, 2N, 1W, 1S, 2W to (5) and use Sceadu’s Cloak. Go 2E, 1N, 1E, 2S to the portal up at (6) to (7) on Level two.

Level two: From (7), go 1N, 3W, 1N, 3W, 1S, 2W, 1N to the portal up at (8) to (9) on Level one.

Level one: From (9), go 1S, 2E, 3S, 2E, 5S, 2W, 1S, 1W, 2N, 1E, 1N, 2W, 1S, 1W, 1N, 1W to portal down at (10) to (11) on Level two.

Level two: From (11), go 1E, 2S and use the Sphere of Lanatir at (12). Go 1N, 5E, 4N, 7E, 2N, 3W, 1N, 3W, 1N, 3W to portal up at (13) to (14) on Level one.

Level one: From (14), go 3E, 3S, 2E, 2S, 2E, 2S, 2E, 2S to portal down at (15) to (16) on Level two.

Level two: From (16), go 3N, 1W, 1N, 2W to (17) and use Valarian’s Bow. Go 2E, 1S, 1E, 2S, 7W, 4N, 6W, 1N, 1W, 2N, 1W, 1N, 2W, 2S, 1W, 1S, 3W, 2S, 1E, 1N, 2E to portal up at (18) to (19) on Level one.

Level one: From (19), go 1E, 1S, 1W and use the Belt of Alliria at (20). Go 1E, 1N, 1W to portal down at (19) to (18) on Level two.

Level two: From (18), go 2W, 3S, 1E, 3S, 1W, 1S, 1W to stairs up at (21) to (22) on Level one.

Level one: From (22), go 1E, 2S, 1W, 1S, 4E, 3S, 2W, 1S, 2W, 2S, 1E, 1S, 1W to (23) on map and get ported to (24) on Level two.

Level two: From (24), go 3N, 1W, 1N, 2E to portal down at (25) to (26) on Level three.

Level three: From (26), go 1N, 3W, 2S, 1E, 1S, 2E and use Ferofist’s Helm at (27). Go 2W, 1N, 1W, 2N, 3E, 1S to portal up at (26) to (25) on Level two.

Level two: From (25), go 2W, 1S, 3E, 1S, 1E, 2S, 2E, 1N, 1E, 1N, 1W to portal up at (28) to (29) on Level one.

Level one: From (29), go 1S, 3W, 2N, 2E, 1N, 2E, 3N, 4W, 2N, 1E, 1N, 1W to stairs down at (22) to (21) on Level two.

Level two: From (21), go 2S, 4E, 1S, 2E, 1S, 5E, 1S to portal down at (30) to (31) on Level three.

Level three: From (31), go 1S, 1E, 1N and use Werra’s Shield at (32). Go 1S, 1W, 3N to door that is now visible at (33). Save the game. Go 1N and fight battle at (34). Go 2W, 4N, 3E, 2S, 2W and save the game at (35). Go 1N to (36) and fight Red Beard and friends. (Have the Bard sing Ministrail Shield, while Spellcasters cast DIVA and NUKE; sneak your Rogue up to kill Red Beard, and have Fighters use Strifespears on Vortexes). Go 1N to (37) and get ported to Tarjan Dungeon.

Tarjan Dungeon
Go 4N, 5E, 5S, 4W, 4N, 3E, 3S, 2W, 2N, 1E and save the game. Go 1S and fight Tarjan and friends. There are several battles, with no time to realign your party. Use the tactics from the Red Beard battle.

Level Three
4: Teleported from (3) on Level 1
5: Captive (use Sceadu’s Cloak)
6: Portal up
26: Portal up
27: Captive (use Ferofist’s Helm)
31: From (30) on Level two
32: Captive (use Werra’s Shield)
33: Door (not visible at first)
34: Battle
35: Outside Red Beard battle
36: Red Beard and pals
37: Teleport to Tarjan

Map Key: Bard’s Tale III
Geldia’s Ice Keep, Level One
1: In/out
2: To Black Tower
3: To White Tower
4: To Grey Tower
5: Circles, To Ice Dungeon

Sceadu’s Dome, Level Two
1: Portal up
2: APAR from (1)
3: Sceadu

Malefia
Level One
1: In
2: Strifespear
3: Teleport to (4) on level three
9: Portal down
10: Portal down
14: Portal down
15: Portal down
19: Portal down
20: Captive (use Alliria’s Belt)
22: Stairs down
23: Teleport to (24) on level two
29: Portal down

Level Two
7: Portal down
8: Portal up
11: Portal up
12: Captive (use Sphere of Lanatir)
13: Portal up
16: Portal down
17: Captive (use Valarian’s Bow)
18: Portal up
21: Stairs up
24: Teleported from (23) on Level one
24: Portal down
25: Portal down
28: Portal up
30: Portal down
After crash-landing on Delta 5-5 and damaging your spacecraft's reactor, you'll set out to explore the planet's multi-level colony, which has been overrun by aliens. You discover that the only survivors are six children, placed in cryogenic suspension and hidden throughout the complex. To win, you must find the children, remove them to your ship, do something about your ship's reactor core, take off and destroy the planet. Enemy aliens, most of which look like one-eyed crystals, attack by noisily draining your energy. When hit, they usually revert to a crystalline "pure energy" form (pyramids, diamonds and spheres), which your suit can then absorb. Three-dimensional animation is employed to create the impression of actually walking through buildings and interacting with their contents. To be sure, the perspective twists and turns as you proceed in any direction, but the 3-D effect is rather shaky at times. (You can use the mouse or keyboard for moving and combat.) These graphics are replaced with two-dimensional bit-mapped pictures when you come upon desks, dressers, sliding doors, control panels and so on; in these scenes, you interact by typing in numbers, push buttons or open drawers. The digitized sound effects are very effective, though a hard disk is recommended if this interests you. This is a good real-time action RPG for those seeking an unusual experience.

**Type:** Science Fiction Real-time
**Action Role-Playing**
**Skill Level:** Intermediate
**Systems:** Macintosh, IBM
**Company:** Mindscape

The Colony

The Solution

**General Tips**

Security panels (marked "SP") will sap your energy, and should be travelled over as quickly as possible. Pits (marked "x") can be avoided either by travelling over them quickly or skirting them carefully. Accurate mapping becomes increasingly difficult at Level 4 and below. Some doors only work in one direction, or may transport you to an entirely different area (sometimes stranding you in exit-less rooms); in other locations, (e.g., the "3 x 3" rooms on Level 5) traveling continuously in the same direction will bring you back to the same place. To avoid these problems, follow the paths indicated on the maps.
In order to enter a teleporter while using the forklift, you must be dbsszjoh b mpbe. Just pick up boxes from the cruiser or colony. (This solution requires that you do so, because teleporting saves time by avoiding combat that ensues if you go back and forth by foot.) Plan your trips to and from the ship via teleporter to ensure you have enough boxes and that the position of the airlock doors is correct. It's possible, with a lack of forethought, to trap yourself in the ship because the outer airlock door is open. Teleporters are only mandatory for obtaining Cryogenic Chambers #4 and #5.

Combat
"Adult" aliens roam the colony laying "eggs," and will attack as soon as they see you, sapping your energy (often their "eye" is looking in another direction, which gives you an opportunity to strike first or hide.) Avoid the "snooper," which is indestructible and drains half of your power. The geometrically shaped objects littering the floor of the colony are alien "eggs" that can be assimilated as energy by your suit as you travel over them (the most effective process of elimination). When attacked, the aliens themselves typically revert to egg form and can be absorbed (though if this is not done quickly enough they grow back into their adult stage and must be fought again). If you can find her, killing the "queen" on any Level can simplify things, since it will cause virtually all aliens on that Level to enter the egg state. This can be especially important when traveling in the forklift, which cannot push the aliens aside and prevents you from returning their fire when attacked.

The DAS Armored Cruiser
Go to central control panel (A). Uvso po mjihut (button on upper left of panel). Turn and head south down corridor through last door on right. Turn and head south down corridor through last door on right. Turn and head south down corridor through last door on right. Turn and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Tour and head south down corridor through last door on right. Turn and head south down corridor through last door on right. Examine desk (B). Find code for reactor control panel in lower right-hand drawer. (Use decoder card to determine numeric code for reactor.) Exit room and head back north up corridor to stairs on right. Go down to lower Level. Enter reactor room and go to the reactor control panel (C). Type in reactor code. Go to suit installer (D). Choose weapons and armor type (preferably medium or heavy). Go to airlock control panel (E). Type in code, using decoder. Open door to airlock and enter. Close inner door. Open outer airlock door. Exit ship.

(The armored spacesuit drains wearer's energy if no other energy sources are available. You may need to start with medium weapons and armor, so that suit doesn't kill you before you have increased your energy Levels in the colony. Heavy weapons and armor are required on lower Levels, but you can change later.)

On the Surface
Shoot attackers as needed. Head northeast (skirting obstacles) until you see a block-shaped outline with a door on its xftu side. Enter the door. (Killing all the surface attackers is unnecessary to win the game, and trying to do so may simply waste time and energy.)

Entering the Colony
Close outside door of airlock. Open inner door. Enter lobby. Uvso opsui. Down stairs on right to Level 1. Head west then north to Col. Radmer's Office with (A) reactor code (lower right drawer of desk). Use decoder to find numeric code for colony's reactor. Go to (B) projection room (to see slide show on aliens). Go to elevator (C). Take elevator to Level 5. (Before entering Level 5, you may need to spend time absorbing energy from alien eggs to build up strength. Return to ship and vtjvijutbmmfs again when stronger weapons and armor are required.)

Getting the Forklift
Go to storage room 5 (A) on Level 5. Enter forklift. Return to elevator. Go to Level 1. (Note: The forklift can hp epoxutbjs cyvu opus vq, so plan accordingly. Enter forklift by approaching it, clicking on panel to open it, then clicking on opening to enter. Exit forklift or drop load by double-clicking when forklift is standing in an open area. Operate forklift by approaching object you wish to lift, then clicking on "up-down" signals as they appear.) Clear passage from Stock room to lobby by moving boxes (D). (When returning to the ship with an empty forklift, repeat this sequence, since you can't enter a teleport unless the forklift has a load: take any box with the forklift and go through the lobby to the airlock. Close inner door, open outer door. Exit colony, head southwest and enter ship. Close outer door, open inner door of airlock. Enter ship. Put box in northeast storage room on lower level of ship. Return to airlock. Close inner door, open outer door. Exit ship. Head northeast to colony and enter airlock. Close outer door, open inner door. Go through lobby to stock room.) Return to elevator and go to Level 4. Enter chute (A) to Security Lab A (where the working teleporters are stashed).

Security Lab A and Teleporters
Exit forklift to battle aliens and wjfx tnxjfe tipx on teleporters. (The teleporters in Security Lab A are synchronized with each other. Entering the teleporter from room 1 and closing it will teleport you to the machine in room 2, while the one in room 2 teleports you to the one in room 3, etc. Entering and closing teleporter #4, however, will cause instant death, since there is no teleporter #5 to travel to.) Enter forklift and take teleporter #4 (B) from room 4. Sf-Soufs divuf. Return to elevator. Go to Level 1, then take teleporter #4 through Stock room to lobby, airlock and planet surface. Return to ship and leave teleporter in airlock. Return to colony
and Security Lab A, as before. Take teleporter from room #2 (C). Enter teleporter #3 (D). Close door (thereby teleporting to #4 in ship's airlock). Exit #4 and close outer door of airlock. Open inner door and take teleporter #2 to DAS cruiser's reactor room. Drop teleporter #2. Return to airlock and pick up teleporter #4. Take teleporter #4 to reactor room (closing inner door of airlock from inside). Drop it. Return to airlock, close inner door, open outer door and exit to surface. Return to colony, traveling northeast. Enter Colony.

**Saving the Children**

Cryogenic Chamber 1
Go (via stock room) to Security area on Level 1. Go to easternmost cell in Security and take Cryogenic Chamber #1 (1) with forklift. Return to Security Lab A via elevators and chute. Enter and activate teleporter #1. Exit teleporter #2 (in ship's reactor room). Take Cryogenic Chamber #1 to forward storage area of ship's lower Level, and leave there. Get box from northeast storage room on lower deck. Sfuvso up sfbdups sppn. Enter and activate teleporter #2. Exit teleporter #3 (in Security Lab A). Drop box.

Cryogenic Chamber 2
Take chute and elevator to Level 3. With forklift, get Cryogenic Chamber #2 (2) from Level 3. Return to Security Lab A via elevators and chute. Enter and activate teleporter #1. Exit teleporter #2 in ship's reactor room. Place Cryogenic Chamber #2 in gspxbse tupsbhf bsfb. Get box from northeast storage room on lower deck. Return to reactor room. Enter and activate teleporter #2. Exit teleporter #3 in Security Lab A. Drop box.

Cryogenic Chamber 6
Return to Level 4 via chute (F) and get Cryogenic Chamber #6 (6) with forklift. (To escape the maze, go north through the door at (B), then jmnfgebfmz hp tvpu through the same door, which teleports you to (C) on Level Four. If you keep hpjoh opusl after entering (B), you'll wind up in an endless labyrinth.) Return to Security Lab A. Enter and activate teleporter #1. Exit teleporter #2 in reactor room and place Cryogenic Chamber #6 in forward storage area with others. Get box from northeast storage room on lower deck. Return to teleporter #2, entering and activating it. Exit teleporter #3 in Security Lab A. Drop box.

Cryogenic Chamber 4
With forklift, take teleporter #1 to Level 5. Enter central chamber (4) in the “3 x 3” area. (There are op fjut, so you must csjoh b umfqspsufs with you.) Drop teleporter #1. Pick up Cryogenic Chamber #4.

Enter and activate teleporter #1. Exit teleporter #2 in ship and place Chamber #4 with others. Get box from northeast storage room on lower deck. Return to reactor room, entering and activating teleporter #2. Exit teleporter #3 in Security Lab A. Drop box.

Cryogenic Chamber 3
Use the forklift to take teleporter #3 to Lab on Level 4, then go to (3). Drop teleporter #3 and pick up Cryogenic Chamber #3 (3) with forklift. Enter and activate teleporter #3. Exit teleporter #4 in ship's reactor room and place Chamber #3 in forward storage area with others. Get box from northeast storage room po mpfxs efdl. Return to reactor room, entering and activating teleporter #2. Exit teleporter #3 in Lab 1. Drop box. Pick up teleporter #3 with forklift and exit Lab 1. (If you lack sufficient energy to traverse the Security panels and exit Lab 1, you can replenish your supply beforehand by sfuvsojoh “po gppu” from the ship to the colony and absorbing alien eggs.) Carrying teleporter #3, take elevator to Level 5. Go down stairs (Y) to Level 6.

Cryogenic Chamber 5
Drop teleporter #3. Get Cryogenic Chamber #5 on Level 6 with forklift and return to teleporter #3. Enter and activate teleporter #3. Exit teleporter #4 in ship's reactor room. Put Cryogenic Chamber #5 in forward storage area with others.

The Ship and Colony Reactors
Return to DAS Cruiser's reactor room. With forklift, pick up sfbdups dspf, (shutting down all the ship's power). Enter, espj reactor core and activate teleporter #2. Exit and pick up teleporter #3 on Level 6. Take stairs to Level 7. Take stairs to sfbdups Mfwm. Enter reactor room (A) and drop teleporter #3. Exit forklift. Type code into reactor's control panel (B). Enter forklift. Take reactor core with forklift. Enter and activate teleporter #3. Exit teleporter #4 in ship's reactor room. Put colony's reactor core in qmbdf pg pme sfbdups dspf. (Do not espsj ju boxxslsf fmtd, or it will shatter.) Exit forklift. Type code into control panel (C). Exit reactor room and remove armored suit (D). Return to command station and push levers on far left of control panel (A) for takeoff. Once in space, press upper right button on control panel to destroy planet. (Don't try to kill the Queen at the reactor. Clear as many fiends as possible, enter the code, go back for the forklift, get the reactor and umfqspsufs.)
Map Key: The Colony

SP: Security panels
X: Elevators

DAS Armored Cruiser
A: Central Control Panel
B: Code for Reactor Panel
C: Reactor Control Panel
D: Weapons
E: Airlock Control

Level One
A: Colony reactor code
B: Alien slide show
C: Elevator
1: Cryogenic Chamber 1
S: Stairs up and down

Level Two
S: Stairs up and down

Level Three
2: Cryogenic Chamber 2
S: Stairs up and down

Level Four
S: Stairs up and down
3: Cryogenic Chamber 3
6: Cryogenic Chamber 6
A: Chute to Security Lab A
B: Door that teleports you to
(C); see solution
C: From teleport at (B)

Level Five
A: Forklift
4: Cryogenic Chamber (4 no
exits—must take teleporter
in with you)
Y: Stairs to Level 6
S: Stairs to Level 4

Level Six
5: Cryogenic Chamber 5
U: Stairs up to Level 5
D: Stairs down to Level 7
C: Chute to Security Labs

Level Seven
A: Stairs down to Reactor
B: Up to Level 6
x: Pits

Reactor Level
A: Reactor
B: Reactor Control Panel

Security Lab A
A: Slide show
B: Teleporter 4
C: Teleporter 2
D: Teleporter 3
E: Teleporter 1
F: Chute to Level 4

Level One

Level Two

Level Three
The Eternal Dagger

Demons from a parallel universe threaten to invade your world, Arghan, and the only way to stop them is by traveling to Middle World and destroying the Demon Portal they use for interdimensional travel. A sequel to Wizard’s Crown, this game employs the same strategy and tactics-intensive combat system. Three combat modes are available, from individual control of each party member (represented by semi-animated icons who move about a combat arena when you press various keys) to quick combat, an all-text variant in which the computer handles everything. The former mode is comparable to a war game, and these battles can last a half hour or more. Character development is also stressed, for your eight-man team can contain characters of mixed classes, such as Fighter-Priests, and you decide which skills to “spend” experience points on. Graphics are weak, sound effects basic, and there are relatively few puzzles to solve—so unless you enjoy tactical combat fought with swords and magic rather than tanks and machine guns, don’t expect to have much fun in this fantasy world. But most aficionados of this kind of game agree that Eternal Dagger is far more playable and rewarding than its predecessor. It’s easier to win quick combat, many annoying elements of the interface were upgraded, and the plot is more engaging. (Characters from Wizard’s Crown can be used with Dagger, but don’t do so unless they completed Crown.)

Type: Fantasy Role-playing
Skill Level: Advanced
Systems: C 64/128, Apple II (48K), Atari (48K)
Company: Strategic Simulations/Electronic Arts

The Solution

Character Creation and Training
You need one Thief and one Ranger. All others should be a combination of Fighter and one other class, because fighting conserves magic. Follow the manual’s minimum recommendations regarding your characters’ attributes. An effective party consists of one Fighter-Ranger, one Fighter-Thief, three Fighter-Sorcerers and three Fighter-Priests. You can get by with one pure Sorcerer and one pure Ranger.

Weapon Skills
Swords are the most damaging and also the most ubiquitous item, so give this skill to all Fighters. At least one should have Mace as his primary skill. For thrust-type skills, choose Spear over Bow. Choose Bow over Crossbow, because Bows don’t need to be loaded alternately. However, Bow skills aren’t too bad, so if you like using them go ahead and make it a Fighter-Ranger’s primary weapon. Forget Shield skills, except for pure Sorcerers.

Hunting for Food: The Ranger
Much depends on your Fighter-Ranger (or Ranger-Priest, etc.), for he needs skills in Scan and Stealth in order to avoid ambush. He also needs to be good at Tracking, to obtain treasure. Most important, he must be a top-notch Hunter in order to obtain food. Priority in allocating experience points for Rangers should be Hunt, Scan/Stealth and Track.
Skill Development
Synonymous with Speed, Dexterity is the game’s most important factor. It is the sole defense against monsters with high Dexterity. Have Priests concentrate on Cure Disease, Treat Poison and Turn Undead. Later on, two Priests should also build up their Turn Undead skills. Karma should not be neglected.

Combat, Magic & Equipment

Before the Battle
Never forget the Fatigue factor before deciding to enter combat. And the display doesn’t tell you whether it’s day or night when you encounter monsters, so make sure you know, because only two of your characters wear armor at night. Beware of the Surrender key, because you’ll lose all your gold if you hit it accidentally. After your characters are advanced enough, forget about fighting wolves and other common animals worth few points. Stay away from trees and swamp things, which are extremely hard to kill.

Combat
Unless you’re ambushed, monsters always appear to the right of all Outdoor battlefields. Therefore, place your tough Fighters on the right side of the screen. Against monster groups that don’t cast magic, rely on weapons and wands. If you flee and leave someone unconscious on the battlefield, he won’t be killed (unless already slain in combat), but will be robbed of money and magical weapons.

Magic
Get five Blessings off as soon as possible, and few monsters can touch your party (except for Magic users, and that’s all there are at the advanced stages). Magic Blast and Fireball are very useful. Others aren’t too effective against powerful monsters, which abound. After your Sorcerer’s Cast Spell skill is high enough, he can cast multiple spells in a single turn and do tremendous damage to the enemy (who unfortunately has the same advantage).

Equipment
Always have a lockpick when entering any dungeon. Examine the appropriate Dungeon Prerequisites for other vital equipment. To save time, do this before heading for the dungeon. Don’t waste gold on equipment, weapons and so on: You’ll find better ones after defeating monsters. You can’t enchant weapons unless you have gold in hand, not change that adds up to the required price. Don’t enchant equipment unless you’re certain it’s your final piece of gear. Drain Proof Plate Armor and Flaming Greatsword, for example. Carry bandages: First aid won’t make injuries worse as it does in Wizard’s Crown.

Numbers correspond with those on the appropriate dungeon map; letters on the outdoors map, to the letters of the dungeons as described in the game disk’s Utility section.

The First Island
Head for the only Temple/Town on the island and fight off/run from the monsters guarding it. Stay in the area until your characters can handle the Undead effortlessly, then march on the Rebel Base. Try to avoid the island’s southeast quadrant and swamp/forest east of the town’s swamps, the lair of the Dragon. Unless your characters are faring very badly and need more magical weapons, don’t fight the monsters at the treasure areas shown on the map; they’ll still be there after the island returns to normal. Meanwhile, you can’t sell anything because the island is still enchanted; furthermore, your carrying capacity is severely limited.

The only weapon you can get without a fight is the Dragonslaying Sword from the Rebels: Talk to them. Get it immediately, because the Rebels and Sword vanish after the island returns to normal. If your party can hold out, don’t get the Holy Morningstar from the Dragon’s horde until after the Necromancer is destroyed, for the horde contains a great treasure you can sell later on. But this Morningstar is the most effective weapon against the Necromancer, so you may want to go ahead and grab it.

Dungeon A: Necromancer’s Cave, Level 1
Prerequisites: Dragon’s Teeth (for Level 2) if you have slain the Dragon. You can also buy them in this dungeon for ten Life Forces each. This dungeon cannot be entered after you destroy the real Necromancer, so take only the best equipment you can find.

Search the island’s northwest tip for the tunnel to the Necromancer’s island. Inside the dungeon, your party appears at the stairs on the northwest corner of the map. (1) The door’s name: xoqu. (2) The floor’s name: Jym. (E)Examine at (3) to open the door. In (4) you find the false Necromancer and a necklace. (5) Dragon’s Teeth are sold here. (If you buy them, return to the Temple to restore Life Forces before continuing.) Head for the stairs at (6).

Dungeon B: Necromancer’s Cave, Level 2
Your party appears at the north central part of the map. (1) Use the Dragon’s Teeth. The chests at (2) contain only spices and bandages. (3) Remember the door’s name? xoqu. At (4), you need the floor’s name: Jym. (5) To learn hall’s name, each character must pay 20 Life Forces. Speak hall’s name (spmg) at (6), enter and fight the real Necromancer (7).

Outdoors Again
When the Necromancer is destroyed the island changes. Go to town, sell your treasures, then get all
the remaining treasures depicted on the map. Buy passage to Elven Isle (in town).

Elven Isle
To save time, visit dungeons in the following order.

Dungeon E: Magoomba's Grove
No map is provided, since there are no walls. You've got to be quite powerful to take on Magoomba, but vanquish him and you'll get the Living Dagger. (Lightning and Magic Blasts are effective.)

Dungeon H: Dungeon of Koruy
Your party appears dead-center of the map. (1) Examine this spot for skeleton key. It's not necessary to go to (2) unless you want money. To open the door into (2), pull the lever at (3). Use the skeleton key from (1) to release the Princess at (4). She'll turn the Living Dagger into the Eternal Dagger.

Dungeon G: Waddling Turtle's Hut
No map is necessary for this maze. Turtle will give you a map for Dungeon F if you rescued his daughter.

Dungeon F: The Aerie
Prerequisites: A 50-foot rope. Upon seeing map (from Turtle), Gray Eagle will give you Bag of Winds, the only way to enter Avlis' Tower.

Dungeon C: Avlis' Tower, Level 1
Prerequisites: The Bag of Winds (from the Aerie) and 20 copper pieces. If you have both, save game at this point—but not in the dungeon, since you can't escape it until completing both levels. (If you lose the Bag of Winds after doing everything up to Dungeon Gabove, return to Dungeon F and you'll get another one.)

Your party appears in the southeast corner of the map. At (1) you must pay up. You'll find a +7 Greatsword at (2). The answer at (3) is tfwfo. If you can't unscramble the puzzles at (4), the answer is uifft kftufst gsjihiuo fbtjmx. It's a hint for the most effective spell to use in the next room. The answer at (5) is gorillas. Pull the lever at (6). This room is meant to intimidate you. Just move back and forth and the doors will open. Go up the stairs at (7).

Dungeon D: Avlis' Tower, Level 2
Get the Bag of Winds at (1) if you want to return to this place. The goal here is to get the Feathered Cloak at (2) and escape the maze. To escape, go south past the statues at (3), close all the doors (except the one immediately after you pass the three statues on the way to this maze) and enter the flame (4) in the square room. Don't pass through boz gmbrnf twice or your characters will be injured and teleported to the stairs.

Here's what happens if you follow the advice of the three statues at (3). Left statue: You're teleported to the stairs at the northwest corner of this dungeon. Middle statue: Teleports you to the dungeon's southwest corner. Right statue: You'll exit the tower.

Dwarven Island
Dungeon I, Sri's Lair, is in the center of the island, approached from the south. You don't need to talk to the natives for clues. Fight the Dwarven Patrol when you meet them. Dwarf soldiers are the best source of treasure and magic items. It costs one gold piece to enter the Temple and ten to return to the Elven Island, so plan your buying and enchanting accordingly. Monsters are extremely tough, so don't wander too far on your first day here.

Dungeon I: Sri's Lair
Prerequisite for Level 3: Enough space for uisff jufnt. Holy Weapons +5 are useful on all levels.

Level 1
You'll find copper pieces at (1). If you mine for silver at (2), your crew will become exhausted. Take stairs at (3) to Level 2.

Level 2 (labeled Dungeon J)
You'll find silver at (1) and stairs to Level 3 at (2).

Level 3
Get the Dwarven Helmets at (4).

The Elven Isle
Return here after obtaining the eight Helmets. Save the game here and make a copy of the disk if you want to continue adventuring on this plane, because you do'ju uvsoc edbl bgufs visiting Grey Eagle. Also remember to heal all wounds and visit the Temple before going on. If you have the Feathered Cloak and the Eternal Dagger (preferably enchanted to +6), go on to Dungeon F, The Aerie, again; Grey Eagle will fly you to the next maze.

Above the Underwater Dungeon
Rest here. There's nothing else to do but search. Wear the helms.

Dungeon K: Underwater Dungeon (Enolho)
You'll get Wizard's Plate +6 at (1), though monsters are formidable. It's not necessary, but you can examine tables at (2) for an interesting message. The gate to the Demon World is at (3). You must drop all but the Eternal Dagger.

Dungeon L: Demon World
The maze configuration shifts due to rolling boulders, but there are only three variations. Follow the path mark by a-h on the mazes. When, heading toward the next boulder, avoid any other boulder in your path. If, this is confusing, type these directions from (a): 7, 7, 7, 7, 8, 1, 3, 3, R, 7, 7, 7, 7, R, 6, 6, 6, 5, 5, 4,
R, 5, 6, 6, 6, 8, R, 8, 8, 1, 1, 2, 4, 2, 1, 8, 1, 8, 6, 5, R, 3, 4, 6, 6, 5, 5, 5, 5, 5, 4, 4, 2, 2, 3, 2, 3, 2, 3, 2, 3, 2, R, 2, 3, 3, 3, 3, 4, R, 7, R, 6, 5, 5, R, 3, 3, 4, stairs (1).

At (1) you get teleported to (2), when you must defeat the Lesser Demons and immediately go east. The teleport at (3) sends you to (4), where you move obliquely to (5) and get ported to (6). Move north after defeating the Vermin, and Elharra gives some advice at (7). Plunge the Eternal Dagger into the device at (8).

---

**Map Key: Eternal Dagger**

**Dungeon A: Necromancer’s Cave, Level 1**
- 1: Door’s name
- 2: Floor’s name
- 3: Door (examine)
- 4: False Necromancer, necklace
- 5: Dragon’s Teeth for sale
- 6: Stairs

**Dungeon B: Necromancer’s Cave, Level 2**
- 1: Use Dragon’s Teeth
- 2: Chests with spices and bandages
- 3: Need door’s name—xoqu.
- 4: Need floor’s name—jym
- 5: Learn hall’s name
- 6: Need hall’s name—spmg
- 7: Real Necromancer

**Dungeon E: Magoomba’s Grove**
No map is provided, since there are no walls. Magoomba and Living Dagger are here.

**Dungeon H: Dungeon of Koruy**
- 1: Skeleton key
- 2: Gold
- 3: Lever that opens door into (2)
- 4: Princess and Eternal Dagger.

**Dungeon G: Waddling Turtle’s Hut**
No map is necessary for this maze. Turtle will give you a map for Dungeon F.

**Dungeon F: The Aerie**
Upon seeing the map (from Turtle), Gray Eagle will give you the Bag of Winds.

**Dungeon C: Avlis’ Tower, Level 1**
1: Pay up
2: +7 Greatsword at (2)
3: Answer is tfwfo
4: Answer is uiftf kftufst gsjhiufo fbtjimz
5: Answer gorillas.
6: Pull lever
7: Stairs

**Dungeon D: Avlis’ Tower, Level 2**
1: Bag of Winds
2: Feathered Cloak
3: Statues
4: Flame (exit)

**Dungeon I: Sri’s Lair**
Prerequisite for Level 3: Enough space for three items. Holy Weapons +5 are useful on all levels.

**Level 1**
- 1: Copper pieces
- 2: Silver
- 3: Stairs

**Level 2 (labeled Dungeon J)**
- 1: Silver
- 2: Stairs to Level 3

**Level 3**
- 4: Dwarven Helmets

**Dungeon K: Underwater Dungeon (Enolho)**
1: Wizard’s Plate +6
2: Message
3: Gate to the Demon World

**Dungeon L: Demon World**
- 1: Stairs
- 2: Lesser Demons
- 3: Teleport
- 4: Teleport destination from (3)
- 5: Teleport to (6)
- 6: Vermin
- 7: Elharra
- 8: The device (use Dagger)
Dungeon H: Dungeon of Koruy  
--- = secret door

Dungeon L: Demon World

Dungeon K: Underwater Dungeon (Enolho)

Maze Configuration 1

Maze Configuration 2

Maze Configuration 3
Faery Tale Adventure

This is one of those rare role-playing games with an original interface and graphics style, a one-character story with a twist. It's about three brothers who must find a Talisman to save the land—but instead of having all three in your party, you control just one. If he dies, the next brother becomes your character, until you've wasted all three. There are seven mini-quests to fulfill, though you don't have to complete all of them to solve the game. An aerial view shows the vast land of Holm (144 screens high x 100 screens wide!) from an oblique angle that creates a convincing 3-D effect, and your character and the monsters are large figures that are exceedingly well animated and detailed. Realistically, the animated combat scenes take place on the same outdoors "map" instead of in a special combat arena. Mouse, joystick or keyboard controls allow you easy access to boxes where menu options appear. Sound effects include the "thunk" of arrows striking a foe, the clank and clatter of swords, and background music that varies with locations. The only drawback is that the quest is unusually open-ended and doesn't give clues as to which way to proceed, so it's easy to wander around this sprawling fantasy land for a long time before figuring out what you're supposed to be doing. Even so, it's a great-looking, smooth-playing game.

Type: Fantasy Role-playing
Skill Level: Novice/Intermediate
Systems: Amiga, IBM, C-64
Company: Micro Illusions/Advision

The Solution

Character Development
To gain Bravery and Vitality, fight monsters at the graveyard, attacking through the fence so they can't hit you. Do this until you have 200-300 Bravery points, then proceed with the quest. Luck (resurrection capability) can be increased by hjwjoj npofz up cfhhbst, though the amount gained this way is limited. Luck is best boosted by speaking (say "ask") to the white witch on the Isle of Sorcery, which should net you 55-60 Luck points. Except for Marheim, stores are the only place to get food. Some items can be found in towns and keeps, but you'll find most of what you need by killing monsters. When facing multiple foes, run around a corner to separate them. Save the game before using a Totem, then restore after you've used it and copied the map. This is also useful with keys. Locations of places referred to below are marked on the outdoors map. All the artifacts are not vital to the solution, but some of them will make it easier (the only one absolutely necessary is the Shard.)

Tambray to the Watchtower
After collecting the skull, gold key and other items in the houses, head for the Xbudiupxfs. You need a hsfz lxf to enter and get the seashell, which is used to call the turtle. Then you can ride him and travel to many places by sea, which is faster than walking. Go to the temple in the mountains south of Marheim and get the Sunstone, which protects you from the witch's magical attacks (you can also get one at Vermillion Manor).

Grimwood Forest and the Witch
Take bow and arrows or a Magic Wand and a green key. Use the northwest entrance into the forest and proceed to the bog (an open space due east). Skirt around the edge of the bog or you will sink into an underground chamber that will take you on a lengthy detour. Work your way northward as far as you can go. It looks like the north section dead ends completely, but with a Totem you'll see a grey spot that marks a cave entrance (you should also be able to see the castle). Due south of the cave, in your area, there is a dead end where you'll find a passage up to the cave in the witch's area. Using a Totem, you'll see the entrance marked by a small black rectangle. Enter the passage and follow the north passage through a large chamber, then take the west branch of the
forked intersection. At the next forked intersection, go south. You'll now be in the witch's area and can go to the castle. When you confront her, go to the sjhiu and tippu ifs xjui bo bsspx or a Magic Wand while remaining out of her range. Get the golden lasso she drops and retrace your steps out.

Swan Island
Use the stone circle to teleport to the shore near Swan Island, then ride the turtle across the sea. Walk on top of the swan (you need the lasso) and now you can fly.

The Isle of Sorcery
Visit the Crystal Palace on the southwest corner (you'll need a blue key). The good witch will give you a Statue. "Ask" and she'll boost your Luck.

The Tombs of Hemsath
You'll need many gold keys for this one. From the entrance, go east, then south 'til you find a hall going east and see all the Golden Doors. There are a few secret doors that can be revealed with orbs or by walking along a blank wall 'til you get the message "It is locked." (Red keys open these.) Save and restore help here, as you may go down a dead end by mistake. See map for location of second Statue and the bone and get both.

In the Crypt
Take the cpof to the Crypt in the Cemetery at midnight, and the Spectre will trade you a Crystal Shard for it.

Vermillion Manor
Fly over the southeast section of Grimwood Forest and you'll see a small keep. Just north of here (use a Totem) lies a small clearing with small dots in it. Here is the third Statue and the remains of the Vermillion Knight, who will give you a Sunstone.

The Dragon's Cave in the Mountains of Frost
If having trouble finding the cave, locate one of the Sbohfsf stationed just to the north, south, east and west of the cave. Follow map and get one of the Magic Wands; you only need one.

Seahold
You'll need a white key to get the fourth Statue here.

The Princess
Head to the southeast mountain range (between Marheim and Seahold) and you'll find a tower totally surrounded by mountains. Have the txbo mboe po upq pg the tower, then enter and touch or talk to the Princess to rescue her. You'll be teleported to Marheim. To get your reward when you exit the castle, go due east into the building where you'll find a priest and the fifth Statue (you'll need a grey key).

The Hidden City of Azal
You need all five Statues to enter the City, where you'll find the Rose in a house in the southeast corner.

The Plain of Grief
You need the Spft in order to cross lava in front of castle. (Or use a gem to freeze time, then run across.)

The Castle of Doom and the Astral Plane
Inside the castle, go straight ahead and enter the gateway to the Astral Plane. (You must have the Shard to get past the barrier in the Castle.) Tbwf uif hbnf before trying to cross the moving squares and reach the center, where you can zap the Sorcerer with the Wand and get the Talisman.
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 Quartersstaff 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 Hvftu Hcnk 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 tvdjef while standing on the Jspo Qfoubshbn with the cvsojoh Izesb Cmppe will teleport you to another dimension, where the Upnc Sppn Lft can be obtained; another tvdjef in the corresponding qfoubshbn 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

Bribe/Smile at

Quarterstaff:
The Tomb of Setmoth

Banquet Hall to Shroom Room and Back

Banquet Hall to Treasure Vault and Second Level

Small Hall to Guard Chamber and Circular Room

Circular Room to Altar Room and Balcony

Altar Balcony to Priest's Chamber and Sentinel Room

Circular Room to Dining Area and Sleeping Chamber

Circular Room 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.

Maze to Throne Room
(Note: Sandra and Piffer roam chambers adjoining Throne Room. Put Eoleen 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

North from Throne Room

East from Throne Room

Gateway to Final Conflict
E (from Gateway). S. Get purple potion. N. N. S. Unlock east door with Upnc Spnn 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 Spnn 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 gvmn fbfmbui. 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

<table>
<thead>
<tr>
<th>Locations of vital objects and some that are very useful are included here, but there are many others, especially treasure, to be found.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level One</td>
</tr>
<tr>
<td>1: Identify Wand</td>
</tr>
<tr>
<td>2: Tarnished key, thick potion, sleep potion, ruby ring, teleport potion, leather bag, boots, silk pouch</td>
</tr>
<tr>
<td>3: Little Bag and jewels (in iron-bound chest)</td>
</tr>
<tr>
<td>4: Scarab of Insanity</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Level Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Hydra Blood</td>
</tr>
<tr>
<td>2: Weapons, gems</td>
</tr>
<tr>
<td>3: Food and drink, quarterstaff</td>
</tr>
<tr>
<td>4: Copper key, darts, sleep wand, torques, ashen quarterstaff, thin candle, flint (from Peave)</td>
</tr>
<tr>
<td>5: Elven cloak</td>
</tr>
<tr>
<td>6: Diary &amp; scroll</td>
</tr>
<tr>
<td>7: Weapons, &amp; potion</td>
</tr>
<tr>
<td>8: Maple quarterstaff</td>
</tr>
<tr>
<td>9: Stairs</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>North of Dusty Room</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Crossbow &amp; quarrels, jewels</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>The Maze</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Tomb Room Key (teleport to it from Pentagram Room)</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Throne Room to the Tomb</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Rusty key</td>
</tr>
<tr>
<td>2: Green potion</td>
</tr>
<tr>
<td>3: Cloak of protection, healing potion, crossbow &amp; quarrels</td>
</tr>
<tr>
<td>4: Small bag &amp; cure disease potion</td>
</tr>
<tr>
<td>5: Grimy key</td>
</tr>
</tbody>
</table>
**Questron II**

A prequel, *Questron II* takes you back to the days before the evil wizard Mantor created the Evil Book whose destruction was your goal in *Questron*. The quest spans two continents, sending you back in time to slay Mantor before he can create the Book. It's a one-character game whose landscape and eight-level dungeons are depicted from overhead. Graphics and sound effects are miles ahead of the original *Questron*, but the joystick interface, combat and magic system are much the same. The big difference is that when battling monsters in the dungeons, you now see the foe in a picture window like the one in *Legacy of the Ancients* (written by the authors of *Questron*, who designed but didn't program *Questron II*). Outdoor combat is still depicted from overhead, with animated figures representing your character and the various fiends. Puzzles consist mainly of finding colored keys that open the way to new areas. Auto-mapping spares you the effort of drawing and redrawing all those mazes, which makes this a good introductory role-playing game as well as a lot of fun for *Questron* veterans.

**Type:** Fantasy Role-playing  
**Skill Level:** Novice  
**Systems:** C 64/128, Apple, Amiga, IBM (256K), IIGS, ST  
**Company:** Strategic Simulations/Electronic Arts

## The Solution

**Character Development**  
It's simple in this game. Just slay enough monsters and Mesron eventually promotes you through the ranks.

**Town and Tips**  
Be sure to sfwjlju uifn after being advanced a level, for the quality of weapons and armor is increased. Speak to Barbers and Mystics for clue. Octapoint offers the cheapest magic. The most gold you can acquire is 65,535. To attain this amount, save the game before entering a town with b dbtjop. Pick a game and bet all your gold. If you win, exit town and save. If you lose, power down, reboot and start over at the saved position.

Don't try to play with a resurrected character, who will have lost money and supplies. The Bread of Life boosts your Hit Points by 100. Wait until Hit Points fall below 100, then enter any Dbuifesbm and ask the Holy One for Bread. Purchase the maximum he offers, then exit. Repeat until he won't offer any more. (If he won't sell any to you initially, try after you get the Vojdpso Ipso from Castle Redstone.) Valuable items, such as keys, are not always found in the same chests, so you have to loot every chest in order to obtain everything needed to solve the game.

**Landor**  
Buy tueefe mfnbifs in Folman, then go north to Bay View and buy a hammer. There is no specific order in which to visit the towns; in this solution you begin by heading west to Castle Redstone.

**Castle Redstone and Mesron**  
Find the Hall of Visions by entering the door mbejoh tpvul out of the dpvsuzbse, a little west and north of where you see blue “window” squares. Use the Gold Key to enter, then speak to Mesron (on the squares in the south area of Redstone Castle). He'll advance you to Adventurer and increase your Agility and Strength by five. He also tells you to find the Wand of Power.
Rivercrest Tomb and the Wand of Power
The Wand of Power is in the Cathedral. First go to (A) on the map and get the Moonstone Amulet. It provides limited food and enables you to speak to the Holy Ones. Proceed to (B) and give 200 gold to the Blind Priest. At (C) speak to Morle, who gives you a Brass Key and asks for the return of the Orb of Enchantment. Get the Wand of Power at (D); it will increase your Hit Points by 200 but may only be used uxfjdf. You need the Emerald Key from Castle Redstone to open the secret door at (E), where you’ll find another passage leading to more valuables.

Raiding Castle Redstone
After Mesron promotes you, build up strong attributes and get a good weapon. Then use the Csbtt Lfz to enter the Hall of Maps (it costs 1,000 gold to do so). Leave the castle to replenish Hit Points and supplies, then return and slay all the guards with a combination of Time Sap, Magic Missiles and your weapon. Don’t get cornered or trapped in an area where you can be surrounded by guards. In the mppufe difut you’ll find Keys of Copper, Iron and Emerald as well as a Unicorn Horn. The Iron Key is used for Elfron (in the northeastern part of Redstone Castle), who boosts your Charisma (1,500 gold is also needed). The Copper Key enables you to pilfer the Orb of Enchantment, found in a chest jo uijj dbtumf. The Emerald Key opens a secret door (E) in Rivercrest Tomb. The Unicorn Horn decreases your Hit Points. Exit the Castle, then reenter, and visit Mesron for another promotion. He’ll give you a Silver Key. Take the Orb to Morle (still at the same place in Rivercrest), who will transport you to the Realm of Sorcerers, avoiding the deadly and time-consuming trip by ocean.

Realm of Sorcerers & Dungeon of Despair
You’ll begin south of Demph. Go tpvuiibf to Grissold and buy a Trained Eagle for 3,600 gold. Fly north to the first dungeon. Follow the maps to (A) and get the Scroll of Scalma. (Maps show only the most direct route to the goal. There are other chests, boxes and urns in the dungeon. Blue boxes are coffins that may hurt or help. Loot the box at (B) for an Onyx Key. Go down (C) and find an Agate Key at (D). Go back up to (E), then down to (F) for safe exit from the dungeon.

The Fortress of King Kelfar
Go west to the Fortress. Use the Agate Key to see Simon (A), who boosts your Intelligence. (See map for location of Simon and other people and things.) Now conquer the Fortress, using the techniques applied in Redstone. Find a Sapphire Key that will open a guarded room containing a Ruby Key (both keys are in chests in the Fortress). The Bbutf Lfz opens the door to Kelfar (B) and the Ruby Key enables you to get an audience with the King. Kelfar will give you an Opal Key that allows you to steal the Eternal Flame (C). Take the opsuifsonptu route around the interior of the Castle. Go to the Twilight Tomb

The Twilight Tomb
Journey to (A) for the Black Key. Fly back to Mesron, who will tell you Seacrest is being attacked by Mantor. Go to Seacrest and confront Mantor with a Fireball. After he flees, Mesron promotes you to Knight. Fly to Grissold and buy Crossbows and Plate Mail. After you have 5,000 Hit Points, fly to the Eovhpo pg Ñftqbjis.

Dungeon of Despair: Into the Conclave
The Cmbdl Lfz opens the entrances. Be wary of traps. Use Sonic Whines against all enemies. Avoid losing Hit Points; loot as many Urns as possible. (You’ll need lots of Hit Points for the final confrontation.) At (A), stop and use all your Bread and the Wand. When you hit the bottom level, look around gps b qju (not shown on the map) that takes you directly into the Conclave. Don’t pause once you enter the conclave. Head in a opsuifsmz direction, zapping soldiers and staying on the move.

Mantor’s Conclave
Use your weapon (though Fireballs and Missiles also work) against Mantor’s Guards. Press forward until you reach the kidnapped Morle at (A). Proceed to (B) and the six Wizards. You epu’u iibw up efgfbu them. To destroy the Book of Magic and Mantor, approach the Book and sfbf uif Ñftusvdu spell from it.

<table>
<thead>
<tr>
<th>Map Key: Questron II</th>
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<tbody>
<tr>
<td>Rivercrest Tomb</td>
</tr>
<tr>
<td>X: Entrance</td>
</tr>
<tr>
<td>A: Moonstone Amulet</td>
</tr>
<tr>
<td>B: Blind Priest</td>
</tr>
<tr>
<td>C: Morle</td>
</tr>
<tr>
<td>D: Wand of Power</td>
</tr>
<tr>
<td>E: Secret Door</td>
</tr>
</tbody>
</table>

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**Dungeon of Despair**

- Level 1
  - To Level 2

- Level 2
- Level 3
- Level 4
- Level 5
- Level 6
- Level 7
- Level 8a
- Level 8b

**Legend:**
- **Boldface = Magic**
- **Italics = Hit Points**

**Locations:**
- Octapoint
- Great Plains Cathedral
- Hidden Rock
- Rivercrest Cathedral
- Bay View
- Folman
- Sanctuary Cathedral
- Santor
- Crooked Pine
- Seacrest
- Longview
- Ontaga
- Castle Redstone
- Twilight Cathedral
- Burnside
- Lookout Point
- Slippery Rock
- Brantown
- Demph
- Big Oak
- Black Dungeon of Despair
- Great Fortress
- Orchard Lake
- Grisold

**Regions:**
- Realm of Sorcerers

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**Map Details:**
- The map represents a fantasy setting with various locations and levels connected by pathways.

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**Additional Notes:**
- The layout is designed to be navigated through different levels, with magical and hit point locations indicated.

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**Page Number:**
- 127
In this one-character game you have just joined the Foundation, an organization devoted to defending the sea from those who would destroy the ecosystem. You'll travel the world on a linear series of missions that culminate in a dive to that most legendary of lost cities, Atlantis. Before each trip, you can "talk" to other characters by choosing responses such as Bribe, Plead and Threaten from a menu. But most of the action occurs underwater, where your animated frogman is assisted by R. U. F., an aquatic robot, and A. R. T., the ship's computer. You've got to locate objects on the ocean floor, some of which must be beamed aboard, and others that have to be destroyed. On-board sonar scans narrow down the areas that must be explored. Graphically

this is an interesting game, sort of like watching a big fish bowl full of waving seaweed and tropical fish. And something you won't see in your average fish bowl—Crabbots: mechanical crabs that comprise your main enemy. The drawback to this original idea and presentation scheme is a mouse-controlled interface that makes it nearly impossible to do anything, especially fight battles, and documentation that glosses over this very subject without providing any practical tips on how to deal with the inadequate interface. It is also too easy to get into a no-win situation in which you don't have enough health points to dive, but can't continue the next mission without doing so. If you've already got the game, you know what we mean.

Type: Animated Role-playing
Skill Level: Intermediate
System: Amiga
Company: Electronic Arts

Return to Atlantis

The Solution

The program generates random maps for each mission, so none are provided here. Important items found in the same general area are pointed out. The solution tells which items must be obtained from each mission. The best strategy for saving time is to send RUF to cover an area you won't (because it's too far away) or can't (due to radiation or another factor). The valuable items found in each mission are not found in others: besfoymbnof qjmmt are seen only in Mission Six, for example. Energy cells are found in different assignments, but you only need one because its power is restored between missions. If you drop one into the hold after using it, it will be restored; this works with smart bombs too.

Basic Strategy
At the start of each mission, use the tdboofs on uif WJdfspz to locate each group of objects on the sea floor. (There is often more than one group, but you'll always find the same number of groups when you repeat a mission.) Upon diving, choose a group of objects for yourself and send RUF to check out the other. (It never hurts to set him for Bhhsftttjwfnpef.) When RUF lets you know he's found something you're interested in, access his camera options and note his coordinates. The object is usually one to three units from that point. Use the first two assignments to practice mouse skills, combat and beaming things up and down.

The biggest problems are with mouse control and the currents. The program won't accept fast-paced mouse-clicking. So use one solid click on ART, for example, then wait for ART's options to list before solidly selecting "Tools" and then "Smart Bombs." One good, long click usually works, so you'll often have to suffer a hit or two in the meantime. The key to firing the laser and beaming down objects is holding still while doing so: while clicking the left button, hold down the right button, or you'll drift. Currents are easiest to deal with if viewed as walls that must be swum around, not through. The Propulsion Pack helps a little. Usually the only time you need to avoid a current is if it's moving jo uif fbydu pqqptjuf ejsfdjujo of the way you want to go. Follow it to its borders and you'll find a more compatible stream.

The Sea Thief Cafe
Some of the background information found here is misleading and none of it is vital.

Assignment One: The Golden Galleon
Find the gold and beam it up, not wasting any time. It is always close to the sunken ship. Items: smart bombs.

Assignment Two: The Weakest Link
Have RUF search one area while you search another to save time finding the patch and the cable. Beam the patch up to the ship and down again onto the cable. Someone in the Cafe says there's something else to find here, but it's not necessary for completing the game—if it exists at all.
Assignment Three:
Of Pearls and Sunken Ships
The object is to beam all the sbjepbdujf cbssfmt vq up zpsv tjiq and then back down after they've been drained. Again, don't waste time, especially with the separate group of objects on the scanner (a gang of Crabbots). Items: toxicity sensor, transmitter, energy cells. They all look alike: cases with flashing lights.

Assignment Four:
Lost and Yet at Home
A tough one. Some of the underwater medicines boxes contain vaccine and other poison, and you've got to get just the vaccines. But the toxicity sensor often gives confusing signals if two boxes are in the same area. So after you've beamed up all the boxes (indicated by the lack of a signal from your monitor), beam them down joewjvbmz in different areas so the signals won't get mixed up. Those that trigger no signal on the toxicity sensor are the medicine. You must collect three with vaccine. You'll also need the usbotnjuufs from uif qsfwvpt njttipo. Go to the AquaCity to the north and get close to their Comm dish, then turn on the transmitter to open the doors. Beam the correct medicine cases at the doorways of three different buildings. Items: You may also find a case that tells you RUF's location when he's sent on GOTO missions, but it's not needed to solve the game.

Assignment Five:
And Only One May Live
First find the ipnjoh cfpdpo and a qspqmtpo voju. Use the qspqvmtpo voju to fight the strong currents (you'll need energy cells from Mission Three or later). Turn on the beacon to locate the missing Coelacanth. Due to the currents, reaching it will be difficult. Once you find it, you can use the transmitter to release it, or beam it up to the ship. Either option will complete the mission.

Assignment Six: Too Far Below
Jhpsf uif jogpsbnjulpo from Argos, which jtdopdpsdfl. The location of the twelve spheres you must beam up is randomized, but they are usually grouped together. Items: Adrenaline pills

Assignment Seven:
Strange Allies
Head typuixftu to Tiwanaku's coordinates and pick up the cloak ing device. This lets you approach the fake bombs without setting them off. Find the bomb case that Tiwanaku left for you and beam it up to the ship. When you find the real bomb (by scanning it), beam the bomb case down onto it.

Assignment Eight:
The Citadel Unsought
Find the three tape boxes and beam them up, then cmpx vq the hqosbups with your laser to reveal the hidden citadel to the west. Go there and knock out the ten communications satellites with the laser. A smart bomb detonated in the middle of the installation will take out all four towers at once.

Assignment Nine:
The Hunter Trapped
After locating the sub, beam down the buoy from your ship's hold. Bring the usbotnjuufs bnpoh if you want and take care of the second part of the mission at the same time by turning it on when you're next to the dish beside the sub.

Assignment Ten:
The Arch and the Chain
Find the two columns south of the row of Antarctic installations. Pass through the arch and go back in time before the installations were completed, then wipe them out with your laser. Pass back through the arches and sfvuso swhvms ujuf; if you run out of air, you'll automatically be beamed back to your ship.

Assignment Eleven:
Brothers of the Sea
Take the transmitter with you, find the old dish and beam it up to your ship. Find the control center that is controlling RUF 2. Charge the center, beam down your dish and uvsopo uif usbotnjuufs. If you're close enough to the center, you'll jam their transmission and incapacitate RUF 2. Beam RUF 2 up to the ship.

Assignment Twelve:
Ghosts of Friends and Strangers
Upon reaching the drilling installations, scan the map you find there. It will blow up into six pieces, which you must find and beam up to the ship. Before leaving, you must lopdi pvu fbdi pg uif esjmmjoh pqfsbujpot—just for good measure.

Assignment Thirteen:
When the Dead Shall Rise Again
After finding the drilling installations, you have only a few seconds to knock out as many as you can before you're captured (which is unavoidable). Tiwanaku gives you a lecture that fills in the story behind the crimes. Then you're released into a maze of sorts, which is actually far southwest on the map (you have no contact with your ship). The color of the mirror's border may be all red on the left side and gold on the right, or just the opposite. The way to determine which warrior to shoot is by examining the cmbdi dspft on fbdi pof'tjiq: most will have it on one side (left or right), while the one to shoot has b dspft on the pqqptojuf tjef. If you fire a laser at the wrong one, you'll be automatically returned to the ship—seriously injured and unable to complete the mission. If you do it right, you'll regain contact with your ship. To save time, surface, go back down and knock out the drilling operations you started on.

Assignment Fourteen:
Return to Atlantis
You can't do anything to the drilling operations. Take the usbotnjuufs and besfobmjoqjimmt. When you go past the 75 North mark, you'll encounter Tiwanaku in her little underwater saucer. You can't kill her. Surface. Use RUF to locate control center and com dish, which should be beside each other. Charge control center, using adrenaline pills to handle whatever they fire at you. Turn on the transmitter when you get close enough.
Seven Spirits of Ra

Based on Egyptian mythology, the Seven Spirits of Ra tells the story of Osiris, that land’s first king. Slain by Set, King of the Realms of Darkness, you awaken in the Egyptian land of the dead and set out to slay Set. First you must dispatch the “masters” of five animal races, which gives you the ability to transform into those kinds of creatures. Most puzzles require you to change into a certain animal to get through parts of the mazes, which are seen from an aerial view. Occasionally the gods pose riddles, whose answers are uncovered in hieroglyphics scattered around the land. You can use joystick or keyboard to control your character as he races around rooms filled with up to 60 minimally animated monsters at a time. Graphics, animation and sound effects are weak, though color was used well. After mastering the basic game, you can play the advanced version, which randomizes the location of the objects. The strongest feature is the game’s authenticity, so it will be most enjoyed by anyone interested in Egyptian mythology.

Type: Action Adventure
Skill Level: Novice
Systems: IBM
Company: Sir-Tech

The Solution

This solution covers the basic game, so objects won’t be found in the same places if you’re playing the advanced version. Reading the hieroglyphs won’t help your score but will provide answers you’ll be asked by the gods.

Health
You can restore health quickly by qjdljoh vq b nvtispn, or slowly by finding a spot where you won’t be attacked and waiting. In the advanced version, only the mushrooms will help. They’re scattered randomly throughout the game and regenerate after you move to another area. In the Caverns of Isis, avoid the white mushrooms and eat only those flashing red and blue.

Weapons
There are three: sword, lightning wand and fire wand. The sword is effective against everything fydfqu hiptut, but you must be in contact with the enemy to use it. With the wands you can kill from afar, and they will dispatch the ghosts with several hits. Crocodiles can only be killed with the fire wand. Demons can only be killed with the sword. If the lightning wand doesn’t hit the target, it will bounce around five or six times until it hits something else or disappears. You can’t fire a new bolt until the last one vanishes, so aim carefully. Bursts from the wand explode after traveling a short distance; if you’re too close to the target, you may be wounded too.

Scoring
Points are awarded for finding treasures and killing creatures, but the main goal is simply to slay Set. You start with seven lives, and your score is reduced each time you lose one. (You get a chance to restore all your lives before the final confrontation.) Collect as much treasure as you can, since you need to make a substantial offering to Ra in order to reach the endgame.

In the Desert
After the murder of Osiris, you’ll be weaponless by the pyramid Manu (map 1). Move to the right and read the hieroglyphs in the sand, then get the sword (see map). Swing it at the crocs and vultures if necessary enroute to the pyramid Hetshapet.

Pyramid Hetshapet
From (1), fight your way into (2) and enter cautiously. Don’t worry about losing a life or two while slaying the Snake God (flashing white and green) here. After killing it, (U)sbotgpsn joup b toblf and backtrack to (3), which can only be entered if you’re jo toblf gpsn. Inside, revert to human form and grab the Lightning Wand and any treasures. Become a snake and exit, then head for the entrance to the Swamps of Sebat (location 4).

The Swamps of Sebat
This is a big square area with
practically no walls, so no map is provided. Here you must slay the Vulture God and the Crocodile God. Go to the far southeast corner of the square and read the hieroglyphs. Then you must sfwfsu up tobl gpsn to travel through the swamps and the water. Find the Crocodile God, flashing green and white. Slaying him enables you to become a crocodile and more easily move about the swamps, though this isn’t absolutely necessary. He may be anywhere on the screen. You must be in inb b gpsn to kill him and should only attempt this while on dry land. You must taunt him into coming near a land mass. Once you find him, get close and let him bite you once or twice, then move away… but not far. He’ll follow as long as you stay close. Lead him toward the nearest land mass, revert to human form when you’re on dry land, then fire lightning bolts at him when he’s in range. He’ll move away, and you’ll have to repeat the process several times to finish him off.

Now find the Vulture God (flashing black and white). He flies all over the swamp, but a good place to look for him is near the top. Track him while you’re in snake form and you’ll be able to travel over all this screen’s various terrain types. Use the same gambit you employed on the Crocodile God.

When ready to leave the swamps, go back to the double ankhs. Just south of this room is a small room where Thoth poses a question whose answer is xjtep. Answer it, and he’ll let you pass into the adjoining room where you can touch the Wise Man for important clues to the final scene. Now return to the place where you came in, enter the double ankhs and you’ll be back in Hetsahpet. Exit at (1) and you’ll be in the desert. Enter Manu.

Pyramid Osa
In the desert, uvso joup b wvmuvsf and fly over Osa until you’re on the double ankhs, then enter. You’ll be under siege immediately at (1). Transform into a rat and head for (2). The entrance is very narrow, so you’ll have to remain a rat until you’re all the way through. Inside, revert to human and destroy the Bat God (flashing black and white). Exit (as a rat) and go to (3), which requires becoming a rat or bat. Pick up the gauntlet and head for (4). Inside, you’ll see the entrance to the Caves of Isis. Fous fuf epvcme bolti.

The Caves of Isis
Transform into a bat so you can see. The caverns are tricky, but the map provides a good general guide. Head to (2) and grab the gauntlet (you’ll need to become a rat to move up and down the narrow passage). Go to (3) and you’ll find an altar. Save the game. Offer your treasures to Ra; to ensure a successful offering, drop them all (your score won’t be affected).

After making the offering, move to (4), where you’ll be told if your offering was sufficient. If so, go into the room to the right and enter the double ankhs. (If not, get more treasure.) The long passageway stretches north. Pick up the four ankhs scattered along the way and answer the questions: fbtu, sjuvpyvtoftt, ebsloft, mjhiu. Enter the double ankhs at the north end. In center of the round room is an island where you’ll find the spirits of the lives you lost in combat. Touch them to regain these lives, then enter the double ankhs.

The Stronghold of Set
Enter at (1). Set awaits at (2). Move to the center, transforming as necessary to get there. Upon arrival, become human and equip the sword. Wands won’t help, for the only thing you can do is waste in and hack away until you win. It may cost you a few lives, but eventually you will prevail.

Wand. Go to (2) for a valuable ring. Exit Manu and go to Hetsahpet. Become a rat and enter (5), then read the hieroglyphic. Now leave the pyramid.
From the author of the Phantasy series, Star Command sends you on a series of missions in a galaxy where humans dominate some parts, while others are inhabited primarily by Insects or Robots. Your six-man crew consists of Marines, Pilots, Soldiers and Espers (this game’s equivalent of a magic user), who will find a staggering array of equipment and weapons from which to choose. Combat includes ship-to-ship and hand-to-hand, offering tactical challenges reminiscent of SSI's war games—though the menu-based interface is much smoother. But you’ll find puzzles too, as well as characters with whom you must interact successfully. You move your space ship through space by pressing cursor keys, which gives the feel of moving a piece across a board. By choosing different magnifications, you can downscan or upscan to focus on the galaxy, specific star systems or individual planets. Graphics and sound effects are not as impressive as those in other science fiction RPGs, but with so few such games around, this one is recommended if you like the genre.

**Star Command**

**Type:** Science Fiction Role-playing  
**Skill Level:** Intermediate  
**System:** IBM  
**Company:** Strategic Simulations/Electronic Arts

**Character Development**

A good party consists of two Pilots, two Soldiers, three Marines and one Esper. Never train anyone in Light Arms or Hand Weaponry, for much heavier firepower is needed to complete the game. When recruiting Pilots, look for high Intelligence; other attributes are insignificant, since Pilots don’t fight hand-to-hand. In Basic Training, advance your Pilot to Pilot level three and Ship Repair level three, your Co-Pilot to Pilot level one and Code Breaking level three. Spend remaining years in Officer School. Soldiers require high Strength and Accuracy plus moderate Willpower and Intelligence. Train one in Chemical Weaponry, the other in Explosives. Spend remaining years in Survival School and Special Forces. Marines must have very high Strength, Accuracy and Willpower and all should be trained to Heavy Arms level three. Train at least one to Scouting/Recon level three and one to Medical level three. Spend remaining years in Survival School and Special Forces. Espers are rare, so recruit the first one you find with an Esper attribute of 51 or higher. Train him to Esper level three and spend remaining years in AstroGunner.

**Equipment**

Buy a Hornet class scoutship at the start and equip it with relatively inexpensive weapons and dlfq tijnmet (get about 100 points of armor). The sole item a Pilot needs is a Ship Repair Kit. The Co-Pilot needs opuioj. Buy a Neutron Grenade with at least ten reloads for the Soldier who majored in Explosives, a Caustic Mist Bomb with ten units of ammo for the Chemical Soldier. Buy three Supernova Flamethrowers with four reloads each for your Marines; as you acquire the funds, gradually ditch these for 40mm Panzerjaeger Rocket Launchers, which have more firepower and use much cheaper ammo than the more powerful yet less accurate HAAWS Heavy RLs. By the mid-
game, a laser makes a solid back-up, maybe as your number six position weapon. (Lasers use fuel, so don't get one too soon.) Get a Medkit for the Marine who majored in Medical, and a Radiation Detector and Motion Detector for your Scouting/Recon Marine. Esper require no such gear or weapons, for their inborn Mindshell talent suffices in combat. All but uif Qjimput need some form of armor. As you progress, buy better ships, shields and weapons. Some destinations can't be reached unless your ship can hold enough fuel. You may not have enough funds to buy all this at the outset, but should after the first three missions. To amass lots of credits after your characters are strong, make another copy of any “dungeon” by recopying disk C and send them in to grab the money.

Post-Mission Training
After each mission, always raise your Pilots' Joummjjhodf sbujoh, until it reaches 100; then it doesn't matter which one is raised. For Marines and Soldiers, raise Strength, Accuracy and Willpower. Raise Esper for your Esper. Train your Pilot in Pilot skill, the Co-Pilot in Code Breaking. Train each Soldier in the skill he specialized in, and the Scouting/Recon Marine in Heavy Weaponry and Scouting/Recon. The Marine's training with Medical and Heavy Weaponry, and train the other Marine solely in Heavy Weaponry. Esper should only be trained jo Ptqfs.

Combat
If confronted in space by private craft or freighters, don't waste precious ammunition fighting them. First DEMAND that they SURRENDER. Many times they will do so, even if it is five against one. If they don't, just npw bbxz gspn uifn until the battle is over (unless your mission is to destroy them). Avoid conflict with more than one ship at a time. Many times you will have to take on three to five enemies at once. If this happens, move your ship around in the combat area until you are within range of just one of them. Once it is destroyed, move in on the next. This strategy allows you to concentrate fire on a single ship while making sure the others get no free shots at you.

In hand-to-hand combat the most important thing is to sfnscfs zps Fsfs. Unlike other members of your party, who will default to an appropriate aggressive action, you must force the Esper to attack. Also keep a close eye on your equipment. Don't get stuck in a hand-to-hand situation unless all your people are equipped with functioning weapons. Try not to get caught in a cycle in which everyone must reload at the same time. Sometimes that single turn will be enough to devastate your party.

Other Tips
Keep a close eye on all your equipment. It seems something is destroyed every time you go into combat mode. If this happens, have your pilot fix everything he can and have the doctor heal all the wounds before continuing. If something is damaged beyond your ability to repair it, keep in mind that it costs 4,000 credits to fix anything at dry dock, so it is foolish to have them fix a 1,200-credit ship's gun when you can sell it for most of what you paid for it and buy a replacement.

Don't get in a hurry to complete your missions, or you will soon find yourself overwhelmed. Your people are paid for the time they are actually out on missions, so stretch them out. If you finish one right away, explore around in some safe sectors a bit instead of going back to a star base. Make some scientific runs on a few planets, but avoid high-tech planets, because you are likely to get attacked. It is best to conserve all of your resources when using this strategy.

Carry at least two Chemical Torches into a dungeon. The first time you enter each dungeon, turn on a Npujo Ephudups and a Sbebjupi Detector. All squad members (except the two Pilots) should have an Environment Suit, an Oxygen Mask and an Oxygen Cylinder before fighting extra-terrestrials.

How to Use this Solution
This solution varies from the others. Commands in capital letters indicate you should select that option from the menu. ENTER A COMMAND: (Word) means to select that option and type in the word in parentheses. FIVE means to select option number five. A combination for a lock will be shown as ENTER: (number), and you must employ the USE IT command. ATTACK means to use the ATTACK/BLOW IT UP option. A list of Map Keys is not provided for these maps.

The Star Ports
The game begins with your ship docked at Starport Luna at sector (29,30). Directly west of Luna is Starport Earth in sector (21,30). Southwest of Luna (southeast) of Earth is Starbase Solonor in sector (25,26). These three bases form a small triangle in human-dominated space. If you get lost, you can clearly see the triangle by up-scanning all the way to the galaxy level.

The First Three Missions
These are milk runs that allow you to build up your cash reserves while getting used to traveling in space. They're very easy and pose no puzzles,
so they’re not discussed below. (This is also true for several similar missions that are scattered throughout the game. Irrelevant portions of each area are not treated here nor are they shown on the maps.) Mission one will usually be a mercy run to pick up and deliver some vaccine, or an espionage mission where you make a spy run to all planets of a given sector. Mission two is a bounty-hunting mission in which you have to find and destroy five freighters loaded with criminals, and in mission three you have to seek and destroy a traitor and the pirate he is supplying with information.

Dungeon A: Space Station at 31, 27
The mission is to reach the computer in the northwest tower at (A). FIVE. THREE. LEAVE. SIX. FOUR. ONE. FOUR. EIGHT. LEAVE. LEAVE. Proceed to the vault in the southeast tower (B). Get the money and leave the Space Station. Return to a Starbase.

Dungeon B: Blackbeard’s Fortress at 32, 20; Star 2; Planet 4
Destroy the Corsair in orbit around the planet by boarding it and wiping out the crew, then land on the planet. Follow the map to (A). ATTACK the Pirate Kid and proceed to the bar at (B). FOUR. YES. SIX. TAKE IT. LEAVE. Walk to (C) and use torches to cut open the door. (You can also try to PICK LOCK if you don’t have the torches, since it won’t cost anything.) Enter the tunnel. ENTER A COMMAND: GVFM. ENTER A COMMAND: ESJOLT. ONE. Go into Blackbeard’s room at (D), kill him and his men and get the credits at (E). Leave the Fortress and return to a Starbase.

Princess Versilda
Her location is randomized, but the Princess is always on a planet in a sector that is reached through a black hole. The coordinates of the black holes are (10, 29), (28, 14) and (23, 6). Enter each one and search every planet in the sector that lies on beyond until you hear a radio message. Make a dbshp efmjwfsz on that planet and you’ll find the Princess.

The Robot Recon Probes
After the Princess, you’ll get a mission that takes you to a planet where illegal trade is going on between the Insects and Robots. Go to the coordinates specified in the mission briefing and engage the Robot Recon Probes in battle. To destroy them, you need at least a Katana class Escort ship and a decent weapon, preferably a 1.25 MT Nuclear Missile. Before firing at the Probes, have your character Bnj uissf qjntf to get the best possible aim. You must aim again after each shot, so it would be prudent to possess some form of defensive hardware and a Missile Killer.

Dungeon C: Insect Base at 15, 26; Star 2; Planet 3 — Unbreathable
Choose “Visit Unique Area” (option E) when you enter the sector. Cut through the vault door at (A) and enter the next chamber. ATTACK the sleeping Insects (B) and proceed to (C). SEARCH AND INSPECT. USE IT. DEMAND INFORMATION. ENTER A COMMAND: WBVIMU. ENTER A COMMAND: CBTF. ENTER A COMMAND: JOTFDU. LEAVE. LEAVE. Go to (D), kill the guards and ATTACK the computers. Enter the next room at (E). SEARCH AND INSPECT. USE IT. ENTER: 0. ENTER: 0. Enter the room to the south. SEARCH AND INSPECT. Return to a Starbase.

Dungeon D
Not necessary for solving the game.

Dungeon E: The Space Hermit at 6, 19; Star 1; Planet 3
A map of this maze appears onscreen when you first enter, so it is not included here. Go directly to the northwest corner. ENTER A COMMAND: JOTFDU. LEAVE. Go to the southeast corner and UBLF JU. Go to the southwest corner and TAKE IT. Go to the northeast corner, TAKE IT and return to the northwest corner. ENTER A COMMAND: JOTFDU. LEAVE. Return to a Starbase.

Dungeon F: The Bar at 11, 22; Star 6; Planet 3
Choose “Visit Unique Area” (option E) when you enter the sector. Go to (A), the inside of the bar. (Enter the bar by hpjoh tpsvui and walking uspbyh uif xbsmm with the epssxbj sgo ju.) Fight all the lowlife scum that attacks you, until a lizard greets the party. Go to (B). FOLLOW THE ADVICE and gamble until the man gives you a tip about Dosnebian brandy. LEAVE. Go to (C) and blast the vault door. Enter the storeroom and TAKE IT. ENTER A COMMAND: CSBOEZ. ENTER A COMMAND: EPTOFCBBO. Return to the bar and go to (D). FOLLOW THE ADVICE and gamble until the lizard asks for some brandy. YES. FOLLOW THE ADVICE until the lizard passes out. SEARCH AND INSPECT. Go to (E), enter the ship and steal the Insect Battle Plans. Walk to (F) and enter the robot ship. ENTER: 2468. Get the money and go to the robot fighter to the north. Enter the ship. ENTER: 1357. Get the Robot Battle Computer and return to a Starbase.

Dungeon G: Insect Bomb Depot at 19, 26; Star 3; Planet 2
Choose “Visit Unique Area” (option E) when you enter the sector. Upon entering, kill the guards and go to (A). ATTACK the sleeping guards and go to (B). SEARCH AND INSPECT. Go to (C) and have an Esper VIEW here, then go to (D). Kill the
Insect Drones, then TAKE IT. Go to (E) and USE IT. ENTER A COMMAND: GPSL. TAKE IT. Go to (F) and USE IT. ENTER A COMMAND: QMBUF. Go to (G). ENTER A COMMAND: THPI. Go to (H) and do one of two things, depending on your mission:

1. If your mission is to destroy the computer, ATTACK it.
2. If your mission is to detonate a bomb, set the computer setting to 0.

Return to Starbase.

Insect Command Ship(s)
The next mission, one of the most difficult, involves the destruction of either an Insect flagship or two Insect sister ships. Journey to the sector designated in the mission briefing and search all planets for the ship(s). The party should have at least a Gjsf Ebslf class Dpswfuuf by now, preferably a Ranger class Frigate. Two 1.25 MT Nuclear Missiles will easily wipe out the enemy ship(s). You should also have Inertialless Drives and a "Skynet" Antimissile System. Good shields and lots of armor will also help. If you don't have enough funds for these, use the money-making tip in the Equipment section above. It will be tough, regardless, because you'll be attacked by alien ships nearly every time you move. A good strategy is to search from the tpuviqonpuxu tubs in the sector. To get to the star before every Insect in the galaxy attacks you, try leaving from Starport Solonor, downscan once and position the cursor at the place where the southernmost star will be (when you arrive in that sector), by moving the cursor (from Starport) one square east and south all the way to the bottom of the screen. Then upscan (the cursor stays there) and move to the sector. When you downscan again, the cursor will be in the right area.

Return to the Space Hermit
Go directly to the Hermit and ENTER A COMMAND: JOTFDU. LEAVE. Exit dungeon and go to Dungeon H.

Dungeon H: Space Station at 7, 8
This is a tough one, so bring lots of extra ammo. Go to (A) and TAKE IT. ENTER A COMMAND: FHH. Proceed to (B) and get thrown in prison. ENTER A COMMAND: XJSFT. THREE. Go to (C) and ENTER A COMMAND: PUT. ENTER A COMMAND: FHH. ENTER A COMMAND: OFTU. Go to (D), kill the guards and TAKE IT. Leave the dungeon and return to the Space Hermit (6, 19).

Second Return to the Space Hermit
Go directly to (A). ENTER A COMMAND: JOTFDU. LEAVE. Go to b Tubsctbt.

The Insect Queen
You need all the equipment used to destroy the Insect Command Ships, or a full supply of personal gear. Go to the Queenship at 1, 32 and either destroy the ship in ship-to-ship combat, or board the ship and attack the Queen hand-to-hand. Either way is easy with the necessary equipment. Treat the hand-to-hand battle as you normally do, but have the Esper use Mindshock on the Queen while the other party members buubdl uif hvbset. Then return to a Starbase for your reward.
Dungeon A: Space Station at 31, 27

Dungeon B: Blackbeard's Fortress at 32, 20; Star 2; Planet 4

Dungeon C: Insect Base at 15, 26; Star 2; Planet 4

Dungeon F: Space Bar at 11, 22; Star 6; Planet 3

Dungeon G: Insect Bomb Depot at 19, 26; Star 3; Planet 2

Dungeon H: Space Station at 7, 8
In this trio of mirthful misadventures, you are an apprentice for the powerful archmage, Eldritch. To atone for losing a vial of his precious adamantine dust, you must complete three tasks to demonstrate your worthiness as a wizard. But these tasks won't be easy: as an additional punishment, Eldritch erased your entire spell book. As you travel the lands in search of magic to complete your final exams, you will encounter a variety of colorful characters who can either help or hinder you in your quest. The icons and keyboard interface (whose menu options change depending on the situation) make this an easy game to play, and the puzzles are especially suitable for novice adventurers. Another nice feature is that the player cannot lose the game by any of his/her own choices. Even if the player engages in an action that gets him killed, Eldritch will always have the character resurrected (although he may impose a fee), and the adventure continues. An unusual design scheme shows an aerial à la Ultima on the right, while the left window presents a first-person "3-D" view of the scene. Combat and magic are easy to master and perform, and even advanced gamers who want a break from "hack and slash" will appreciate Tangled Tales' everpresent and unexpected sense of humor.

Type: Illustrated Role-playing Game
Skill Level: Introductory/Novice
Systems: Apple (48K), IBM, C 64
Company: Origin Systems

The Solution

General Hints
In general, the character should enter combat for only one reason: to get money. Combat is sometimes the sole means of getting the funds needed to hire an NPC or buy an item. When fighting, check your status often and use the Heal spell to restore injured characters (including yourself). It's also important to have a large party and keep them alive. Certain NPCs will offer clues or perform actions needed to complete the game, but only if they are not dead or unconscious. Keep your friends happy and they can make you happy. (Note that many actions and items are not mentioned in the walkthrough. These are optional to the solution, but can add a great deal of color to the game.)

Scenario I: Fairhaven Valley

Getting to Know You
Open iron chest, get all items, then equip them. Leave your room and meet Jacob. Go up the stairs and into Eldritch's chamber. Greet Eldritch and get your first assignment. Go to Library on the second floor of the tower. Go to table and look at leather tome. Learn the Light spell. Go downstairs and leave tower.

A Call for Help
Go N from the eastern wall (outside) of Fairhaven until you reach a vine in the forest. Enter hole and cast Light. Go W and turn corner. When you encounter the goblins and elf, join the battle. Alvin will join you after the fight. Continue S into large chamber. In the tpuifbtu dpsofs is a secret door. Go through door and find the shovel near the skeleton. Get shovel. Go down ladder in the corner. Evade ghoul by running away. Get the +1 leather southeast of the ladder and equip yourself with it. Evade the ghoul. Go back up the ladder and return to the village of Fairhaven.

City Slicker
Visit the "Buckets by the Bundle" shop. Talk to Billy Bob with Alvin in party. Get bucket after Billy Bob offers it. Leave Billy Bob's shop and go to Crystal Goblet Tavern. Go to kitchen and greet Cookie. Eat the stew. Get matches after Cookie drops them. Go down the staircase to basement. Open barrel in the southeast corner of the basement. You will get 40 gold pieces, but you do not need the pouch. Go to Moe's Magic Shop and enter. Get one brochure from the left side of the counter. Return to Eldritch's tower and go to Drek's room (NE of your room). Give cspdivasf to Drek. Go to the epltdbff in Drek's room and learn the Heal spell. Return to Moe's magic shop. Drek will be there, standing in the corner. Buy an unpetrify potion from Drek.
An Apple a Day
Leave the village, go NW and find rabbit cage. Free rabbit from the steel cage. After the rabbit turns into a dryad, greet her. She will give you some apple seeds. Get the seeds. Go to the jpmmpx usff SE of the cage. Look at the tree but do not touch the hive. Choose “Fill the bucket,” but you must leave it behind so it will fill slowly. Go SW to garden and plant the apple seeds. Dig with shovel and get nightcrawlers. You will have to wait for three days to get the apples from the garden.

Finding Some Friends
Return to the village of Fairhaven. Go to the stately fountain and drop nightcrawlers. When the fish bring you the blue key, get it. Go back to the Tavern. Go to the south table. Greet Sir Issac and drop the apples to get him to join your party. Go across the street to the Inn of the Sleeping Dragons. Talk to Mary and agree to stay the night. Go into room at the north end of the hall. Talk to Riley, who will join your party. Go to the “Swords for Hire” shop and talk to Sedrick. Agree to his price and he will join the party. Go N to the haunted house and open door with blue key. Defeat or evade the ghosts. Go to the strange writing on the eastern wall and learn the Fear spell.

Bear with Us
Return to hollow tree and get bucket. Go NW to Goldilocks’ House. Knock on door. When the door opens, the bears will take the honey and leave the door open. Greet Goldilocks and she will join the party. Go the table and eat porridge. You will become very strong. Go to Oriental rug and let Goldilocks pick the lock under the rug. Take the ladder down. Go into the N room. Open the wooden coffers and learn the Silence spell.

Out of the Frying Pan...
Go to large boulder on the W edge of the map. Move the boulder and reveal the ladder. Go down ladder and enter Xavier’s fortress. Pour voqfusigqz gqujpo on statue of attractive female. Greet Jennifer and have her join the party. Go through the N door and fight the guards. Get money off of the card table. Go to the room to the NE and get the weapons and armor. Go to the room directly S of the weapons room. Go to the chest on the E wall in the bedroom. Move the chest. Move stone block underneath chest. Get jail keys. Go through the secret door in the wall in the SE corner. Unlock door to southernmost cell and release dwarf. The dwarf, Sneezy, will join your party.

All That Glitters
Return to Fairhaven Valley. Go to the Gypsy hut. Knock on door. Greet Esmerelda. As you leave, Jennifer will find out about mist doors. Find Bounty Bob and buy a pick. Go to the slime pool at the N edge of the map. Swim in the slime pool. Go to the NW corner of the caverns. Have Sneezy use the pick to chip away some diamonds. Return to the city of Fairhaven and go to Eldritch’s tower. Go to small room within the map room. Go down ladder into cellar. Go to the pink pool. Drop the diamonds in the pool one by one. The diamonds will be converted into coal. Get the coal from the pool.

Storming the Gates
Return to Xavier’s fortress and go down ladder. Go through door, go E through the door, E through another door, then N. When Riley gives his clue, say qmfbtf. Go N and follow the corridor to find the blue light. Touch it and gain ten spell points. Go back to spot where you were teleported (Point A). Go NE and around the bend and into Daconda’s chamber. Defeat the guards. Look at cot. Look at book of Daconda. Return to Point A.

Halfway Home
Walk E to wall and through a secret door in the tvpuifiku corner. Defeat Thanbor and his guards. Look at canvas bag and learn the Shield spell. Go to the eastern most door of the 2 doors in the S and enter room. Move bookcase and go through the secret door. Go to the pedestal and learn the Energy Blast spell. Go back through the secret door and to the door on the E wall to enter the Brazier Room. Go to the Silver Brazier. Light a match and then light the brazier. The party will be teleported to a corridor. Go N and E to the mist door. Pass through mist by saying Xavier backwards (REIVAX). Go S to end of hall and cast a Silence Spell to get past the Shrieking Skull and go through the S door.

A “Vial”able Ending
Evade Xavier in his chamber by running away. Go SW to door. Enter room with flasks, dishes and bowls. Look at bowls. Get vial from a bowl. Go N to room with the dragon heads. Touch dragon heads in the following order: sfe, xijuf and cmvf. Go N into the portal to teleport back to Eldritch’s tower courtyard.

Ending the mission
Go to the Crystal Goblet Inn and to N table. Get the circus tickets. Return to Eldritch’s room and give vial to him. He will congratulate you and offer you an ability increase. It is suggested that you take the increase in Charisma. You may talk to him right away and get your second mission.

Scenario II: Violet Valley
Farming For Clues
Go to portal in the tower and say Wjpmfu Wbmmfz. Cast the Mjflua spell to pass through passage. Stop at cobweb on S wall and learn the Time Distortion spell. Exit the passage at the W end. Go W near farm and find Gnu Gnu. Greet Gnu Gnu and lie about your

Old and New Faces
Go N to the monastery and then NE to find the vine. Climb the vine and go through E door. Greet Old Maxwell and allow him to join the party. Climb down vine and leave treehouse. Go E and find Indunn. Greet her. Inquire about ginger roots. Go W to the Monastery. Open door. Go to the NE corner of the monastery and up ladder to enter the Vestry. Go S to bookcase and look at books. Learn the Omnivision spell. Go through S door and get holy symbol from golden altar. Leave Vestry. Talk to Brother Jenkins and inquire about stolen book. Greet Bruce Leon and pay him to join the party. Greet Brother Sidney and inquire about ginger roots. Get the ginger roots. Return to Stockton Farm and go to barn. Greet Blade Jones. Bruce Leon will free him and he will join your party.

A Day at the Beach
Go to the W edge of the beach and let Gnu Gnu build sand castle. Get green bottle. Go see the sailor Garkon with Blade Jones. After their talk, the party is taken to Ichabod Island. Enter dungeon in the cpvmeist. Go S and follow the corridor to the E. Go to small fountain and wait one turn. Let Old Maxwell drink from fountain and he will become Young Maxwell. Leave dungeon. Find conch shell on the SW shore. Get conch shell and blow it. The party will ride the Giant Turtle back to the beach. Go E of the entry passage to the magic carpet and let the Imp throw rotten eggs at you. Bruce Leon will catch an egg and give it to you. Pull the cork from the green bottle. Go to the center of the room and wake Jinx from sleep by dropping rotten egg. Greet Jinx and he will join the party. Return to magic carpet and let Jinx chase the Imp away. Get magic carpet.

Castles in the Sky
Cast Tjmfdof spell. Ride on carpet and go to castle in the clouds. Find and kill the Strato-Cumulus monsters. Go to drawbridge and let Young Maxwell open it. Enter castle and get captured by Jeb the Giant. Walk along the E wall and pull the string. Walk along the fbtufso wall. The maid will slip a loaf of bread in the door. Get bread and eat it. Open door with giant key and go downstairs. Go N, out the door to the W and defeat the Griffins. Go W, through a door, then through S door. The party will be teleported to the NE corner. Get boring storybook. Walk through secret door in the SW corner. Go back into the teleport chamber. The party will be teleported to the SW corner. Greet Veronica and she will join the party. Walk through a secret door in the NE corner. Exit castle and ride carpet back to Violet Valley.

Quit “Dragon” Your Feet
Walk around until you find Charles, who will give you a cryptic key. Get it. Go NE of the entry passage to Zilch’s shack. Knock on door. Greet Zilch and agree to purchase the Gnihton spell. Inquire about the Gnihton spell. Go S to the dragon cave. Go S to dragon and open the eternally boring storybook. Explore the southern sections of the cave. Find the tome in the tspvuftu section and learn the Force Field spell. Go to the tspvuftu section and get Ivanhoe book and Book of Poetry. Return to Monastery and give Jwboipf ccpp1 to Brother Jenkins, who will teach you the Awaken spell.

Your Place or Mine?
Go E and enter abandoned mine. Go N into the turning passage. Avoid being crushed by the boulder by running back the way you came. Head back up the boulder passage and then go E then S. Greet Imrahz and agree to help him banish the demon. Go back to ladder and then S. Turn W and go through stalactites. Find elevator and Gnu Gnu will fix it. Press button. Find Myron the demon and Imrahz will banish him. Search in the E chambers and find the mysterious writing. Learn the Recall spell. Exit mine. Go to opsulf btur corner of map and enter the cyclops cave. Find and defeat the cyclops. Go S to the ledge. Climb ledge and you will get the scarlet sword. Go through the secret door S of the ladder and leave cave.

Skeletons in the Closet
Cast the Sfdbmm spell to the Thimble. Get Thimble. Walk on easternmost grave with a large tombstone and look at it. Get the skeleton key. Enter mausoleum using skeleton key. Open coffin and take the ladder down. Go W then N. Go past red light. After being teleported, repeat above steps and pass the light a second time. Go to the NE room. Open coffin and learn the Detect Monster spell. Go W and enter room. Enter inner room and the room will shift to reveal a ladder. Exit room and climb down ladder. Move work table under the opening. Climb up through opening. Eat ginger roots. Go through door and through room with red mist. Drop the Thimble or Feather. Go around the bend to the N. Give scarlet sword to the Scarlet Statue. Defeat the Scarlet Statue. Go W, turn N. Enter Crypt. Open majestic coffin. Greet Pierre and he will join the party. Exit Mausoleum using a second ladder to the NE of entry ladder.

All's Well That Ends Well
Go to the N of the map to the Wildwood Inn. Open door. Greet Burt and agree to spend the night. Go to SW corner of hall and enter room. Greet Jenny and agree with her. Leave the inn. Ride magic carpet and return to castle. Go to second floor. Have Pierre unlock N door into Jeb the Giant’s chamber. Go
through W door. Drop the Book of Poetry. Jenny will tell a sad tale, and Jeb the Giant cries, ending the drought. Ride the Carpet. Return to the entry passage with the portal. Go to the portal and say

**Fairhaven Valley.** Go to Eldritch's room and talk to Eldritch. He will congratulate you and offer you an ability increase. It is suggested that you take it in either Charisma or Intelligence. Eldritch will then give you your third mission.

**Scenario III: Springdale Valley**

**Dressed to the Nines**
Go to the portal in tower. Say Tqsjhebecm Wbmmfz. Go W to Ocsar's tailor shop. Open door. Greet Oscar and buy a vest and a black bowtie. Go to mirror. Learn the Reflection spell. Go N to the rack and wear the stylish vest. A piece of paper will fall out. Learn the Quickness spell. Leave the tailor shop.

**Walk with the Animals**
Find Billy the Kid. Greet him and have him join you. Frankie the goat will eat your nice vest. Get the two buttons the goat spits out. Go N to bakery. Open door and enter bakery. Talk to Charles (standing on the left). Agree to remove the werewolf curse. Talk to Elizabeth (on the right). Buy her ice skates. Leave bakery. Walk around map and set off all three rabbit traps. Enter rabbit hole. Greet Kimberly Rabbit and she will give you a carrot.

**Things That Go Bump...**
Go SE of the pyramid to the bat cave. Go to NE corner of cave, then S. Open the velvet case and you will get the festive flute. Go to troll bridge. Cross bridge while Billy the Kid is keeping the troll busy. Enter the cave with the blast of cool air. Go S. Walk through the ordinary wall (a secret door). Get metal rod. Walk N through a secret door to exit chamber. Go E and follow the corridor. Find and look at ice tablet. Learn the Strength spell. Follow corridor. Find the slab of ice in the Salcove. Get +1 sword by breaking the slab. Go to ladder at the E and exit cave into ice area.

**A Cold Shoulder**
Wear ice skates. Go S and be judged for skating. Go to igloo and clear entrance. Enter igloo. Talk to Edward the Eskimo. Cast the spell Time Distortion. Edward will give you permission to use the kayak. Go to lake and climb into the kayak. Go to the S shore and greet Franklin the Penguin. Give the black bowtie to Franklin. Go back to the N shore and get out. Go 2 spaces N of Edward's igloo. Build a snowman. Snookie will animate and join the party. Go east to the yeti and Snookie will win a snowball fight. Go through the pass, then S to ice grotto. Enter ice grotto. Go S and defeat polar bear. Go S. Search E chamber and find the giant hourglass. Blow the silver flute. Azersun will join the party. Go around the bend and find tattered sheet of paper. Learn the spell Depoison. Leave ice grotto. Return to entrance to ice area. Enter cool cave. Go W. Snookie will stay behind. Go back to Springdale Valley.

**Time and Time Again**
Cross W over troll bridge and Billy the Kid will rejoin party. Greet Azersun and agree to shift time to the past. Go E and defeat the werewolf. The werewolf will become Malcolm. Malcolm will join the party. Go W to the pyramid (now intact). Malcolm will find a secret entrance. Follow Malcolm into pyramid. Cast the spell Detect Monster and Light. Cast the spell Time Distortion before the Devourer is at the door. Go through Devourer's room as quickly as possible. Go W and up ladder. Go S into lightning room. Exit lightning room to the W. Go up ladder. Go E. Turn off Light spell. Go through shadow room by going two moves S and one move W. Cast the Light spell. Go up ladder. Get pot of gold from altar. The pyramid will collapse, and the party will be placed outside.

**Watsamata U.**
Go W to wigwam and open flap. Greet Alphonso the Witch Doctor. Exit wigwam. Go NE of the pyramid to the mflqsfdbvo tree. Knock on the knot. Greet Lucy and give her the pqu of hpme. She will give you the diploma. Return to wigwam and give diploma to Alphonso. Go NW and find bottle in river. Break bottle. Learn the spell Unparalyse. Greet Azersun and agree to shift time to the present.

**It's Pop Quiz Time!**

**Icing on the Cake**
Return to portal. Cast Tusfohuifw Qpsubm. Say Wtpmuf Wbmmfz. Cast Tusfohuifw Qpsubm. Say Gbsisbwfo Wbmmfz. Rest. Cast Tusfohuifw Qpsubm. Go to Eldritch's chamber. Greet Eldritch. He will congratulate you and offer you an ability increase. It can be used on any statistic. Eldritch will proclaim you to be a wizard, and you will then be shown opening your own tower for students.
**Map Key: Tangled Tales**
The locations of some objects and all spells do not appear on the maps but are easy to find from the descriptions below. Note that when a spell's name is **boldfaced**, a puzzle or obstacle must be overcome before access to spell is possible—this is **not** done for objects. An "S" indicates position of stairs on all maps.

**Scenario I: Fairhaven Valley (map one)**
A: Weapons & Armor  
B: Shovel  
C: +1 Leather  
D: Porridge  
E: 50 Gold Pieces  
F: Weapons  
G: Jail Keys  
H: Diamonds  
I: Coal  
J: Vial  
4: (on main map): Apple seeds

**Room names in Xavier's Fortress**
1: Entry  
2: Barracks  
3: Armory  
4: Dining Room  
5: Pantry  
6: Blue Light  
7: Daconda's Room  
8: Thanbor's Room  
9: Bookcase Room  
10: Cells  
11: Pedestal Room  
12: Alchemy Room  
13: Xavier's Room  
14: Brazier Room  
15: Portal Room  
16: Mist Door

**Items not shown on map**
In Fairhaven  
Bucket: Buckets by the Bundle shop  
Box of Matches: Tavern kitchen  
40 Gold Pieces: Barrel in Tavern basement  
Brochure: Moe's Magic Shop  
Blue Key: Fountain just inside city gates

**Near Xavier's Fortress**
Nightcrawlers  
& Apples: Garden (E of entry to Fort)

**Spells**
Light: Library table (2nd floor of tower)  
Heal: Bookshelf in Drek's bedroom  
Fear: Haunted house  
Silence: Three Bear's house  
Energy Blast: Room behind bookcase, Xavier's Fortress  
Shield: Thanbor's room, Xavier's Fortress

**Scenario II: Violet Valley (map two)**
Dotted lines in Mausoleum are original position of sliding room.
A: Loaf of Bread  
B: Giant Key  
C: Boring Storybook  
D: Ivanhoe Book, Book of Poetry  
E: Scarlet Sword  
F: Charles' Fiancé  
G: Fountain  
H: Scarlet Statue  
I: Dragon  
J: Elevator  
K: Demon  
L: Teleport Chamber  
8: on main map: Rotten Egg, Magic Carpet  
10: on main map: Green Bottle

**Items not shown on map**
Corn cob Pipe: Scarecrow near Stockton farm  
Magic Feather: Chicken coop at Stockton farm  
Barn Key: Dropped by Joshua at farm  
Holy Symbol: In altar room in Vestry  
Ginger Roots: Given by Brother Sidney  
Thimble: Mausoleum Graveyard  
Skeleton Key: Eastern grave in graveyard  
Conch shell: SE corner of Ichabod Island  
Cryptic Key: From Charles

**Spells**
Time Distortion: Entry passage  
Omnivision: Bookcase in Vestry at Monastery  
Force Field: SW chamber in Dragon cave  
Gnihton: Purchased from Zilch  
Awaken: Taught by Brother Jenkins  
Recall: E chambers of Demon's lair  
Detect Monster: N chamber of Mausoleum

**Scenario III: Springdale Valley (map three)**
A: Festive Flute  
B: Metal Rod  
C: +1 Sword  
D: Pot of Gold  
2: (on "past" map) : Diploma  
4: (on "present" map): Carrot  
5: (on "present" map): Nice Vest, Black Bowtie  
8: (on "present" map): Ice Skates, Amazing Map

**Items not shown on map**
Two Buttons: Outside when goat eats vest  
Bottle: NW in river NW of outdoor past

**Spells**
Reflection: Mirror at the tailor shop  
Quickness: Vest on rack at the tailor shop  
Strength: Ice tablet in the cool cave  
Depoison: S chamber in ice grotto  
Unparalyze: Bottle in river in past  
Strengthen Portal: Library in Wizard's Enclave
Fairhaven Valley
1: Fairhaven Village
2: Goblin Cave
3: Hollow Tree
4: Rabbit Cage
5: Three Bears' House
6: Slime Pool
7: Boulder/Xaviera's Fortress
8: Gypsy Hut
9: Garden

Goblin Cave
Level Zero
Level One

Three Bears' House

Slime Pool (Repton Cave)
1: Entry
Chamber/Exit
2: Statue Room
3: Repton Chief

Xavier's Fortress

Eldritch's Tower

Basement
Level One
Level Two
Level Three
Level Four
Times of Lore

This one-character quest unfolds in the land of Alboreth more than twenty years after King Valwyn retreated to another part of the realm to recuperate from his recent victory over an invasion of barbarian hordes. The barbarians are back, but the King isn’t—so it’s up to you to round up the Foretelling Stones, Tablet of Truth and other items needed to save the day.

Unlike most action adventures, this one lets you choose from three character classes: Knight, Valkyrie (a female character) or Barbarian. You see an overhead view of the land, whose buildings feature roofs that “pop off” when you enter, revealing detailed interiors. While the graphics and animation are crisp and vivid, the most impressive aspect is the ability to converse with people to an extent never before possible in an action adventure. Conversation is conducted by clicking on the appropriate icon. Scrolling text appears in a window, and sub-menus list options such as “start chitchat” or “ask question.” A person’s reply often contains a word that can be used in your next question, as in Ultima V. The music is a knock-out on the C64 version. Because it stresses character interaction and offers so much more to do than just shoot things, Times of Lore (a British program) is easily the best “arcade adventure” of the decade.

Type: Fantasy Arcade Role-playing
Skill Level: Intermediate
Systems: Apple (64K), C64/128, IBM (joystick required)
Company: Origin/Broderbund

The Solution

Combat
The dagger in the woodsman’s hut in the Dark Forest can be used as a missile weapon, but you must retrieve it after each throw and is easily lost. For 95 gold in Mbolxvmm, you can buy a Magic Axe that returns after being tossed. This is a must. Only Orcs and robed Thieves carry potions, scrolls, money and food, so kill them whenever possible. Avoid skeletons and ghosts if possible, since they carry nothing. Never kill civilians in towns, since everyone will be on your case for the rest of the game. As the game progresses, monsters start attacking inside the towns. The toughest battle is in the Temple of Angor. Avoid npol just jxjuf. Save up lots of potions and scrolls for this confrontation.

Travel
Get the Boots of Speed (75 gold in the Usfmb tavern) to double your speed. The Scroll of Transportation (on a downstairs table in Rzgznvdd) teleports you to any town but works only three times. After destroying Lyche, get the Potion of Blinking from his throne; when you drink it, it “blinks” the character in the direction he’s facing until he hits an obstacle or the potion wears out. Staying on paths isn’t always the best tactic. The desert between Hampton and Ganestor is a straight shot, for example. If you must travel through a forest, don’t worry about getting lost: most paths are one-way and don’t branch off, so if there’s a way in, you can probably get through. After making progress, save the game by spending a night in a tavern. If you lose a vital item or get hopelessly trapped, let yourself get killed, then reboot and start over. Buy food regularly, especially before long trips.

Potions
Green: ifbmt all jokvsjft
Blue: ifbmt some jokvsjft
Blue: gsafaft all npotufst
Red: ljmm all npotufst

Eralan and the Foretelling Stones
Go downstairs to the Prior in the southwest corner and say “Yes” about finding the Stones. Get food from the bar and head north from town into the Dark Forest. You’ll soon find the woodsman’s hut. Ask
about orcs and camp. Go past a little lake further up the road and turn north to find a small trail running through the woods. This leads to the Orc's camp. Slay them and get the urn, which holds Stones. Return to the Eralan Inn and give them to the Prior, who pays you and sends you to see the Regent in the castle.

The Tablet of Truth
After the Regent tells of the Tablet, go to Ganestor. (If you want to rest or buy food, the Last Hope Inn is on a southern path halfway between Eralan and Hampton.) In Ganestor, enter the long thin building west of the tavern and chat with the serf. Ask about the $dfsuf xsz. Now enter Barton's hut (due south of the tavern) and ask him about the $dfsuf xsz, then about the $wofhm. Enter the tavern and ask him of the $wofhm, and he'll tell you about the secret entrance into the castle. Go down the stairs behind the bar and into the room in the cellar's opsufbfu $psos. Brush the lever on the north wall to open the secret stairs in the floor. Take them down. You emerge in the northwest corner of the castle dungeon. Avoid guards, since fighting them here leads to serious problems. Sneak to the stairs on the far east side and go up to the ground floor. On the west side, find the room with the Tablet and get it. Ask it about the ijih ljoj. Examine it. Return to the tavern via the secret way, but don't return the Tablet.

Lankwell: The Assassin
In the tavern, ask the Thug about bttbtito. In the hut west of the tavern, ask the serf about cmbdl bto. Following the game map, cross the bridge over the river south of Lankwell. Enter the hovel on the far side and ask about the ijih ljoj. After his story, he gives you a scroll for Heidric. Return to Ganestor.

Catching the Spy
Return to the castle via the secret way in the tavern basement, avoiding the guards. On the top floor, you'll find Heidric. Hjwfl jin ulf dtpmm and learn of the spy. Leave the castle through the front gate, which you can now use instead of going through the dungeon. In the tavern, talk to the Innkeeper for a clue. Then ask Barton (in his hut) about tofbljoh. Later that night, wander around in the castle. When you find a guard sneaking around, ask him about tqzjoh. Kill him after he attacks, then grab note and take it to Heidric, who gives you another mission.

Rescuing the King's Son
Go to Hampton and enter the hut north of the tavern and beside the mountains. Ask the Duke about $sjn. Head for Shadowpeak (east of town, found by following the edge of the mountain ranges). Kill the guard in Shadowpeak and get the green key. Go upstairs and waste that guard. Use the green key to unlock the cell holding the boy, who tells about the Royal Wizard, Irial.

Irial the Wizard
Following the game map, cross the bridge north of the desert and enter the Enchanted Forest. Wander through the trees until you pass the hunter's cabin and a second bridge on the other side of the forest. Cross this bridge and you'll find the Wizard's tower. Inside, go upstairs and you'll learn how to slay Lyche (ipmz xbuf). Exit and go south to the east-west path between Eralan and Hampton to find the Last Hope Inn. Ask the man who talks about the ruins about temple, lyche and ipmz xbuf. He'll send you to Gsjbs Ljof in Sizefs. Find him in the hut north of the tavern in that town. Ask about ipmz xbuf and buy it (make sure you have 25 gold before asking about it).

Lashing Out at Lyche
Follow the game map to the ruins in the desert and enter the doorway in the rubble. See the Desert Ruins map (provided here) and follow the exact order shown for the safe path across blue plates on the floor. Use ipmz xbuf on Lyche, get the potion, exit and Wjtu Jsbm.

The Blasted Spot
After Irial tells you of the Medallion of Power and the Chime of Opening and gives you a key, go to the Blasted Spot, a huge crater at the three-way junction between Eralan and Lankwell. Use the key (from Irial) on the door in the center. Follow the Blasted Spot map to cross the pressure plates and reach the Chimes. Get them, go to Treela and check in at the Inn to save the game.

The Temple of Angor and the Medallion of Power
Make sure you have lots of potions and scrolls for this battle. Leave Treela Wjb bo fbtufsoqb through the trees, turn north along the mountains, go west back into the trees and you'll emerge just under the lake above the Enchanted Forest. Go east to the Temple of Angor (on the game map). Avoid the monks outdoors, enter the temple and run to the north wall. Use scrolls to slow down the skeletons. Climb the stairs to the top floor and slay the monk dressed in blue, who drops a white key. Get it and run back downstairs to the front door. Turn west and enter the little room. Find the hidden lever on the north wall. Cttu, and a secret staircase to the dungeons will appear. Run downstairs and use the xjyf Hz to free the prisoner below. Say yes to his question about the Grey Abbot to get a clue on how to kill him. Go upstairs to the ctepnn on the top floor, walk to the side of the creek and get the tqifs (it appears after the command is entered). Go down the stairs and to the right. Walk up to the Evil Cleric on the throne and use the tqifs to wipe out him and the Abbot. When the Medallion appears, get it.
**Map Key: Times of Lore**
Follow the numbers to cross teleport pads and open doors and bridges in correct order.

**Ruins in the Desert**
1: Opens door at A
2: Opens door at B
3: Opens door at C
4: Opens bridge at D
5: Teleports to 5-A
6: Opens doors at E & F
7: Teleports to 7-A
8: Opens door at G
9: Closes bridge at H, opens bridge at I
10: Opens bridge at H, closes bridge at J
11: Opens bridge at J
12: Opens door at K
13: Lyche
14: Teleports to stairs
T: Trap
X: Closes door at G

**The Blasted Spot Dungeon**
1: Opens door at A
2: Opens door at B
3: Opens door at C
4: Teleports to 4-A
5: Closes bridge at D, opens door at E
6: Opens bridge at D
7: Teleports to 7-A
8: Closes bridge at D, opens door at F
9: Teleports to 9-A
10: Teleports to 10-A
11: Opens bridge at D
12: Opens door at G
13: Chimes (If bridge is missing after you get the chimes, cross teleport 7, then 9 to escape.)
T: Trap
Tower of Myraglen

In this one-character swords and sorcery challenge, you’re a knight who must enter a tower and retrieve a hidden medallion that will restore peace to the world. Besides ferreting out keys, solving puzzles and wiping out monsters, you also have to prove yourself good and pure in order to fulfill the mission. As the story unfolds, you’re presented with decisions such as whether to steal gems, or give gold to the needy—choices that affect your potential for success. Combat is unimaginative, but the game is rich in well-designed riddles and puzzles, some of whose solutions involve manipulating music boxes, statues and other objects. Stereo sound effects enrich the vivid graphics, which show each room from an aerial view. The first role-playing game created exclusively for the IIGS, Myraglen offers pull-down menus for inventory management and common actions such as take. These features simplify game-play, which is well-balanced: not too easy, but not so hard you’ll give up before completing the quest.

Type: Fantasy Role-playing  
Skill Level: Intermediate  
Systems: IIGS  
Company: PBI Software

The Solution

Do not enter rooms labeled in boldface on the maps.

Level One
At (A), look toward mirror. Walk around the floor at (B) to find a scroll. At (C) you’ll find a Jeweled Electrum Key. Look toward the fireplace at (D) when the clock strikes midnight to get a Gold Key. Avoid the Fire Room at (F). Don’t take the statue at (G). You’ll meet Apparitions at (H) and (I).

Level Two
At (A), Yell/Talk Gbejoh bxbz before getting to Gargoyle. Don’t take the gold at (B). Apparitions are at (C) and (D). Yell/Talk Tfswp Efwz Vovn to get the Platinum Key at (E), which is needed at (F). Avoid the sphere at (G). More Apparitions at (H).

Level Three
At (A), Yell/Talk Zft. After entering (B), go E, S, E, E, S, then East until entering (C). Go E, E, N, E, N, E and get the Jeweled Gold Key at (D). Get the Sea God Statue at (E).

Level Four
At (A), step on the squares when they’re xijuf and you won’t be harmed when uifz uvso cmbdl. Sit on throne (B), get Ring of Fire Resistance in exchange for Sea God Statue. Bwpje (C), the Indescribable Beast. At (D) is Fire. Avoid (E), a Dragon.

Level Five
More Apparitions at (A). Yell/Talk Ljoh at (B). Coffins turn to fire when you enter room (C). Give all your gold at (D).
Level Six
At (A), don’t use the doors—go through hidden doors. Don’t take the Scarab from the chest (B). Take from feeding trough (C) to get Mendalick’s Beliefs. Avoid (D), the Room of Darkness. You’ll find a Medallion at (E). Avoid Gorgons at (F).

Level Seven
Get the Jeweled Copper Key (A) and the Jeweled Music Box (B). Stay next to the jotjef xbm comment (C) to enter Teleporter with minimal combat.

Level Eight
Get the Jeweled Silver Key (A). At (B), hjwbf bmm gold (take all gold from level before going to next level). Get the Jeweled Platinum Key (C).

Level Nine
Go straight to the stairs to Level Ten. At (A) you need the gjwf Kfxfme Lfzt and Mendalick’s Beliefs.

Level Ten
At (A) you need the Nvtjd Cpy to pacify the Dragon. Go directly to (D) and Yell/Talk No. Then go straight to (E). Take Medallion. Answer No, No, Yes. (Fire is at (B), white/black squares at (C)).

Map Key: Tower of Myraglen

Level One
A: Mirror
B: Scroll
C: Electrum Key
D: Gold Key (at midnight)
E: Need Gold Key
F: Fire Room (avoid)
G: Statue (don’t take)
H & I: Apparitions

Level Two
A: Near Gargoyle
B: Gold (don’t take)
C & D: Apparitions
E: Platinum Key
F: Need Platinum Key
G: Sphere (avoid)
H: Apparitions

Level Three
A: Yell/Talk Zft
B: Entrance
C: Entrance
D: Jeweled Gold Key
E: Sea God Statue

Level Four
A: White/black squares
B: Throne, Ring of Fire Resistance
C: Indescribable Beast (avoid)
D: Fire (avoid)
E: Dragon (avoid)

Level Five
A: Apparitions
B: Ljoh
C: Coffins
D: Give all your gold

Level Six
A: Hidden doors
B: Scarab in chest (don’t take)
C: Feeding trough, Mendalick’s Beliefs
D: Room of Darkness (avoid)
E: Medallion
F: Gorgons (avoid)

Level Seven
A: Jeweled Copper Key
B: Jeweled Music Box
C: Teleporter

Level Eight
A: Jeweled Silver Key
B: Give all gold
C: Jeweled Platinum Key

Level Nine
A: Need the five Jeweled Keys and Mendalick’s Beliefs

Level Ten
A: Dragon (need Music Box)
B: Fire (avoid)
C: White/black squares
D: Yell/Talk No
E: Medallion
Key

\[ U = \text{Up} \]
\[ D = \text{Down} \]
\[ * = \text{Door disguised as wall} \]
\[ = \text{Door appears after correct answer} \]
Ultima V: Warriors of Destiny

Warriors of Destiny sends you on a quest to rescue Lord British, who vanished while exploring a sprawling network of subterranean passages formed when the Codex was brought to the surface in Ultima IV. An evil band of Shadowlords now roams the land, and Blackthorn, who assumed Lord British's throne, has set up an Inquisition to "help" the citizenry become Avatars by brutally punishing them for unAvatarish deeds. You and your seven party members (who must be recruited as you quest along) are enemies of the state, so you've got to keep your eyes over your shoulder at every turn, lending the story a Robin Hood versus the Sheriff of Nottingham feel.

Though peopled by many of the same characters from Ultima IV and set in the same land (Brittania), Ultima V's innumerable innovations give it a unique atmosphere. The geography covers four times as much space as Ultima IV, buildings are taller, a new kind of tile graphics affords sharp detail and a 3-D feel, and certain aspects of combat have been improved. Most of the 26 spells are from the previous game, but you must learn Latin-style root words and combine them (by pressing keys) to cast spells. The game's most intriguing aspect is that every character in the land follows a particular schedule (so the day/night cycle is a key factor, not just a clever visual effect), imparting a genuine sense of life and community to these medieval villages and towns. With 128K and a Mockingboard, Pathport Midi or Phasor sound board, you'll hear a dozen different melodies (sound effects are less effective without such a board). An Avatar from Ultima IV may be imported, or you can create a new one.

Type: Fantasy Role-playing
Skill Level: Intermediate
Systems: Apple (64K), C 64/128, IBM (128K), Amiga
Company: Origin/Broderbund

The Solution

The steps necessary for solving this quest are provided here in summary form. To accomplish them, you can either talk to people for clues, consult the "Townes, Keeps and Castles" section for hints, or look in other appropriate sections (such as "Vanquishing the Shadowlords") or check the Tables for the exact answers.

The cluster of locations around Brittany Bay is probably the best place to start. Talk to everyone you meet for clues. Go out at night for monster-hunting, but not far from the towns—retreat to a town if you're in danger of getting killed. Look for Mantras and Words of Power. When your group attains third or fourth level, explore dungeons for loot. Buy ships, get a grapple, sextant, Black Badge, Spy Glass, lots of Skull Keys and the Magic Carpet. Stock up on Mandrake Root, Nightshade and other reagents. Use the Black Badge and get the Crown and Word of Power from the prisoner.
While seeking one of the Shards, get the Mystic Armor. Get all the Shards and names of the Shadowlords. Learn what to do with the Shards. Destroy the Shadowlords and find their Keep. Get the Sceptre and Amulet. Complete all the Shrine Quests if you haven’t already. Get the Sandalwood Box and stock up on supplies. Rescue Lord British.

Character Creation and Development
The keys to character development lie in the Shrines and in living up to the virtues. Don’t take food or crops, kill innocent people or do other unAvatarish acts that will cost you points in a related Virtue and inhibit some characters from giving you clues. To boost Compassion, give one piece of gold to beggars. Never lie or boast (say no when asked if you’re proud of something, unless asked if you are the most humble). To boost Karma, complete a Shrine Quest, then return to that Shrine and give gold. People who will join the party are mentioned in the “Townes, Castles and Keeps” section and in the Tables. Release prisoners in Blackthorn or Yew.

Combat & Magic
Slings and Bows will serve you well until you get Magic Axes. You can equip with more than one weapon, such as a Magic Ax and a Short Sword. A Bow is good until you get a Magic Ax. Don’t forget you can fire missile weapons diagonally this time. Use them until the enemy is within arm’s reach. Step back as the enemy approaches, and they’ll move into better positions for you to hit them. Line your team up in a pair of columns, keeping missile weapons and Mages in the back.

General Information
You will be able to reach most places by foot, horse or Magic Carpet. The In Por spell and the Grapple are essential for traveling, especially when seeking the Shards. The exceptions will require a ship or travel by Moongates. Avoid entering a location when Shadowlords are present. (You will get an audible warning; also, the trees will be bare of foliage and the inhabitants will be reluctant to converse with you. By using a telescope at night, you can see the location of the Shadowlords.) Some locations have locked doors or moats preventing entry during the night. You may have to wait until daylight, cross moats on the Magic Carpet, or find secret entrances. Inhabitants follow certain routines and will sleep, open or close shops, have lunch and so on only during certain hours. Generally it is best to “hole up” outside until morning. This also gives you an opportunity to revitalize spell points, heal and sometimes be visited by Lord British, who may reward you or caution you to follow a certain path to meet your goals.

Barkeeps will give you useful clues for a price. If short of cash, save the game before you bribe a barkeep; get the information, then restore game. This may not seem Avatarish, but in the early stages of the adventure you must be prudent at times. Secret doors are marked with white dots in the walls, but these are harder to see on the IBM version. A ship is needed to reach some places; consult the map before setting out for a new location to see if this is the case.

Townes, Castles and Keeps

Lord British’s Castle
This castle has five levels: four aboveground and one below. Like most locations, it can be plotted on a 32X32 grid. On the ground level (near the stable), talk to Treanna. You may find items by searching the level below, where you will find an Armoury and items to be picked up by searching (but don’t fight any Guards here). And don’t take anything from the locked room down there, since it belongs to Lord British. On one level above you may find an “orb” with which you may view the floor the way you would with a gem. On the second level above you will find Lord British’s quarters. (Use a Skull Key to enter, or blow the door off with the cannon.) Here lies the Magic Carpet at the entrance and a secret door that opens if you play the harpsichord. The secret door permits you to obtain the Tboebmxpe CpY. (Do not save the game here!) You may also meet Saduj, who may offer to join you. (Don’t let him: he may cause you to lose the Tboebmxpe CpY.) In this room you can also go through the fireplace to a secret place. Going through fireplaces costs you hit points so be sure you can take a few hits coming and going. The stairway in LB’s quarters leads to an observatory with a telescope. Don’t go to the roof unless you have Skull Keys.

Brittan
The Towne of Compassion has an Inn and Armoury. There are sleeping quarters, terrace and a balcony on the upper floors. Talk to Anon, Greyson, Terrance and Guerno.

East Brittany
Here there is a Healer and a Shipwright. Plans for the HMS Cape, which permit faster sailing aboard frigates, are in one of the draws in the Shipwright’s quarters.

North Brittany
There is an Inn, a Stable and a small garden. A little north of the entrance is a tree stump with three gems. Talk to Joshua and Leof.

West Brittany
Here you will find two gardens, a Tavern and a Graveyard. The gravestones have humorous epitaphs if you have the patience to decipher them. Some graves yield corpses and loot if searched.
Blackthorn's Palace
Located on an island west of the southern tip of the Isle of the Avatar, the palace is surrounded by a moat. You must be equipped with the Magic Carpet to avoid some of the trap doors inside. Hug the walls when going through the palace, because the traps are normally centered away from walls. If captured by guards you will be taken to Blackthorn, asked to reveal the Mantra of a Shrine and whether you do or don't, the second man in your party will be tortured and killed. It is best to avoid detection. There are three levels above and a basement level from the ground floor. On the top level in the center of the grid you will find the Crown of Lord British. When worn, it protects you from magic spells. You can avoid being captured by knowing the password and wearing the Cmbdl Cbehf. If captured after obtaining the Crown, you can escape in the following manner: In the dead of night, go to the down ladder at the northern central part of the top level. Go down to the bedroom and south to the wall and search for the secret door. Take the down ladder on the other side of the door, then search north for another secret door. Take the down ladder on the other side of the door and you will be on the main level. Go directly north through the triple doors, and the Magic Carpet will get you over the stream.

Bordermarch
On the upper level, you will meet Dupre and Sentri, a pair of Fighters you should chat up. Talk to Sir Simon and Tessa for valuable information; an Armoury is available.

Buccaneer's Den
This location has a Guild, Armoury, an Inn, a Tavern and a Shipwright. Talk to Scally. You meet Geoffrey, an old friend who wants to join you. Sven gives clue on where to obtain a glass sword. (It's a powerful weapon but disintegrates when used, so it may not be worth searching for.) You can get information on a grapple for a drink for a woman.

Cove
Cove is southeast of Locklake and may be reached from there. You may purchase reagents and obtain healing here. Speak to the Sisters of Virtue about Tibse. Ambrose (around midnight at the Healers) will speak to you of the Mystic Arms.

Hut in Desert
Talk to Sin'Vraal for the name of a Shadowlord.

Empath Abbey
There are three levels: the first has a Healer, the second a balcony with the Flame of Love. Toshi, a student will offer to join you. Talk to Tim. Converse with Lord Michael (and say hsbqqm). Cory will give free food if you ask for trve or tibs. Julia offers to join you. The third level is just a walk around the perimeter where you may find Tim at times.

Farthing
In Farthing you may learn a spell from Temme and get a spyglass from Lord Seggallon if you answer "Wjusv:" Talk to Quintin.

Fogsbane
This is the lighthouse on the island just south of Brittain. Jotham will speak of the Underworld.

Greyhaven
This lighthouse is on a peninsula south of Trinsic. Here you will find Sir Arbuthnot, the royal coinmaker. David the keeper will provide you with a tfyoub when you ask about it. Talk to Lord Kenneth, who will teach you to play the harpsichord. Be sure to search, for you will find five gems, 50 GP and a blue potion.

Hut on Island at NA LA
Just a small hut and a graveyard occupy this small island. At nine A.M., a young mage, Sutek, arises and reveals the secret of destroying the Shadowlords. Check out the small hsbwfbzbs for messages.

Jhelom
There are two levels, the second consisting mainly of sleeping quarters. The first level has an Inn, a Tavern, an Armoury and a Shipwright. You may obtain a magic axe outside the walls to the east, but must first find the secret door in the northeast section on the main level. Talk to Thorne and the bewildered Mage who speaks and responds to "backward" words. (Ask for a "Word of Power" but spell it backwards—Drow of Rewop, then say "Dratd." This is not coded with the QuestBusters Code.) Searching will net you food, torches and a scroll.

The Lyceum
This Keep houses the Flame of Truth and has three levels. On the first level is a stable. She also tells how to find a Shrine. On the second level, talk to Mariah in the Healers' Room during the day. There is a Library and a Tavern. Talk to Lady Janell, Rollo and Lord Shalineth. The third level has a Healer and the Flame of Truth. Sir Sean will explain how to get to Stonlegate, the fortress of the Shadowlords. Search for items.

Minoc
Some buildings on Minoc have second levels with sleeping quarters and items if you search for them. The ground level has a Healer (who does not charge for her services), a Shipwright and an Armoury. Follow Shenstone at noon. He leads you to a place where you can find keys. Rew reveals a Mantra and more useful info. Talk to Tactus, Fenelon and Fiona.
Moonglow
The town of Honesty has second levels where you can search for items, plus a telescope. The ground level has many items, an orb for viewing, and a shop selling reagents. You may also purchase rations here. Talk to the man in the tower. Malifora knows a Word of Power and a Mantra.

New Magencia
Ron Wartow has a Mantra. Katrina will offer to join you. Talk to Kaiko.

Paws
The gates to Paws is closed at night. You will find a Guild, Inn and Tavern. Glinkie tells how to find a Shrine. Talk to Bandai (if you know where to find the talking horse). Stables hold a clue to the wishing wells.

Serpent’s Hold
The gates open at five A.M. at this Bastion of Courage. Here you will find the Flame of Courage. An upper level has a large dining room. Kristi the cook will sell you five Skull Keys. Talk to Lord Malone, Monsieur Loubet and Gardner. Maxwell, a sleek fighter, offers to join. A sub-level in Serpent’s hold contains the Flame of Courage. If you fall down a trap door and appear to be closed in, search for secret doors.

Skara Brae
The town of Spirituality has a drawbridge that is raised at midnight. Here you will find an Inn, a Healer and a Shop selling reagents. Kindor reveals a Mantra. Talk to Saul about Mandrake and Nightshade. A wizard on the upper floor of the center building (after you defeat the bats) will answer to the word “pqqsfttjpo.” If you provide him with a name he will send you to Windmere to see Elistaria and give you the password. Find and talk to the child in town, son of a prisoner in Yew.

Stonegate
See paragraph on the Shadowlords and the Sceptre.

Stormcrow
A lighthouse located southwest of Minoc, this has three levels and two inhabitants. Information is scarce, but try anyway.

Trinsic
On the upper level you will find sleepwalkers. Sindar gives a Word of Power. There is a Stable, a Healer and an Armoury.

Waveguide
A three-level lighthouse off the west coast of Verity Isle, this may not yield any information.

Windmere
Elistaria, in response to “Jnqfsb,” gives you a badge that, if worn, helps you in Blackthorn’s palace. She also says Thrud will provide you with jeweled weapons for the resistance password.

Yew
The town of Justice closes its gates at night. Search the cemetery graves for items. There is a Tavern, an Armoury and a Reagent shop on the ground level and quarters on the lower level. Janna will offer to join you. Ask Landon about the Crown. To reach the lower level, go through one of the fireplaces. Chamfort will tell you of resistance and a Mantra. If jailed, you will be taken to the cells behind Judge Dryden’s office and should talk with Jerome. In another cell you will meet Felespar. Give him the password of the resistance, and he’ll give you a Word of Power. Ask Judge Dryden of the pqqsfttjpo. Tell him Tactus of Minoc sent you. Tell Greywash that Froed is well, and he tells of the Sceptre.

Vanquishing the Shadowlords
You may be able to defeat the Shadowlords in battle, but they will return unless you get rid of them permanently. To accomplish this you must first learn their names, obtain the Shards of Cowardice, Falsehood and Hatred from the Underworld, and finally destroy them at the Flames of Courage, Truth and Love. At the flames you must zfin mufis obnfl and, when they stand in the flames, use the Shards to destroy them. The Lords of the three locations of the Flames will reveal to you the names of the Shadowlords. Use each Shard in the Flame of the opposite alignment. The Shadowlord must be standing on or in the Flame, positioned so he’s due north of your character and his icon is covering the Flame’s icon.

The Sceptre
Do not attempt to acquire the Sceptre until you have eliminated the Shadowlords. Stonegate, the Shadowlords’ fortress, is located at EKJE. Just north of the Sceptre is a trap door that leads to certain death; equip the Magic Carpet before entering. A leather-winged abomination guards the entrance. The answer to his riddle is “well” but even if you answer correctly, he will still attack you.

Obtaining the Shards
The Shards are located in the Underworld, which may be reached by dungeons. Be equipped with the Magic Carpet. The Shard of Hatred is reached by either dungeon Wrong or Covetous. Falsehood is reached from Deceit, and Cowardice from Hythloth. The In Por spell (Blink) and the Grapple are needed for this phase.
Shard of Hatred
To descend in Wrong: Yell the Word of Power at the entrance. At the exit, head south into room. Kill off monsters, then descend to level two via ladder in middle of the room. Move six south, then five west to ladder down. (Watch out for the pit trap and force field.) Descend to level four, then go six south and take ladder down to level five, where you may heal at a fountain by going through a secret door north of you, then go west one and north two. The other fountain, two spaces east, is poisonous. From where you entered level five, head south two then follow along either east or west until you reach a chance to go down, making sure to destroy electric fields in your way (use An Grav spell or the Sceptre), then descend to level six. Wear the Crown (to ward off Wisps as you enter level eight). On level six move east (or west) two, then north two and descend to level eight. On level eight move north two, east one, then face north to reveal secret door. Go through the secret door and west three spaces to a healing fountain. Going east all the way, then south all the way will bring you to the exit to the Underworld. Be prepared for battles, electric fields and bomb traps.

In the Underworld: Go south on the path to the fork, then go east on it for a short while before heading south again. At the next fork, move south. At the next fork, go west and look for a gap in the High Mountains to your east. Find it and begin climbing east, following the path of low mountains between the High peaks. View a gem and you’ll see a glen in the middle of some mountains; this is the Shard. Keep climbing until you reach it.

Shard of Falsehood
To descend in Deceit: At entrance yell Word of Power. From the exit of the dungeon, go north through a secret door to the ladder down, then descend to find a healing fountain (you’ll need it after battling the Daemons on the next level). Go due south down a hallway and take the ladder down to level three. You’re now in a room filled with Daemons, where a force field blocks the middle of the room (dispell it). Take the ladder down at the other end of the room to level four. Climb down again to level five. Go three west from the ladder, then due south and take the ladder down to level six. Go one west and search for the pit trap (in the middle of an intersection). Find it, step on the spot where it is and go north to take the ladder down to level seven. Go west into the room and exit it north. Go north to the wall, one east, north two to ladder down to level eight. Go four south from ladder to intersection, move two east, then face south. Go south through two rooms (behind some pillars in here are some dragons, which can be killed—but you can’t get their treasure; also watch for a trip that releases some monsters). Then enter the next room south to the room with five black squares in a wall (in the middle of room) and a ladder down on the other side. Take a torch in the upper right-hand corner, walk into the space formerly occupied by the torch and push on the east wall there. (On the way out, however, push the west wall in the lower left-hand corner.) This allows you to access the first block, where you’ll defeat a monster. Push on the west wall there to open a block to the east. Defeat the monster, enter the block he occupied and push the east wall. That opens a wall to your west, where you enter another block with a monster. Kill him, enter his space and push the west wall. That exposes the block furthest to the east and releases the dragon. (Try to use Morningstars or spells on him before you release him.) Go all the way down to the space he occupied and push the east wall. That releases the other dragon. Kill him, then go one east from the space he occupied and push the south wall to open a wall so you can access the ladder down on the other side (but on the way out, push north, not south). Take the ladder to the Underworld. (On the way back out, push on the west wall in the lower left-hand corner to open the wall. Then follow the above directions, except in the above noted exceptions.)

In the Underworld: You begin at (5) on the provided map. Go southwest over lots of mountaintops until you reach some large caves. Then head southwest to a major intersection, where you turn northwest and go northeast at the branch. Go north a long way, till the path switches west, through some rocky hills to the southwest and finally you will come to a lake. Look for the river that flows south. Jump on the Carpet and take a ride down the rapids to find the Shard on a small island.

Shard of Cowardice
To descend in Hythloth: From the exit, descend to level seven. On level seven move south two (through secret door), west one and up to level six. On level six move west two and down to level seven. On level seven move south two, east one, south two, then east (through secret door) four. On level eight move west three to Underworld exit. (Mystic Arms are found near the Underworld exit to Hythloth.)
In the Underworld: Carry lots of gems. Go to clearing due south (as far as you can go on foot). “Blink” into the clearing to the west, then go northwest as far as you can walk and view a gem. “Blink” into the clearing to the north. Then go north and “Blink” over more mountains. Move west and “Blink” across more mountains. Go north and “Blink” again. Head northwest to the clearing, where you’ll find the Shard.

The Amulet
The Amulet is located in the Underworld (go through the dungeon Destard, then southwest, using Magic Carpet to avoid poisonous area), among the Graves of Valiant Warriors (near OE GJ). (See Underworld map.)

To Descend Dungeon Destard:
You don’t have to enter through the dungeon; just follow the journal of Lord British’s last trip in the manual. But you should exit through the dungeon by reversing these directions. Yell the Word of Power. From level one head south two, east four, south two, east four, south two, then descend to level two. From level two move south two, east four, south two, east two, then descend (through level three) to level four. On level four move north two into a room and fight off the monsters. Then take grate down to level five. On level five move south two, east two, then descend to level seven. On level seven head north one, east one into a room and exit north two, west one, north two into a room, then descend through grate to level eight (after battle). On level eight you may Des Por to the Underworld or travel to the exit. Either way, you will have to fight your way through two rooms when you reenter the dungeon. The exit to the Underworld (from the ladder) is south six, west two, south two, west two, and south three to a room entrance and enter. (Demons and Wisps are in here.) When exiting from this room, take north, east or west exit if going to the surface. If headed for the Underworld, go south, use any weapon and hit torch in the middle to open the south exit and turn that half of room into a lava field. (You’ll need a high-level party to survive this and the next room; then exit south, and move one south to the ladder to the Underworld.

Dungeon Doom: The Final Quest
Here you will finally meet and rescue Lord British. The dungeon is located at the exact center of the Underworld and is reached by descending through dungeon Shame. Use the Amulet to get through the dark area to Doom. You must have the Dspxo, Tdfqusf, Bnmfmu and Word of Power for Doom. You also need the Tboebmxepp Cpy.

To Descend Dungeon Shame:
Yell the Word of Power. At first you appear to be locked in, but by attacking rocks on the southern edge of the level with magic axes, you’ll eventually reveal a southern exit. Go through the exit and take the first corridor on your left. Follow it around to the descent to level seven. A sign will inform you that this is the “deepest” level. On level seven go south four, then descend to level eight. On level eight go west one then Des Por to the Underworld. The exit, if you care to find it, is (from your entrance on level eight) west two, south one, west one, south two, then east (through secret door) three. To find Doom, travel east as far as you can go, then “Blink” to the grassy plain. Cross the water on the Magic Carpet.

You must have already killed all the Shadowlords before entering Doom. Also required are the Crown, Sceptre and Tboebmxepp Cpy. Up and Down spells cannot be cast here, so you can only exit by saving Lord British or by being killed. Rings of Invisibility don’t work well here. It helps to xbasis uif Dspxo.

Dungeon Doom
Level One
Exit the room at (a) by walking up to the edge of the west wall and using the Sceptre, which clears out the walls. Follow the hall to the ladder down at (b).

Level Two
From (c), walk to (d) and take the ladder down.

Level Three
From (e), go due east through the secret door and east to the room at (f), where you can go down.

Level Four
You emerge from Level Three at (g), but continue down the ladder to Level Five.

Levels Five and Four
You emerge at (h) and go east, then climb up the pit at (i). You’ll be at the top of the plus sign-shaped area (j) on Level Four. Go south and search for the pit (k). Climb down the pit, and you’ll be in the east/west corridor on Level Five. If you look at a gem, this area looks like a giant grid, with endless hallways in each direction. Right now you are in between intersections. (You’re about to get bounced around between levels a few times here.) There are pits going up at intersection in this area. Go east to the first intersection, turn north and take the first pit that goes up between intersections (this is not shown on the maps). You should come out at (m) on Level Four. Search for the pit at (l) in the area’s southwest corner, which takes you to a ladder that goes down through Level Five and drops you off at (n) on Level Six.

Level Six
Go west from (n) to the room at the junction, then move north to the ladder and go down.
Level Seven
From (o), go north to the room in the middle of the hall. Don't just pass through. You must slay all monsters in the room. A Fear spell—followed by a Tremor or something like that—does wonders here. Be sure to wear the Crown here. After wiping out the fiends, collect all their stuff. From a sandtrap in the center of the room, you'll find a chest. Open it, take out everything, and a ladder appears under the chest. Go down this ladder. (If you've taken extensive damage, leave the room and heal first.)

Level Eight
You emerge in a room (p) divided by a river. Kill off the Dragons and Sea Serpents (a Fear spell works well here too). To cross the river, you must activate a trip mechanism in the upper left corner of the room. Use a magic axe, spears or a throwing axe and hit the wall in that section. It's left of the two waterfalls. When you hit it, the bridge is lowered so you can cross the river. This also releases some monsters, but you can just race across the bridge if you don't want to fight it out. Go west and climb the ladder to (q) on Level Seven.

Level Seven
In the room at (q), you want to go south but there is no exit. So wipe out the monsters and push on the wall near the grate to activate the trip, which exposes a section of wall to the north. From where the grate is, go to the section of wall just revealed and push on it, which opens an exit to the south. After going south, search for a trap at the end of the hallway. This pit trap takes you down to (r) on Level Eight.

Level Eight
Go west from (r) and climb up the ladder to (s) on Level Seven.

Level Seven
From (s), go west and south, searching for the pit trap on the corner. Go around this one, search again and take the next pit trap (t) down to (u) on Level Eight. (Be sure you're wearing the Crown before going down the pit.)

Level Eight
On the island (u), first wipe out all the monsters. Choose one character to go to the northern section of the room, which appears to contain an exit. After the exit seals itself off, someone should push around on the little niche up in the walls of the room's northeast corner. There's a trip that opens an exit to the east. Go east to (v) and climb up the ladder to (w) on Level Seven.

Level Seven
In (w) is a giant brazier. Do not hit or push the brazier (unless you enjoy being engulfed in hot lava). To deal with the Daemons on the other side of the barrier, use the Sceptre to chew it away. (If you're wearing the Crown, the Daemons can't harm you.) Then walk through and bash the monsters. (Or you can stand near the wall and attack them with a Morningstar, though this would take a long time.) Exit to the east, but search before you get to the end of the hallway to avoid falling into a trap. After searching, you can go down the pit to (x) on Level Eight.

Level Eight: Free at Last!
This room (x) has no exits. Walk up to the mirror. (Hopefully you brought the Tboebmxppe Cyp.)

Tables

<table>
<thead>
<tr>
<th>Potential Party Members</th>
<th>Location</th>
<th>Words of Power</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lord British's Castle</td>
<td>Saduj (don't let him join!)</td>
<td></td>
</tr>
<tr>
<td>Britain</td>
<td>Gueno</td>
<td></td>
</tr>
<tr>
<td>Bordermarch</td>
<td>Dupre and Sentri</td>
<td></td>
</tr>
<tr>
<td>Buccaneer's Den</td>
<td>Geoffrey</td>
<td></td>
</tr>
<tr>
<td>Empath Abbey</td>
<td>Julia and Toshi</td>
<td></td>
</tr>
<tr>
<td>Lycaeum</td>
<td>Mariah</td>
<td></td>
</tr>
<tr>
<td>New Magencia</td>
<td>Katrina</td>
<td></td>
</tr>
<tr>
<td>Serpent's Hold</td>
<td>Maxwell</td>
<td></td>
</tr>
<tr>
<td>Yew</td>
<td>Jana</td>
<td></td>
</tr>
<tr>
<td>Ararat</td>
<td>Captain John</td>
<td></td>
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</table>

Dungeons

<table>
<thead>
<tr>
<th>Name</th>
<th>Location</th>
<th>Words of Power</th>
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<tbody>
<tr>
<td>Covetous</td>
<td>BL JM</td>
<td>Bwjvtn</td>
</tr>
<tr>
<td>Deceit</td>
<td>EJ PA</td>
<td>Gbmmby</td>
</tr>
<tr>
<td>Destard</td>
<td>KI EI</td>
<td>Jopqjb</td>
</tr>
<tr>
<td>Despise</td>
<td>ED FL</td>
<td>Wjmjt</td>
</tr>
<tr>
<td>Wrong</td>
<td>BE HO</td>
<td>Nbmvm</td>
</tr>
<tr>
<td>Hythloth</td>
<td>PA OP</td>
<td>Jbhwvtr</td>
</tr>
<tr>
<td>Shame</td>
<td>GG DK</td>
<td>Jgobnb</td>
</tr>
<tr>
<td>Doom</td>
<td>HA HA*</td>
<td>Wfsbnpdps</td>
</tr>
</tbody>
</table>

The Shadowlords' Names

Falsehood       | Gbvmojoj       |
Cowardice       | Optgfoups      |
Hatred          | Btusbpi        |

Location of Shards (in the Underworld)

Falsehood       | FA MA          |
Cowardice       | LA LI          |
Hatred          | EB IC          |

Location of Flames

Truth            | Lycaeum        |
Courage          | Serpent's Hold |
Love             | Empath Abbey   |

Miscellaneous Items & Places

Spyglass         | Farthing (Lord Segallion) |
Badge            | Windemere (Elistaria)    |
Jeweled Sword/Shield | Windemere (Thrud)    |
Magic Carpet     | Lord British's chambers |
Sin’Vraal’s Hut DA, MJ
Sandalwood Box Lord British’s chambers
(Talking horse Iola’s barn (NA LA)
HMS Cape plans East Brittany
Stonegate EK JE
Blackthorn’s Castle Isle of Avatar, southern tip
Harp lessons Greyhaven (Lord Kenneth)
Crown Lord British’s castle, top level
Sutek Marsh Island in middle of ocean
Grapple Empath Abbey (Lord Michael)
Sextant Greyhaven (David)
Sceptre Stonegate
Skull Keys Serpent’s Hold (Kristi), Minoc (cangt five a day from northwest tree)
Nightshade JP CO (Midnight only)
Mandrake Root DG LG (Midnight only)
Glass Sword FA EA
Amulet OE GD (Underworld)
Mystic Arms OL NF (Underworld: from Hythloth, in lava north across peaks)
Ararat (ark) * CJ CC (Underworld)

*Ararat is the only place in the Underworld that has an occupant. The person there will join you and is useful because he casts fairly high level spells.

Passwords
Resistance Ebxo
Oppression Jnqfsb

Shrines
You must visit a Shrine, then the Codex, then the Shrine again, in order to be rewarded with an increase in attributes. After visiting all Shrines, you will be given an important clue (the word of power for the Dungeon Doom). The waterfall at IK DG will take you to Underworld if you are on Magic Carpet.

Shrine Location Mantra
Honesty EC OJ bin
Compassion FM IA nv
Valor OF CE sb
Justice AL EJ cf
Sacrifice CN MN cb
Honor MP FB tv
Spirituality BD KF pn
Humility NI OH m

Effects of Potions
Yellow Heal
Green Poison yourself (Immunity to Death, but rarely works)
Orange Sleep yourself
White X-ray vision
Black Invisibility
Blue Awaken yourself
Purple Turns you into a rat
Red Cures poison

Spells In Xeni Mani Creates food
Rel Xeni Bet Change into a rat
An Ylem Vanish

Moongates
When a Moongate disappears, you can search and find a Moonstone. These may be carried, and when used at any (grassy) location, will establish that Moongate at that spot. It is advisable to take one or more of the moonstones from gates that are not absolutely necessary, because you can travel to the location by other means. For instance, it would not be wise to remove the Moonstone from New Magencia; good candidates are the stones near Brittany Bay, Yew or Trinsic, because these locations are easy to get to by Magic Carpet. (These are not coded.)

Moongate Locations

<table>
<thead>
<tr>
<th>Gate</th>
<th>Vicinity</th>
<th>Activation</th>
<th>Lat./Long.</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
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<tbody>
<tr>
<td>1</td>
<td>Moonglow</td>
<td>New Moon</td>
<td>IF OA</td>
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<td>2</td>
<td>3</td>
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<tr>
<td>2</td>
<td>Britain</td>
<td>Crescent Waxing</td>
<td>GG GA</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>Jhelm</td>
<td>1st Quarter</td>
<td>OA CG</td>
<td>7</td>
<td>8</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>Yew</td>
<td>Gibbous Waxing</td>
<td>CF DC</td>
<td>2</td>
<td>3</td>
<td>4</td>
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<tr>
<td>5</td>
<td>Minoc</td>
<td>Full Moon</td>
<td>BD KG</td>
<td>shrine</td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>6</td>
<td>Trinsic</td>
<td>Gibbous Waning</td>
<td>MC GI</td>
<td>8</td>
<td>1</td>
<td>2</td>
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<tr>
<td>7</td>
<td>Skara Brae</td>
<td>Last Quarter</td>
<td>HO BH</td>
<td>3</td>
<td>4</td>
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<tr>
<td>8</td>
<td>New Magencia</td>
<td>Crescent Waning</td>
<td>KH LL</td>
<td>6</td>
<td>7</td>
<td>8</td>
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</tbody>
</table>
Map Key: Ultima V

The Underworld

1: Destard
2: Hythloth
3: Wrong
4: Covetous
5: Deceit
6: Despise
7: Shame
8: Amulet
9: Waterfall from Upper World
10: Ararat
11: Dark Area
12: Shard of Hatred
13: Shard of Falsehood
14: Shard of Cowardice
15: Mystic Arms
16: Poison Area

Dungeon Doom

D: Ladder down
U: Ladder up
S: Ladder up/down
R: Room
T: Trap
Solid triangles: pit traps (up/down)
a-x: Route through Doom (see solution)
Wasteland

Set in the radioactive deserts of the 21st Century, this post-nuclear war scenario story puts you in charge of a team of Desert Rangers who must waste hordes of mutants, robots and other monsters while solving lots of mini-missions and ultimately saving what’s left of civilization from certain destruction. The main map of the land doesn’t scroll, so you can’t walk off the edge as in most RPGs. But there’s still plenty to explore, for most towns and other locations open up to reveal yet more areas and rooms within rooms. The graphics scheme combines an aerial view perspective of the main map and icons for the party and monsters (like Ultima) with first-person illustrations and textual combat reports during encounters (like Bard’s Tale), tosses in non-stop combat, and slips in more logical puzzles than typical RPGs. There are dozens of skills—Demolition, Climb, Acrobat, special weapons—and you can directly "use" a skill on objects or people to solve puzzles. Attributes such as Strength and Confidence may also be applied directly to some puzzles, and alternative solutions abound for many others, which means Wasteland adheres more closely to the traditional concepts of paper and pencil role-playing. Stylistic graphics and a sense of humor contribute to the game’s well-balanced design. Wargamers will appreciate the numerous types of weapons and ability to disband the party and wage tactically oriented battles, and hard core role-players will find the game system and story rich and rewarding.

Type: Science Fiction Role-playing
Skill Level: Intermediate
Systems: Apple (64K), C 64/128, IBM, Amiga, II GS
Company: Interplay/Electronic Arts

The Solution

Character Creation & Development
Trade Thrasher and Snake’s gear to the others and delete these two. Create a new character with at least 16 IQ, 13 Agility and 13 Dexterity. Give him Clip Pistol, Assault Rifle and AT Weapon (all level two). Create another with the same stats, but add level two Bomb Disarm. When creating characters, keep those with well-rounded sets of attributes and highest IQ. All players need these skills: Climb, Clip Pistol, Knife Fighting, Rifle, Swim, Perception, Assault Rifle, Demolition. At least two to three people should have Medic, and several will want SMG and AT skills. Later you can add Doctor and Energy Weapon. Make one player your “James Bond” character: give him Picklock, Acrobat, Silent Movement, Sleight of Hand, Forgery, Confidence, Alarm and Bomb Disarm, and related skills. Designate another your “Techno-Wizard” and give him Electronics, Cryptology, Bureaucracy, Toaster Repair and so on. Radio in very often. Besides getting more Constitution points, you’ll also do a low-level game save (answer “N” when asked “Use last saved game?”). There are lots of NPCs who will join along the way, but the most valuable are Christina in Needles, Mad Dog, Metal Maniac and Max.

Equipment
Always keep Power Packs, Rad Suits, a Geiger Counter, the Proton Axe, Power Armor, the Plasma Coupler, any energy weapons except Laser Pistols, and the Quasar, Pulsar, Blackstar, and Nova keys. Be sure to train your characters in the skills necessary to use new weapons. The most effective projectile weapon is the Meson Cannon, the Proton Axe is the best melee weapon, and the RPG-7 is the best AT weapon. When you’ve collected a lot of weapons and ammo or other items you can’t use, sell them in Quartz. (The solution points out when to do so at certain times to make sure you don’t sell something you need.) Pseudo-chitin armor can be found in Darwin Village by going through the passageway due south of the village center. Once inside, go to the lower level and look for a bag. You’ll need Secpasses.


Combat

Energy weapons should be used only at these locations: Darwin Village’s New Earth area, Las Vegas (especially the sewers), Base Cochise and, to a certain extent, the Guardian Citadel. Some situations are best handled by disbanding the party completely, or into several smaller teams. Don’t rock and roll too much with any kind of weapons, since ammo of all sorts is limited. When hiring NPCs be careful about how much ammo you give them. Many, especially Christina, are trigger-happy and will waste ammo. Remember the Desert Ranger’s motto, “If it moves, shoot it. If it won’t open, blow it up.”

Healing

To speed up the healing process, leave one character (strong enough to defend himself) outside while the rest of the party goes into a building. When you need to heal the party, view the outside character and have him wait (times passes faster outside) while the ones inside heal. The drawback on the Apple version is that this will auto-save the game when you answer “yes.” (Other versions probably will too.)

Into the Desert

Agricultural Center

Bwpje uif cppui. Picklock the rooms directly north and south, then get the valuables. This is a good place for starting characters to build up points. (You can also visit the booth and check out the Root Cellar, but wait till your party is stronger.)

Mine Shaft

Picklock the room to the sjhui pg uif sousbodf. Fight the Scavengers and get the Pick Axe. Use it on the box. Distribute the Gas Masks and leave.

Highpool

Go to the building west of the Infirmary and get the stuff on the bed. Sell it all at the PX (but they won’t buy weapons). Keep usiff sqfkt. You can also see the boy in the southwest corner and get directions to the cave. Kill the dog and rescue the girl, but don’t let her join the party.

Quartz: The Waitress at Scott’s Bar

Buy drinks for Riddler in upper left of bar. Answers: “R” for Australia and America questions, VSBCVUMO for waitress question. Go to bar and disband, have one character sit on stool and wait for waitress. Say VSBCVUMO to get key. Join others. Go to Stagecoach Inn on Greynbear and Target and enter Room 18. Use key. Get all. Go to the Emporium and tfmm uif Nbohnfsm, extra guns and any cultural items. Buy Bulletproof Shirts.

Needles: The Ruby Ring & Christina

Go to the Ammo Bunker, approach the body and get the Ruby Ring. Tbwf hbnf. Use Perception skill on the explosives in the third alcove from the left. If you get that far, use Cpne Efjtnsn. If they explode, restore your game. Get a TNT or Plastique, all the 7.62 mm clips (second alcove from left), and shells (right alcove). Go to the Library. Have Hell Razor learn Assault Rifle, then go to Downtown #2, between Leroy’s and the private club, and have Christina join.

Savage Village

The password is Sfeibxl. Drop weapons when asked. Go to northwest corner of Village and Picklock north building. Get the guns and kill the guards. Picklock the building with the box in it. Picklock the box or use the Pick Axe on it. Get the Mac 17 and ammo. Walk along the west wall and cfuxfuo uif uxp ivut you just raided. TNT the door away and leave.

Quartz

At the Emporium, sell any non-weapons, extra pistols and primitive weapons you have. You need gpvs fyqmtjwft soon, so buy more if you didn’t find enough in Needles.

Needles: The Waste Dump

Enter the Waste Dump and go through the left stairs and right hall, then blast the door. Go through the stairs, blast two more doors and kill the Pit Ghoul. Avoid the barrel and blast the tpvui epps on the xftuf tef of the room. Get the Assault Rifles and Rad Suits.

Savage Village: Loot and Kill, Kill and Loot

This time just kill everyone and take everything you can find. Breach the barn. Sell extra weapons in Quartz, but keep at least two extra NATO’s and armors. Buy six TNT.

Las Vegas: Covenant and the Mushroom Temple

Picklock Covenant’s bonds and hire him. Give him a NATO and armor. Go to the Mushroom Temple and say OSD to get in (several other passwords also work). When asked about a gift, say cmnupetubgg. Go to the Doctor at (1) and hire him; give him a NATO and armor. Blast doors at (2) and (3) on this map to get more guns and Rad suits.

Quartz: Rescue the Mayor

Go to the Dpvuisypt po Rmbjm and use grenades or Manglers to breach steel doors. Free Citrine on level three before rescuing the Mayor (under bed in cell on level two). From Huey, Lewey and Dewey, get numbers from ubuuppt to open safe in Ugly’s Hideout. If you run low on hit points in this battle, rest in the cell area.

Quartz: Ugly’s Hideout

Anyone with less than five AC should stay outside of town. Equip the best fighters with Rad suits. You need people with Bomb Disarm and Demolitions
Expert skills, plus one rope. Enter Ugly’s Hideout and walk to the room’s southwest corner. (The password is Lbqyv.) Use rope south. Walk to southernmost part of the glass wall and blast the wall at that point. Kill the Pistoroles, making your way toward the south room. Kill the guard and Picklock the door. Walk onto the space between the wall and the south end of the table. If you don’t see the safe, walk off, then return. Say fmfwfo-tjyuffo-uxfouz tfwfo (these are cued, but should be typed in as numbers, not words) Get the contents of the safe and save the game. Walk through the east door. Don’t let Ugly leave. Kill him and his guards. Go to Felicia. Use Bomb Disarm on her. If the yellow light goes off, do it again. The red light should stop. (If any of the lights are still on, restore and try again.) Get everything there. Leave Felicia alone. Blast the door on her left. Get all. Cbdlusbd1 to the ibmmbbz where you foufsfe. Go to the small hallway on the right. Enter north door of this hallway and kill all the Pistoroles. Picklock all three lockers, getting only two fruits and two chemicals (don’t worry if there aren’t two). Leave Ugly’s through the door right of the kennels on the north side of the whole hideout. If you found only one chemical, go to the Inn and break into the Housekeeping Closet in the Inn’s northeast corner. Get the chemical and the Servomotor. Go to the Emporium and sell extra items, pistols and clips (except 7.62 mms).

Needles: The Holy Grid & the True Bloodstaff
Leave Doc and anyone under four AC outside town. You need a Demolitions expert in the main group, plus the gas masks. Enter the Temple of Blood and go through room with all the people in it, just to the left. Go through the hall until you come between two doors. Enter and get the Armors. Go west to the square that teleports you onto the Grid. Follow the map and say uijsuz (typed in as a number, not a word) to robot.

Below the Temple
Equip masks to characters with low Constitution and go north until you hit the island. Re-equip weapons. View. Have the outside party wait and View (but not saying “Yes”) to check periodically on the main party. When they’re healed, View and have them walk around the island, killing the two Snipers as they go. Blow the gate off the north part of the island and jump across the plate. Make your way toward the south edge of the inner building. Blast the door and kill everyone. Get the Bloodstaff (never pick up another Bloodstaff after this, or things might get confusing). Take all the LAWS first, Rifles second, then shells, then clips. Return for the Power packs later. Cross the Blood River and go south. Go east through the missile and say npufijn to the man. Leave by going through the force field to the northeast. Give Doc an Assault Rifle and go to the Mushroom Church.

Bqspbdli Cjtip. Use Ruby Ring. Use Bloodstaff. Get things from Bishop. Go to Quartz and sell the Rifles, shells, clips and the engine.

Las Vegas: The Password at the Altar
Leave Doc outside town. The party needs a Demolitions expert and two TNT. Go to the Mushroom Temple and blast door (4). Walk along the wall, avoiding the core. Blast door (5) and walk to the altar (C). Reply: Yes. Reply: Gbso cszhp. Record the password. Leave temple. Kill Gundroids at (A) on main map of Vegas. Get the items. Kill Cyborg Commandos at (B) and get the items. View. Heal. View. Leave the Temple and walk around town, searching and killing enemies that have LAWSs and RPGs. (Never sell these.) Avoid the Scorpitron.

Needles and the Bishop
Go to the Mushroom Church and tell the password (from Charmaine) to the Bishop. Get the Bloodstaff.

Las Vegas and Charmaine
Enter the Mushroom Church and use the Bloodstaff in front of Charmaine.

Darwin: Mad Dog and Metal Maniac
Leave Doc outside and go to the Lab. Go to the table in the next room and use a difnjdbm on the table. Use a gsvju on the table. Get the antitoxin and repeat to make another one. Go to the Tavern and trade Angela Deth’s and Hell Razor’s gear to someone. Make sure they have nothing left. Send them out, have them get seriously wounded in combat, then have the main party get them back. Wait voujm uifz elf, then bury them (this isn’t necessary, but is a nice touch). Use the antitoxins on the two guys in the Tavern. Hire both. Give Angela’s gear to Mad Dog, Razor’s to Metal Maniac. Go to the Library and have Mad Dog learn Demolitions; Metal Maniac should study Assault rifle.

Guardian Citadel
Save frequently in this phase, and a back-up copy of this disk is a good idea. Leave Doc outside and equip your best AT weapon guys with LAWSs and RPGs. You’ll need Mad Dog, Metal Maniac, Covenant (or someone with equivalent Strength) and one TNT. Enter the Citadel. Staying ofbs uif fju, align with the middle flag. Walk up to (1) and kill them. If seriously wounded, heal by Viewing Doc. If not, equip more AT weapons. Get the Pulsar key. Walk to (2) and blast the wall south of you. Walk in the hallway and Picklock the door. Make sure you’re healed. Walk to the opening on your left. If down to half your Constitution, svo mfgu ps sjhiu. Heal with Doc. Reequip AT weapons and attack again. Keep doing this until you win. Walk to (3) and use Safe-craft on door. When you get the things inside, make sure you leave one Power Pack there. (Otherwise the
room will explode.) Heal up and equip RPGs to back up the Meson Cannon (4) (you must practice with it first). Walk north through the opening and kill the woman immediately. Send one person through the left opening, then bring in the others and kill Austin. Get the Ion Beamer at (5) and heal up. Walk to where you entered, then walk to the right hall. Go through the right opening that leads you to (A). Avoid Kenneth for now and go north to (6). Kill the three Sisters. Walk east, then north toward (7). Kill the Cook. Walk to (8), then through the door on your north. Walk through the hall where you see (10). First you'll see three distant attackers. Coax them into coming closer, while running to (9). When they're at tjyuz gffu, attack. Walk to (10), kill the girl, then walk along wall (see path on map) and across stairs to (11). Go through door to (12) and kill the three guys. If at any time Covenant is seriously wounded or the others go critical or worse, restore. Have Covenant use Strength at (13) toward the portcullis lever. Go up the stairs at (14) to the Inner Sanctum. Go to the computer next to the door. Say Sptfcve. Go in the room (15) and get the Power Armor and other gear. Go down the stairs and leave the Citadel the way you came in.

Las Vegas: The Scorpion & the Sewers
Leave Doc and anyone with less than 14 AC outside. You need a Sonic Key. Kill the Scorpion at (C). The trick is to disband and catch it in crossfire with LAWs and RPGs. Then walk through the city and kill any Warriors that appear. If anyone has 23 IQ and three skill points to spare, go to the Library and learn Energy Weapon. Arm these people with the Meson Cannon, Ion Beamer and Laser Rifles. You'll also need a TNT, Demolition expert and either Pickaxes or someone with at least 20 Strength. Go to the Mushroom Temple and cmntu eppu (6). Go through the southwest door to the hall, then through the hall until you reach a door with an "x" on it. Use the Sonic Key on the door, then exit through the "This Way Out" door. Go to (1) on the Sewers map. Get Servomotor. At (2), ljym uif spcpu and get the Power Converter. Use rope (south) at (A). At (3), wipe out the 'bots and get the Fusion Cell. After going past (C), destroy more of them and get the items and the ROM Board at (4). At (B), use the rope (hit space bar for loosening). At (5), wipe 'em out and get the Servomotor. Walk to the "$" wall in the room to the south. Use Strength (must be at least 20) on that wall until you get through. (Pickaxes will also work.) Go until you reach the exit (right arrow on map). Go to the north exit (north arrow). Go to the room with all the "$" walls. Use Strength on them. At (6), defeat the fiends and get Max's head. Go back through the passage you made. At (7), whomp on the steelheads and get the Servomotor. Go through the south exit (down arrow) and at (8), win again and get the ROM Board. At (9) you'll be rewarded with a Servomotor. Go to the Lab, the room marked with A, B, C, D and 10. Use the Sonic Key on the Lab door. Kill the Hexborg at (10) and get the Rom Board.

The Lab: Fixing Max
At C: Press 1 & 2, use Servomotor, press 3.
At A: Press 1 & 2, use Android Head, press 1 & 2, use Rom Board, press 3. Exit through the force field to the south. If possible, learn Energy Weapon at the Library.

Guardian Citadel: Looting the Place
Leave Doc and anyone with less than 14 AC outside. At (A), Picklock the case and get the Quasar Key. At (B) in the Outer Sanctum (purple walls), save after killing the enemy. Use Bomb Disarm on him. (Restore if you die.) Get the ring and Plastike. At (C), use Perception on the triptych and get the Blackstar Key. At (D), kill Jethro and get the Proton Axe. Kill the Cardinal at (E) and get his goods. Annihilate the "Sleeping Monk" at (F) and get the Nova Key. After entering (G), open up the uisff eppst and get the goods. Get the Energy Weapons at (H) and give somebody Clone Tech. In the Inner Sanctum (upstairs), use Perception on the tables and get the SecPass B at (I).

Sleep Base: Send in the Clones
This is in the northeast corner of the map, but you can't find it until Max is activated. If the SecPass doesn't work at all places, don't worry, for you'll find more. Get SecPass 1 at (A) by using Strength on door. SecPass 3 is at (B). Go down to Level Two and get SecPass A at (C). Go to Level Three, then to (D) and Picklock the desk to get SecPass 7 and a Power Converter. Open up all the doors in the base. Go to (E) on Level Two and use TNT or Plastike on one of the crystal walls to get Pseudo-Chitin Armor, Meson Cannon and other items. At (F), get one jug and other gear. At (G), use the Qpxfs dpowfsuf on the Controller. Go to Level Three and turn the power on at (H). Return to Level Two. To make a clone: press 1 at (I). Use Clone Tech. Press 2. Press 3. Use jug. Press 3. Get fluid. Go to (J). Disband one person with the gmvje to walk into a pod. Get the jug. Make three more clones, preferably of different characters, the same way. If one of the cloned people dies later, go to the adjacent terminal and Release him. If you want to clone someone else but the pod is occupied, Abort the clone.

Base Cochise: Max meets VAX
You need RAD suits to reach Cochise through a trail north, then west of Vegas. Leave Doc and a character with less than 10 AC outside. Fight your way north
to the gate. Picklock and use SecPasses on the gates. Enter. Take sjihu escalator (A) up, then go north. At
the terminal (B), say csfb1. Picklock out of the cell and
and go down the hall, not opening any doors until you
reach the room with computers. Go to the computer
on the far right, nearest the west exit. At the terminal
(C), say svo. Pick "C" and View the outside party.
Trade the second guy's gear to Doc and send him out
to be killed; bury him. View. Go to robot (D) and hire
him. Save the game. Go through the west hall. Send
Covenant, VAX, Christina and Metal Maniac across
the waste to fight the Xenon Cannons. If anyone goes
Serious, restore immediately. Go to the terminal (E)
and Extend the bridge. Bring the others across. Go
north, then west and use Picklock or SecPass to enter
the room. Walk onto the tusbfh qvsqmf gjfme (F)
on the left, then walk south. Go to Vegas Hospital
and cure the Radiation Poisoning.

Base Cochise: Showdown at the Robot Corral
Leave Doc outside. Carry the Pulsar, Quasar, Nova
and Blackstar Keys, four Rad suits and six TNT. On
level three, go to the terminal and enter tunnel, then
to the last room in the hall (the one with all the loot).
If heavily wounded, retreat to the hall until the Oc
totrons can't hit you, then heal and attack again.
After killing all the Octotrons (there are some on the
sides), get the loot. Go to the room with the purple
color and go down the ladder. Send VAX to the room
on the right. Have him walk to the terminal (A)
and open vault door #1 (B). Rejoin the party and hp tpvui.
Send someone with good Perception west; when he
approaches a mine, it should appear so you can avoid
it. Open vault door #2 (C). Rejoin and go south.
Vanquish the Xenon Cannons (D) and send VAX east.
He can just walk through and will seldom get hurt.
Open vault door #3 (E). Rejoin and go south. Send
your best fighters into the west room and walk along
the south wall. Defeat the Xenons, then walk along
the south wall and defeat the rest of the Xennon here.
At the terminal to the north, open vault door #4 (F)
and retrace your steps to exit. Rejoin and save the
game. Go down the ladder and Picklock the door.
On level four, kill the Particle Beams and follow the
safe path on the map to the Robot Maintenance
Room. Blow the door, then blow up the machinery at
(I). Go to the Security Electronics Room and blow the
door. Go to the OSHA Room and blow the door.
Walk south to the robot. When uxp tqbdf bxoz, or
Encount. Kill the Octotron and anything else that
gets in your way. Go to the Reactor Room.

Base Cochise: The Reactor Room
Blow the door and send in a Demolitions expert
xfbsjoh b Sbe tvju. Have him blast the glass wall in
the Reactor Room. Rejoin and rearm him. Exit (the
purple field takes you to the entrance) but not all the
way into the desert. Outside the gates, go west and
you'll see a battle-scarred wall. Ljmml uif spcpu on
the xftuf tjef pg uijt xbm and get the Plasma Coupler
(there are two other ways to do so, but this is the
easiest). Leave and get Doc; make sure he has Power
Armor. Save the game. Return to the Reactor Room.
Split the party into gpvs hspvvt of equal fighting
ability; VAX alone should be one of the groups. Give
each party a key (Pulsar, Quasar, Nova and Black-
star) and a Rad suit. Give VAX the Blackstar Key,
Plasma Coupler and a Rad suit. VAX should use the
Coupler on the machine formerly surrounded by
glass in the Reactor Room. Send him into the corner
room there (A). Have the party with the Quasar Key
enter the OSHA Room's corner room (C). Send the
Nova Key party into the corner room of the Robot
Maintenance Room (B). Dispatch the Pulsar Key
party to the corner room of the Security Electronics
Room (D). Have VAX use the Blackstar Key on the
cylinder. The Nova team should use that key on their
cylinder. The Pulsar party should use that key on
their cylinder. The Quasar party uses that key with
their cylinder. (Save the game before proceeding.)
Press the space bar and have VAX enter sfe; Pulsar,
zfmmxp; Quasar, hsflf; Nova, cmvf. Send the Nova
team to join the Pulsar team at (j) in the hall. VAX
should join the Quasar team at (k) in the hall, then
send VAX's team to join the others at the stairway
entrance. (The entire party should be together now.)
After the destruct sequence is activated, escape caps-
ules appear above (h). Enter these and you'll wind
up next to the computer on level one. Use Climb skills
or blast a hole in the area, then exit and enter the
desert. Get outta there before the whole thing
explodes! Don't forget to Sbejp jo.

Other Puzzles

These are not necessary for solving the game, but
may make it somewhat easier. They're also provided
for people who finished the game and still want to
know the answers.

The Hobo's Camp & Quartz
See the Brakeman for a mission. Then head for
Quartz. Take the item from the Brakeman to Head
Hunter, west of restrooms. Get password
dbufsqjhnmb. Enter men's room and defeat out-
laws, get clues from body and boy. Check out all
tables for clues. Go to Hobo's Camp and say pass-
word to guard at left tent. Follow instructions for
treasure and tools, then return to Quartz. In the
Cemetery, get the broken toaster.

Finster's Mind
Answers to riddles in Finster's Mind are: (1) uisuz-
uxp (type in the number, not the word) (2) gjwf
xovesf uxfmwf (3) uxfouz (4) Gjotuf (5) opuijoh
(6) jdfcfs. In the fourth arena you have to go to the
northwest corner and use IQ to get through telepor-
tation spaces. IQ is also used when you hear friends
talking about you. Use Secpass 7, the password Qspufvt and Strength to get inside. Liberate the prisoners and go upstairs to kill Finster and hook his head up to the Mindlink. (The character who attaches the head should have a powerful weapon, plus high stats for that weapon’s skill, Luck, IQ and Strength. After answering the first three riddles in arenas one-
three, use IQ in the fourth arena’s northwest corner. Slay the spider and break the web with strength. Use Luck if tossed into the showers while playing baseball. Break through the wall with Strength in the seventh arena, kill two more Finsters and break through the wall again. (After the second Finster dies, get the jug if you need one.) Get the Android
head after killing it. Immediately after entering the next room, race back to the previous room, touch the wall and run to the place where the voice warns your friends will be killed if you go east, and you’ll be lJimmyf if you go xftu. Then take one step east and one south. Use IQ in the next room until the exit opens, then enter the final arena and slay Finster. Get Secpass B and jump into the pit.

Fixing the Jeep
Ace, in the basement in Quartz, can get the Jeep running, but it will only go to the garage in Needles. You’ll need the other engine (one is sold in the Hobo Camp, another is awarded by the Mushroom Bishop in Needles when you return the Bloodstaff.)

The Broken Toaster
After learning the related skill, you can get a VISA card and Power pack from the toaster. Use skill at the Toaster Repair Station in the Citadel.

The Helicopter
This will take you to Base Cochise if you have the skill, which could save some time, since you could land on top of the building.

Map Key: Wasteland

Quartz
1 : Emporium
2 : Scott’s Bar
3 : Stagecoach Inn
4 : Ugly’s Hideout
5 : Courthouse
6 : Cemetery
7 : Dr. Quack

Needles
1 : Ammo dump
2 : Police station
3 : Library
4 : Doctor

Las Vegas
1 : Library
2 : Informant

3 : Hospital
4 : Spade’s Casino
5 : Fat Freddy’s Casino
6 : Hospital
7 : Jail (Covenant)
8 : Temple of the Mush-
room Cloud
A : Gundraids
B : Cyborg Commandos
C : Scorpion

Guardian Citadel
Map One
1 : Pulsar Key
2 : Blast hole in wall here
3 : Door (use Safecrack)
4 : Meson Beamer
5 : Ion Beamer
6 : Three Sisters
7 : Cook
8 : Door
F : Flag
A : Quasar Key

Outer Sanctum
9 : Corner
10 : Girl
11 : To exit
12 : Three foes
13 : Portcullis lever
14 : To Inner Sanctum
B : Ring & plastique
C : Blackstar Key
D : Proton Axe
E : Cardinal
F : Nova Key
G : Miscellaneous gear
H : Energy weapon

Inner Sanctum
15 : Power Armor
1 : Secpass B

The Sewers
1 : Servomotor
2 : Power Converter
3 : Fusion Cell
4 : ROM board
5 : Servomotor
6 : Max’s head
7 : Servomotor
8 : ROM board
9 : Servomotor
10 : ROM board
A-D: The Lab

Sleeper Base
Level One
A : Secpass 1

Level Two
C : Secpass A
E : Pseudo-chitin armor, Power packs, weap ons
F : Jug
G : Controller
I : Cone fluid
J : Clone pods
L : Library & Doctor

Level Three
D : Secpass 7
H : Power switch
IF : Info files
PC : Plasma Coupler
HS : Helicoptersimulator

Base Cochise
Level One
A : Escalator
B : Terminal (break)

Level Two
C : Terminal (run)
D : VAX
E : Terminal (extend bridge)
F : Purple field (exit)
S : To Level Three

Level Three
A : Terminals
B : Vault door #1
C : Vault door #2
D : Xenon Laser Cannons
E : Vault door #3
F : Vault door #4

Level Four
A : Blackstar
B : Nova
C : Quasar
D : Pulsar
E : Machine requiring high L. Q.
F : Glass wall
G : Fusion Octron
H : Stairs
I : Conveyor belt control
J-K: Rendezvous points for party during end game

Level Four
Willow

At the outset of this adventure adaptation of the Lucasfilm movie, you'll choose any of six independent but plot-linked games by clicking a magic wand on their names as they appear on a magic scroll. Each mini-quest reenacts a key part of the story; together, they make up the tale of Elora Danan, a newborn baby who, prophets say, will bring about the downfall of the evil Queen Bavmorda. They can be played in any order, or in the sequence of the events in the film. Unlike most such games, this one lets you assume the role of various characters in different parts of the story. Graphics (some digitized artwork, others computer art) are high-resolution, divertingly colored and one of Willow's strong points. Problem is, there aren't a lot of problems, especially logical puzzles: except for maze-mapping, most of the challenge lies in joystick (or keyboard or mouse) skills. It's recommended for younger gamers or fans of the film who already have the Willow lunch box, Willow t-shirt and the official Willow tree. (But not unless you have an EGA board or a Tandy, plus a hard drive—the CGA graphics offer no aesthetic satisfaction, and it plays very slowly on floppies.)

Type: Arcade Adventure
Skill Level: Beginner
Systems: IBM (512K required, hard disk recommended)
Company: Lucasfilm Games/MicroProse

The Solution

Use your pointing device to select the highlighted word "Willow" from the scroll, allowing you to play all of the game segments in order. If you pause too long or wander into a dungeon cell, you'll be thrown in jail. This solution is for the standard configuration. If you randomized the game, most of it will be useless. If you did this on a hard drive, you can use the SETUP program to uninstall the game, then reinstall it to get back to the standard configuration. If you have randomized on the master disk, this method will not be effective. (Because objects are so insignificant here, no Map Key is provided.)

The Dungeons of Nockmaar
The dungeon segment is a standard maze of 52 rooms and four levels. (See map for route.)

The Nockmaar Woods
The Forest game is the first of two arcade-type segments that are not affected by the randomizing feature. It is played on an overhead view of the forest and river area outside the village of Nelwyn. There are both active and passive hazards in the Nockmaar woods. The active ones are the Queen's men and the Death Dogs, which come at you randomly and can be dealt with by lffqjoh usfpt ps spdlt between yourself and them, or by facing the direction from xijdj uifz bsf bqspsb di joh and, when they are in a direct line, throwing a magic acorn at them to turn them to stone. Passive hazards—the road, forest and river, and quicksand—impede your progress. Stay on the road as much as possible but don't be afraid to cut across small sections of forest. Use the bridge in the tvvuihbbtu to cross the river. From your starting point, go straight towards the right side of the screen, crossing the forest at its narrowest part. When you reach the road on the other side, start down it toward the bottom of the screen and cross the bridge. Once across, head up and to the right as quickly as you can. If soldiers or dogs get near you, try zig-zagging a bit and hope they get sidetracked.
The Daikini Crossroads
To release Madmartigan from the dreaded Cages of Death, move your joystick upxbs e tif dbh po uif sjh j and press the button.

Spellcasting
You must cast spells four times during the course of the game. During play, these are separated by other segments, but for brevity, the spells are listed here. To turn Fin Raziel from rat to raven, choose symbols 1, 2 and 13. To turn him from raven to goat, choose symbols 5, and 7. To turn him from goat to human, choose symbols 4, 6 and 12. To defeat Queen Bavmorda, choose symbols 1, 2, 13, 4, 6, 12, 5, 9 and 7.

The Ice Caves
In this maze, you will be constantly moving. Your job is to steer the shield down the correct tunnels to get out again. (See map for route.)

The Battle between Madmartigan and General Kael
This arcade segment is random to a certain extent. Observe the speed of the approaching objects. If you see a tbm s of bsspx approaching, duck or jump to avoid it immediately. If you see the larger black javelin, wait a second before jumping, or it will get you as you come down. Slower still are the burning barrels and flying axes. Time your movements carefully to successfully avoid these. When you do reach Kael, a chasm will open behind you. One successful strategy is to stand close to the chasm and make Kael come to you. When he is within striking range, do several low slashes until he trades positions with you; then try to force him into the pit. Also, you can not usually trade hit for hit with Kael and hope to survive. You must use every advantage to sneak one or two in when he isn't ready. Try prodding him tusb jh u gpxsbse as soon as you get the chance, then quickly slashing high before he recovers. If there is still time, repeat.
Wizardry IV:
Return of Werdna

The fourth Wizardry is actually a sequel to the first one, in which you had to defeat the evil wizard, Werdna, and obtain a magic amulet. Here you assume the role of Werdna, trapped at the bottom of a series of mazes, who must fight his way to the top and reclaim that darned amulet. It is the first one-character scenario in the series, so you can’t use characters from other scenarios. Instead, your party is composed of monsters who make their own combat decisions as you battle parties of adventurers. There are more puzzles than in previous scenarios, but combat and mapping remain the essence of the game. Mazes are shown with the same simple line drawings in the first three games, while the color illustrations of monsters were enhanced. This is among the most difficult role-playing games ever, with maddening mazes and a very tightly balanced combat system. Five possible conclusions are in store, so you can finish it once, then restore a saved game and try for another ending. It’s recommended only for those who have completed at least the first Wizardry.

Type: Fantasy Role-playing
Skill Level: Experts Only
Systems: Apple, IBM
Company: Sir-Tech Software

The Solution

When told to pick up an item, make sure you have an empty inventory slot a few moves beforehand. This game is tightly balanced, so expect to get killed a lot—even with the right answers and maps! The main combat decisions you’ll make are your choice of monsters, and recommendations are included for most levels. Coordinates are listed as east, north and level: 4, 3, 1 means 4 east, 3 north on Level 1.

Level 10: Left or Right?
Artifacts: Black Candle, Amulet and Bloodstone Effective Monsters: Priests, Creeping Coins

To exit the first room, you need Qsjftut jo uif qbsuz up dbtu NJMXB during combat and reveal the exit (dotted line). Defeat Guardians at (1), (2) and (3). Go S. and W. to P2 for more monsters and spell points, then N. to (4) to slay the Pyramid Guardian and get the Black Candle and Amulet. Now head to (5) for the Bloodstone and back to stairs to next level.

Level 9: Catacombs
Artifacts: Demonic Chimes, Lander’s Turquoise, Holy Hand Grenade
Effective Monsters: Witches, Anacondas, Dusters, Creeping Cruds

The first time through this maze, defeat Guards in Corner Rooms for gold and items—though the only ones you must fight are uipft hvbsejoh uif tupof bu (1). Then go to (2) and use the black candle from the previous maze to see the secret door. Take stairs up. Later in the game you will return to the Abyss (3), which can be entered once you’ve got the Dreampainter’s Ka (Level 7 ) and are equipped with the Winged Boots (Level 5). You also need the Black Candle, the Demonic Chimes from this Level (see map) and a book (the Arabic Diary from Level 6) to enter Hell, where you’ll get the “HHG” of Aunty Ock, a Holy Hand Grenade essential for completing the game.

Level 8: “Death by a Thousand Cuts”
Artifacts: Golden Pyrite, Amber Dragon, Witching Rod, Black Box. Effective Monsters: Level 5 Priests, Harpies, Shades, Ronins.

From the stairs, head E. into NE corner, then S. to Pentagram (P) at 18, 15. Stay on the unshaded trail to avoid land mines and get the Witching Rod (1) from the Pool at 14, 1. Then get the Black Box from Glum (2) at 1, 1. The Box gives you room to carry all the DIOS you’ll need for the next phase. Return to uif Qfoubhsbn, then go N. to 19, 19, W. to the NW corner and S. to get the Pyrite Stone (3) at 0, 9. Go W. through the one-way door and N. to
the Pentagram. Return for the Dragon (5). (See below for alternate strategies.)

You may be able to accomplish the final part of this maze with a team from this level’s Pentagram, but it’s easier if you take the stairs up to Level 7 and get a stronger crew of monsters, not to mention Level 4 character status and its 40 hit points. (When summoning monsters on 7 for use on 8, don’t forget Level 5 Priests.) Regardless, you’ll need lots of DlO5S, so devote time to seeking out monsters until you have at least 10 DlO5S. Since you don’t need them immediately, an easier strategy is to retrieve Pyrite and Dragon after obtaining the Winged Boots from Level 5, which allow you to float over mines. But if you insist on doing it the hard way: from 5,4 go 1 N., then W. (through the mines) for Amber Dragon (4) at 0, 5 and on through the one-way door (see solid line on map). (Camp and vtf EFbI ifdi uiunf iju aqjout gbm to 10-15.) Follow the trail back to the Pentagram before heading on to stairs in the SW corner.

Level 7
Artifacts: Orange Rod (Hapolong Carrot), Dreampainter’s Ka, Sword of West Wind, Sword of East Wind, Dragon’s Claw (you can only take one)
Effective Monsters: Priestesses, Goblin Shamans

After climbing the stairs from Level 8, you pass through an area that negates your Light spell. Use the candle for light to see the hidden door (1) at 8, 13, facing N. Make your way to the Altar (2). To obtain one of three swords, equip the three stones (Bloodstone, Lander’s Turquoise and Amber Dragon) and put them on the altar. (The Dragon’s Claw will restore hit points. The East and West Wind Swords have excellent hitting power. Save the game before dippjoh b txpse if you want to replay it, since your choice of sword determines three of the endings.) The first time through this level, all you can do now is head for the Stairs Up.

Later, after obtaining Winged Boots from Level 5, you can equip them to visit the Blimp (3) and get the Orange Rod (4). (The Oxygen Mask from 9, 18 on Level 5 helps you resist the Mage’s spells on Level 7.) Take it to the hidden door (5) at 5, 8, gbdf fbtu boe jwpflf it to enter the Dreampainter’s Room for the Dreampainter’s Ka (6). (Do not equip the Dreampainter’s Ka yet—it is necessary for the ending, and has only a limited number of uses.) But don’t wear the Boots into the Dreampainter’s Room, and don’t invoke them unless you’re wearing them. (The Blimp’s Clue: Sale—Lych Gates at Baltec’s)

Level 6: Whirling Dervish
Artifacts: St. Rimbo’s Digit, Initiate Turban, Arabic Diary, Cape of Good Hope
Effective Monsters: Wights, Bishops, Master Ninjas

Lots of Spinners and False Doors make this maze frustrating until you learn how to determine your location. The Jeweled Amulet casts a Dumaptic, but you can also tell where you’ve been spun to by uftujoh uif eppst ut ffly giz’se sbm ps gbmtf. If both are false, for example, you have entered a horizontal row; if the door nearest you is real, you have moved north; if the door nearest you is false and the one further away is real, you have moved south.

First get the Cape of Good Hope (1) at 13, 13. After defeating one of this level’s strong parties of monsters, you’ll receive St. Rimbo’s Digit (this may happen before you get the Cape). If equipped, it casts Tiltowait in battle. (The number of times it can be used is limited and appears to be random.) Then go to (2), the door at 1, 1, which can’t be seen even with a Light spell—you must kick there to open it. This leads to a tough battle, so save before entering the hidden room for Initiate Turban and Arabic Diary. You’ll be transported to the Stairs Up. (The stairs do not bqqfbs vomftt zpv bsf usbotapsufe gspn (2), and disappear if you don’t use them when asked.)

Equipped and invoked, the Cape of Good Hope lowers your Armor Boost and boosts your spell-casting and hitting power. The Arabic Diary is the book needed to enter the Gates of Hell on Level 9. The Initiate Turban casts a Halito (but hold onto it for the end game).

Level 5: Creatures of Light and Darkness
Artifacts: Winged Boots, Oxygen Mask
Effective Monsters: Hellhounds, Master Dragons, Priests of Fung

Numerous areas of bright light make it hard to stay oriented. Get the Winged Boots (1), then go for the Oxygen Mask (2). (These enable you to return and complete Level 7, though you can do it with the Boots alone. The Boots also enable you to fly over mine fields on Level 8. Don’t invoke them vomfitt frvyqffe; also, they may disintegrate at any time, in which case you should return here for another pair. The Mask protects against air breather spells like Makanito.) Somewhere on this or higher levels you may obtain a “furred cone” (Magician’s Hat) after a battle. This is required by the Witch on Level 4 as an ingredient for her “blue blood special” (a Dab of Puce).

Level 4: Maze of Wandering
Artifacts: Aromatic Ball (White Marble), Limp Wrist (after battle)
Effective Monsters: Carriers, Scylls, Dark Riders

Shifting walls make this a tough maze. The best strategy is to head straight for Level 3 and enter the Cosmic Cube. Then return to visit the other mazes to complete the game. It is crucial to xfbs uif Pyzhfo
Nbtl here. Don't proceed without a "Get out of Jail Free card" obtained after a battle. If you find a Limp Wrist after a battle, keep it—it's needed for four of the game's five endings.

Just gpmnmnx uif epuufe mjof. The walls will shift until you reach 0, 10. Then you must camp and decamp until you have an opportunity to move west. This happens one time out of four. The next obstacle is the Jail (2) at 18, 13. You must have a "Get out of Jail Free card" (see above). Use it to free yourself from Jail until you are freed at 17, 13 (one square west of the Jail). This also occurs once in four times. Then follow the dotted line to the Stairs Up, bwpjejoh uif "usjhhs trvbsft." Head upstairs. (Later, you will return to deal with the Witch (1), which is covered below.) Before leaving, bathe in the Ron Wartow Memorial Pool.

Levels 3, 2 and 1: The Cube
Throughout this section, follow the dotted lines on the maps. You travel through a series of chutes and stairs that transport you about these three levels. On the maps, each intermediate destination labeled with a lower case letter: (a). In this explanatory information, each letter is followed by a number indicating the level on which it's found: (a/3).

From Level 4, you arrive on Level 1 at the spot marked X (15, 11). Go due north through the center door and continue north until you're transported to (a/3). Go west, where you're transported to (b/1). You must get through this Light and Dark area (avoiding 3, 1) to 3, 9, where a chute transports you to (c/2). Frvjq pzychfobntl. Move to 5, 7, where another chute sends you to (d/2).

Frvjq boejowplf uif Xjohfe Cpput to avoid pits in these areas. Go to 3, 14, 2 and get the Oil of Olé (50,000 gold) at (1). Find your way to the stairs down at 10, 8 to reach (e/3), then follow the map and move to C1 to be transported to (f/3). (Be careful to avoid stepping in any other locations along the way, or you'll be transported all over the place.) Move south once and west once and you'll be transported to (g/3). Now go opsi podf and east once to be transported to (h/3). Take the stairs up at 19, 17 to reach (i/1). At (1) on Level 1 (13, 2), get Trebor's Rump. Equipped and invoked, it permanently stops Trebor from hounding you. Make your way to 8, 2 for a chute to (j/2). Proceed to the stairs up at 18, 2, which take you to (k/1). Follow route to stairs down at 9, 9 to (l/3). Follow the hall to C6 and get transported to (m/1). Go to the stairs down at 8, 5, which take you to (n/3). Move to 1, 2, where you're transported to (o/2).

Filled with spinners, this room is a major challenge. Cast Evnbojbd to ascertain you're facing south and save, then move south, repeating the process until you reach 9, 2, 2. You can also use Light spells to watch distant walls. Save and try until you get into Chute C6, which transports you to (p/1). Freedom from the Cube is in sight! The Holy Hand Grenade is cursed and must be cleansed by using the Oil of Olé. Then use the Holy Hand Grenade. When the pin is pulled, make your way to (2) at 15, 15, 1, drop the Holy Hand Grenade and move three steps away. The wall will be blown away, allowing access to the stairs up at 15, 16, 1.

Back to See the Witch
Use Malor to backtrack and satisfy the Witch on Level 4. She wants the Gold Pyrite (Level 8), White Marble (Level 4), Witching Rod (Level 2) and several items obtained after battle: a Magician's Hat, Blade Cuisnart and Penneceaux.

Levels -0, -01 and -02: The Castle
Artifacts: Maintenance Cap, Chrystal Rose, Gwilym's Arrow of Truth, Orb of Dreams, Signet Ring, Mythical Gauntlets
Effective Monsters: Greater Demons, A Flack, and Entelechy Fluff

Regardless of which ending you opt for, the following things must be accomplished. You should also have 1,000,000 in gold. (Gjihu npnotufst po Mfwfm pof until you have enough.) The Dreampainter's Ka is needed to survive a major battle, but don't equip until then, for it has a limited number of uses.

Return to Level -0, go east and north to the Castle Entry (1). The password is usjfps tvy. Go to 2, 15 and take the stairs up to Level -01. Go north three, east thirteen (stay on the "catwalk" by following the dotted line, or you'll fall off), south two to 16, 16, -01. Take stairs up to Level -02. Move north once and obtain the key from the Inkeeper (1).

Retrace your steps to Level -0. Enter door at (4), found at 17, 9, which cannot be done with the Inkeeper's Key. Go to 14, 11, -0 and take the stairs up to Level -01. Enter (6), the room at 15, 13, -01, where as a reward for restoring the Temple on Level 7, you'll get a Maintenance Cap. This enables you to sqfjbs uif Dbtumf Gpvoubjot (2) at 5, 16, -0 and 13, 16, -0. After doing so, bathe in the fountain at 5, 16, -0, then go immediately to 15, 11,-01 and you'll be presented with the Chrystal Rose (7). When equipped with the Rose, you'll be honored by all and attacked by only the most formidable foes. On Level -01 at (4) in room 14, 11, get Gwilym's Arrow of Truth for the Dab of Puce. At (5) on the same level, get the Orb of Dreams at 14, 13 for the Penneceaux.

Ending One: The Acceptance of Offer
Go to 9, 16, -0 for an encounter with the Captain's Council (6), which results in a request for 1,000,000
gold. Comply, go one step south and take the stairs up at 9, 15, -0. Go to the Baron’s Council (1) at 8, 16, -01 for the Signet Ring. Before taking the stairs up at 16, 16, -01, equip the Dreampainter’s Ka and the Oxygen Mask, which are needed to get past the All-Stars. Then go to 9, 15, -02 for the Acceptance of Offering conclusion at (2).

**Endings Two-Four: The Sword Endings**

For these, you must have done the above, except giving the 1,000,000 gold to the Captain’s Council. You also need the Dreampainter’s Ka, an Initiate’s Turban (obtained after battle), a Limp Wrist (obtained after battle around Level 4) and a Dink (a level one monster) in your party instead of a Flack. After getting the Signet Ring, go to the stairs up at 16, 16 on Level -01, equip the Dreampainter’s Ka and Oxygen Mask, then save the game. After you make it past the All-Stars, get the Mythical Gauntlets (3) at 9, 17, Equip them. You can’t get past Hawkwind (4) without a Ejol. Then go to (5) for the Sword Ending. The only difference between these three conclusions is based on which of the swords you chose at the Temple.

**The Grandmaster Ending**

Hey! Every hardcore adventurer needs at least one Mount Everest to climb, so we’re not publishing this one. Subscribers to QuestBusters, however, can get free hints by sending a self-addressed, stamped envelope with up to three questions at a time. (Hint: There is one more level, and you already have what you need to reach it.)

**Map Key: Wizardry IV**

<table>
<thead>
<tr>
<th>All Levels</th>
<th>Level 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>P: Pentagram</td>
<td>1: Witching Rod in Acid Pool</td>
</tr>
<tr>
<td>SU: Stairs Up</td>
<td>2: Glum (defeat for Black Box)</td>
</tr>
<tr>
<td>SD: Stairs Down</td>
<td>3: Golden Pyrite</td>
</tr>
<tr>
<td>R: Rock</td>
<td>4: Amber Dragon (stone)</td>
</tr>
<tr>
<td>Level 10</td>
<td>Unshaded area is safe path through mine fields, which are more severe as you go further south.</td>
</tr>
<tr>
<td>1: 1st Guardian</td>
<td></td>
</tr>
<tr>
<td>2: 2nd Guardian</td>
<td></td>
</tr>
<tr>
<td>3: 3rd Guardian</td>
<td></td>
</tr>
<tr>
<td>4: Pyramid Guardian: Amulet and Candle</td>
<td></td>
</tr>
<tr>
<td>5: Bloodstone</td>
<td></td>
</tr>
<tr>
<td>Level 9</td>
<td></td>
</tr>
<tr>
<td>1: Turquoise Stone</td>
<td></td>
</tr>
<tr>
<td>2: Secret Door</td>
<td></td>
</tr>
<tr>
<td>3: The Abyss</td>
<td></td>
</tr>
<tr>
<td>4: Dog Beast &amp; Demonic Chimes</td>
<td></td>
</tr>
<tr>
<td>5: Monster</td>
<td></td>
</tr>
<tr>
<td>W: Corner Rooms are full of Tower Sentries, Tower Guards and Officer’s Mess</td>
<td></td>
</tr>
</tbody>
</table>

| Level 7 |
| 1: Temple/Altar |
| 2: Orange Rod (Hopalong Carrot) |
| 3: Blimp with Message |
| 4: Statue of Dreampainter & Dreampainter’s Ka |
| 5: Hidden Door (Use Candle to See) | Dotted Areas: Bright Light (Light Spell Negated) |

| Level 6 |
| 1: Sentinel-Cape of Good Hope |

| Answer—The Bnuvmfu |
| 2: Sentinel—Initiate Turban, Arabic Diary, Transport to Stairs Up |
| T: Sentinel—Transport to Pentagram (or two squares away) |
| F: False Door |
| X: Spinner |
| TP: Transporter (to random location) |

**Level 5**

| 1: L5 Creature and Winged Boots |
| 2: Message and Oxygen Mask |
| D (#): Dark Creature (# is its level) |
| L (#): Light Creature |
| T1: Transport to 0N, 16E |
| T2: Transport to 2N, 11E |
| Bright Light (Light Spell Negated) |

**Level 4**

| 1: Witch: Triggers wall changes |
| 2: Jail |
| 3: Aromatic Ball(White Marble) |
| 4: Ron Warto Memorial Pool |
| R: Rock |
| T: Triggers wall changes |

**Level 3 (The Cube)**

No artifacts are found here. See map for chutes and stairs.

| Level 2 (The Cube) |
| 1: Oil of Olé |
| 2: Rock |

**Level 1 (The Cube)**

| 1: Trebor’s Rump (Invoked, it lifts curse so Trebor stops following you.) |
| 2: Use HHG to blast open wall |
| X: Entrance to Cube from Level 4 SU at 15, 16: entrance to Castle |

**Level -0 (One up from Cube)**

| 1: Castle Entrance (password needed — usfps txt) |
| 2: Majestic Fountains |
| 3: Entrance to Citadel of Castle |
| 4: Entrance to Inn (need Brass Key from Inkeyper) |
| 5: Baltac |
| 6: Captain’s Council (wants $1M gold for Rallying Horn, or you must go to battle). You must be equipped with Chrystal Rose from next maze.) |
Level 01 (Two up from Cube)
1: Baron’s Council & Signet
   Ring (Wax Seal)
2: Elevator
3: Elevator
4: Gwilym’s Arrow of Truth
   (for Dab of Puce)
5: OrbofDreams(forPenneceaux)
6: Maintenance Cap (Must Have
   Restored Temple on 7)
7: Chrysal Rose

Level 02 (Three up from Cube)
1: InKeyper (Key to Inn, 1 Up
   from Cube)
2: One Game Ending:
   Acceptance of Offer
3: Mythical Gauntlets
4: Hawkwind (Must have Dink
to defeat him)
5: Four More Game Endings, one
   with each of the three Swords
   from the Temple on 7, and the
   Grandmaster Solution.
6: Elevator
7: Nyin

Wizardry IV: Level 10

Wizardry IV: Level 9
Wizardry IV: Level 1 (The Cosmic Cube)

Chutes:
CT: To 19E, 18N, 3
C2: 1E, 4N, 2
CS: Stairs Up—Red Herring, actually to 13E, 11N, 1
Cr: 12E, 19N, 2
CS: 14E, 8N, 3
Cr: 16E, 19N, 2

SD at 9E, 8N go to 11E, 8N, 3
SD at 7E, 6N go to 3E, 8N, 3

Light Area (cannot see)

Spin Area; also Light & Dark

Note: Do not cross smaller dotted lines, which represent the sides of the catwalk, or you will fall.

Wizardry IV: Level -01 (Two Up From Cosmic Cube)

Wizardry IV: Level -0 (One Up From Cosmic Cube)

Wizardry IV: Level -02 (Three Up From Cosmic Cube)

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