THE BOOK OF
ADVENTURE GAMES
By Kim Schuette
ARRAYS, INC.
The Book Division
THE BOOK OF

ADVENTURE GAMES

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Dedication

This book is dedicated to my loving computer widow who, during the play of these games, was only once compelled to attack the Apple with a large knife. It is also dedicated to the world of frustrated adventurers who have for so long wondered where their next clue was coming from.
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PREFACE

The world of adventure awaits you within these covers. The solutions to these adventure games were obtained through many hours of enjoyable, often frustrating, and sometimes tedious labor. Because the games' creators provided neither the adventure maps nor the puzzle answers, this book remains subject to variable solutions as well as human error.

The purpose in *The Book of Adventure Games* is to make the games described more fun to play by helping you to overcome frustration points—not to lay out the solutions, which would lessen the enjoyment of discovery. I have made every effort to insure the accuracy of the maps and solutions contained in the book. In all cases, I played through the Apple II version at least twice to verify the specific solutions and their correct syntax. Spot checks on game versions for other microcomputers augment vendor statements that the versions for other microcomputers indeed match the Apple II version.

Nevertheless, because of the involved nature of many of these games and the possibility of minor variations between versions for different machines, neither the author nor the publisher can assume responsibility for the infallibility of these maps and solutions. While a solution as presented has solved a game, alternative approaches may open a new location (although that room would have no bearing on the ultimate solution). Similarly, I made no attempt to detail the many nuances and alternate computer responses that make these games so much fun to play. To do so would require several volumes and materially detract from the enjoyment inherent in these games. Enjoyment, after all, is the real name of the game.

— K.R.S.
INTRODUCTION

"You are standing at the end of a road before a small brick building." So begins what has perhaps caused a revolution in the home computer field—the adventure game!

In its simplest form, an adventure game is one in which the computer provides an alter ego for you, the game player. You can sit back and fantasize about danger and deeds of great daring while the alter ego takes the risks and the bruising beatings. The challenge usually involves solving many puzzles in pursuit of the final reward.

The popularity of adventure games stems largely from their providing each player with something a little different. Some enjoy the pure escapism from dirty realities. Others are drawn by the mental challenge and stimulation attendant upon their play. Some simply take pleasure in overcoming a particular hurdle, while others enjoy the mapping of a game and finding a logical presentation for the map—quite often no mean feat. The search for surprises and a little humor in unexpected places make up another key factor, as do the side issues and involvement within a game.

Unfortunately, beginning adventurers may throw in the towel on their first game, due perhaps to a frustrating puzzle, poor vocabulary in the game, or having chosen too difficult a game to start on. Others may find that they can't seem to start "thinking" like the game's author, but are intrigued by what they see. Still others wonder what all the hullabaloo is about. This book is intended for all of these players, as well as for adventurers of all skill levels looking for that specific answer to speed them on their way to finding the surprise, humor, challenge, and delight in these games.

Puzzles present situations in which you have to figure out what action you need to take in order to proceed to the next part of the game. You may have to choose a direction, manipulate some object on the screen, or even figure out how to slay a dragon! You will need to determine which objects—treasures, devices, etc—you should acquire and carry with you, and which to leave behind or store until later, a process commonly referred to as "inventory management." Maps show the layout of the game; they should give a plan view of all the game's locations. Sometimes you will encounter a maze, where many identical or nearly identical locations seem to exist.

You will discover that when trying to solve a puzzle you sometimes use words rejected by the game because the vocabulary of every game is unique and often limited. You will also learn the syntax, or command parser, acceptable to each game. You may have to type in two-word only commands or commands which require that you type a verb first and then a noun: e.g., GET CHEST. In general, the more synonyms allowed and the more flexible the command parser, the better the game. The popularity of an adventure game increases in proportion to its sophistication.
CATEGORIES OF ADVENTURES

Adventure games may be broadly separated into two categories, puzzle adventures and fantasy adventures. Either may be further divided into all-text adventures or games making use of the computer's high resolution (Hi-Res) graphics capabilities. The obvious visual difference between the two lies in the display, either a neatly formatted text page, or a display dominated by a graphics scene with but a few words of text.

Of the major categories, puzzle games emphasize logical solutions and demand mental agility, ranging from pure guesswork to inductive and deductive reasoning. They usually present a mission or objective, be it rescuing the fair maiden, ridding the kingdom of an evil force or creature, or recovering a long lost treasure. Quite often, the objective doesn't become clear until well into the game. You encounter obstacles to progress in the form of puzzles which you must resolve before you can realize the objective. You must find and use a multitude of objects in various locations or use them on other objects to achieve a desired result. The games can often, therefore, become the source of considerable frustration when the proper answer eludes you. Some of the pleasure of these games derives from succeeding after repeated failure.

Fantasies, on the other hand, generally have a clearly defined objective at the outset, fewer or much simpler puzzles, and usually trade off frustration against sheer determination. Fantasy games generally are less "real." The player often assumes the identity of a character, such as an Elf, Gnome, or Dwarf, which may further break down to Fighter, Wizard, Mage, or Priest, to name but a few. Fantasies invariably require a multitude of battles with various and sundry monsters. Here, frustration can arise, as initially your fledgling character may have trouble surviving long in the world of beasts. To survive, your character must defeat enough innocent monsters to gain experience and gold, the elements necessary to build him or her to a state of near invincibility where he or she functions efficiently and can attain the ultimate goal.

HISTORY OF ADVENTURES

Once upon a time (isn't that the way all good literature starts?), when 16K computers were still the size of a house, there were adventure games. Even in the 1960s, large and complex games such as Life and the original Adventure appeared on these mainframes long before the advent of home computers. The people using these computers employed their imaginations during their spare time searching for new ways to play with a new "toy."

Thus, adventures evolved essentially parallel to the computers themselves. But when the home computer first came out, the games initially available were fantasies. Super Dungeon and Dungeon Campaign, for example, required your carefully tailored alter ego to march around in a multi-level dungeon seeking various treasures, and encountering and whomping monsters before they whomped you. One of these, Beneath Apple Manor, published in 1979, became one of the first fantasy classics.

Early adventure history was made when the first of Scott Adams' all-text adventures appeared in late 1979 and the early 1980s. Initially available only on cassette, these relatively compact games consisted of some thirty-five or so rooms, and were among the first programs written in Assembly language. This speeds a game considerably, which adds immeasurably to its continuity and playability. As programming sophistication increased, these popular games were transformed into Hi-Res versions; but in the case of puzzle games, whether or not this is a true upgrading still sparks debate.

At about the same time, in early 1980, Adventure (sometimes referred to as the Colossal Cave), which begins "You are standing at the end of a road," was translated into BASIC language for the Apple computer. This was a major accomplishment considering the size and complexity of the programs being mashed into Applesoft. At least five different companies have put out a version of this game, including faster playing Assembly language versions. Although nearly identical, Microsoft's version adds an interesting twist with an additional room, the "Software Den," and a two scenario save-game capability.
Roberta Williams "took a small step for man and a large step for adventurers" with the release of the first Hi-Res adventure, *Mystery House*, late in 1981. Colorful pictures replaced much of the text, leaving only a few necessary words in the bottom four lines of the screen display. Some soothsayers stated that this game would sound the death knell of the all-text games, and indeed such graphics games have become immensely popular. However, as to ending the reign of all-text games, such predictions were considerably premature.

Many players prefer a good all-text game to even the best Hi-Res game. They like the imagination required to visualize the surroundings and elements of the puzzles. Often an image appears in your mind’s eye that no on-screen graphic can match for vividness and pleasure. Some all-text games provide screens of text that rival real literature in terms of their use of allegories and descriptions, even purple prose which can boggle the imagination. On the other hand, if you simply read that you are in a cave-pocked hillside, would you immediately respond "Go Cave" as you would if you saw some caves staring you in the face?

Infocom has perhaps done the most to keep the all-text adventures alive and thriving with two significant breakthroughs. The command parser originally developed for *Zork*, which was released in 1981 on the Apple (another game originally written on a large computer and subsequently converted), permits the use of conversational English. You can enter complex commands (complete with adjectives and adverbs) rather than two-word-only commands such as "Go Cave." Tables of equivalencies and synonyms added tremendously to the playability of these games, removing much of the unnecessary "puzzle" of having to guess the exact word to use in order to accomplish a specific task.

*Deadline*, published in 1982, provided the second breakthrough by permitting the independent actions of characters within the game; you could interrupt the actions of characters to ask questions and to alter their future course of action. This game also used a feature first seen in Scott Adams' *The Count*: objects and descriptions of locations could change as the days or hours progressed, with new objects appearing in old locations. Since then, independence of action and change over "time" have evolved even further. In *Labyrinth of Crete*, the two alter ego characters, Jason and Hercules, can receive separate commands and behave cooperatively. The same holds true for the six independent robots of *Suspended*, another Infocom game. Any one of the characters, once given a command, will dutifully carry it out in the background, reporting back to you upon the completion of its assignment while you manipulate other robots in the foreground on separate tasks.

An equally noteworthy breakthrough in fantasy games became visually apparent in *Ultima*, wherein your character roams over a landscape considerably larger that the immediate area of the visible screen. As you move "off the edge," new graphics smoothly scroll onto the screen, giving the player a feeling of great scope and expansiveness.

As the games evolve, the distinction between the two general types blurs. For example, the fantasy games *Ultima III* and *Legacy of Llylgamyn* (1983) both include numerous puzzles, such as riddles or extensive searching requirements, to find objects. Nevertheless, the primary emphasis remains monster whomping, searching, and exploration. While Hi-Res graphics have become a large part of the puzzle-type adventure, a graphics tour de force such as *Ultima* or *Wizardry* still commands an enthusiastic following.

Today's adventures, always searching for something new, employ a better usage of sound, animation, Real-time response requirements, and arcade game tasks (e.g., skiing between trees in order to proceed on to the next puzzle element). Some include major arcade game tasks between elements of a puzzle adventure. What will appear in tomorrow's adventure is anyone's guess. Like the games themselves, the answer lies only in the imagination of the programmer of that yet unwritten game. As the games' sophistication increases, so too will their popularity, as these two factors are synergistically related, each providing fuel for the other's growth.
WHAT MAKES A GOOD ADVENTURE?

Beauty is in the eye of the beholder. Just what sets a good game apart depends on each player. While my personal favorites are the original Adventure and the Zork series, I didn’t know that until I had finished playing them. Unfortunately, you cannot tell how well you like something until you’ve tried it, particularly since most adventure games are packaged with snazzy covers that have little or no bearing on the game inside.

Regardless of which game you consider your favorite, you should consider the following types of questions to determine the relative quality of any given game:

• Are the puzzles imaginative and logical, or old hat? Are they simply souped-up guessing games?

• Are there alternative approaches or more than one area to work on at a time, or must you solve one specific puzzle before approaching the next? Such in-series-only puzzle games usually offer little inspiration, only a maximum of frustration.

• Is the text bright, descriptive, and well-written, or sparse and matter-of-fact, without anything to stimulate the imagination? Elements of humor and side issues, while they may have no direct bearing on the game, materially enhance the game and make it enjoyable.

• Have you ever taken out your frustrations on the game and sworn at it or given an obscene command? Try it, you might be pleasantly surprised—and it gives you a rather strange feeling to apologize to a computer.

• It won’t take too long to find out about the command parser. Will it accept only two words or an entire sentence of multiple commands? Do you have to use a specific word to get a response? A good game will have good vocabulary and a reasonable number of equivalent nouns and verbs. Nothing is more frustrating than using words like “open,” “unlock,” “break,” “move,” “lift,” “shake,” “twist,” and “unwrap” only to find that “use” is the only correct word.

• Take a look at your map. Is it logically laid out? Do the mazes have a reason for existence, or are they pointless? Are there too many mazes for the size and complexity of the game? Are there many pointless one-way moves?

• Does the game get you killed off unnecessarily without even a chance to defend yourself or escape? How do you get killed? Was it clever and quick, or was it unnecessarily sick and graphically gruesome? Did you learn from it?

• Does the “save game” feature permit you to save a game at any time, or only when you quit? When you re-enter a game, is that the only time you can use a saved game? Must you endure a long boot-up cycle to reload the entire game just to load a saved position? Will the game support two drives, eliminating unnecessary disk changes?

• What of the game’s speed? How fast does it play? Slow color fills and a lot of disk interaction detract from the game’s continuity and playability.

• Does your Hi-Res game permit you to look at the last sequence of text you entered, or even to play the game as an all-text adventure?

• Finally, when you have finished the game, are you sorry it’s over, or simply relieved?

• Another way of getting an idea about the quality of an adventure game is to check the ratings in The Book of Apple Software. For now, why not grab an adventure that’s fun, but has been giving you problems, and take another whack at it?
HOW TO TACKLE AN ADVENTURE GAME

Each game has its own flavor and idiosyncrasies. To be successful, the player must try to think the way the author did when writing the game. When starting a game for the first time, try beating around it for a while, without even trying to map it or solve any puzzles. Simply try to get the feeling of the game. Pick up anything you can, and try to do something—anything—to or with it. Next, start over and map as much of it as you can, without trying to solve anything. Don’t even “touch” anything just now—be patient. Annotate your map with the objects you find and any clues, like signs that you can read or things you shouldn’t do (for example, try not to get killed the same way twice).

At this point, you’re finally ready to play the game for real. Look at your map, as much of it as you have so far. What can be pieced together? Where did you get blocked or clobbered, and why? Use what you’ve got and try to develop something, anything. Many times, the initial puzzle isn’t too tough (Savage Island Part II being an exception). As soon as you make a breakthrough, save the game and push your map forward, if possible. Try to anticipate where the puzzles occur and what you might need to solve them, then go look for those items.

Mapping the Game

Mapping a game is a necessary element in adventure play. Mapping refers to making a road map to tell where you are, where you’ve been, and how to get back to a given location. More importantly, you should annotate the map with what you find, how it’s used (once you find out), and, later, the key words to the solution of the puzzle at any given point. One of the best games for beginners is Birth of the Phoenix, which includes one of the best tutorial manuals on mapping and a beginner’s approach to adventures. The game itself, as you’d suspect, isn’t difficult; but it contains examples of all the aspects common to most adventure games.

Start your map with a rectangle to represent the location at which you first find yourself. Methodically go North, then back (hopefully) South, drawing as you go. Bear in mind that leaving a room to the North does not mean that you necessarily enter the next room from the South. Concentrate on “finishing” all possible directions for that initial location. Remember that some games have ten possible directions out of any location: the four cardinal headings; NE, NW, SE, SW; and up and down. Some games tell you possible exits—just don’t always believe them; draw in a short straight line to mark those directions.

Develop your own shorthand. If you can’t go in a particular direction, put an “x” there; if you can’t return to the start by reversing direction, put a one-way arrow on the last line. You can simplify the map later when and if you find two lines with arrows between two locations. Should a scene seem repetitious, make sure that you are not in a loop. Drop an object and keep going. If you come across the object again, obviously you’ve looped back.

If you find yourself in a maze, be it an open ocean, underground, or a field, use the same technique as you did to find “loops.” Develop your maze on a separate sheet of paper. Drop an object and name your present location (the rectangle) with the name of the object. Move somewhere, drop another object, and name that location with the name of the newly dropped object. Draw an arrow from the first object in the direction that you moved and name it as the second object. Continue moving and dropping objects, and soon you’ll find yourself in familiar locations.

When you’ve finished, you’ll have a number of rectangles equal to the number of locations in the maze, plus arrows pointing from one location to another, showing directions. You can redraw the maze now, using the named locations as the basis for your map.

Some mazes are tougher to map. Creatures may come along and pick up what you’ve dropped, or your object may sink into the mud and disappear forever. Some mazes (like the ones in The Mask of the Sun) don’t show your object (even though it’s really there) unless you “LOOK.” Other mazes have a lot of one-way trips; that is, once you reach a second location, you cannot to return to the first one.
Inventory Management

In many games, inventory management proves a problem. You may find more objects to carry than you can handle at any one time. Occasionally, you can obtain minor relief by putting smaller objects into larger ones. The problem may be compounded by the multiplicity of objects often encountered early in the game, before you have determined their relative uses. A second complication arises because some objects have several uses in widely separated locations. You have to figure out what to carry, where, and when.

Two suggestions for inventory management are: first, avoid picking up treasures until you are heading back to the storage area. Take them back in bunches. In some games, such as Kabul Spy, treasures are secondary to the real object of the game (but do add to the score); they are seemingly there primarily to reduce your ability to carry objects you really need.

Second, establish a centrally located despository, sort of a temporary treasure storage area. Don’t leave objects lying all over the place, as you may have a miserable time finding them again. As the game develops and you probe deeper, bring your objects closer to your “working area” and establish a new temporary depository.

Be patient, you may be only a few keystrokes away from success. When you really get stuck, marshal all your objects and forces at that point, and dig in. Keep a dictionary and thesaurus near at hand. Quite often, having two people tackle one game will produce faster results. What one misses may be intuitively obvious to the other. When all else fails, look in The Book of Adventure Games.

USING THIS BOOK

This book contains the maps for over seventy of the most popular electronic adventure games. The purpose of the book is to make these adventures more enjoyable and less frustrating, but not less challenging. Thus, even though explicit solutions to the games appear in the back of the book, please don’t take the coward’s way out. Looking up the answers before you try to solve the game on your own could ruin the game for you.

Use the maps as you play, and if you really get stuck, look for a number by that location. In the back of the book you can find corresponding numbers with solutions for that particular problem. Use these solutions only when you have been stumped for some time. This book is designed to help you find just the hint you need to keep playing, without giving away the whole game.

Don’t worry if the maps show locations that you have not yet found. You may have to solve certain puzzles to uncover particular locations. These objects may not be visible or accessible on your initial visit to the location.

This book won’t tell you everything. The maps don’t specify, for example, when or if you should take an object. They don’t help you with inventory management. You will have to read the signs and plaques, examine and consider the objects and locations, and, most importantly, use your imagination. These side issues provide much of the fun of the game.
THE GAMES
Inventory Management

In many games, inventory management presents a problem. You may find some objects in every that you can handle at one time. On the other hand, you can quickly run out by picking up all objects into your bag. The problem may be compounded by the multiplicity of objects when accumulated in the game, where, you've determined their relative size. A second issue involved is not knowing exactly how many have a second one in the state of regulation conditions. You have to figure your load before you, where and when.

Two suggestions for inventory management: first, avoid picking up objects until you are learning back to the storage area. Take them back in level areas. In some games, such as faded sky, treasures are necessary to the end of the game (not the story), they are essentially story pessimists to reduce your ability to carry objects into other areas.

Secondly, keep in mind that objects usually are not carried around. Don't assume objects using all of your space. If you may have a reasonable note, finding them again. As the game develops and you gain experience, bring your objects closer to your "working area," and establish your temporary departure.

Be careful, moving the objects into the storage area from situations. When you really get the idea involved, try objects or objects and imagine them. Use keep a dictionary and thesaurus as you read. In the end, they're not people to decide the situations in many games. What are needed may be simply leading to the whole game-gathering objects to the story.

THE GAMES

USING THIS BOOK

The book contains the name for every location of the game, popular electronic adventure games. The exercise may be free to make these adventures more enjoyable and less frustrating but not less challenging. These are things, explicit solutions to the games, many of the back of the book; games are not. The names only not find the answers before you try to enter the game. And your trouble with the game.

In the single-issue game, and it can easily get stuck, like a number of not being to the back of the book. There is no corresponding number of solutions for that particular problem. Use these solutions only when you're not trapped. For some time, Pulpwork is designed to help you find out the last step you need to keep the list. Without working the whole game.

In the early stages of the story, instructions that you have not yet found. You may have to watch this kind of instructions. Problematic situations. These objectives, as with any reasonable to an actual cost to the listening.

This book was intended as a guide. The story that you know it. You must be careful when the object is found. They're not helping you with necessary materials. You will have to find the road and paths, enemies, and enemies through the objects and humanoids, and meet in certain, they are instructions. These side tips provide much of the fun of the game.
Company: Several
Suggested Retail: $29.95
Type: The original all-text adventure—a classic.

Description:

The first message in Adventure consists of the words known to all adventurers: "You are standing at the end of a road before a small brick building." The last message describes your being borne off on the shoulders of elves. Between those two lie 130 rooms, fifteen treasures, some forty objects, and a variety of cave inhabitants for you to deal with and outsmart.

Playability:

If this is your first adventure, you've picked the one that hooked me! The story flows well, and the text reads like a novel in its expansiveness and descriptions. Most versions are disk interactive and a little slow, except for the Scott Adams version in Assembly language. The Microsoft version, perhaps the most faithful, has two saved-game positions and adds a room, the Software Den, with its own special twist.
ADVENTURE
Vending Machine Maze

West End of Long Hall

B
S

B Maze of Twisty Little

C D H E

J K D E

A

Maze of Twisty Little

H Maze of Little Twisty

E

J

I

Block to which you go.

Note: Letters in circles refer to the

Legend

Dead End Vending Machine

12
ADVENTURELAND

Company: Adventure International

Suggested Retail: $39.95

Type: Originally an all-text game, recently re-released in Hi-Res form.

Description:

This game has the distinction of being the first of the good puzzle games. Thirteen treasures lie above and below ground in this adventure. Some treasures just lie around for the taking, but others will take a bit of head scratching before you finally glom onto them. In the process, you have to contend with Bees, Bears, Lava, Insects and a Sleeping Dragon.

Playability:

Overall, the puzzles are not too difficult, and the game provides a good introduction to the tougher games in the Adams series. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game offers a single, easily made or recalled saved-game.
ADVENTURELAND

TREES

Large Misty Room (in Limbo)

IN FOREST TREES

MEADOW SIGN SLEEPING DRAGON *Dragon Eggs*

PAUL'S PLACE *Jeweled Fruit*

Swamp Smelly Mud Oily Slime Cypress Tree Spider Web Chiggers

STORE TREAS. Lamp *Necklace* *Bracelet*

LONG TUNNEL Buzzing to North

LARGE CAVERN

SLOPING HALLWAY Locked door

ANTEROOM Empty Wine Bladder

North-East West-Up

Wrong Turn I'm lost in a Computer chip

Eight Sided Rm. African Bees *Royal Honey*

Locked Door *Rubies*

THE DEVIL

Edge of Hole

Large Cavern

Aladdin was Here

West and Up

"Rug" Sign Says Down

South Up-Down

Quicksand *Blue Ox*

Lake Water Sign *Golden Fish*

Store Treas.

Large Cavern

Locked door

Royal Chamber Bricked-up Window

Window with Hole in it Loose Bricks

Throne Room *Golden Crown*

Ledge Outside Throne Room Thin Black Bear *Magic Mirror*

Bottom of Chasm *Golden Net* Hot Lava *Firestone* Sign

8 10 4

3 2 4

6 1 4

5 1 1 1

4 2 4
ADVENTURE IN TIME

Company: Phoenix Software
Suggested Retail: $29.95
Type: An all-text adventure.

Description:
You must locate the bad guy, Nostradamus, who lurks somewhere in time, and kill him before he can assemble the ultimate weapon and destroy the world. You may travel to four different locations in time and to an interesting lab which even has its own computer. A friendly robot helps you out.

Playability:
This game’s traps and puzzles will keep an experienced player busy for several hours. Although rated for experienced players, it is by no means too difficult for beginners. The crisp, quick response, tongue-in-cheek style, and save option further add to the game’s appeal.
ALI-BABA AND THE 40 THIEVES

Company: Quality Software
Suggested Retail: $32.95

Type: Originally the all-text game called Fracus, this fantasy has colorful Hi-Res graphics and sound and has undergone extensive modification.

Description:

This light-hearted combat game takes place in a medieval setting. You beat up monsters, find treasure to buy more effective weapons and armor, and ultimately rescue the Princess Buddir. You face an endless procession of assault-minded thieves and assorted monsters. However, you do have a host of allies on your side, and sometimes the indiscriminate baddies even clobber each other. You can just sit back and watch, and often listen to lots of music.

Playability:

No single solution to this fantasy adventure exists, so none is provided beyond the map. One or more players can play with paddles or keyboard. I suggest annotating your map as a means of keeping tabs on the many hidden doors, chutes, and strange goings-on.
ALI-BABA AND THE 40 THIEVES

Open Door ○ Closed Door
One Way Door (Open doors may close at random times)
'Runes' - a message
$ Treasure
Guard - sells weapons or armor
Illusions of doors

Royal Library
Foothills Cemetery
The Mountain
Jackal Altar
Ali Vent
Bear Cave
Rats Nest
To Gemini B
Deserted Tunnel
View from a Tree
Forest
Thieves Cave
Crystal Cave
Astrologer's Maze
Spiral Staircase
Hallway
Goldfor Lucky

Shahriar Sultan's Foothills Mountain
Treasury
Cemetery
Store - sells weapons or armor
Dusty Road
Jackal
Bear
Altar
Cave
G
Illusions of doors
BENEATH APPLE MANOR

Company: Quality Software
Suggested Retail: $29.95
Type: Originally a Lo-Res game, recently re-released in Hi-Res form.
Description:

In Beneath Apple Manor, a classic fantasy game, you try to find a Golden Apple hidden deep within a multi-leveled, maze-like basement. You need no hints or clues to solve this game, only a bit of patience. Different types of monsters abound, and the deeper you go the tougher they become. Magic items found on most levels may help you in the quest.

Playability:

The new version provides a Hi-Res display of up to five rooms, while a pleasantly familiar Lo-Res (text page) display of the original version is available for games of up to ten rooms and at any of the ten degrees of difficulty. Elements of strategy enhance the game, but no puzzles impede your progress. No single solution exists, so none is provided. Because the maze of each room is random, only a typical floor map, dumped from the screen, appears.
BIRTH OF THE PHOENIX

Company: Phoenix Software
Suggested Retail: $14.95
Type: An all-text adventure (tutorial for adventurers).
Description:
I could have written a solution to this, but didn’t—it’s not difficult, and brings you along carefully. You must uncover three treasures and complete a special task as part of this game. Other features common to big time adventures are a magic word, a maze, and a relatively interactive puzzle.

Playability:
A tutorial adventure for the beginner, enjoyable and worthwhile for first-time adventurers. The excellent documentation clearly describe game elements in detail, and encompasses clues to a variety of specific adventure games.
BLADE OF BLACKPOOLE

Company: Sirius
Suggested Retail: $39.95
Type: Hi-Res adventure with color graphics and Hi-Res text.

Description:
You have to find and return the Sword of Myraglym. Standing between you and success are talking plants and idols, several riddles, a booze-happy monster, a tough-hided lizard, and a variety of ways for you to come to a premature end. Secondarily, you gain 500 points for solving the puzzles; the last point is sorta tough.

Playability:
While the Blade of Blackpoole contains no adventuring breakthroughs, it offers pleasant enough story line and graphics. Inventory management does present some challenge, since you can carry only six of the twenty-three objects at one time. Some objects have multiple uses, but the sequence of managing them becomes more difficult because you cannot readily return to certain locations. The overall difficulty leans slightly to the tough side, ideal for average adventurers.

:READ BOOK

THE BOOK CONTAINS DESCRIPTIONS OF A RITUAL AND A PRAYER CALLED 'SOLOCIN'. YOU CAN'T QUITE READ THE WORDS OF THE PRAYER, BUT YOU RECOGNIZE THE WORD DANGER :-

CONGRATULATIONS, YOU HAVE SUCCESSFULLY FULFILLED YOUR QUEST AND RETURNED THE SWORD MYRAGLYM TO IT'S RIGHTFUL PLACE. YOUR NAME WILL BE PROCLAIMED THROUGHOUT THE LAND FOR THIS DEED, AND THESE MEN SHALL SERVE TO BEAR WITNESS FOR YOUR HEROISM AND BRAVERY.

>MORE<
CASTLE OF DARKNESS

Company: The Logical Choice
Suggested Retail: $34.95
Type: Hi-Res adventure with color graphics and animation.
Description:
   To overcome the might of the evil wizard, Grimnacht, you must discover the power behind his curse. You explore the many rooms of two castles, some with treasures, others with monsters or clues, and many with nothing at all. When you get through them all, you will have gained 200 points and had the dubious pleasure of watching your animated character march slowly all through the palaces.
Playability:
   The game offers a degree of animation and occasional spoken words, but some of the graphics leave a lot to be desired, particularly small and difficult to differentiate objects. Travel from location to location is on the slow side. Also, the limited vocabulary often makes progress frustratingly slow.
CHAMBERS OF XENOBLIA

Company: Avant-Garde Creations
Suggested Retail: $15.95
Type: All-text adventure.

Description:
Thirteen treasures await you in the underground cavern, the majority guarded by an unsavory critter which you must kill to gain reward. Three minor puzzles offer some challenge.

Playability:
The game is easily mapped, offers little reason to play a second time, and contains no unique twists. On the other hand, it’s easy to play, doesn’t bomb, isn’t devious, and well suits young adventurers. Not recommended for intermediate to advanced players.
THE COUNT

Company: Adventure International
Suggested Retail: $39.95
Type: An all-text game, scheduled for release in Hi-Res form. Price includes Voodoo Castle and Strange Odyssey.
Description:
While this game has relatively few locations, a new element—time—has been introduced. You must properly time-phase your activities over three days and nights in order to find and kill Count Dracula. If you don't fix his wagon in three days, you won't be around for the fourth. Natch, there are bats, garlic, blood, Transyvania cigarettes and some No-Doze pills to help you keep awake at night.

Playability:
Slightly less complex perhaps than some of the other Scott Adams' games, but unique in that "things change" between night and day, and between successive days. The two-word syntax has a limited but adequate vocabulary. As with all of the Adams games, the text is brief and to the point. The game offers a single, easily made or recalled saved-game.
THE COVETED MIRROR

Company: Penguin Software
Suggested Retail: $19.95
Type: Hi-Res adventure with color graphics.

Description:
To break the evil rule of King Voar, you must find the fifth piece of a magic mirror. To do so, you must know the shapes of the other four pieces, solve a number of related puzzles, and play three simple arcade games. Periodically, the King yanks you back if the Jailer finds you missing, but the Jailer lets you roam if you bribe him.

Playability:
"Talking" characters will help you order and solve the frequent but not overly difficult puzzles. The characters often give novel responses should you give them objects not intended for them. A light-hearted game with nice graphics and a degree of animation, but a rather slow fill time. The vocabulary is nicely tailored to the game. You get seven saved-game positions, which you should use frequently—especially in the maze. Suitable for all levels of gaming ability.
CRANSTON MANOR

Company: Sierra On-Line Systems
Suggested Retail: $34.95
Type: Hi-Res adventure with color graphics.

Description:

You must recover sixteen treasures from the multi-roomed Manor so that the town can be restored to its former glory. Cranston Manor itself is all indoors—upstairs, downstairs, and basement—with a Suit of Armor chasing you in the house and a dangerous Toy Soldier after you in the basement. The conclusion extends congratulations and designates you a Class 3 Adventurer!

Playability:

The game provides a few sticky puzzles and several interesting interconnections, but the inability to restore or restart the game after getting killed off is a serious problem! Despite the relatively large size of this game, it seems to lack the imagination and freshness which marked The Wizard and the Princess.
CRANSTON MANOR
Hires Adv. No. 3

Surrounded By Tall Hedges

Gazebo

Surrounded By Tall Hedges

Attic
Old Clothes

Cat
Fountain
Piranha

Locked Gate

Woods

Pile of Rock Cave
CREATURE VENTURE

Company: Highland Computer Services
Suggested Retail: $24.95
Type: Black and white Hi-Res adventure.

Description:
You enter and explore a mansion which you have inherited, deal with its inhabitants, and find the treasure, which is in two parts. Once you find the first part of the treasure, you enter a Master's Game, made more difficult because it no longer allows you the save-game feature and essentially limits the number of moves available to you.

Playability:
A few interesting animation sequences and challenging portions. Adult adventurers may become bored quickly because of the limited vocabulary, but kids will find this game, written somewhat tongue-in-cheek, rather interesting.
CREATURE VENTURE
Part 2

11

12

13

14

15

16

17

18

19

Bottle of Water

Lucifer Himself

Box

Long Hall

Start

Kybor

Boogleman
CRIME STOPPER

Company: Hayden Software

Suggested Retail: $34.95

Type: All-text mystery game.

Description:

You are Al Clubs, Private Investigator. You arrive at your office at 7 a.m. to find that you have been hired to recover a kidnapped heiress. You have until midnight to complete your task. You spend a lot of time in the subway. En route, you have plenty of reading material and you encounter two dead bodies. You have to do in three baddies or become a corpse yourself. Justice is swift, so work fast!

Playability:

There are a few bugs in this game, so save it often (fortunately, quite an easy thing to do). Novice adventurers will find it entertaining. However, if you got hooked on Deadline, don't expect this to replace it.
CRYPT OF MEDEA

Company: Sir-Tech Software, Inc.
Suggested Retail: $34.95
Type: Hi-Res adventure with color graphics.
Description:
A humorless and gruesome game, full of blood, gore, and little else. You find yourself in an underground mausoleum; your mission is simply to escape. Decapitated corpses, flea-infested dogs (dead, naturally), vats full of body pieces, and mutants stand in your way. I can't say much good about this game, either from the standpoint of its design or implementation.

Playability:
This game does not suit children because of its unnecessary use of violence and horror. The graphics and text are rather insipid. Nonetheless, the difficulty factor is relatively high, partly because of the atrocious vocabulary and partly because of the lack of logic associated with the puzzles.
CRYSTAL CAVERNS
Company: Hayden Book Co.
Suggested Retail: $34.95
Type: All-text adventure.

Description:
You become Apple Caverns Estate Landlord after finding sixteen treasures in and below an old Victorian Mansion. Lots of imaginatively written, highly descriptive text, and several very well done puzzles enhance this game. Also, you must find many objects to figure out which ones to carry where, and which ones to use on what!

Playability:
You have to work hard at getting killed, a welcome change in adventures; but if you insist, try jumping up and down on the rickety bridge! You make the three save-game positions to the program disk. Three are just about right for this game, which is, all in all, rather interesting.
CURSE OF CROWLEY MANOR

Company: Adventure International
Suggested Retail: $29.95
Type: Hi-Res mystery with color graphics.
Description:

As Inspector Black, you start in your Scotland Yard office (which you cannot leave until the phone rings). An officer (later found gruesomely mutilated) summons you to Crowley Manor to investigate the murder of Lord Crowley. The balance of the game proves equally gruesome, but the ending is interesting and well done.

Playability:

You will find it all too easy to get stuck at one location in this guessing game, looking for the right word combination in a full sentence command. Quite often, otherwise insurmountable obstacles simply disappear if you happen to be carrying the proper object, so be sure to look everywhere.
THE CURSE OF CROWLEY MANOR

Concluding Battle w/Monster

Gigantic Cavern Dark

Eerie Chamber Gafala

Smelly Pit

Brilliant Green Fountain

Stone Room Ret

Wide Dark Smelly Pit Voices

Damp Musty Passage

Great Silver Rm. Depression

El Paso Wrong Game

Low Ceiling Crypt

Crystal Rm. Gandolf

E-W Hall Door to N

Damp Brick Walled Room

Dingy Room Numeral Lock Monster

Well Stocked Pantry

Small E-W Hall

North End of Hall Stairs

Study-Desk Book Crystal Ball

Entry Hall Cabinet Insp. Strade

Front Door Insp. Harbour

Dimly Lit Rm. Devonn Butler

Parlor Chest

Music Room Victrola

London Office Apr. 2, 1913

N. End of N-S Hall

Center of N-S Hall

S End of N-S Hall

Dingy Room Dining Room Cabinet

Small E-W Hall

North End of Hall Stairs

Center of Hall Forced Against Wall

Middle of Hallway

On Street Hansom Cab

Beautiful London Nite

In Cab Take me to Crowley Look Driver

London Office

Apr. 2, 1913
CYBORG

Company: Sentient Software, Inc.

Suggested Retail: $32.95

Type: All-text science fiction adventure game.

Description:

At the outset, you know only that you are a Cyborg, half-human and half-robot. Having an unusually cohesive plot, the game reads more like a novel than an adventure. It’s up to you to figure out the objective, which doesn’t become clear until late in the game following a surprise arcade-like interlude. A cute and clever Droid follows you around, occasionally providing you with valuable clues.

Playability:

Although disk interactive and slightly on the slow side, Cyborg offers an interesting challenge, dominated by the “what, where and why am I?” theme, and a well-developed plot with a few surprises along the way. The size of the game itself becomes a challenge. It proves relatively difficult to get killed off, and even if you do, you get a chance at reincarnation!
"Food, food is the Truth..."
DARK CRYSTAL

Company: Sierra On-Line Systems
Suggested Retail: $39.95
Type: Hi-Res fantasy adventure, the sixth in the Roberta Williams series, with color graphics.
Description:

Jen, our Gelfling hero, is your alter ego. You control his actions in his quest to find and replace the missing shard of the Great Crystal, a deed which must take place at the instant of the triple conjunction of the Three Suns. The great prophecy states that only a Gelfling can accomplish this task, and Jen is one of only two who escaped the slaughter of his race by the evil Skeksis. Failure means that the Skeksis and their robot-like killers, the Garthim, will control the world forever. Success means both the end of their rule and a return to peaceful harmony in the world of the Gelfling and Pod people. If Jen succeeds, he will live happily ever after with Kira, the female Gelfling, who appears halfway through the game.

Playability:

The game is based on and faithful to the movie of the same name, but having seen the movie is neither a help nor a hindrance when playing the game. The graphics, although having large expanses of white, are beautifully detailed. Lighthearted and fun to play, the game anticipates your actions and commands. Easy enough for beginners and captivating enough for more experienced players.
DEADLINE

Company: Infocom, Inc.
Suggested Retail: $49.95
Type: The first of a series of all-text mystery adventures.

Description:
You, the Detective, are called upon to investigate the apparent suicide of a wealthy and philanthropic industrialist. You encounter no monsters or wizards, just seven characters you can talk to, question, or watch as they move about independently. You have twelve hours to unravel the mystery and arrest one or more of the four principal suspects. You will have to prove motive, opportunity, and means. There are twenty-five possible endings, ranging from dismissal by the Grand Jury to conviction by the Trial Jury. Some endings come with shocking suddenness; others give you clues for your next attempt at solving the mystery.

Playability:
Totally engrossing. You feel as if pulled directly through the CRT and right into the mansion with the suspects. While the game offers a moderate difficulty level and number of puzzles, the convoluted puzzles demand interaction and one of them proves quite tough. This game requires considerably more deductive logic than adventures usually call for.
DEADLINE
Inside House

1. Balcony
   - To Rose Garden
   - To Outside
2. Hidden Room
3. Master Bedroom
4. Master Bathroom
5. Closet
6. End of Hall
    - Hallway
7. George's Bedroom
8. George's Bathroom
9. Mrs. Dunbar's Bedroom
10. Kitchen
11. Pantry
12. Dining Room
13. Corner
14. Foyer
    - North of Foyer
    - Bottom of Stairs
    - South Hallway
    - Mrs. Rourke's Bedroom
15. South Lawn
16. South of Hall
17. Mrs. Rourke's Bathroom
18. North Upstairs Hall
19. Guest Bedroom
20. Top of Stairs
21. South Hall
22. East of South Hall
23. Blind Hall
24. To Door
DEATH IN THE CARIBBEAN

Company: Micro Lab
Suggested Retail: $35.00
Type: Hi-Res adventure with color graphics.

Description:
You find yourself on an enchanting but dangerous Caribbean island, divided by a fast flowing river. You’ve come in search of buried treasure. Yes, it’s here, but it will take a bit of doing as well as digging to get it. The graphics are very well done, sharply detailed and quick to fill. The puzzles offer moderate difficulty; some—in a sense—involve a play on words.

Playability:
A good, solid adventure. A little thin on the story-line and text, but nevertheless challenging. Playability would improve greatly if the game supported dual disk drives; as it stands, with two program sides you quite often find yourself flipping disks like hot cakes! The two-word parser has a limited vocabulary. Fortunately, the negatives are well balanced by some of the best red-herring puzzles yet encountered, some helpful magic, and a little cryptology.
DEATH IN THE CARIBBEAN
Part 2

Cave Entrance

To Storm

Opening Coffin Zombie

Chamber in Rock

Church Foyer
DEMON'S FORGE

Company: Saber Software
Suggested Retail: $39.95
Type: Hi-Res adventure with color graphics.

Description:
You must escape from underground dungeons into which the king has cast you. The ending relates to the title, but not to the Varga-like cover jacket. There are lots of objects with which to contend, and not too many characters. The puzzles largely belong to the find it, use it, and leave it type.

Playability:
All in all, an average adventure game, with pleasant and interesting puzzles. Inventory management becomes a problem because you tend to accumulate objects faster than you can figure out how to use them. Hints fall few and far between, and the vocabulary forces you to play guessing games with synonyms to get the desired results. At least you don't get killed too often, but beware the Rabbit.
DOOM VALLEY

Company: Superior Software, Inc.
Suggested Retail: $19.95
Type: All-text adventure.
Description:

While vacationing at a ski lodge, you hear that a planeload of UN ambassadors has crashed nearby and can't be found. You later find that, for unknown reasons, equally unknown parties have chained these worthies in a medieval castle located in a steamy jungle populated by lions, tigers, and mambas who pay no attention to you. You win when you return the ambassadors to the ski lodge.

Playability:

So-so at best. Most of the game locations have no bearing on the game. You can win the game in less than four minutes once you know what it requires. The two-word parser demands specific two-word responses, usually self-evident. No real challenge, even to a beginner.
EARTHQUAKE—SAN FRANCISCO, 1906

Company: Adventure International

Suggested Retail: $39.95

Type: Hi-Res adventure using color graphics.

Description:

A note for you in your San Francisco hotel tells you to deliver a ransom (conveniently on the dresser) to a specific hotel or you'll never see your wife again. This simple task is suddenly complicated by your room collapsing around your ears, chaos in the streets, fallen buildings, trigger-happy and not-too-honest soldiers, the need to become a hero, paddling around Oakland Bay, and getting piddled on by a small dog.

Playability:

A lot of backtracking takes place because things at earlier locations change when you meet conditions set later in the game. Some mildly interactive puzzles, but for the most part you must solve them in sequence, which slows down the game. The speed of the game, vocabulary, parser, and text all leave a lot to be desired, but attractive graphics, several intriguing puzzles, and an interesting storyline make the game worthwhile.
You must find and destroy the Overmind (a golden sphere) to win the love of the enchanted Princess whom you meet while trying to cope with the game's sundry critters and traps. The game abounds with many objects, a helpful dwarf, and some useful magical items. It's a toughie.

Playability:

Engagingly difficult but agonizingly slow, especially for an Assembly language program. The documentation gives the history and game objective in verse, but does not describe how to save or restore a game. You should read it carefully. Unfortunately, you cannot solve the game without the save and restore. Try Reset: Call-151: BSAVE (filename), A$8000, L$1000. To restore, use Reset: Blond (filename): Call-151: 800 G. Despite its obvious weaknesses, it's a very tough and challenging game.
ENCHANTER

Company: Infocom Inc.

Suggested Retail: $49.95

Type: An all-text adventure.

Description:

Zork lives, embodied here in the descriptions and puzzles accorded to you as the neophyte wizard, charged by your wizened mentor, Belboz, to seek and destroy the great evil wizard, Krill. Only an innocent fledgling can hope to succeed in this quest due to Krill's precognitive powers. It's tough to find some of the thirteen scrolls you'll need to achieve this goal. Find out what it's like to get sacrificed, and talk with frogs, turtles, and a shaggy adventurer.

Playability:

The game plays easily and smoothly and employs the excellent parser, vocabulary, and two-drive save-game capability that mark Infocom games. Lots of fun to play, with well anticipated wise remarks made to many inputs.
ESCAPE FROM RUNGISTAN

Company: Sirius Software, Inc.

Suggested Retail: $29.95

Type: A black and white Hi-Res adventure that includes some arcade-like action.

Description:

You must escape from your prison cell and cross the border of dictator-ruled Rungistan into the safety of Nuggyland. Natch, you are pursued by the Rungistancees, who must see to it that you are shot in the morning—or they get scheduled to lose their own hides.

Playability:

An average adventure in all regards, with much lacking in many regards. One nice feature: the screen fill takes place crisply and quickly. Often, you get one shot at the correct answer before bad things happen to you! Generally, you must solve puzzles in order before you can go on to the next location, which slows the game. The arcade section challenges you to ski between seven or so sets of rapidly approaching trees. Prior to saying "Geronimo," use the single save-game feature back to the program disk.
Company: Adventure International

Suggested Retail: $34.95

Type: Hi-Res adventure with color graphics.

Description:

Your spaceship crashes into the planet of Traam, but somehow you survive. Armed with only your wits, you must find the means to escape this desolate land. Enroute to finding another spaceship in which to return to your mothership, you encounter an alien warrior, a friendly little creature, some Traam slaves, and troops of ferocious Traams. You must become something of a linguist to understand some of what you see or hear.

Playability:

This game shares the shortcomings of Earthquake—San Francisco, 1906, but has few of its virtues. The puzzles are semi-logical in spots, and seem disjointed and rather unrelated, although for the most part they occur in sequence. You can make a single saved-game position to the program disk; a few more saves would help.
Company: Crystal Software
Suggested Retail: $49.95
Type: Hi-Res fantasy adventure.
Description:
This game requires no solution, nor has one been provided. Your task, easy enough to say, proves long and difficult to do—simply find Guinevere or Lancelot. Trek through the six disk-sides and the game's six different lands, acquiring the men, material, supplies and magical items that you need. Other than finding out which objects to use on what, you face no real puzzles in this bit of escapism. However, the concept of the game is well done, with nice shape-tabled graphics interspersed with attractive Hi-Res displays.

Playability:
Nice ideas, led astray by absolutely horrid implementation. Sad to say, this game abounds with bugs, many of them fatal programming errors. The biggest puzzle, it seems, is to find which events and sequences you should stay away from. While repetitious, it's sort of fun; too bad it's loaded with syntax errors and fundamental programming errors.
### WHIRLPOOL OF HADES Side 4

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### CAPTAIN NEMO Side 5

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G.F.S. SORCERESS

Company: Avalon Hill
Suggested Retail: $35.00
Type: An all-text science fiction adventure game.

Description:

The first in the continuing saga of Joe Justin and Selena Sakarov aboard the spaceship G.F.S. Sorceress. This time, they meet in outer space, where Justin has been set adrift in a “regenerating” spacesuit after a trumped-up court martial, to drift alone for the rest of his days. You must make appropriate repairs to the ship before using it to prove Justin’s innocence by finding the Red and Black Books on interstellar law.

Playability:

A good story that keeps you glued to the machine to see how everything comes out. However, the game plays painfully slowly and becomes very repetitive in some sequences. Use of the robot involves a rather neat puzzle toward the end of the game.
GHOST TOWN

Company: Adventure International
Suggested Retail: $39.95

Type: An all-text game, scheduled for revision into a Hi-Res version. Price also includes Mystery Fun House and Pyramid of Doom.

Description:

The locale is an Old West town, complete with saloon, hotel, telegraph stations, a jail, Boot Hill, an Indian, and a piano-playing ghost. Amid this setting lie thirteen treasures which you must find, collect and stash away in the General Store. In a typical Scott Adams’ switch, you also get an opportunity for revenge on the Purple Worm.

Playability:

Difficult in spots, and has a game within a game. Once you’ve solved it, try doing it again. This time try finding the optimum sequence of moves that will earn you the maximum bonus. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game provides a single, easily made or recalled saved-game.
GOLDEN VOYAGE

Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, scheduled for revision into a Hi-Res version. Price also includes Savage Island, Parts I and II.

Description:

You have three days to find the potion from the fountain of youth required to restore the aged King. To help you accomplish this mission, you receive enough gold to buy various supplies and the snazzy sailing ship needed to shuttle between the three different islands that make up this game. All three islands seem to contain fountains and some magical stones with which you must contend. Then, if you’re lucky or clever enough, you get to meet Cyclops!

Playability:

Although the twelfth and last of the original Scott Adams adventures, this isn’t one of the harder ones. The degree of difficulty does pick up a bit at the end. The story line is above average, but the relatively slow and jerky nature of the screen display updates indicates that the basic program shell used for these games has just about reached its limits. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game permits a single easily made or recalled saved-game.
GOLDEN VOYAGE

1. Palace
   - In Palace
   - King Guard
     - Palace

2. Persian City
   - On Ship
     - Ocean
     - Large Ship
     - Persian City
     - Persian City

3. On Ship
   - See Rocky Strand
     - Stairway
       - Rocky Strand
       - Scorpions
       - Staircase
       - Statue

4. Sacred Temple
   - Ornate Box
     - Sacred Temple
     - Altar Stairway

5. In Cave
   - Strange Fountain
     - See Sandy Beach

6. Sandy Beach
   - Scorpions
     - Man
     - Jungle

7. Hidden Chamber
   - Small Stone
     - Block
     - Becomes Rubble

8. Mountain
   - Top Sword
     - Hut Box
     - Grass Hut
     - Strange Fountain

9. Damp Grotto
   - Pit Stalactite
     - Grassy
     - Plain

10. Bottom of Deep Pit
    - Cave
      - Cyclops
      - Grotto
      - Magnificent Fountain
      - Enormous Cave
**GRUDS IN SPACE**

Company: Sirius Software, Inc.

Suggested Retail: $39.95

Type: A Hi-Res adventure with color graphics, animation and Hi-Res text.

Description:

Whimsy and fast moving graphics mark this game in which you, the skipper of a space freighter, head for Saturn to pick up a load of fuel for urgent delivery to Pluto. Along the way, you make several side trips to Venus and Titan and encounter a couple of alien space ships as well as some friendly characters and a couple of creeps. The sound effects aren’t bad, either.

Playability:

A rather tough game, partly because of the horrid vocabulary and partly because you only get one move to guess right before horrible things happen. Kids will thoroughly enjoy the comic-strip like characters, but may need a lot of help from dad, who will probably also have a tough time in spots. Be sure to make frequent use of the well-implemented save-game capability.
GRUDS IN SPACE
Continuation

Alien Ship near Venus
Navigation Coordinates 96-17-14
Teleport Coordinates 66-12-15

Titan
Navigation Coordinates 70-10-24
Teleport Coordinates 14-93-96

Venus
Navigation Coordinates 96-17-14
Teleport Coordinates 82-13-64
Company: Infocom, Inc.
Suggested Retail: $49.95
Type: All-text adventure.

Description:
Despite the old theme, you'll find lots of new twists and tough puzzles in this game. You are a not-too-bright archaeologist (in this case, a polite term for grave robber) bent on finding the vast treasures of an Egyptian Queen's pyramid, rumored to lie not far from your camp in the otherwise endless sand. Before it's over, you'd better get a lot smarter if you hope to cope with the devilish traps that the Queen has set for you. Well written, with very interactive puzzles, some given away by the hieroglyphics—if you can read them!

Playability:
Thoroughly enjoyable and fun to play, using the excellent parser, vocabulary and save-game capability now so familiar to Infocom game lovers. You'd better stay alert toward the end of this game if you hope to arrive at the rather unusual ending.
KABUL SPY

Company: Sirius Software, Inc.

Suggested Retail: $34.95

Type: A Hi-Res adventure with color graphics.

Description:

Agent 007 comes to the home computer—or is this a treasure hunting fantasy, complete with magic words? Maybe a bit of both, but the emphasis lies on your mission to Afghanistan, where you must find and escape with (or at least silence) a professor held prisoner there. You thread an interesting mine field maze, where it's one false step and Boom! The graphics are excellent and the game moves quickly, if you can figure out the rather tough puzzles of the latter phases.

Playability:

A two-sided game with a save capability made to a scratch disk make this game a real disk flipping nightmare. A better implementation of the save-game feature would have done wonders to improve its playability. Some of the difficulty has to do with the plethora of objects which you encounter, and the game's absolutely terrible vocabulary.
KNIGHT OF DIAMONDS

Company: Sir-Tech Software, Inc.
Suggested Retail: $34.95
Type: Hi-Res fantasy adventure, a mapmaker’s delight.
Description:

The second scenario in the already classic Wizardry series. You must find and return the Staff of Gnilda to the City of Llylgamyn. To get started, you need developed characters from the Proving Grounds, whom you transfer to the new scenario. In the dungeon you will meet with the No-See-Ums before too long. Worse than these pests are some of the evil creatures that love to take all but one hit point away from your favorite characters.

Playability:

No specific way of solving Knight of Diamonds exists, so don’t look in the book for one. Map carefully, grow in strength, get to the sixth level. When you’re there, remember The Knight of Diamonds and Shield. Don’t tackle this one unless you are a Wizardry expert and have at least Level 13 characters. Knight of Diamonds is the maze-type adventure at its best. You can play with one to six people (with one person acting as the Dungeon Master at the keyboard). It will provide many interesting hours of game fantasy, albeit somewhat repetitive.

THE BEASTS
Weretiger
Fuzz Ball
Dink
Lefestealer
Troll
No-See-Um
Fluffy Thing
Mottled Figure
Were Amoebae
Carriers
Magic Armor
Chieneras
KNIGHT OF DIAMONDS

(Level 2)
THE BEASTS
Rhind Beetle
Scorpion
Nightstalker
Evil Eyes
Ogres
Ogre Lords
Gaunt Figure
Magic Shield
Gorgons
Wyverns
Lesser Demons
Flame Rod
Jeweled Amulet
Amulet of Skill
Dreamers Stone

(Level 3)
THE BEASTS
Giant Vipers
Murphy's Ghost
Bleepers

OBJECTS:
Broad Sword—Hrathmir
(Level 4)

**THE BEASTS**
- Acid Slimes
- Will O'Wisp
- Giant Zombies
- Were Bats
- Giant Bats
- Foaming Molds
- Succubi
- Constrictors
- Magic Helmet (Kod's)

**OBJECTS:**
- Amulet of Skill
- Mace Pro Poison
- Amulet/Makanito

---

(Lowel 5)

**THE BEASTS**
- Wasp Swarm
- Scrylls
- Evil Eyes
- Giant Zombie
- Succubi
- Fire Dragons
- Fire Giants
KNIGHT OF DIAMONDS

SYMBOLS

- STAIRS DOWN
- STAIRS UP
- ONE WAY DOOR
- ONE WAY PASSAGE
- N.D. NO DOOR
- SPINNER
- TELEPORT FROM LEV 5
- TELEPORT TO LEV 3
- PIT OUUCH
- LOOKING EAST APPEARS ENDLESS (N.D.)
- CLOSING PANEL

NOTE

INVISIBLE DOORS SHOWN NORMAL

(Level 6)

THE BEASTS
Blobs
Flack
High Wizards
Air Giants
Hatamoto

OBJECTS:
Staff of Light
Mind Stone
Damien Stone
LABYRINTH OF CRETE

Company: Adventure International
Suggested Retail: $29.95
Type: All-text adventure.

Description:

Two independently controlled characters, Jason and Hercules, represent your alter ego. Your mission: to recover the Golden Fleece. Doing so, you earn the respect of the inhabitants of Mount Olympus, who grant you access to that exclusive area. You'll explore three different worlds, solve a plethora of puzzles, and encounter most of the gods, goddesses, and creatures of Greek mythology. You don't have to know anything about mythology, nor will you learn anything about it from the game.

Playability:

The concept of interacting characters who can combine their talents to solve a given puzzle is an innovation in adventure games. Unfortunately, this game's implementation falls short of its conceptual promise. You can solve the majority of puzzles simply by Giving or Dropping the right object at the right location; you can only use most objects in the world in which you find them. The game is long and not too difficult, but reasonably fun to play and has more puzzles than you can shake a stick at.
LABYRINTH OF CRETE
Part 1

1.13 Castle
1.12 Tree Guarded by Hesperides
1.11 Corridor of Clashing Rocks
1.10 Jct. in Rock Walls
1.09 Blackmail Vault Hydra
1.08 Volcanic Recess
1.07 Bloody Crypt Hydra
1.06 Smartphone Sphinx
1.05 Eros God of Love
1.04 Narrow Pag Bridge
1.03 Small Cave Runes
1.02 Narrow Pag.
1.01 Shaft to U-World Cerberes
1.00 Shaft Rusty Iron Ore
1.09 Shaft of Hera
1.08 Temple of Hera
1.07 Slime Fissure Worms
1.06 Ancient Lava Flow
1.05 Twisted Obsidian Corr.
1.04 Volcanic Recess
1.03 Marble Pag. Sphinx
1.02 Bloody Crypt Hydra
1.01 Smartphone Sphinx
1.00 Eros God of Love
1.00 Narrow Pag Bridge
1.00 Small Cave Runes
1.00 Narrow Pag.
1.00 Shaft to U-World Cerberes
1.00 Shaft Rusty Iron Ore
1.06 Temple of Hera
1.05 Ancient Lava Flow
1.04 Volcanic Recess
1.03 Smartphone Sphinx
1.02 Bloody Crypt Hydra
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1.01 Smartphone Sphinx
1.00 Eros God of Love
1.00 Narrow Pag Bridge
1.00 Small Cave Runes
1.00 Narrow Pag.
LEGACY OF LLYLGAMYN

Company: Sir-Tech Software, Inc.
Suggested Retail: $39.95
Type: A Hi-Res fantasy.

Description:

Third in the *Wizardry* series, and another map-maker's delight with six additional levels. Evil times have again befallen the kingdom and famed warriors, such as yourself, are called on to find the mystical orb hidden deep within a dragon's mountain lair. The orb possesses the power to reveal the source of danger, and therein lies the hope of the world. The graphics look better than ever, and those of the introduction are nifty indeed. A few more puzzles appear in *Llylgamyn* than did before, mostly in the form of not-too-difficult riddles.

Playability:

You need the basic *Wizardry* disk in order to create characters, who must then undergo the Rite of Passage Ceremony. Then you can enjoy the fine graphics. If you've played prior games with a single alignment, you'll need to change your thinking as both "good" and "evil" parties of characters are required for success. There's still no way to save the game in the bowels of the dungeon.

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###地图：LEGACY OF LLYLGAMYN

| 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

*Level 1*

**The Beasts:**
- High Corsair
- Carlan Raiders
- Giant Serpents
- Slimy Thing
- Garin Priests
- Anacondas
- Garian Captains
- Giant Slug
- Strange Plants
- Crawling Kelp
- Dusters
- Shadowy Figures
- Garan Mages
- Moat Monsters
- Large Snakes
- Unseen Entities
- Poltergeists
- Garian Guards
- Corsairs

---

WARNING: TO CROSS CARRY SHIP IN BOTTLE

[Image of map and legend]
LEGACY OF LLYLGAMYN

(Level 2)
GOOD ALIGNMENT
THE BEASTS:
Komodo Dragons
Looters
Pole
Friars
Dark Steed
Were Vulture
Men in Black
Harpies
Strangler Vines
Men in Leather
Goblins
Hobgoblins
Strange Animal
Banshees
Ashers
Ninja
Witch
Women in Robes
Men in Arms
Vultures
Strange Birds
Shadowy Figures
Mummies
Gaunt Figures
Ronin
Men in Armor

(Level 3)
EVIL ALIGNMENT
THE BEASTS
Ronin
Dusters
Ashers
Bengal Tigers
Mummies
Leprechaun
Were Vultures
Witches
Pixies
Men at Arms
MADVENTURE

Company: Micro Lab
Suggested Retail: $34.95
Type: All-text adventure.

Description:

First, get fifteen treasures to the theater lobby and visit those locations that contribute points to the maximum of 400. Next, accomplish the above in less than 185 moves. This game contains the author's choice of the best single puzzle in all adventuredom.

Playability:

Not recommended for beginning or intermediate puzzle-game players. Perhaps the most challenging set of puzzles yet combined into one program, it is some three times the size of typical Scott Adams puzzlers. The system will load a saved-game from a scratch disk. This is a super-tough, crisp game for the puzzle nut!
MASK OF THE SUN

Company: Ultrasoft

Suggested Retail: $39.95

Type: An animated Hi-Res adventure with color graphics and Hi-Res text.

Description:

You as Mac Steele must find the legendary Mask to cure your mysterious malady, held in check only by the pills which you must always carry. You spend much time on the road in a bouncing jeep, and even more time in a bouncing sort of walk through drab tunnels. You must hurdle a Real-time, semi-arcade like lava pit and correctly answer any one out of three riddles in order to get through two locations.

Playability:

The Mask of the Sun offers several challenges not found too often in adventures. By far the most difficult task is unraveling the mystery of the maze, actually two mazes separated by a room ready to fall on your ears. An average adventure, with a higher than average degree of difficulty.
I have a deal for you! This potion will cure the curse under which you suffer.  

You approach the hut on foot.

Pool Room

Maze

Maze

Pit

Dead End

Maze

Dead End

Dead End

Stone Block Door

Cob Webs Door

Room with Four Doors

Room with Four Doors

Room with Star

Bottom of Steps

To New Room
Pyramid
MISSION: ASTEROID

Company: Sierra On-Line Systems
Suggested Retail: $19.95
Type: A Hi-Res adventure with color graphics.
Description:
Your mission: to destroy an approaching asteroid before it collides with the planet Earth. Yes, there’s a time limit.
Playability:
The elements of the puzzles prove easy to solve individually. In fact, this game is very easy right up to (almost) the very end. However, you have a fixed number of moves and a time limit of five minutes per move. Saving a game requires you to use a move. Mission: Asteroid is a winner: totally straightforward and solvable while presenting the challenge of completing it within the tough time constraint.
MISSION IMPOSSIBLE

Company: Adventure International

Suggested Retail: $39.95

Type: Originally an all-text game, recently re-released in Hi-Res form.

Description:

You must stop the Saboteur from bombing the Nuclear Reactor. To complicate matters, you are a walking time-bomb, and the saboteur dies before you get very far. You must enter three differently colored rooms in a specific sequence. The ending can be a real blast.

Playability:

One of the easier games in the series, with not too difficult and quite straightforward puzzles. The game is sort of fun while it lasts, but it doesn’t last all that long. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game offers a single, easily made or recalled saved-game.
MUMMYS CURSE

Company: Highland Computer Service
Suggested Retail: $30.00
Type: Hi-Res adventure with color graphics.
Description:
Find the solid gold burial mask and return it to the starting point. Doing so involves finding and using three amulets, a little woodwork, and the waving of a scepter.
Playability:
The mummy and a few fixed traps pose little difficulty once you have mapped and understood the game. The game holds your interest easily, largely because of the excellent save-game implementation. The game has little in the way of plot, and the vocabulary is poor, but all in all it rates as an average adventure suitable for beginning to intermediate players.
MUMMY'S CURSE
Left Side

Dead End Flashlight

Very Long Hall

Sharp Turn

Blue Sky (Exit)

Dead End

Dead End Ewer

Sharp Turn

Blue Sky

Dead End MATCHES

Bend Ahead

Bend Ahead

Bend Ahead

Bend Ahead

Dead End Gold Coins

Very Long Tunnel

Very Long Hall

Bend Ahead

Bend Ahead

Bend Ahead

Bend Ahead

Amulet Meanings are:

Horus = Strength
Apep = Snake
SMA = Lung

In a Pit

Pit (Dead)

Pit (Dead)

Satops III on Horizon
MYSTERY FUN HOUSE

Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, soon to be revised into a Hi-Res version. Price also includes Pyramid of Doom and Lost Town.

Description:

Spies have hidden secret plans that you must retrieve from a carnival Fun House. Water Maidens, shooting Galleries, Carousels, Weird Windows and a slew of locked doors await you. The puzzles, marked by a high degree of imagination, are devilishly clever.

Playability:

A lot of fun to play, challenging to unravel, difficult to bring to a successful conclusion—and my choice for the best of Scott Adams' twelve original games. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game provides a single, easily made or recalled solved-game.
MYSTERY HOUSE

Company: On Line Systems

Suggested Retail: $24.95

Type: Hi-Res adventure.

Description:

Based loosely on the Agatha Christie novel, The Ten Little Indians. You have the dual task of trying to find the treasure hidden somewhere in the house and deducing the identity of the baddy. Unfortunately, he keeps murdering the other suspects and even tries to kill you.

Playability:

Not a long game. The mansion has only two stories. The vocabulary is limited and uses only a standard two-word parser. The graphics of rooms and objects appear as black and white line drawings. You do get a save-game option, however. All in all, it’s a fun game for beginning and intermediate adventurers, and is noteworthy as the first of the Hi-Res adventures.
OLDORF'S REVENGE (WIZARD I)

Company: Highland Computer Services

Suggested Retail: $19.95

Type: Black and white Hi-Res adventure.

Description:

You simply need to find the fourteen scattered treasures that lie about in the four linked, but otherwise independent, game segments. You must choose which of the seven types of characters you wish to become in order to solve specific puzzles. The management of each character's limited "lives" makes up a large part of the challenge. The graphics are only average, but the text gets rather clever in places, especially at the end.

Playability:

A barely average adventure, but a good one for first time adventurers. It will serve the more experienced player as a pleasant way to pass time. After reaching the second segment of the game, you may save it. The vocabulary is not very good; in fact, it's very poor, but at least you don't get killed off at every corner.
OLDORF'S REVENGE
Part 4

Edge of Great Cliff

Sound of Vastness
15 Coins

Bend Ahead

Long Passage

Passages Lead North and West

Slight Incline

Onward The Caverns Go

Two Lynxor's Pets

Passages Lead Back to the North and Way to West Lynxor's

Slight Incline

Boulders Necklace

Hiding Place of 10 Coins

Large Door Tiny Lock

Mirrors-Tolez 10 Coins

Passages Lead North and West

Passages Lead Down, North and West

Fresh Air Ahead

Way to Lynxor's Buzzard

Narrow Corridor

Merlin's Dead End

Elfstilla's Tiny Key

Secret Vault-Ruby Treasure

Multiple Passages

Hall of Serpents

Dead End

Special Junction No. 2
S=Oldorf's Castle
W=Snotgurgle Grotto
X=Exit

N=Oldorf's Dead End

JUNCTION 3

E=Lynxor's
N=Oldorf's
W=Snotgurgle
X=Exit

Locked Door Gold Bar

Way to Lynxor's Buzzard
OO-TOPOS

Company: Sentient Software
Suggested Retail: $32.95
Type: All-text adventure of the futuristic variety. Like, way out!

Description:

Escape from an alien planet and return to Earth after reassembling the widely scattered parts of your spacecraft and finding the various treasures which were in the spacecraft at the time of your capture. The jungle maze, one of five in the game, is excellent.

Playability:

A high degree of disk interaction slows OO-Topos, already lengthy and somewhat difficult, largely because of its size and the number of discrete objects. Most likely, only experienced adventurers will have the patience to play it through. The vocabulary is limited, and the scoring a complete mystery. Still, overall, it's an above average game, a challenging adventure with excellent scope and story line.
Diagram of the layout of the East End and West End of the tunnel system, showing various rooms, corridors, and pathways. The diagram includes labels for different sections such as 'East End of Dark Passage', 'West End of Hydroponic Garden', and 'Midway Down Clear Passage'. Rooms such as 'East Clearing in Garden', 'Food Processing Room', and 'North End of North South Catwalk' are also indicated. The layout includes pathways marked with arrows and directions such as 'N, NW, S, E' and 'NE, NE'.
In Dense Jungle

Jungle Clearing Huja

Thorned Bushes Hedge of Thorns

Jungle Path

E/W Path in Jungle

4 E/W Path Jungle on Both Sides

Space Station

Burned out Guidance

Out of Hyper-Space

In Space Computer Sings

In Space (Hyper-space) Signal to N

Cargo Hold

Bridge

Inside Ship

Welcome Home Depository

Platform of Leaves Sea to North Prison to East

N/S Path Between Jungle and Prison

East Tunnel By Jungle

Bubbling Pit Trash

Southern End of Bubbling Pit

Conclusion
PALACE IN THUNDERLAND

Company: Micro Lab

Suggested Retail: $24.95

Type: All-text adventure.

Description:

*Palace in Thunderland*, Micro Lab’s second adventure, follows the successful *Madventure*. You must find eight treasures and resolve several puzzles. The story follows an *Alice in Wonderland* theme, very much tongue-in-cheek, with lots of humor. Who knows, you may become the King!

Playability:

An excellent game. Humor, a reasonable vocabulary and one puzzle in particular that has several viable alternatives, but only one answer that will permit a perfect game. Beginners can handle *Palace*, but even more experienced adventurers will take a good weekend to get through it.
PIRATE ADVENTURE

Company: Adventure International

Suggested Retail: $39.95

Type: Originally an all-text game, recently re-released in Hi-Res form.

Description:

You must magically travel between a London flat and an island on your way to locating two treasures. It has a smooth storytelling style, and rooms are populated by such wacky characters as a talkative parrot, alligators, a mongoose that's a failure in life, and a drunken pirate who is forever wandering off.

Playability:

A good game to cut the young adventurer's teeth on; not too tough, and a lot of fun. The task of building a ship on the first island presents a good example of a well done interactive puzzle. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game offers a single, easily made or recalled saved-game.
PIRATE ADVENTURE

**Window Ledge**
- Alcove
- Open Window Bookcase
- E-W Passage
- Musty Attic

**Fat in London Rug (Nailed Down)**

**Ocean Fish Salt Water**

**In Lagoon Anchor (stuck in Mud)**

**Sandy Beach Lagoon Sand Ships Keel & Mast**

**Meadow**

**Foot of Hill Cave Infested**

**Grass Shack Pirate Chest (Map/Plans) Parrot**

**Maze of Caves**

**Locked Door Pit Crocs**

**One Day’s Sail**

**On Beach**

**In Monastery Snakes**

**Cemetery Bones**

**Barren Field**

**TREASURE ISLAND**
PLANETFALL

Company: Infocom, Inc.
Suggested Retail: $49.95
Type: A science fiction all-text adventure.

Description:
After surviving an interstellar spaceship explosion, you find yourself on a strange planet, deserted except for a friendly robot named Floyd, who gives you his utmost devotion. The purpose of the game doesn’t become clear until well into it, when you come across the computer-within-the-computer. To succeed, you need to repair four subsystems, overcome hunger and disease, battle a huge microbe, avoid radiation poisoning, and cope with a room full of dangerous mutants.

Playability:
Perhaps not as “tight” as some other games that Infocom has done, but reasonably challenging nevertheless. What with the “standard” superlative parser and save-game capability, it’s a pleasure to play. You also get a few red-herring puzzles that are reasonably well developed, scads of objects to wonder about, and alternative endings that may make you wonder if you have achieved the optimum solution.

Floyd 'n Me
Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, scheduled for revision into Hi-Res form. Price also includes Mystery Fun House and Ghost Town.

Description:

Thirteen treasures lie scattered in an unexplored Egyptian pyramid. Your task: to get in, stay alive, and haul all thirteen back to a particular location. The game features cobras, mummies, pharoahs, decapitated statues, a huge purple worm, and a multitude of objects.

Playability:

This game starts out simply enough, but gets very difficult in a few spots; one treasure, for example, occupies a logical spot where you cannot see it, while another is guarded by a stone-hearted Iron Pharoah. Have fun, and good luck with the purple worm. The two-word syntax has a limited but adequate vocabulary, and the text is brief and to the point. You also have a single easily made or recalled saved-game.
PYRAMID OF DOOM

1. In Desert
2. Dining Hall Table Strange Mask
3. Sarcophagus Bandages
4. Oyster Archway Hallway
5. Blood Stained Altar
6. Hieroglyphs Leave Treasure Here
7. Tiny Door Sound of Machinery
8. Sitting Room Fireplace Coal Ashes
9. Long Narrow Passage Bricked Door
10. Mirror Room
11. Hidden Alcove
12. Top of Pyramid
13. Prison Cell Dead Exp. Rubbish Closed Porta' Throne Room Chain Iron Pharaoh Mural Chest
14. Purple Worm
15. Tall Room Headless Skeleton
16. Treasure Room Treasure Coffin
17. Narrow Ledge Hole in Ceiling Pool Below
QUEEN OF PHOBOS

Company: Phoenix Software

Suggested Retail: $34.95

Type: A black and white science fiction Hi-Res adventure.

Description:

As the sole occupant of a small spaceship, you must board a derelict Martian spaceship and obtain the fabled golden mask of Kuh-Thu-Lu. You must find it and make good your escape before the four looters who are also on board decide to do you in. If you can piece together some of the early-on puzzles, you can do them in before they conclude that you have to go. The graphics are crisp and well detailed.

Playability:

A well implemented, nicely paced, fast acting adventure of average difficulty. Beginners will find it challenging and interesting, and more experienced players will find an enjoyable weekend in store. You must traverse a good-sized maze in order to get to the center of the spaceship, where the real action takes place and a scary bit of animation occurs. The vocabulary proves quite adequate for the game, and clear responses answer unknown words.
Company: Penguin Software
Suggested Retail: $19.95
Type: A Hi-Res adventure with color graphics.

Description:
This two-sided disk offers immense proportions, but little content. As the King's advisor, you been ordered to rid the kingdom of a rampaging dragon. Gorn, the King's loyal but slow-witted champion, accompanies you on this mission, which will have you ranging among blazing deserts, dark tunnels, and near endless plains.

Playability:
The graphics and text are rather insipid, except for the all too few glimpses of little Lisa. The vocabulary is terrible, and the "multiple-word" parser totally ignores any and all modifiers to verbs and nouns. A lot of seemingly unnecessary disk-swapping goes on, what with the saved-games going to a scratch disk and all.
THE SANDS OF EGYPT

Company: Datamost

Suggested Retail: $29.95

Type: A Hi-Res adventure with color graphics and animation.

Description:
You are a world famous archaeologist, now lost in the desert, near what you believe to be a hidden burial chamber. Thirst be damned! You have a reputation to uphold, so it's on to the hoped-for treasure.

Playability:
Some nicely animated graphics and fast color fill. For the most part, however, the graphics are just average. An amusing internal (H)elp message comes in handy. The puzzles aren't tough once you understand the sand maze, which is quite well done. You can make saved-game scenarios to the program disk and call them at any time. Kids may need help with the mapping.
SAVAGE ISLAND PART I

Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, now being revised into a Hi-Res version. Price includes *Savage Island, Part II* and *Golden Voyage*.

Description:

You try in this game to obtain the password that permits you to enter *Savage Island, Part II*. To do so, you must survive a tropical hurricane and a sickly bear, find a mysterious looking pirate, cope with a Neanderthal Man, and push the right buttons.

Playability:

A toughie, meant for those who breezed through *Mystery Fun House* and casually solved *Ghost Town*. Unfortunately, the save game feature is (perhaps) disabled during the toughest sequence of this game, where your early demise is left in the hands of the computer's randomizer. If not already familiar with the Scott Adams' series, you should not start with this game. While some parts move easily and quickly, the difficulty lies in staying alive long enough to get to them. The two-word syntax has a limited but adequate vocabulary. The text is a bit more expansive than the others, but not by much. It has a single, easily made or recalled saved-game.
SAVAGE ISLAND PART II

Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, soon to be revised into Hi-Res form. Price includes Savage Island, Part I and Golden Voyage.

Description:
A toughie, full of a curious mix of prehistoric and space age entanglements. If you can get through the game, you get the code needed to decipher the secret message sheet that came with the game. Except for a few characters, the two Savage Islands have little in common and do not resemble each other. In the process of trying to solve this jewel you will encounter vacuums, force fields, atomic blocks, four consoles with levers, dials and buttons, and your old friends, the Neanderthal Man and the Pirate.

Playability:
This game starts out with a bang, so to speak, and that bang is most likely you! The game lives up to the first sign that you see, which says “Part I was a piece of cake compared to what you are about to go through.” It does ease up a bit after the first move puzzle. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game permits a single easily made or recalled saved-game.
SECRET AGENT:
MISSION ONE

Company: Jor-And
Suggested Retail: $32.95
Type: Black and white Hi-Res adventure, the first in a series.

Description:
Your mission: to locate and deactivate a near-ultimate weapon and escape before the waiting bombers pound the island (and you) into dust. Many puzzles crop up between the beginning, where you’re in an airplane about to get shot down, and the end, where you reach the waiting helicopter and safety. The game includes a difficult maze and many straightforward puzzles.

Playability:
The graphics are neat and crisp, but the text, somewhat sparse. Although the plot won’t win any awards, it does hold your interest throughout the game, presenting several interesting twists along the way. The two-word syntax and limited vocabulary are unusually well-integrated into the game’s design. You get a single save-game position, written to or recalled from the disk any time the command cursor is available.
Serpent's Star

The Serpent's Star by Ultrasoft, Inc.

Press ANY KEY to play game

Vision returns. You are standing amidst the monastery's ruins. The Serpent's Star rests in the remnants of the wall.

[ waiting ]

Company: Ultrasoft
Suggested Retail: $39.95

Type: An animated Hi-Res adventure with color graphics and Hi-Res text.

Description:

The setting: Tibet. Your mission: find the last three scrolls which lead to the fabled Serpent's Star gem and steal it. To accomplish this dastardly deed, you must visit two monasteries, buy and give away objects, initiate a few quick actions, dodge through an avalanche, answer five riddles, navigate the maze, and even solve a puzzle or two.

Playability:

Three of the five riddles are a basic test of Buddhist and Yogi tenets, and you only get one chance to answer each question correctly. You get no clues to the tougher puzzles. Serpent's Star is a game that many have started but few have completed (before giving up in frustration). This book should help a lot!
SHERWOOD FOREST

Company: Phoenix Software

Suggested Retail: $34.95

Type: Hi-Res adventure with color graphics and animation.

Description:
As Robin Hood, it's your wedding day. But several puzzles lie between the wedding and your shooting off to the Honeymoon Suite with the fair Maid Marion. You have lost your pretty green uniform, and your old friends don't recognize you. Find that, get something to amuse your merry men, and you'll be on your way. A bit of animation adds a nice touch.

Playability:
Extremely well implemented. Aimed at the beginning to intermediate adventurer, it moves quickly. Not too tough, but cleverly interactive puzzles have several amusing twists. The command parser supports more than two words, and the save-game feature is excellent. A very light-hearted and cheery game. Great for kids.
SOFTPORNO ADVENTURE

Company: On-Line Systems
Suggested Retail: $29.95
Type: An all-text adventure.

Description:
Your goal, bizarrely enough, is to find and seduce three women. The game also incorporates both blackjack and slot machine games—these broads are expensive! Descriptions are PG rated, while user input can be X-rated.

Playability:
A moderately difficult but quite challenging and solvable puzzle game good for would-be adventurers. You can save the game on a scratch disk, but you can’t recall it from within the game. Lots of tongue-in-cheek humor.
SOFT-PORN ADVENTURE

1. Window Ledge Window
2. Bathroom: Graffiti Washbasin Toilet-Mirror
3. Hallway Businessman Desk
4. Street Outside Bar-Sign
5. Sleezy Bar Bartender Button/Curtain
6. Backroom Big Dude TV
7. Filthy Dumpster Garbage
8. Hookers Balcony Billboard
9. Penthouse Porch Telephone
11. Jacuzzi Girl (Eve)
12. Living Room Closet
13. Hotel Hallway Ashtray
14. Hotel Desk Blonde Button Elevator
15. Hotel Hallway Blonde Button Elevator
16. Kitchen Sink-Water Cabinet
17. Balcony Radio Peephole
18. Private Penthouse Foyer Button Elevator

Disco Girl Waitress Table
Telephone Booth 555-6969 555-0439
Disco Entrance
Presidential St. Bum
Pharmacy Display Rack
Quickly Marriage Center Preacher
Downtown St. Sign
21 Room Dealer Cards
Hotel Slot Machines
Honeymoon Suite Bed Rope
Lobby Plant (Bushes)
In Bushes

Businessman Desk

Downtown St. Sign
Hotel Slot Machines
Lobby Plant (Bushes)
In Bushes

Bathroom: Graffiti Washbasin Toilet-Mirror
Hallway Businessman Desk
Street Outside Bar-Sign
Sleezy Bar Bartender Button/Curtain
Backroom Big Dude TV

555-6969
555-0439

SORCERER

Company: Infocom, Inc.
Suggested Retail: $49.95
Type: An all-text adventure, a follow-up to The Enchanter.
Description:
Remember taking the role of neophyte wizard in The Enchanter? Well, you're back again, this time armed with seven spells at the outset. Seems that your mentor, the aged and wise Belboz, has gone off on a secret mission to rid the world of an evil force so sinister that he dare not reveal it to any in the Circle of Enchanters. You must find and rescue him, which you can accomplish only by doing in the evil force known as Jeearr. You'd better find the nine other spell scrolls or you won't have a chance.

Playability:
A worthy successor, with the promise of a third. Interactive puzzles and reasonably jazzy text, though not as golden or expansive as some others from Infocom. The parser and save-game capability don't get any better—they can't. The difficulty factor is well chosen, not too tough for a novice (with lots of patience) and plenty challenging for the experienced dungeon trekker.
SORCERER MAZES

To Ledge from Outside

Outside

#1

Ledge

To Outside from Ledge

Outside

#1
STARCROSS

Company: Infocom, Inc.
Suggested Retail: $39.95
Type: An all-text science fiction adventure.
Description:
It's long ago and far away when suddenly the strident alarm of your one-man spaceship awakens you, advising you of the presence of an uncharted mass in space. Naturally curious (if not, it would make a very short game), you rendezvous, effect an entrance, turn on some lights and encounter both living and dead remnants of preceding alien civilizations, advanced technology, religious superstition, and past tragedy. Hopefully, you will be accorded the salutation of Galactic Overlord.

Playability:
While less difficult than its predecessors in the series, the game contains a relatively hard sequence which involves obtaining one of the twelve differently colored control rods. Throughout, the true use of the Ray Gun, required to successfully complete the game, is neatly disguised. It's almost a shame to waste the story line on kids who will simply enjoy the puzzles and ask a lot of embarrassing questions about the Periodic Tables, Newton's Third Law, and Solar System basics.
Company: Adventure International

Suggested Retail: $39.95

Type: An all-text game, scheduled for revision into Hi-Res form. This price also includes Voodoo Castle and The Count.

Description:
Stranded on an alien planet in a damaged spaceship, your only hope lies in finding objects needed to repair your ship, figuring out how to do it, obtaining the planet's five treasures, and returning home. You cannot simply take all of the treasures—diamonds, especially, are tough to obtain.

Playability:
The puzzles are not too hard once you figure out how to get around among the locations of this game. Four of the five treasures you want you can get into the fold without too much trouble, but getting the fifth becomes a dog of a job and it might take a pretty cold day before you pry it loose. The two-word syntax has a limited but adequate vocabulary. The text is brief and to the point. The game offers a single easily made or recalled saved-game.
SUSPENDED

Company: Infocom, Inc.
Suggested Retail: $49.95
Type: A science fiction all-text adventure.

Description:

It starts as just another day in the life of the central mentality of a planet—that's you. Normally, three underground computers maintain stability and equilibrium in the weather, food growing and transportation systems, but today just isn't one of your better days. Seems like everything's going wrong, so you must use your wits, manual override capabilities, and six independently controlled robots to right the wrongs. The robots will steal the show, each with his own unique capabilities.

Playability:

The puzzles are complex and very interactive, but few in number. Depending on how well you manage to repair things while minimizing the loss of life on the planet's surface, the ending will grade you with interesting witticisms, or, if you flunk out, "talking mechanisms" will summarily replace you. As always, the Infocom parser, vocabulary, and save-game capability appear in fine form.
TIME ZONE

Company: Sierra On-Line Systems
Suggested Retail: $99.95
Type: A monster-sized Hi-Res adventure with color graphics.

Description:

In the course of your mission you use the Time Machine in your backyard to travel into the future to Neburon, deal appropriately with the evil Ramadu, and destroy his Ray Gun before it demolishes the Earth. You also need to return home safely to garner the title of Ultimate Adventurer. To achieve this rank requires traveling through twenty-four of thirty-nine accessible eras. Beware, this game is of humongous proportions, considering its six double-sided disks. The scope and size warrant the price.

Playability:

*Time Zone* is a map maker's delight. The final product will fill a book! You encounter bunches of puzzles, but the majority prove more frustrating than tricky or difficult. Sorry, no help or hint option for this one. The command syntax allows two words only. Many ways of getting killed crop up, especially in areas useless to the solution! Be sure to save the game on entering each new land.
TIME ZONE
Europe 1400 AD
Palos, Spain
TIME ZONE
North America
Los Angeles 2084 AD
TIME ZONE
Australia 50BC

- Barren Desert
- Lost in Desert
- Dry Grass
- Grassland
- Walking in Grassland
- Lost in Desert
- Desert
- Dry Grass
- Grassland Rhea Egg
- Grassland
- Grassland
- T.M. Desert
- Grass Field
- Grassland
- Grassland
- Lost in Desert
- Hot Desert
- Grassland
- Grassland
- Lost in Desert
- Roaming in Desert
TIME ZONE
Asia 1400 AD Japan
TIME ZONE
Neburon Part II
4082 AD
TRANSYLVANIA

Company: Penguin Software
Suggested Retail: $19.95
Type: A Hi-Res adventure with color graphics.

Description:
You must find the enchanted Princess, Sabrina, break the spell that holds her, and return her safely to the king. If you do not accomplish this task before dawn, Sabrina gets it. The graphics are the strong point of this game, in which you deal with a neatly detailed Werewolf, a well-dressed Vampire, and several moderately interactive puzzles.

Playability:
A bit slow, but the graphics make it worth the wait. No gimmicks, mazes, animation, or anything fancy, but a well-balanced, tongue-in-cheek (although not particularly humorous) game. You save games to a scratch disk, but call them only on the boot cycle. Not too hard for the beginner and interesting enough for the more advanced player.
Company: California Pacific Computer

Suggested Retail: $39.95

Type: A Hi-Res fantasy game with color graphics.

Description:

The game starts in the Medieval period, with daggers and leather shields, and progresses through the space age, with blasters and reflective suits. Your *Ultima* role-playing character evolves in experience and attributes through many levels, finally arriving at the "ultimate confrontation" after a trip through time. The game involves eight castles, eight monuments, some thirty-two cities and dungeons, and an eight by eight sector space setting in both Hi- and Lo-Res.

Playability:

The *Ultima* series ranks among the best of the role-playing games. The challenge lies in its sheer massiveness and evolutionary process more than in puzzles. The game can (and should) be saved frequently. However, you cannot recall the game without shutting down your system. No regular solution exists and beating the evil Mondain is lots of work. You'll find a lot of gold-saving and strategic tips elsewhere in this book.
THE LANDS OF ULTIMA I

CASTLE
White Dragon
Shimano

QUEST
Grave of Lost Soul
Balron
Level 9

REWARD
Strength
White Gem
+9 Grabs

MONUMENT
Grave of Lost Soul
East Sign Post

GIFT
Stamina
Nothing

CASTLE
Barataria
Rondorlin

QUEST
Pillar of Ozymides
Carriorn Creeper
Level 6

REWARD
Strength
Green Gem

MONUMENT
Pillar of Ozymides
Pillar of Argonauts

GIFT
Wisdom
Weapon
THE LANDS OF ULTIMA I

CASTLE
Lord British
Lost King

QUEST
Tower of Knowledge
Gelatinous Cube
Level 3,4

REWARD
Strength
Red Gem

MONUMENT
Tower of Knowledge
Pillars of Protection

GIFT
Intelligence
Agility

CASTLE
Olympus
Black Dragon

QUEST
Find The Sign Post
Kill a Lieche (~level 5)

REWARD
Strength
Blue Gem

MONUMENT
Sign Post
So. Sign Post

GIFT
Stamina
Charisma
ULTIMA II

Company: Sierra On-Line Systems
Suggested Retail: $59.95
Type: A Hi-Res fantasy with color graphics. A graphic tour-de-force.

Description:

It seems that we veterans of the earlier game were mistaken; when we finally killed Mondain, we didn't find and deal with his apprentice, Minax. Now that she has come of age, she possesses even more power than her predecessor. So, too, does Ultima II compared to its classy predecessor! Ultima II's three disk sides take you to several towers (upside down dungeons), villages, five time periods, and ten planets, in addition to the towns, castles, and dungeons that players of the original game will remember. You employ time portals, horses, ships, airplanes, and a rocket to get around.

Playability:

No specific solution exists here either, but check elsewhere for valuable tips and strategies. To achieve your goal takes many hours of searching, interrogations, and monster whomping. You really only need two objects to defeat Minax, but both require time, thought, and money. You can save the game at any point, but, as with the original, you have to go through a lengthy rebooting cycle to recall a game. Nevertheless, this game is a must.
ULTIMA II
Legends
1423 BC & 1990 AD
Company: Origin Systems, Inc.
Suggested Retail: $54.95
Type: A Hi-Res fantasy adventure.
Description:

Once upon a time, Mondain (Ultima I) and Minax (Ultima II) had a blessed event, named Exodus. Be he animal, vegetable, or mineral, he's plenty tough, and not a very nice adversary, to say the least. Your task is to find him, or it, and rid the world of his presence. It ain't easy. Doing so requires bunches of gold and then more bunches. Guess how you get the gold! Well, whomp millions of monsters, go dungeon slumming, kiss up to the King, commandeer a ship, and gain tons of experience.

Playability:

A goodly amount of hints, tips, and strategies in the back will materially aid you in achieving the ultimate goal, but no specific solution as such exists. Get gold, get strong, get marks, get cards, get Exodus! In this game, you have four characters rather than one, which adds interminably to the combat sequences so necessary for success. The weak points of the predecessors remain while some of the neater points have disappeared, but this game retains interest and challenge.
ULYSES AND THE GOLDEN FLEEC

Company: Sierra On-Line Systems

Suggested Retail: $32.95

Type: A Hi-Res adventure with color graphics.

Description: The King has asked that you find and return to him the fabled Golden Fleece, and even bankrolls your journey. Before you ride home to riches on Pegasus and become ordained a Level 2 adventurer, you’ll have to contend with ocean storms, dragons, Neptune himself, cyclops, magic words, sirens, and a troop of skeletons bent on doing you dirt.

Playability:

Very well conceived, this game feels tight despite its size. It suffers from a poor vocabulary and lack of synonym recognition, making some already difficult puzzles even more so. A la Cranston Manor, it takes a lengthy reboot cycle if you get killed off, but you can call in a saved-game from the scratch disk as long as you remain alive.
VOODOO CASTLE

Company: Adventure International

Suggested Retail: $39.95

Type: An all-text adventure game, soon to be revised into Hi-Res form. Price also includes the Count and Strange Odyssey.

Description:

Yours is the not so simple task of removing a curse from the Count Cristo. The game takes place amid the rooms, hallways, and darkened dungeons of Voodoo Castle. You encounter a Kachina Doll, a Juju Man, a book for removing curses, and much more.

Playability:

Very well done and fast moving, with the best story line of the entire series. A few tricky spots, but eminently solvable. The two-word syntax has a limited but adequate vocabulary. The text is relatively expansive compared to the other games. It has a single easily made or recalled saved-game.
Company: Infocom, Inc.

Suggested Retail: $49.95

Type: An all-text detective mystery adventure.

Description:

In the Los Angeles of 1938, the wife of a noted millionaire businessman has committed suicide. You are the police detective assigned to investigate his concern over threats made on his life. There must have been something to them, for before your very eyes and in the midst of your investigation, he is shot to death. Whodunit—the Butler, the Daughter, or the wife's lover—and precisely how? It soon becomes obvious that you cannot mount a good case against several of them.

Playability:

Don't try to compare this one to Deadline. It's much easier, almost too easy, as things quickly fall into place as soon as you examine certain key objects. Alternate endings exist, but only one is correct. Imaginative and reasonably interactive puzzles, but just too few of them. OK for neophytes, but not too much here for advanced adventurers. The parser and save-game capability, as always, are great but the vocabulary is a bit weak for an Infocom game.
WITNESS

Sorry, no answer numbers this time around as it would be too revealing. Read the answers in sequence when you're stuck. No fair to read more than one at a time!
WIZARD AND THE PRINCESS

Company: Sierra On-Line Systems

Suggested Retail: $32.95

Type: Hi-Res adventure with color graphics.

Description:
Here you find and return a Princess, bewitched by a wicked wizard and spirited away to his remote Castle. It's tough to get started. You must pass a coiled snake, but scorpions cover most rocks you might till it with. After that you face a desert, a wide canyon, a wooded beach area, two tropical islands, a tickety bridge, a thieving gnome, a pirate, a giant, a wandering merchant, a maze, and a magical castle.

Playability:
The second of the Hi-Res adventures. Despite its relative age, it's still a winner. The game is disk intensive and slightly on the slow side, but straightforward and easy to play. Both kids and adults will find Wizard and the Princess very entertaining and challenging.
WIZARDRY

Company: Sir-Tech Software, Inc.
Suggested Retail: $49.95
Type: Hi-Res fantasy adventure.
Description:

The ultimate maze type of fantasy adventure game. Take six characters into the ten dungeon levels and seek your fame and fortune. You create each character out of five races, three alignments, and eight classes, and each has its own unique capabilities. The game provides nifty but repetitive graphics, and not much in the way of text. You have no puzzles as such, but must find a number of objects so you can proceed. As such, Wizardry requires complete exploration of each level.

Playability:

This game demands careful and detailed mapping and knowledge of your location at any time. No solution occurs as such, hence, no verbal solution is provided here. It’s difficult to get started with a set of characters that can survive for long, but once you get a reasonable set of spell capabilities, matters change for the better. This very long and involved game which unfortunately cannot be saved in the midst of a deep, dark dungeon.
WIZARDRY
(A) Regular Elevation (1st Level)

WIZARDRY
(B) Regular Elevation (2nd Level)
WIZARDRY
(C) Regular Elevation (3rd Level)

WIZARDRY
(D) Regular Elevation (A)
Special Elevation (4th Level)
ZORK I

Company: Infocom, Inc.
Suggested Retail: $39.95
Type: An all-text adventure.

Description:

Zork I is simply the best selling adventure of all time. You start near a deserted house, over a huge and wondrous underground cavern. Nineteen treasures await discovery, but they are well-hidden by the expansive and novel-like text descriptions of the dam, coal mine, lake, chapel, and even the Gates of Hell. Along the way, you will meet and must deal with the likes of a testy Troll, an audacious Thief, and a hungry Cyclops.

Playability:

Very interactive and challenging puzzles. A superb word parser which anticipates just about any response supports the multiple word parser. The save-game capability, usable at any time, supports two drives. Originally written on a mainframe, Zork I faithfully represents the first third of that game. When you tackle this one, you are in for a lot of fun.
ZORK II

Company: Infocom, Inc.
Suggested Retail: $39.95
Type: An all-text adventure.
Description:

You start where Zork I left off. Another 400 points and ten more treasures will test your imaginative and logical abilities to the limit. You'll encounter a dragon, a unicorn, a princess, a baby sea monster, a huge dog, and a powerful demon. On top of this, the senile master of the domain, the Wizard of Frobozz almost endlessly torments you. You contend with lots of objects, a riddle, and a hot-air balloon from which you may even catch a glimpse of the deserted white house where all this started.

Playability:

Some new material has been integrated into the mainframe version, and it fits like a glove. You face several especially hard nuts to crack, like understanding what's going on in the Oddly Angles Rooms. Things really start picking up once you figure out how to deal with the curious dragon. The ending is quite neat; you may achieve your 400 points—but maybe, just maybe, yet another puzzle lies ahead of you.
ZORK III

Company: Infocom, Inc.
Suggested Retail: $39.95
Type: An all-text adventure.

Description:

The best has been saved for last in this book. Zork III gets my vote as the best single adventure. You start where Zork II left off, armed only with your trusty lantern, having only to round up seven points. You obtain them by accomplishing specific tasks, like mastering the Time Machine from which you may even glimpse the fabled Lord Dimwit Flathead himself. But the seven points are only half of it; the real game still lies ahead of you. Why are you here, and what is the meaning of all that you survey? Have patience, you may find out when all the treasures of Zorkdom, including a controlling interest in Fobozzco Inernational, are at your disposal.

Playability:

If you play this game the same way that you play other adventures, you'll never get anywhere. This time you must consider sensitivity, trust, and human compassion. Yes, educational value occurs here, as well as a lot of interesting puzzles, some of which have alternate solutions. As always, the parser, vocabulary, and save-game capability support the game in beautiful style. The game pays superb attention to detail. Did you know, for example, that the chest is watertight?
ZORK III
Room In A Puzzle

(Push a sandstone block with a ladder on it back under the starting point to climb out)

<table>
<thead>
<tr>
<th>?</th>
<th>M</th>
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<tr>
<td>M</td>
<td>Start</td>
<td>S</td>
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<td>S</td>
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<td>LS</td>
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<td>M</td>
<td>?</td>
<td></td>
</tr>
</tbody>
</table>

Door with Slot

M=Marble Block
S=Sandstone Block
(Movable)
2 have ladders
X=Depression in floor with Book in it
SOLUTIONS

ADVENTURE—THE COLOSSAL CAVE

1. Start: Building, Get Keys and Lamp. The Lamp appears here should you have to be reconvened.
2. Valley Gate (With Key), Get Cape.
3. Try the Magic Word, X00Z4Y. Try it again. Get Reef.
5. Wear Reef, Dive Reef, Go Get Diamonds and Gold.
6. Pelican Jewel, Deep Caves. Catch Caves and Silver. Note: Use only silver, not diamonds, and remember they run and lock it. Carry the Jewel, the cave, and only inventory up to five of these jewels.
7. Try the Magic Word PILLSw. Dive Silver. Gold Nuggets, Oil mentors, Jewelry, and Gems. If you haven't already, you will soon encounter a blinding White. Not too scary, just get to only one at least, then if you're in your first week.
8. Catching Fish, Axe, Battle of Wolves. Keep following roads and looking, until the Silver was One (Microscope Version only). Don't mess with anything. Silver gems are a worthwhile. Get Magic Word CWP. Works only fourth week.
9. Water Plants, NE Water. Dive the Water, get the Jewel. Carry the Flower, the Cave, and only inventory up to five of these plants.
11. Get Oil (the new eastern battle). Check the Plate.
12. On Don, Play Donor, Dive the River. While hunting up while carrying Golden Keys, antic PAN, TIE, FOR, POC, non-event of a time. Check your inventory. Go back to where you first found the Keys.
13. Play the Rats in the Trels. Cross Bridge before the PAN, TIE, whatever.
15. Ball Run Bear. Don't try to cross the Bridge with him on the Chain.
16. Play各国 (With Yard). Pearl will roll down into the Cyl-Don.
17. Start Coin to get a replacement battery for your Lamp. If necessary, check for a Treasure, however, and once you get them back, never leaving the gems with the original battery only.
18. Never Deep Vine unless your keys already dropped the Edges.
20. Use FLOWER, Get Pearls, FLOWERS, PLUG and Fish.
21. You may take over the name to get Private Treasure Chose, which shouldn't appear: avoid in a shadowed area. Remember the Light and X00Z4Y. Carry all treasures in the House.
22. Take Magazine in Wolf's Road for a point. Get not-by entering all different directions about North. It may take a while. Stay trained in various and distant locations until a message comes that the Cave is now closed. At this point, you are telegraphed in the four rooms. Master's Game.
23. Get Black Rod (with the Dusty Market, not the Snag). Dive Reef in the Northeast room. Refer to the Southwest room. Type Black. Alternate endings are possible, but will not lead you back to step just above various. Game is to finish.
ADVENTURE—THE COLOSSAL CAVE

1. Enter Building. Get Keys and Lamp. The Lamp appears here should you have to be reincarnated.
2. Unlock Gate (With Key). Get Cage.
3. Try the Magic Word, XYZZY. Try it again. Get Rod.
5. Wave Rod. Drop Rod. Go Get Diamonds and Gold.
6. Release Bird. Drop Cage. Grab Coins and Silver. Note: Dwarves are lousy shots, but sometimes, unfortunately, they can get lucky. Carry the Axe, as you may encounter up to five of these critters.
7. Try the Magic Word PLUGH also. Drop Silver, Gold Nugget, Diamonds, Jewelry, and Coins. If you haven’t already, you will soon encounter a thieving Pirate. Not to worry, he’s got to rob you at least once if you’re to win all the marbles.
8. Carrying Food, Axe, Bottle of Water, Key (all for later) and Lantern, visit the Software Den (Microsoft Version only). Don’t mess with anything—Software types are a weird lot. Get Magic Word LWPI. Works only from here.
12. Oil Door. Open Door. Drop Bottle. While here and while carrying Golden Eggs, enter FEE, FIE, FOE, FOO, one word at a time. Check your inventory. Go back to where you first found the Eggs.
13. Throw Eggs (to Troll). Cross Bridge before the FEE, FIE, whatever.
14. Feed Bear. Unlock Chain (With Key). Get Golden Chain. Drop Key. Get Bear. Don’t forget the Rare Spices. At Volcano View, read and remember the words of fire.
15. Release Bear. Don’t try crossing the Bridge with him on the Chain.
16. Open Oyster (With Trident). Pearl will roll down into the Cul-De-Sac.
17. Insert Coin to get a replacement battery for your Lamp, if necessary. Coins are a treasure, however, and you won’t get them back, so try beating the game with the original batteries only.
18. Never Drop Vase unless you have already dropped the Pillow.
19. Drop everything in order to enter. Get Emerald.
20. Say PLOVER. Get Pyramid. PLOVER, PLUGH and Pi-tooe!
21. You must traverse the maze to get Pirate’s Treasure Chest, which doesn’t appear until he’s robbed you. Return via the Pit and XYZZY. Drop all treasures in the House.
22. Drop Magazine in Witt’s End for a point. Get out by entering all different direction except North. It may take a while. Slog around in various and distant locations until a Voice announces that the Cave is now closed. At this point you are teleported to the two-room Master’s Game.
23. Get Black Rod (with the Rusty Marks, not the Star). Drop Rod in the Northeast room. Retreat to the Southwest room. Type Blast. Alternate endings are possible, but will not yield sufficient points to earn you the rank of Adventure Grandmaster.
Treasure List

<table>
<thead>
<tr>
<th>What</th>
<th>Where</th>
</tr>
</thead>
<tbody>
<tr>
<td>Golden Eggs</td>
<td>Giant Room</td>
</tr>
<tr>
<td>Trident</td>
<td>Magnificent Canyon</td>
</tr>
<tr>
<td>Pearl</td>
<td>Clam Room</td>
</tr>
<tr>
<td>Pirate's Chest</td>
<td>Pirate's Maze</td>
</tr>
<tr>
<td>Platinum Pyramid</td>
<td>Dark Room</td>
</tr>
<tr>
<td>Emerald</td>
<td>Plover Room</td>
</tr>
<tr>
<td>Ming Vase (and Pillow)</td>
<td>Oriental Room</td>
</tr>
<tr>
<td>Rare Spices</td>
<td>Chamber of Boulders</td>
</tr>
<tr>
<td>Persian Rug</td>
<td>Dragon's Den</td>
</tr>
<tr>
<td>Golden Chain</td>
<td>Bear's Chamber</td>
</tr>
<tr>
<td>Diamonds</td>
<td>West Side of Fissure</td>
</tr>
<tr>
<td>Jewelry</td>
<td>South Side Chamber</td>
</tr>
<tr>
<td>Gold Nugget</td>
<td>Gold Room</td>
</tr>
<tr>
<td>Silver Bars</td>
<td>North-South Passage</td>
</tr>
<tr>
<td>Coins</td>
<td>West Side Chamber</td>
</tr>
</tbody>
</table>

ADVENTURELAND

1. Let sleeping Dragons lie, until much later. (Never go near him with any mud.)

2. In Quicksand take only the Axe. Get Ox. Say Bunyon. Swim South. Go to Paul's Place. En route, get Flint and Steel.


5. In Maze, Get Rug and Net. With Rug, get out by Say Away (twice) to transport back to the Meadow.

6. At Lake with filled Bottle and Net, Catch Fish. (Fish die without Bottle.)


10. In Beehive, with Rug, Mud, and empty Bottle, Catch Bees. Take Honey. Drop Mud. Go Meadow. Release Bees. Get Dragon Eggs. (Can make it 50% of the time before Bees die, but using Rug and Say Away is easier.) After dropping all thirteen treasures, say Score.

The treasure summary:

- Blue Ox
- Jeweled Fruit
- Rubies
- Golden Crown
- Dragon Eggs
- Golden Fish
- Diamond Ring
- Rug
- Royal Honey
- Golden Net
- Bracelet
- Magic Mirror
- Firestone

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ADVENTURE IN TIME

1. Move Picture. Get Robot. Look Robot. Push Stud (will occasionally provide a significant clue). Get Syringe (with Cloth from Lab, or prints are destroyed).


4. Say Hunter.


8. Insert Red Card. Pull Lever. Go to Year 10 Million B.C.


15. Read Microfilm. Input L99AV. Read T1 in Control Room. Input 2396.

THE BLADE OF BLACKPOOLE

1. In Small Room off Tavern, Buy Honey, Rope, and Lamp. Don’t buy the Knife or Staff. Buy Ale. Don’t drink. Drop Remaining Gold, nineteen pieces, in front of Tavern.


5. Fall in Pit (without a lit Lantern). Throw and Climb Rope to get out. Take Rope again.

6. Light Lamp from Torch. Leave all but Lamp at the Birdsnest. Go back South again. Note that the Lamp will go out if it’s ever dropped; it may be tough to get back to the Torch!

7. Take Amulet (where, with unlit Lamp, the Pit was). Give Amulet to Recluse. Take Book. Return to Birdsnest.

8. Carrying Lamp, Boat, Ale, Rope, Book and Shield, Sing. Stand on Pad.

9. At Cliff, Tie Rope. Down. Take Rope. Put Boat in Water. (Don’t leave Ropes tied to Cliff tops and go away, they fall down!)

10. Use Rope to Climb Cliff. Take Rope. Take Tuning Fork. Return to Boat. Leave Rope at base of cliff. Paddle North. Note: If you later elect to attack Idol, Rope would be needed, so behave yourself!

11. At the Monster, Pour Ale in Water.


15. At Very Dark Spot in Water, Down (need Helmet, or else).

16. At Lizard, Say MAHDEN. Take Arrow. Shoot Lizard (with Bow and Arrow). Take Sword. Return to Cave (REGNILLO causes all objects to be lost.)

17. At Altar, Put Sword on Altar. Say MYRAGLYM. Get Zapped to the Amulet/Pit location.

18. Head toward Tavern. Take Honey. When warned about hunger, Eat Honey. Should now have 430 points.

19. Enter Tavern with Sword, Moneybelt (nineteen pieces of gold=19 points), for a score of 499. For the last point, try going in with object taken in Step 12.
CASTLE OF DARKNESS

1. Dig North.
3. Look Crack. Get and Read Parchment for clue.
4. Examine East.
5. Examine West.
7. Use Bar. Get Key.
13. Examine North. Examine and Go Down also.
15. Use Umbrella.
20. Examine North.
22. Use Bow (three times). Don't Carry Ring.
25. Eat Pill. Kill. Get Princess. Break Ball. You should earn 200 out of 200 points if you picked up the treasures along the way.
CHAMBERS OF XENOBIA

1. Examine Formation. Get Key.
2. Open Door (with Key). Get Vial.
5. Say Cowabunga.
6. Drink Potion. Open Gate.

Treasure Values

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
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<tbody>
<tr>
<td>Onyx Statue</td>
<td>10</td>
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<tr>
<td>Brass Carving</td>
<td>10</td>
</tr>
<tr>
<td>Gold Doubloons</td>
<td>15</td>
</tr>
<tr>
<td>Gold Bar</td>
<td>15</td>
</tr>
<tr>
<td>Sapphire</td>
<td>15</td>
</tr>
<tr>
<td>Gold Necklace</td>
<td>15</td>
</tr>
<tr>
<td>Bunch of Emeralds</td>
<td>15</td>
</tr>
<tr>
<td>Platinum Ring</td>
<td>15</td>
</tr>
<tr>
<td>Diamond</td>
<td>15</td>
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<tr>
<td>Rubies</td>
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<tr>
<td>Huge Emerald</td>
<td>20</td>
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<tr>
<td>Platinum</td>
<td>30</td>
</tr>
<tr>
<td>Total</td>
<td>190</td>
</tr>
</tbody>
</table>
THE COUNT

1. Day 1. En route to Dungeon, enter and raise the Dumb waiter. Go Room and Get Matches and Garlic. In Dungeon, Tie Sheet. To Ring. Climb Sheet. Light Match. Get Torch. Climb and Untie Sheet. After hearing bell ring, go Outside of Castle and get Clip on the Note. Drop the note. (In this game, specific tasks must be done in each of three days and two nights.)


3. Night 1. Eat Pill. Go Oven. Get File. (There are sixty-five moves/day, thirty-eight moves/pill; the Bell rings twenty-five moves before sundown.)


THE COVETED MIRROR

1. Move Bed.
2. Get a piece of the mirror.
3. Open Cupboard. Take Vase. West to return to Magician’s Room. Should you lose everything to Voar, this is where it will all be found.
4. Wait. Give Necklace to Boris. The vertical bar next to the hour glass represents the time you’ve got until you get yanked back. The Necklace, Broom, Ax and Cookie each will allow some extra time. The Telescope, Picture and Jug will allow even more.
5. Open Window. East.
6. The Ax will buy a little time from Boris.
7. Take Ball. Mermaid. Take Ball.
8. Take Telescope. Orion. Scorpio. Gemini. Take Telescope. Its only use is to buy time, but you can see some nice things through it.
9. Drop Ball. Get Clue about the Vase.
10. Use Lockpick. Open Stocks. Go South or West and Joust. Later in the game you’ll need to have done this.
12. Take Candlestick (need to have Thief with you). No, you can’t read the Abbot’s book—yet.
16. Take Picture. Bear. Take Picture. Its only use is for ol’ Boris, but it’s relatively potent. Take Grain from next door.
17. Move Glasses. Get Color Spell. Take the Ladder on the way out. The Bird and Nest are window dressing. Go North and do the Fishing bit, as it is needed for you to read the Abbot’s book.
22. After catching fourteen fish, read the Abbot’s Book. When you next visit the Chapel, you’ll get another piece of the mirror.
23. Use Invisibility. Clean out the Castle (i.e., Fish, Moose, and Broom).
24. Wait. Talk to the Jester (must be visible). Give Horseshoe. The next time back in the Cell, you’ll get another piece of the mirror.
Give Moose. Get Cookie. Another time buyer.

After you have all four pieces, you may enter the Tavern without losing any of your inventory. Jon's there, so talk. Flip the disk and learn sign language.

If you know sign language, talk. If Old Man isn't there, wait. The way to the North is now open.

Drop everything except the Coat. North.

Wait until the correctly shaped mirror piece comes along. It's the one that looks like a simplistic paper boat. Take it and watch the finale.
CRANSTON MANOR

1. With Lantern and Crowbar from Town, Pry Gate (on West side of the Manor).
2. With Cheese (from Kitchen) and Cage (from Atrium), Drop Cheese. Catch Mouse. Get Cheese. You can now deal with the Suit of Armor, on a room-by-room basis, by Drop Mouse.
3. Hit the Kitchen. When you were here the first time, the text said there is a Pot on the Stove. Subsequently, the word Pot isn’t repeated, but it’s a key item.
4. Use Coin. Get ID Card. Move away from the Toy Soldier as you can’t handle him, yet.
5. Get Water (with Pot).
6. Use Card.
7. Throw Water. Disabling Computer permanently deals with both the Toy Soldier and the Suit of Armor. Balance of game is largely a matter of collecting the sixteen treasures and dropping them at the Front Gate. (Don’t forget the Sphere.)
8. East. (Debris moves out of your way.) Get Jade Buddha.
10. Drop Nugget. Lift Up. (Goes to second floor.) Get Water at Pool again and clear out the other Basements’ treasures (Gold Eggs, Gold Bars and Sapphire).
13. EMASES. Get Gold Spyglass.

Object List

1. Crowbar (Town)
2. Lantern (Town)
3. Key (Smoking Room)
4. Gold Coin (Garage Attic)
5. Dagger (Secret Room)
6. Screwdriver (Shed)
7. Pot (Kitchen)
8. Cage (Atrium)
9. Cheese (Kitchen)
10. Mouse (Mouse Room)
11. Subway ID Card (Subway)
12. Inflatable Boat (Playroom)
<table>
<thead>
<tr>
<th></th>
<th>Treasure List</th>
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<tbody>
<tr>
<td>1</td>
<td>Jewelry (Gazebo)</td>
</tr>
<tr>
<td>2</td>
<td>Candlestick (Dining Room)</td>
</tr>
<tr>
<td>3</td>
<td>Crystal Triangle (Secret Room)</td>
</tr>
<tr>
<td>4</td>
<td>Teapot (Sitting Room)</td>
</tr>
<tr>
<td>5</td>
<td>Sapphire Pendant (Intersection)</td>
</tr>
<tr>
<td>6</td>
<td>Pearl Ring (Master Bedroom)</td>
</tr>
<tr>
<td>7</td>
<td>Necklace (Bridal Suite)</td>
</tr>
<tr>
<td>8</td>
<td>$50 Bills (Above Closet)</td>
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<tr>
<td>9</td>
<td>Emeralds (Piranha Pool)</td>
</tr>
<tr>
<td>10</td>
<td>Gold Bars (Sloping Corridor)</td>
</tr>
<tr>
<td>11</td>
<td>Platinum Sphere (Computer Room)</td>
</tr>
<tr>
<td>12</td>
<td>Gold Spyglass (Lookout)</td>
</tr>
<tr>
<td>13</td>
<td>Golden Eggs (Large Chamber)</td>
</tr>
<tr>
<td>14</td>
<td>Gold Nugget (Lift Chamber)</td>
</tr>
<tr>
<td>15</td>
<td>Jade Buddha (Basement)</td>
</tr>
<tr>
<td>16</td>
<td>Bottle of Diamonds (Cistern)</td>
</tr>
</tbody>
</table>
CREATURE VENTURE

1. Climb Tree. Get Key—see a Knife.
3. Go Crack.
4. Unlock, Open and Go Door (need Key).
5. Look Table. Get Glasses. Look Picture to see where to dig.
7. Say Beelzebub to open door to Maze. From the Library, go N.W.N.E.N. Kill Bazoo (need Knife). Get Shovel. Return to Library by S.W.S.E.S.
9. Go Mirror (need Flashlight and Batteries).
10. Look Pillars. Get clue. (Indian Partner.)
15. Get Fireflies (need Bottle). Wave Wand. Fireflies permit Flashlight to be dropped; besides it's almost burned out.
16. Drop Wand. Get Bat (need Cage). Don't get Bat before the Fireflies as Bat will eat them.
17. Rub Stump. Drop Flashlight if you haven't already done so.
18. Release Bat to clobber Snake.
19. Drop Lamp (Lucifer goes blooey). Get most of the treasure. Move on to the Master's Game. Check your inventory; this is a completely different game and is a good exercise in move planning and inventory management.
20. Say Shazam.
23. Drop Knife. Go back and Get Ring. Forget the Cup.
24. Eat Cake.
28. Rub Ring.
29. Unlock Door (with Key).
30. Tickle Squid. Get rest of Treasure and zap back to the starting point.
CRIME STOPPER

1. 2nd Ave. & 90th St.: Open Drawer and load up. Answer Telephone and Read Telegram. Turn on TV. Change Channel. Go up on Roof for the Hanky, but don't expect it to be of any use.


3. 2nd Ave. & 90th St.: Buy a Newspaper for more information. Be ready with the ESCAPE key to stop scrolling.

4. 2nd Ave. & 50th St.: At the Sizemore Building, Tell Guard, Al Clubs.

5. 2nd Ave. & 50th St.: The Subway Platform is a good storage location. For now, Take Money, Bank Card, Cigarette, and Lighter.

6. 8th Ave. & 8th St.: A convenient place to get enough money for carfare and bribes. Insert card. 10-28-81. Cannot carry more than $99. Don't forget Bankcard.

7. 2nd Ave. & 8th St.: Room 209 is at end of hall. Wait for telephone call. Read Receipt.

8. 10th Ave. & 21st St.: Bribe the man in Skid Row doorway (three times at $5 per).


10. 6th Ave. & 90th St.: In Theatre, get Invitation by the drugged Beau. The hypo is useless.

11. 10th Ave. & 90th St.: In Apartment, Turn Dial (Left or Right). Be ready with the Space bar. Don't ask why, as it has no known bearing on the game. Stop just before each number (L36-R26-L26) and creep up on it.

12. 2nd Ave. & 90th St.: On Station Platform, a man should approach with a message.

13. 6th Ave. & 50th St.: Phone will ring, so answer it. This is a good place to check your money, although you don't need too much more.

14. 2nd Ave. & 135th St.: Find Dead Man. This is Bug City—don't go here before getting the phone call, because then you can't leave the room. Probably a key on the body—but I couldn't get it! The Blowgun and Dart are of no use.

15. 6th Ave. & 21st St.: The locked locker is presumably what the missing key is for. The code indicates that there are Barbells in a Dufflebag inside.

16. 2nd Ave. & 50th St.: Pick up suitcase of money at 6 PM. May have to Wait/Look to get time to move on.

17. West & 21st St.: Deliver ransom by dropping Suitcase at lockers at 9 PM, not before.

18. West & 21st St.: Wait and watch for Crowded Corridor. If no one comes by 10 PM (the courier is Livwell), he won't come due to a bug in the program. (On six near-identically played games, he appeared only twice. Perhaps a flag wasn't set by doing something which seemed to have no bearing on the game, like not getting the Hanky or going to the "wrong" bank.)

19. 2nd Ave. & 50th St.: Follow Man to Sizemore Building. Enter elevator with him. Shoot Man as soon as he recognizes you—don't try the command Shoot Livwell.

20. 2nd Ave. & 50th St.: On roof, Shoot Man (not Shoot J.J.). When Cartier breaks away, Pull Lever.
CRYPT OF MEDEA

2. Burn Hand With Candle. Take Shovel.
3. Dig. Pull Knob.
11. Having Rod will protect you on entering here.
12. Throw Rope. Carrying only the Candle and Glass, Swing.
13. Throw Glass at Mutant. Get the Magnet to the North.
15. Unlock Door (need Key).
22. Pull Switch. Wait until you hear a Thud to the West. Go West to Get Timbers and Fuse.
25. Build Bridge (need Timbers from the Cavernous Room).
27. Holding Bomb, Light Fuse. Drop Bomb. South. (You literally have only a few seconds to type these commands, so be accurate and fast.)
28. Use Axe.
CRYSTAL CAVERNS

1. Key to Gate is in Eastern Tangle of Bushes. It will be used again. Get Oil and Pliers. Knock on Door.


5. With Shovel, Lamp, Key, Burger, Pliers, Hard Disk, and Parachute. Dig Stump in Second Clearing. Down. Light Lamp. (Note: The Junction is a neat place to temporarily dump objects and treasures.)


8. With Pickaxe from Quarry, Pick Boulder.


12. Carrying Disk, Key and Burger, Feed Flytrap (Burger). Get Stamp. Check out Generator Room, but don’t take in the Hard Disk. Compass is telling you about strong magnetic fields.

13. At End of Passage, Unlock Door with Key. Drop Key. Should have Lamp, Computer Magazine, and Hard Disk.


16. Haul Lamp, Crowbar, Pick and any four treasures to Cupola. Leave rest at Junction. Turn off Lamp at Bottom of Hole.


18. In Tool Shed, Pry Floorboard (with Crowbar). Drop Crowbar. Leave Board.

19. Enter sixteen room maze. Use printout as map. SE.NE.NW.SE. Get Violin. Leave by North, East, South. Alternative: There is a Power Pack for Lamp recharging, needed if you klutz around underground too long. From Violin, go N.NE.SE.E.SE. Get Pack. Leave from there by NW.S.E.S.

20. Flick Switch to Open Panel. Can’t be opened from other side. Going with the Platinum Record, Rug and Jade Ring, and on to the Junction, haul five more treasures topside. Make one more trip to the Junction for the last four treasures. Last treasure in yields a 45 point bonus for a total of 500 points for the new Apple Caverns Estate Landlord.
<table>
<thead>
<tr>
<th>Object Summary</th>
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<tbody>
<tr>
<td>Oil Can</td>
</tr>
<tr>
<td>1. Wooden Stool</td>
</tr>
<tr>
<td>2. Key</td>
</tr>
<tr>
<td>3. Pliers</td>
</tr>
<tr>
<td>4. Shovel</td>
</tr>
<tr>
<td>5. Burger</td>
</tr>
<tr>
<td>6. Pickaxe</td>
</tr>
<tr>
<td>7. Parachute</td>
</tr>
<tr>
<td>8. Hard Disk</td>
</tr>
<tr>
<td>9. Crowbar</td>
</tr>
<tr>
<td>10. Piece of Wood</td>
</tr>
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<td></td>
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<td></td>
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*No Use*
CURSE OF CROWLEY MANOR


7. In Dingy Room, it’s hopeless unless you have the Crucifix, Vial, and White Elephant from the South End of the Hallway. With them, no evident problem. Dial 5271. Open Door. To get back through, if necessary, Open Vial.


9. In Low Ceiling Crypt, don’t Look around. There is a Silver Club, but the Demon will usually teleport you and leave immediately.


13. Wide Dark Smelly Pit is no problem if you have the Sword. Good place for a Save Game.

14. After Rat bites off part of your arm, Fire Revolver.

15. Objects required in the Smelly Pit are the Vial, Crucifix, and Axe (to Chop Beams).

16. Clean Sword in the Green Fountain.

17. Beyond the Gigantic (Dark) Cavern, just keep Looking at the Demon until he offers for you to join him. Takes about seven Looks. You then have one chance to Kill Demon.
CYBORG


8. Break Trapdoor. Pet Togram. Ask Togram (Ask 1, Ask 2, etc).

9. Press Plate (must be wearing ID). Drop Ladder, Fiche and Cube off temporarily at Resting Spot, 50 Meters down. Go down to Bottom of Shaft.


14. Haul load of stuff, including Ladder, Fiche, and Cube to North-South Corridor. Drop Ladder.


16. Drop Cube. Take Crystal. Leave Crystal by Ladder for now, or go Up and Drop it on Bridge.

17. Remove Droid. Drop Droid. Get Pressure Suit. To wear Suit, remove all objects (can still wear lenses). Drop all items.

18. Save Game. Push Button (wearing Pressure Suit). West. Best bet is to go by horizontal and vertical coordinates shown at bottom of screen. Air lock coordinates are 22 and 13. Hole coordinates are 7 and 25. Move back, down to 13, left to 25, and forward. Reverse process to get back. Time and air go quickly, however.

19. Insert ID to open Cargo Hold.


<table>
<thead>
<tr>
<th>Object</th>
<th>Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Microlaser</td>
<td>Wear and Shoot Snake, Robot, Smada</td>
</tr>
<tr>
<td>Matches</td>
<td>Dark Places and Explode Oxygen</td>
</tr>
<tr>
<td>Black Cube</td>
<td>Holds ID and for Scale</td>
</tr>
<tr>
<td>Ultrafiche</td>
<td>Used in Reader</td>
</tr>
<tr>
<td>Power Unit</td>
<td>Worn</td>
</tr>
<tr>
<td>Shoulder Harness</td>
<td>Carry Mini-Droid</td>
</tr>
<tr>
<td>Mini-Droid</td>
<td>Gets Pressure Suit</td>
</tr>
<tr>
<td>Stepladder</td>
<td>Access to Bridge</td>
</tr>
<tr>
<td>Beaker</td>
<td>Carry Liquid Oxygen</td>
</tr>
<tr>
<td>Liquid Oxygen</td>
<td>Clear Rubble in Hold</td>
</tr>
<tr>
<td>ID Card</td>
<td>Insert or Hold—many places</td>
</tr>
<tr>
<td>Apple</td>
<td>Eat</td>
</tr>
<tr>
<td>String (Pieces)</td>
<td>Lace Sneakers and for Iguana</td>
</tr>
<tr>
<td>Sneakers</td>
<td>Climb Tree and Gym</td>
</tr>
<tr>
<td>Strange Fruit</td>
<td>Feed to Forest Lizard</td>
</tr>
<tr>
<td>IR Lenses</td>
<td>Wear</td>
</tr>
<tr>
<td>Juicy Peach</td>
<td>Eat</td>
</tr>
<tr>
<td>Stale Bread</td>
<td>Feed to Lizard in Ship</td>
</tr>
<tr>
<td>Power Pack</td>
<td>Worn</td>
</tr>
<tr>
<td>Permanent Power Cell</td>
<td>Wear Cell</td>
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<tr>
<td>Sleeper's Manual</td>
<td>Hold to Repair Dial</td>
</tr>
<tr>
<td>Set of Tools</td>
<td>Hold to Repair Dial</td>
</tr>
<tr>
<td>Bunch of Solder</td>
<td>Drop to Repair Dial</td>
</tr>
<tr>
<td>Loop of Wire</td>
<td>Drop to Repair Dial</td>
</tr>
<tr>
<td>Power Crystal</td>
<td>Drop to Repair Dial</td>
</tr>
<tr>
<td>CPU</td>
<td>Drop to Repair Dial</td>
</tr>
<tr>
<td>Pressure Suit</td>
<td>Repair Leak in Ship</td>
</tr>
</tbody>
</table>

Object List
DARK CRYSTAL

1. Visit the dying Ursu for information. (Ask Ursu.)
2. Get Shale.
3. Dig. Get Flute.
4. Look Stream. Get Pebbles. Ask Brook. This action reveals a previously hidden path to the East. Brook is giving you directions.
5. Get Slingshot. If Bat appears, Sling Pebble. At Bat. If Garshim appear, just move away.
6. Cut Pad (with Shale).
7. Sit Rock. Later, with Kira, don’t go with Chamberlain if found here, at least not without a recent saved game.
8. Float Pad.
9. When trapped in the Vines and Aughra appears, Say Moon, the answer to Ursu’s riddle.
13. Scrape Moss.
15. Enter Castle from any direction. Jump.
18. Not to worry, Kira is supposed to get kidnapped here!
20. On hearing footsteps, South, West. (Skeksis go to lunch.)
23. Jump.
DEADLINE

1. Read Calendar (July 7). Turn Calendar (July 8). Rub Pencil on Notepad. At about 9:00, the phone will ring. Pick up Phone.


3. Around 10:00, an envelope will be delivered to the Foyer. Open Envelope and Read the Letter. Interesting possibilities, but you'll never get a conviction!

4. Around 11:00, the Herald (newspaper) will arrive. Read Paper. Read Second Section.

5. Around 12:00, attend reading of the Will. Show George the Calendar. Follow George (who is upset and goes to his room), and go out on the Library Balcony. Look into Library. Save Game when George appears. When George disappears, enter Library and Examine Bookshelf. Push Button after three Waits (give him time to open the safe). Alternate solutions evolve by waiting for longer or shorter periods. Try them all. Get Stack of Papers. Have fun with the new Will.


7. Ask Dunbar about Loblo Bottle. Show her the Lab Report. Accuse Dunbar. (She should be very uptight now, and if Baxter is present, should glance nervously at the two of you.) Move away and wait for her to pass by you. Follow Dunbar (out the Front Door), where she will fish for a cigarette. Get (dropped) Ticket Stub. Ask Dunbar about the Ticket Stub.

8. As an alternate, don’t arrest either. Wait in Foyer for Dunbar to go by, heading for her room. Wait upstairs for pistol shot. With everyone assembled in Dunbar’s room, Ask Baxter for Pen. Arrest Baxter. As a second alternate, wait for Dunbar in her room, talk a while, and then leave. By the way, did you ever read the end of the book in the Living Room?
DEATH IN THE CARIBBEAN

1. Get Rope. The Seat will only occupy valuable space in your four object carrying capacity.


3. Cover Hole. Rock. Much as you may like to get the red lining to wave at the Bull, you won’t. Go North and get the magical Ring.

4. Tie Rope. Tree. Tie Rope. Wagon. Drop Wagon. Climb Down Rope. You can’t get the Wagon back up the Cliff via the Rope, but you can, if you must, get it back up by rubbing your Ring.

5. Look Sign. Get Corkscrew. Go Get the Bottle. No, the River cannot be crossed here. By now you no doubt have random objects taken by the Elf, which can be dug up in the Cemetery. His actions are cut off by carrying the Amulet, but it’s a good idea to save games fairly often, both for this reason and because some puzzles give you only one command before you’re killed.

6. Using the proper letter substitutions, the message translates to “PYRAMID MARKER GUARDS BURIED CHEST. EXCAVATE WITH GREAT CARE.”

7. A neat puzzle with neither a known nor needed solution as far as the overall game is concerned. You can try Kill Bull, and may Aim Gun at him or Cut Horn (with Sword), but just try to get by him.

8. Cross River (need Wagon). Wagon (need Shovel). Shovel. You can’t save the Wagon, but once you’ve seen the Alligator, that word is recognized as a location by the Genie of the Ring, together with the previously seen and known locations such as Monument, Cliff (top), and Church.


10. The Inverted Pyramid and Parrot make up another red-herring puzzle.

11. Bring the Lantern here to light it. Leave Matches. There is no way to stop the Storm, and, hence, no way to enter the cave from this side.

12. Might as well Eat the Cookies and Drink the Milk—they have no other requirement in the game.

13. To get the Hat, Rub Ring. Cliff. Untie Rope. Get Rope. When you can again Rub Ring, go back to the Alligator and go into the Quicksand. Get Hat. Wear Hat. Throw Rope. You will lose the Rope and any objects you are carrying, but not those being worn.

14. Read the Music. Note that it’s written in the key of G (OK, OK, so it looks like a C, but you want to solve this thing, don’t you?)

15. Look but don’t mess with the Bell Rope. It’s another would-be puzzle that’s a red herring. Open Trapdoor. Go Down. Carry the Key, Fog-filled Bottle, Corkscrew and Lantern. Wear the Ring, Amulet and Hat. Get the Sword and Drop Key for it.


17. Cut Fog (need Sword).

18. Dig (after going back for Shovel). Are you ready for this? The Key is G!
DEMONS FORGE

2. In Sleeping Quarters, Open, Look, and Move Chest. ("Box" won't work.) Get Pillow, Blanket, and Bag.
3. In Old Armory, Follow Man. In his room, Give Ration. Get Rod. (He only appears on the first visit to the Armory.)
5. At Brazier, Burn Bag. Joe, the Elemental, will accompany you.
8. Do precisely what the first Sign says. Go Left, then Go Right for five moves.
10. At Rubber Door, Use Wand. Smother Fire (with Blanket). Get Axe. Wand may be dropped. (The Sword, Anvil and Waterfall have no bearing on the game.)
11. At Mirror Maze, Break Mirror (with Axe). Drop the Axe.
12. In Garden, Dig Garden. Get Carrot.
13. In Sleeping Quarters, Climb Rungs. Get Boots and Pendant. Don’t Wear Boots as they are a one-shot item. (Rungs are hard to see on the first issue of the game, but have improved in second version, which has improved graphics.)
14b. Get Second (Glowing Stave). Go to Torch on Wall. Burn Second (Stave).
14d. Get Fourth (Glowing Stave). Drop Fourth (Stave).
15. At Dropoff, Drop Pillow. North.
18. At Altar, Move Altar.
19. At Antechamber, Close Door. Get Key.
20. At Ledge, Eat Carrot to read the sign.
22. At Locked Room, unlock door with Key.
23. At Arankull, Throw Silver, Gold, and Platinum Spheres in that order. You are now set free.
DOOM VALLEY

1. Get Cashbox. Open Cashbox (with Key from Ski lift).
2. Rent Equipment.
4. Build Bridge (with Skis).
5. You can Attack Knight, but it's not necessary. Go Get Pick, but don't Open Bookcase.
7. Examine Chains (sets Ambassadors free if you have Key). Use Pick. Go Passage. Don't head South.
8. Not sure why there's a Necklace, but what the heck, it's on the way back to the Lodge, just don't mess with the Yeti. (Code says that Drop Gourd, which contains a poison, would kill the Yeti, but enabling that feature apparently left to the student as an exercise.)

EARTHQUAKE—SAN FRANCISCO, 1906

2. Move Bed. Get Crowbar. (Earthquake hits shortly after you get it.)
3. Use Crowbar.
10. Dig in Masonry. Unlock Iron Box (need Gold Key). Open it and Get Silver Key. Drop Gold Key.
11. Unlock Gate (need Silver Key). Open Gate. Leave Silver Key here—it's needed each time you wish to go through the gate.
15. Look Wall. Get Hammer. (Note: Time at which Hammer will appear is a variable; seems to be better if you previously tried to Make Ladder.)

18. After Dog relieves himself, Drop Dog. South. Look. Get Paddle. If you now have Wet Pants, don’t drop them! OK to Drop Ladder.


20. After Horse takes Apple, Climb on Horse. Ride Horse.


22. Open Door. (At first it may be too hot; move away some distance, return and try again.)


25. Vault (need Iron Pole). Iron Pole may now be dropped; needed only to Vault.


27. (Go back to Chinatown.) Look Iron Door. Talk. Get Brass Key.

28. Unlock Door (need Brass Key). Open Door.


30. Drop Little Dog. Let him dig a hole. Climb. (If he doesn’t finish it fairly soon, meander back to Chinatown and return.)


32. Drop everything that you are carrying. Climb.


34. Talk. (Need Green Dress.)


36. Look around until boat sinks. Swim (three times—to large piece of wood). Climb.

37. Paddle (need Paddle) until the Soldier pulls you out. Talk. Climb.

38. At Porterman Hotel, Climb.

39. Talk. Pay Hampton. Your mission is over; your wife is free to go.
EMPIRE OF THE OVERMIND

General Note: Even though you may be carrying both a Key and a Pistol, for example, you can only use one at a time. That is, you must Hold Key or Hold Pistol first. The last object picked up is automatically the one being held. This, plus the one-move-only limit before creatures clobber you can make matters quite awkward.

1. Look for Gold Leaf, probably up a Tree.
3. Hold Waterskin. Fill Waterskin (at Brook). Don’t enter any body of water until you are armed.
5. Look Astrolabe. (Transport to Red Planet.) For initial trip, should have Key, Blanket, Waterskin (filled) and Compass.
6. It is possible to avoid this area altogether. If you do come here, however, you will have to Drink Water.
7. Holding Key on entry, Unlock Door. Open Door. Go Door. Girl will follow you. Move away from the Green Alien as soon as possible, even if you have to return to enter the balance of these commands. Try dropping Blanket in Abandoned Bldg. with Empty Doorframe and leading Alien toward High Plateau, then “Wish” around him.
9. Call Pyro. The Blue Crystal is now a permanent light source. If you don’t have the Blue Crystal, Call Pyro will provide light for eight moves, and may be repeated twelve moves later, if necessary. Each summoning results in Pyro taking a random inventory object, which he will deposit on the Mountain Summit of the Blue Planet.
10. Look Grass to reveal a Secret Passage.
11. Clean Wall. Pick up Dwarf and go for the Bottle. Goblins regenerate, and Dwarf will only kill five before he abruptly runs off to sharpen his Axe. Use him while you Hold Key to Unlock Doors, but Hold Pistol whenever possible to keep Dwarf around.
13. Drop Blanket; you will want to return here quickly later on.
15. Carrying Bottle (filled with Ale from Barrel), Blue Crystal, Pentagram and Holding Pistol, Shoot Wall. Hold Pentagram. Drink Ale (you will feel no pain for six moves). Go Hole. Dispel Demon (twice). Take Sphere. Wish. Drop Sphere and you and the Princess live happily ever after.
Transportation Summary

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<thead>
<tr>
<th>From</th>
<th>At</th>
<th>To</th>
<th>At</th>
<th>How</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blue Planet</td>
<td>Tower Roof</td>
<td>Red Planet</td>
<td>Lawn</td>
<td>Look Astrolabe</td>
</tr>
<tr>
<td>Red Planet</td>
<td>Cave</td>
<td>Blue Planet</td>
<td>Cave</td>
<td>Go Cave</td>
</tr>
<tr>
<td>Anywhere</td>
<td>Anywhere</td>
<td>Anywhere</td>
<td>Random</td>
<td>Gray Box</td>
</tr>
<tr>
<td>Anywhere</td>
<td>Anywhere</td>
<td>Blanket</td>
<td>Anywhere</td>
<td>Wish</td>
</tr>
<tr>
<td>Anywhere</td>
<td>Anywhere</td>
<td>Iron Stone</td>
<td>Anywhere</td>
<td>Spin Compass</td>
</tr>
</tbody>
</table>

Object List

<table>
<thead>
<tr>
<th>Object</th>
<th>Where</th>
<th>Use</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gold Leaf</td>
<td>Tree top (usually)</td>
<td>Dispel/Animate (Skull/Cactus)</td>
</tr>
<tr>
<td>Waterskin</td>
<td>Brook (usually)</td>
<td>Water needed in all Deserts</td>
</tr>
<tr>
<td>Blanket</td>
<td>Cave near start</td>
<td>&quot;Wish&quot; zaps you to it</td>
</tr>
<tr>
<td>Iron Stone</td>
<td>Stone Quarry</td>
<td>Works with Compass</td>
</tr>
<tr>
<td>Compass</td>
<td>Wizard’s Den</td>
<td>Spin zaps you to Iron Stone</td>
</tr>
<tr>
<td>Blue Crystal</td>
<td>Small Cave</td>
<td>Light Source (Call Pyro)</td>
</tr>
<tr>
<td>Key</td>
<td>Closet</td>
<td>Unlocks all doors</td>
</tr>
<tr>
<td>Xenon Pistol</td>
<td>Red Planet</td>
<td>Kill Creatures/Burning holes</td>
</tr>
<tr>
<td>Gray Box</td>
<td>Red Planet</td>
<td>Transportation</td>
</tr>
<tr>
<td>Mtn. Climbing Kit</td>
<td>Abandoned Bldgs.</td>
<td>Climb-at Window and Shaft</td>
</tr>
<tr>
<td>Pentagram</td>
<td>Abandoned Bldgs.</td>
<td>Dispel Demons (final phase)</td>
</tr>
<tr>
<td>Bottle</td>
<td>Dining Hall</td>
<td>Carries Liquid from Keg</td>
</tr>
<tr>
<td>Liquid from Keg</td>
<td>Store Room</td>
<td>No pain for six moves</td>
</tr>
<tr>
<td>Gold Sphere</td>
<td>Strange Place</td>
<td>Must be destroyed</td>
</tr>
</tbody>
</table>

The following objects are of no direct use:

| Wood Stick        | Black Stone           | Scroll                           |
| Blue Sand         | Red Sand              | Red Herring                      |
| Bread             | Bowl                  | Spoon                            |
| Dung              | Straw                 | Gray Stone                       |
ENCHANTER

2. Fill Jug. Good for four slugs—but then this game may drive you to drink.
3. Like the Signs say—Other Waayyyyyy!
4. Having gotten the Rezrov Spell from the Crone, Rezrov the Gate and Frotz the Lantern.
5. Open Door and Examine the Wall. Move the Block and get the Stained (Exex) Scroll. Read, Gnusto and Learn it, as you do with all (well, almost all) spells. Leave the Spoon.
6. Examine the Bedpost. Rezrov the Bedpost. Get Gold (Vaxum) Scroll. Clue is from dream that occurs if you're tired and sleep in the bed.
7. Leave Lantern (or your light source) outside. Take Lighted Portrait. Get Black (Ozmoo) Scroll.
8. Rezrov the Gate.
9. Nitfol the Frogs. Look Under Lily Pad. Get Damp (Cleesh) Scroll. Don’t forget the Crumpled (Krebf) Scroll in the Forest. (You can sleep safely anywhere. Read your dreams carefully for clues.)
11. Save Game. Read the Dusty Book. Read Terror and Implementer for information. Examine Rat Tracks. Reach in Hole (rather fussy about syntax here). Get Frayed (Gondar) Scroll. If you have the time, Zifmia the Implementers, just for fun. Make sure that you know the Ozmoo and Rezrov Spells and head for the Temple.
13. Cut the Rope (with the Ceremonial Dagger). Open the Box. Get Vellum (Melbor) Scroll. Melbor Myself. You may now roam about with impunity.
14. Find the Adventurer in one of the Mirrored Halls. Zifmia the Adventurer. Vaxum the Adventurer. Show him the Egg (or Dagger) and he will follow you, at least for a while.
15. With the Adventurer lured there by the sight of your treasures, Adventurer, Open the Door. Get the Map, Pencil and Purple (Filfre) Scroll. Give the Adventurer the Egg, Dagger and Box if need be to lighten your load. Take the three objects from him if he has picked any of them up. Filfre the Room, just for fun, as you don’t otherwise require it for the game.
16. Vaxum, Nitfol and Exex the Turtle. Turtle, Follow Me, and he will, for a while.
17. With the Turtle there, save the game. Turtle, SE and Get the Paper. Wave at the Turtle when he’s in the Control Room. Get the Brittle (Kulcad) Scroll.
19. Make sure that you have learned the Vaxum and Gondar Spells. Save the game. Kulcad the Stairs. Read the Ornate (Izyuk) Scroll. Izyuk Myself.
20. Gondar the Dragon. Vaxum the Being. Guncho Krill. Congratulations on your 400 points and being admitted to the Circle of Enchanters.
# The Spells of the Enchanter

<table>
<thead>
<tr>
<th>Spell</th>
<th>Function</th>
<th>Description</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>VAXUM</td>
<td>Make Hostile Creature Your Friend</td>
<td>Gold</td>
<td>Bedpost</td>
</tr>
<tr>
<td>ZIFMIA</td>
<td>Magically Summon a Being</td>
<td>Faded</td>
<td>Egg</td>
</tr>
<tr>
<td>OZMOO</td>
<td>Survive an Unnatural Death</td>
<td>Black</td>
<td>Gallery</td>
</tr>
<tr>
<td>EXEX</td>
<td>Make Things Move with Greater Speed</td>
<td>Stained</td>
<td>Cell</td>
</tr>
<tr>
<td>KREBF</td>
<td>Repair Willful Damage</td>
<td>Crumpled</td>
<td>Forest</td>
</tr>
<tr>
<td>CLEESH</td>
<td>Change a Creature to a Small Amphibian</td>
<td>Damp</td>
<td>Swamp</td>
</tr>
<tr>
<td>REZROV</td>
<td>Open Even Locked or Enchanted Objects</td>
<td>Some Sort</td>
<td>House</td>
</tr>
<tr>
<td>GNUSTO</td>
<td>Write a Magic Spell into the Spell Book</td>
<td>Initial</td>
<td>Spell Book</td>
</tr>
<tr>
<td>BLORB</td>
<td>Safely Protect a Small Object</td>
<td>Initial</td>
<td>Spell Book</td>
</tr>
<tr>
<td>NITFO</td>
<td>Converse with Beasts in their Language</td>
<td>Initial</td>
<td>Spell Book</td>
</tr>
<tr>
<td>FROTZ</td>
<td>Cause Something to Give off Light</td>
<td>Initial</td>
<td>Spell Book</td>
</tr>
<tr>
<td>KULCAD</td>
<td>Dispels a Magic Spell</td>
<td>Brittle</td>
<td>Engine Room</td>
</tr>
<tr>
<td>MELBOR</td>
<td>Protect Caster from Evil Beings</td>
<td>Vellum</td>
<td>Box</td>
</tr>
<tr>
<td>FILFRE</td>
<td>Create Gratuitous Fireworks</td>
<td>Purple</td>
<td>Map Room</td>
</tr>
<tr>
<td>GUNCHE</td>
<td>Banish Victim to Another Plane</td>
<td>Powerful</td>
<td>Terror Room</td>
</tr>
<tr>
<td>GONDAR</td>
<td>Quench Open Flame</td>
<td>Frayed</td>
<td>Library</td>
</tr>
<tr>
<td>IZYUK</td>
<td>Fly Like a Bird</td>
<td>Ornate</td>
<td>Falling</td>
</tr>
</tbody>
</table>
ESCAPE FROM RUNGISTAN

2. Untie Rope from Gallows. Run. Jump. (Watch your timing.)
3. Do *not* push a key if Snake is on screen. Don’t forget Knife.
4. Kill Bear. Read Carving. (Don’t stick around or go East from the Cliffs.)
5. At Bridge, East. Jump West. (Hurry up!) Throw Rope. Cross Gorge. Start Part II.
6. Break Door. Get Skis. Save Game. Don’t dally or you’ll freeze. Say Geronimo. Good luck with the six or so sets of trees.
7. Look Tree. Get Canteen.
8. At Rebel, with Canteen filled from the River, Pour Water (on Dynamite). Take Dynamite.
10. When Egg is dropped, Catch Egg (with Catcher’s Mitt).
14. Along Road or whenever Helicopter is seen, move back, away from it. Give Mouse. Get Glass.
15. At Observation Post, wait until Helicopter appears, then go West.
18. At Blocked Road, Light Fuse (with Glass). Drop Dynamite. Move North.
19. At Border (toward “Prison” by the Sign), Give Booze. Lift Gate. Welcome to friendly Nuggyland.

20. Watch the Turtle game. Save the game. Turtle, OK and Get the Paper. Move to the Turtle when he is a little off. Room. Get the Bottle. Knobly Scroll
23. Gather the Dragon. Venus the Running Cosmic told. Congratulations on your 90 points and being world the creator of Fortunes.
ESCAPE FROM TRAAM

1. Just Look until you crash.
7. Look ship. Get Small Key (only after Body had Rolled Over).
9. Fill Cup. Get Cup of Liquid.
10. Pour Cup of Liquid on Lead. Get Gold Ball.
11. Drop Gold Ball. Look. Climb. Talk to Creature many times, until he says to find someone.
16. (Need Helmet.)
17. Push Pin.
19. (Must Drop Pendant before entering, need Uniform.) Climb.
24. Tie Rope to Spike.
G.F.S. SORCERESS

2. At Metallic Hatch, Open Metallic Hatch. Enter and close it. Open and Go Black Hatch.
5. Go outside Ship to Engine. Shoot Large Meteor. Return to Ship. Now you can get in Control Room (Blue Hatch) and briefly meet good old what's her name! (Selena Sakarov)
9. The Sand Crab only threatens, doesn't attack; do not shoot him. Get Gold Nugget, but only if the first Crab isn't shot. Return to Control Room.
12. March him into Small Room. Order Robot to Drop (Armed) Pistol. Drop the Silver Box and go to the Small Room, getting Nugget along the way.
1. In the Telegraph Office, Move Safe. Splice Wires. (You can take them, but the game could never be won.) The coded message you may receive says Shake Topper.


3. Dig in Large Field and get Yellow Powder.


6. After dumping the first load of Treasures, get the Bell from Saloon. Applaud the Piano Player if he's there. Check Piano for a clue you no longer need.

7. In Hotel, go behind the Counter and get Cash Box. In your Room, Ring Bell. Move Bed to Get Tape. When Sun goes down, Light Candle. Sleep only in bed.

8. In Saloon, Tape Mirror. Break Mirror, and get the Go-Board. Go back by night, when the Ghost is playing. Dance and Applaud. Get Silver Cup. If Ghost keeps getting scared, Unlight Candle and Dance in dark. When dropping off the Go-Board in the Dry Goods, say Pass Go.

9. Get the Stetson in the Barber Shop which has a Small Key in it. Take Horseshoe to Jail and Open Door (Use Horseshoe). Get Derringer and Hammer.

10. At Boot Hill, Shoot Snake with Derringer, and Dig with Shovel. Get the Gold Coin and fear not, this Purple Worm is not related to the one in *The Pyramid of Doom*. Not only is he easily squashed, but a small bonus rewards doing so.


12. Get the Tom-Tom and Necklace. To get back, Beat Tom-Tom. Say How!

13. Jump the Ravine and go to the Line Shack.

14. Take Plank. Go Hole. Get Furs. Press Telegraph Key. Head for the Telegraph Office (that used to be) in town. Get Gold Dust. The treasure summary:

<table>
<thead>
<tr>
<th>Cash Box</th>
<th>Silver Spurs</th>
<th>Gold Nugget</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go Board</td>
<td>$200</td>
<td>Silver Cup</td>
</tr>
<tr>
<td>Derringer</td>
<td>Gold Coin</td>
<td>Tom-Tom</td>
</tr>
<tr>
<td>Necklace</td>
<td>Silver Bullet</td>
<td>Furs</td>
</tr>
<tr>
<td>Gold Dust</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
GOLDEN VOYAGE

1. Buy and Get everything in the City with the King's Gold.

2. Raise Anchor. Sail West. Leave Compass on Deck. Take Telescope to Mast top. Look Telescope. (This is also required on the first trip to the other two islands.) Drop Anchor. Wear Sandals. Go Island. Get Box and Shovel. Sword isn't necessary.


6. At Fountain, Put Tablet. In Fountain. Dig outside Cave for second Torch.

7. Sail to Rocky Strand. Drop three Stones in Hidden Chamber. Get the Sun Tablet. Head for Small Island.


10. Wear Mask. At Cyclops, throw Globe. Go Cave. Fill Chalice. Save Game. (Cyclops, in his blind frenzy, is likely to stomp you,) Return to King. Give Chalice.
GRUDS IN SPACE

1. To maneuver in space, Type (Navigation coordinates) on Bridge or at Auxiliary Navigation Console. Then Type (Teleport coordinates) at Teleport Room.

2. Steal Rope. Move away immediately.


5. Shoot Venusian. Will only stun him.

6. Drop Gun before approaching Mr. Green. Give Note. Get Money Maker. Shoot Venusian on way out, too, or else!


11. Drop Green. Get Blue and Green Orbs (Get All).

12. Use Orbs like keys in matching colored holes. Be sure to Get (color) as soon as you've dropped it. Go East and North of your Time Window. Get Orange Orb. Work your way to the East, Get Purple Orb. Go back past the Time Window, and Get White Orb. Return to the Southeast end and Get Yellow Orb. Drop the Blue and Green Orbs at the Time Window. Go West and South to get the Brown Orb. Finally, Get Black Orb in the Northeast corner. When you leave, drop all Orbs except the Black Orb.

13. Break Table. Take Leg.


15. Shoot Arler (need Gun, and should have H-Container).


18. Give Note to Deebo. Get Card. Head for Saturn again.

19. Shoot Tree.


21. Get the Bomb and the Remote Control Box—that's it for here. Check the message waiting for you in your ship, get coordinates for Pluto.


24. Go to Earth and collect your million bucks and bunches of thanks.
1. After getting up, collect all objects at the Fire Pit, Work Tent, and Supply Tent. Break Lock on Chest with Axe. Remove and Drop Lock. Open Chest. Get Map and Beef. At the Nile, Drop Knapsack. Open, Fill and Close Canteen. When you get hungry, have water close at hand. The Knapsack can carry many objects, obviating an inventory management problem, but at the cost of having to drop them to get at any of the contents, and, perhaps, forgetting to pick them up again.

2. Open Crate that the Plane dropped. Get Navigation Box. Push Button to get your latitude and longitude. Use the Box to find the location marked on the Map that came with your game. Dig with the Shovel until you uncover the top of the Pyramid. Unfold the Map and Put the Cube in the Hole. Check the Hieroglyphics.


4. Move Statue. Take Head and Gold Cluster. Roll Statue Northeast (for example), Drop the Head (to match your weight on the floor). Go Southwest to the Room of Isis and Get Emerald Cluster. Get the Head and Roll Statue into another diagonal corner, moving in the opposite direction until you've gotten all four jeweled Clusters. Note the Hieroglyphics in each room; they differ but slightly, offering a clue to their decipherment. (Hint: a "direction" and name appear in each.)

5. Compare the Scroll Hieroglyphics to those in one of the Cube rooms; note what may well be the numbers one through nine.


7. Examine the Dead Adventurer for the (Poison) Ring. Save the game and Wear Ring. Deciphering the Chamber or the Silver or Gold Room Hieroglyphics here would give away too much! Be content by getting the Gold and the Silver Chalices.

8. Take and Drop First, Third, then Fifth Brick, just like the Scroll "tells" you to do.


10. Place the Mast in the Niches, like the Hieroglyphics there tell you to do. Stand on the Beam. Break Plaster with Axe. Open Door.

11. You need the Mast again. Put the Mast between the rocks. Open Door.

12. Put the jeweled Clusters in their appropriate corners to match up with the God's rooms in which they were initially found, Diamond in First, Ruby in Second, Emerald in Third, and Opal in Fourth. Be sure to take your Knapsack. Lift Slab. Get Book and Spatula. Read Book, noting its Hieroglyph. Open Book with Spatula for a little more easy reading! Take Beam when you've left.

13. Put the Beam under the Timber. Examine the Door and Break the Seal with the Axe. Open Door.

14. Put the Gold and Silver Chalices on the two empty discs on the left and on the right. Pour Water into the Silver Chalice, or as an alternate, put the Cigarette Pack in the Silver Chalice. This will balance the scales, and permit you to Get the Scarab. Note its Hieroglyph.

15. Place the Book in the Large Recess of the Queen's Sarcophagus, and the Scarab in the Small Recess. (This is a direct translation of the Hieroglyphics in the Book.) Turn the Gods in the order implied by the number of "@" in each of their names, that is, Neith, Selkis, Isis, and Nephthys. When you now move the lid, you have won 400 points but lost something else. Yes, this is the end, there is no other way of getting a perfect score, and no way of avoiding this ending. You can, however, by using the beam to cross the Pit, get out of the pyramid with 355 points.
KABUL SPY

2. Give Ticket (to Bus driver).
3. Drop all Objects except Money. West. Get Mugged. (They leave Money Belt, but take everything else.)
4. Look Dirt. Bribe Guard. Give Guard 215 Rubles. Prison’s name is TARSIDAN.
5. Buy Ticket to Quetta (40 Rubles). NE Border is also 40 Rubles, but you can’t win that way.
7. Kid wants 100 Rubles, will take 10. Note you must have a minimum of 27 Rubles for later. Go West. South. West. Boy’s Note says East, North, East, which is the way he got here from there.
8. Say Go To Hell.
9. Say KOJA HISRIN (where’s Hisrin?).
10. Shoot Priest (or he’ll have you Mugged at the River). Return to Bar.
12. Light Cigarette. North. Save Game. (Cigarette may go out before you can use it.)
15. Buy Staff. Offer 20. Buy Photo. Drop Belt. Staff needed to traverse Trails North of City. If you’re broke here, Sally will get you home to start over.
16. Iranian Commo Camp may be visited with Picture. Good for 20 points, but no other bearing on game. Leave and Drop Picture.
17. Get Silver Bar. Rebel can be shot, or you have two or so moves to get in and get out.
18. Get Gold. The Word is SUIRIS. Two or so moves and Chomp!
19. Ask (Dying) Man. Unlock Tank. This area is a good place to temporarily leave objects and treasures. Add Oil and Wirecutters to pile.
20. Get Rifle and Diamonds. Check out the Map. (Look Map.)
22. Say KOJA TARSIDAN (to Bartender). MAHGREB means West. Going West now shows a path to North that wasn’t there before.
23. Drop Rod. Get Shovel.
26. Shoot Guard. Dig (with Shovel). North to Messhall. Get Bars. Professor will follow you, but won’t talk. You cannot open the Trapdoor from the Messhall side. There are two ways to get the Professor. Either one can result in achieving your primary mission; you must go both ways if you are playing for points.
KABUL SPY (continued)

27. The second way of getting him starts at the Iron Door. Say SUIRIS. Get Emerald.
29. If you went here before doing the mine field bit, sure hope you have the shovel!
30. Smoke Grass. Get Device to East.
31. Reset Gate.
32. Put Device on Canopy. Go MIG.
33. Close Canopy. Fly MIG. Get your score and number of moves. There are 700 points available, but in the game as played above, there are still 50 points lurking about, as you will get 650.

LABYRINTH OF CRETE

Part I

1. Separate and go around.
2. Chop Bridge with Ax, Get Boards.
3. At Bridge, Drop Worms, Get Turtle.
4. Give Hermes the Turtle, Get Lyre.
5. Give Apollo the Lyre, Get Fire.
6. Burn the Plank.
7. Burn the Hydra.
8. At Obelisk, Climb Hercules, get Rose.
9. At Sphinx, Say Man.
10. Give Eros the Rose, Get Bow and Arrow. (Give the Coin to Phineas for a clue.)
11. Shoot Harpies, Get Talisman from Phineas.
12. Drop Talisman by Dove, Get Dove.
13. Dove will calm the clashing rocks.
15. Tell Hera "Atlas" to free Hercules.
16. Hercules holds Cerberus. Jason gets by, and Hercules can then follow.
17. Give Charon the apple, get word "DNECSED."
Part II

18. Get Wooden Bowl from the children.
19. Look at the Fire, Speak to Theseus.
20. Fill Bowl at River Lethe.
22. At Elysian Fields, Drop Seeds, Get Fruit.
23. At Poverty, Give Water, Get Fruit back.
25. Get clue from Tantalus.
27. Get “stoned” Jason; Get Whip from Tisiphone.
28. At Condemned Titans, Use Whip, Get Fire.
29. At Hydra, Drop Fire.
30. Get candle in Hallway, and speak to Fates.
31. At Sunken Rock, Drop Statue (Jason).
32. Whip Griffin, Get Hope Jewel.
33. Separate, one at Lord Hades, other at Ixion.
34. At Ixion, Drop Jewel, Get Pandora’s Box.
35. At Disease, Drop Box, explore balance.
36. At City, Drop feathers and candle, Get Wings.
37. From Canyon, Fly up to Part III.
Part III

38. At Oceanus, Drop Idol, Get Trident.
39. At Sparkling Cave, Drop Trident, Get Ore.
40. At Forge, (Part II), Drop ore, Get shield.
41. With Wine Cup, at Crude Shaft, separate; Jason enters Chamber, Get Ambrosia.
42. Give Ambrosia to Bacchus for clue. (Nectar from Part II also works.)
43. Say Theseus to Ariadne, Get Ring.
44. At Castle, Jason touches Midas, Get Gold.
45. At River, Drop Gold, restore Jason, get clue.
47. Kill Medusa, watch Pegasus fly away.
48. Give Athena Medusa’s head, Get Girdle.
49. At Chamber, Drop Girdle to find Pegasus.
50. At Vault, one gets killed, Get Vial.
51. At Golden Fleece, Open (Free) Serpent’s Teeth.
52. At Forest, Get (Free) Serpent’s Teeth.
53. At Vault with Fleece, Say “YRECROS,” Get buddy.
54. (Part II) At Shore, Drop Teeth.
55. (Part II) At Shore, with flat stone, Kill Skeletons, Get word “YRECROS.”
56. (Part I) At Cave, Drop Ring, Get Sword.
57. Kill Minotaur at Labyrinth End.
58. Give Fleece to Zeus—ascend to Olympus.
MAD VENTURE


2. Eat Sandwich. Go Hole. You'll get squashed if you're carrying anything.

3. Read Book. Eat Key. There are two more important clues in the book which will appear in due course. Keep checking.

4. My vote for the best one-command puzzle in all Adventuredom. So simple, so obvious, so difficult, so Take Fork!


8. Give Doll (to Beggar). Beggar only appears once. The key words in his clue are "On and Off."


10. Clean Rocks. Say KATIE. Drop first load of treasures. KATIE will return you underground.

11. Climb Ivy for five points. The Stick isn't needed.


13. Lamp Off. (Recall the Beggar's words.)

14. Get Coin and don't forget (or Eat) Candy, as it's worth fifteen points. Entering Lobby is good for ten points.

15. Say PLUM (Hint was in Book). Say KATIE. Get Revolver. The effect of magic words changes a bit if you're carrying the Ruby. This approach also gets the Book to the Library in a move-efficient manner.


17. Get Spoon. Go Mirror. Find Emerald in Maze. Exit from Pit in Maze. It's the only way to get Ruby out.


19. Drop all treasures off in the Lobby. With careful planning, and using KATIE and PLUM from the beginning, the game can be completed in 181 moves, assuming no saves, inventories or errors. Don't mess with Sandwich or bother to Read Book.

2. At Clearing, learn word XOTZIL. Get out of Jeep. Drop All But Pills. Put Head on Statue. Never drop until you have Mask.

3. At Northwest Pyramid, Take Rope and Lantern from Jeep. Light Lamp. Enter Pyramid. Shoot Snake. (As soon as Snake appears, push a key. Snake will strike when the “clock” that he just started runs out.)


7. Put Urn on Right Pedestal. Door opens. Go back to Jeep. Note: Rest of this Pyramid and all of the five room jocker to Southwest has no bearing on solving the game.

8. The Southwest Temple (Side 2) and all contents are not in-line to the game. It's all for the clue that these are two Masks. Search Door. Get Gold Key. Unlock Door (where the Block is) With Gold Key. (You may also Move Block. Get (useless) Black Key. Cut Web.) Path to Pool through Maze is Forward. Left. Forward. Right. Look Pool.

9. At Northwest Temple (Side 2), Go Hole. Get clue from corpse. Save game at this point.

10. In Gas Room, depart immediately to Southwest. Sayonara Raoul. Good luck in jumping over the Lava Pit.

11. At Two Stone Idols, Say XOTZIL. Note: To left is Dark Pit, can get out by pounding around for a while. To right is Maze, needed like a hole in the head.


13. The answers to two of the three riddles are Fire and Man. You only need one, so forget the other. If you blow the answer, you get dumped into the Black Pit. Beat on keyboard a while to get second/third shot.

14. From Maze 1 entry, Right, Left, Left, Left. Forward to Mirage or Right to Falling Room. Enter Maze 2 from Falling Room.

15. Maze 2 is a key-pounding, fifty-two location, slow section. Don’t bother mapping. Regardless of direction chosen, you get to the identical location. Sometime after the seventy-fifth move, Roboff will appear; save game immediately.

MISSION: ASTEROID

1. Open Door. Go Door.
2. Look Watch. Push Switch. Starstruck. (Note: Each move takes five minutes.)
3. Salute General. (Brass can get up-tight about the darndest things!)
5. Open Door. No sweat to pass Preflight Physical if you Exercise and Take Shower. (Sounds like my doctor.)
6. Push Blue Button. Blue opens North hatch, closes South hatch and raises the ladder. Orange is the reverse.
8. Get Spacesuit. Wear Spacesuit. Don’t Turn Dial until you are in Vacuum Lock; air is limited. (Note: The Violet Button closes door behind the Console. It need never be pushed as it slows you down when time is critical.)
9. Read Watch. If it’s later than 5:05 PM, it won’t reach, so start over. Set Timer. 120 Minutes. Drop Explosive. In Pit.
10. Return to Earth by: Push Throttle. Push (Blue, Blue, Black, Orange, Black, Black, Black, Blue, White, White) Button. Pull Throttle. Things are cool if you’re on Earth when the explosives go off at 7:15 PM.
MISSION IMPOSSIBLE


2. When Thud sounds, find and Frisk Saboteur. Take body and badge to White Room.

3. At White Room Door, Show Visitor's Badge.


6. At Yellow Room Door, Show Badge. Shake Mop for Blue Key.


9. To see movie, Install Control Room Film in Projection Booth and go to White Visitor's Room. Push Green.


11. With Cutter, Cut Red Wire. Take Bomb to Break Room as soon as possible.

MUMMY'S CURSE

1. No puzzles, but a few traps. Don't leave without Flashlight, Gold Coins, Matches and Ewer (with Liquid). Be sure to Drink Water whenever you pass the Oasis.

2. (Need Flashlight.) Write down Amulet meanings: HORUS=Strength; APEP=Snake; SMA=Lung.

3. Buy Knife and Shovel.

4. Dig (with Shovel).

5. Burn Incense (from behind Stone Altar, where you got the SMA).


7. Pour Liquid.

8. Pick Door (need Knife).

9. Use HORUS. (North.)

10. Use APEP. (North.)

11. Carve Key (need Knife and Stick). North.


13. Use Raft.

14. Use SMA.

15. Wave Sceptre (rise in air). You automatically get Mask.

16. Keep Working. Try a few directions until Mummy kills you. Say "Y" to the question about replaying. You are returned to the Oasis, but with the Mask. Thus, though you were killed off, you win!
MYSTERY FUN HOUSE


2. Get Spectacles from Shooting Gallery. With them, you can find a hidden door at the Mirror Room. Get Valve Handle.


4. After getting the Comb and Match, exit by a Roll.


9. On the return leg of Step 5, the Out-of-Order Sign from the Vending Machine should have been hung in the Shooting Gallery.

MYSTERY HOUSE


6. Look Telescope. (Permits you to see Hidden Trapdoor).


8. Kill Daisy. With Pistol. Exit via front door (with the Skeleton Key) and become a Guru Wizard.
OLDORF'S REVENGE (WIZARD I)

1. Select a Thief as your original character. Unlock Door. Down. Get the ten gold pieces U and D from the Junction.


3. As Wizard, Cast. Get Sword.

4. Still as a Wizard, Cast to open Spun Glass barrier.

5. Still as a Wizard, Cast away the Snake.

6. As Magician, ZPWW. Get five Gold Coins.

7. As Strongman, Move. Get five Gold Coins.

8. As Elf, Down for five Gold Coins.

9. As Gladiator, Attack (twice). Down for five Gold Pieces. You may now cross Bridge, but must have fifty Gold Coins to do so. Your count on remaining characters should be all fours, except for three Elves.

10. As Cleric, Read. Get word Shazam.

11. As Magician, Shazam. Get Skeleton Key.

12. As Thief, Unlock Coffin (need Key). Get Ring.

13. As Cleric, Read Books (need Ring). Malanthius. Get a Door and a Book.


15. As Wizard, Cast to lower Drawbridge.

16. 1666 (i.e., MDCLXVI in Roman numerals). Get Sceptre.

17. As Wizard, Cast to get rid of Sentry. You can go North and South three times to get all three Mushrooms, but you'd eventually regret it. Take only one, like the Possession Limit says.

18. As Strongman, Move Table. Move Chair. Get Cross. Bar of Gold is next door.

19. As Cleric, Listen. As Strongman, Move (repeat until it's gone). Down to Get Diamond. Go on to next phase. Your suggested character count should be no worse than 1,3,4,1,3,3,3.

20. Either as Gladiator, Kill, or as Wizard, Cast.

21. As Wizard, Cast. Then as Magician, Magic.

22. As Magician, Magic. Down and Get Tiny Key.


25. As Thief, Unlock Door (need Small Key).

26. As Strongman, Move (repeat until all are moved). Get Necklace. Move (again), so you can get out later. As Elf, Down for ten Gold Coins.

27. As Wizard, Cast twice, and once more to the West. Get Ickyup's Ruby Treasure.
28. Still as Wizard, Cast to get the last of the Gold. At Special Junction 3, (X)it the game and be advised that you are a “Grand Exalted Whiz Bang All Time Poobah Wizard and a Nice Person!” You should also have 300 points from the following items.

<table>
<thead>
<tr>
<th>Item</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>55 Gold Coins</td>
<td>Large Diamond</td>
</tr>
<tr>
<td>Valuable Book</td>
<td>Gold Bar</td>
</tr>
<tr>
<td>Powerful Sword</td>
<td>Onyx’s Sceptre</td>
</tr>
<tr>
<td>Skeleton Key</td>
<td>Tiny Key</td>
</tr>
<tr>
<td>Oldorf’s Ring</td>
<td>Ickyup’s Ruby Fortune</td>
</tr>
<tr>
<td>Magic Mushroom</td>
<td>Zit’s Necklace</td>
</tr>
<tr>
<td>Valuable Cross</td>
<td>Lynxor’s Treasure</td>
</tr>
</tbody>
</table>

**OO-TOPOS**

Note: I found it difficult to detail a solution to this game. I noted discrete puzzle solutions, but the main task is to collect the forty-five or so objects and haul them to the Hull of the spaceship, some 142 rooms later. Property management is a major task. You should use several intermediate dumping points to minimize a lot of running around.

2. Catch Snarl (with Cage).
5. CROND teleports between here and East End of Wide Tunnel, a good place to collect objects.
7. Get Dart. Throw Dart. Need Translator to read the Plaque.
8. Get Cylinder (need to Wear Gloves).
9. Get Phase Shifter (need to Wear Gloves and have Field Nullifier).
11. Fill Flask at Pool of Water. Pour Water. Collect any stolen treasures from Stockpile Room. Note: The effect of the Water wears off after a number of moves, so refill the flask and keep it nearby.
12. TAKA<>LEVA teleports between here and the Crimson Beach, two locations North of the Hull. Get Wrench (Wear Goggles).
13. Get Pouch. Kill Crabbette (with Pouch). May have to pick up Pouch again, and keep trying at next Beach location as your luck (and Crabs, too) is randomized.
14. TUGO-TUSTA teleports between here and Solarium.
16. Open Box (Wear Goggles). Get Compass.
17. Search Trash for 6502 Chip.

20. At Bridge, Up. N.N.W.N. Unload the Hold. Type Score. Don’t know the maximum score; my best was 130.

<table>
<thead>
<tr>
<th>Spaceship Parts</th>
<th>Useful Objects</th>
<th>Treasures</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tachron Power Cylinder</td>
<td>Goggles</td>
<td>Small Ring</td>
</tr>
<tr>
<td>Gyroscope</td>
<td>Vibroaxe</td>
<td>Library Crystal</td>
</tr>
<tr>
<td>Oxygen Recirculator</td>
<td>Gloves</td>
<td>Plasma Sphere</td>
</tr>
<tr>
<td>Seamless Box (Compass)</td>
<td>Pressure Suit</td>
<td>Vega Silver</td>
</tr>
<tr>
<td>Navigation Chip</td>
<td>Flask (Acid/Water)</td>
<td>Psi Cube</td>
</tr>
<tr>
<td>Repair Manual</td>
<td>Cage (for Snarl)</td>
<td>Elixir Energy</td>
</tr>
<tr>
<td>Converter</td>
<td>Field Nullifier</td>
<td>Double Helix Healer</td>
</tr>
<tr>
<td>Water System</td>
<td>Light Rod</td>
<td>Atom Transmuter</td>
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<tr>
<td></td>
<td>Translator (sort of)</td>
<td>Emerald Flower</td>
</tr>
<tr>
<td></td>
<td>Plaque (Ticket)</td>
<td>Terran Relics</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Harmonica</td>
</tr>
<tr>
<td>Weapons</td>
<td>Other Stuff</td>
<td>Ruby Seashell</td>
</tr>
<tr>
<td>Laser</td>
<td>Food Packet</td>
<td>4-D Mirror</td>
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<tr>
<td>Dart</td>
<td>6502 Chip</td>
<td>Betamax Cassette</td>
</tr>
<tr>
<td>Needler</td>
<td></td>
<td>Moon Jewel</td>
</tr>
<tr>
<td>Seeds (sort of)</td>
<td></td>
<td>Rainbow Cloth</td>
</tr>
<tr>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

Useful Objects

- Goggles
- Vibroaxe
- Gloves
- Pressure Suit
- Flask (Acid/Water)
- Cage (for Snarl)
- Field Nullifier
- Light Rod
- Translator (sort of)
- Plaque (Ticket)

Other Stuff

- Food Packet
- 6502 Chip
- Jade Seahorse

Treasures

- Small Ring
- Library Crystal
- Plasma Sphere
- Vega Silver
- Psi Cube
- Elixir Energy
- Double Helix Healer
- Atom Transmuter
- Emerald Flower
- Terran Relics
- Harmonica
- Ruby Seashell
- 4-D Mirror
- Betamax Cassette
- Moon Jewel
- Rainbow Cloth
PALACE IN THUNDERLAND

1. Open Clock. Drop Mouse (from Kitchen). Now the flashlight will provide fifteen turns, rather than six, before it runs down. Six won’t do the job.


5. Unlock Door (with Key). Get Shears. Get Flashlight and Jugs on way back.


7. Penny appears only after the lights go out. (Flashlight On.) Be near here at twentieth move after Thunderstorm starts.

8. You can Kill Jabberwocky (With Sword), but then you’ve got a no-win game on your hands. Try “Catch Jabberwocky” (with Hairnet). Get and Wear Boots.

9. Wearing Boots and with Flashlight and Penny, Open Box. Insert Penny. Let there be light!


13. Move Rack. Get Chateau Lafeet. (Carpenter will swill that too if you are dumb enough to let him.) Say Inspector. Get Diamond. (Clue is in Pink Guest Room.)

14. Say Seebone. (Like Sword says.) Get Spikey Ball (Hedgehog).


PIRATE ADVENTURE

3. Give Pirate Rum. Get Chest on way back; leave it on beach. Parrot will stay if you have Crackers. (Dropping Sneakers and Book on Beach will minimize the inventory management problem.)
8. With Shovel, Get Anchor.
11. On Beach, Dig. Get Rum. Give to Pirate.
14. Wake Pirate. Return to London Flat. Drop both Treasures, say Score.

2. Look at Crevice. Hold Metal Bar Near Key. It’s magnetic, so don’t carry it when you have any of the Access Cards.

3. Search Robot. Get Upper Elevator Card. Turn on Robot. You could turn him off later to get it, or Floyd will eventually volunteer that he has one.


5. Drop and Extend the Ladder. Put Ladder Across the Rift.

6. Look at the Desks in both Offices. Open Drawers and Get the three Cards.

7. Slide Kitchen Card Through Slot.


9. All you need from here is the Bedistor.

10. This area is a red herring with no bearing on the game. Ditto for the Dorms and Sanitary Facilities, although it’s a good place to sleep.


15. Floyd, North. Floyd, Get the Shiny Fromitz Board. Nothing can be done with the broken robots lying around here and in the Infirmary.


18. Although not necessary for winning, it’s fun to Put (Green or Red) Spool in Machine. Turn on Machine. Also, spend some time on interesting reading and background with the computer. Turn on Computer. Type (number).

19. You can change uniforms if you wish. Open Pocket in Lab Uniform. Get Combination and Teleportation Cards. Remove and Drop Old Battery and Install New Battery in Laser.

20. Slide Teleportation Card Through Slot. Push (color) to teleport to other Booths. Combination Lock on Conference Room Door can only be opened from the outside.

21. Read Output. Make sure Floyd sees that the Computer is down, or he won’t volunteer to do something later.


24. With Dial set at 1, Shoot Speck with Laser. Again, until Speck is destroyed. (Try it with a different setting from a saved-game position.)

25. With Dial set at anything except 1, Shoot Microbe with Laser. Again, until Laser is warm and text notes that Microbe has taken interest in the heat. Throw Laser Off Strip.

26. Open Desk. Get and Wear Gas Mask. Save Game. Push Red Button. Wait a turn for the gas to take effect. Open Door. West. Open Door. West. (Don’t stop to close it!) Open Door. Move directly and immediately to where the Mural was seen. Enter the Elevator. Push Button. (Interesting variations on the game outcome and final printout occur if some of the Comm, Defense, or Course Control units are not repaired and you get through to the final elevator.)

PYRAMID OF DOOM

1. To get into Pyramid, go into Pool back where you started. Get Water (in Canteen). Get Large Key. With Shovel Dig in Desert North of Pyramid. Get Small Key. Dig by Pyramid also. Unlock Tiny Door with Small Key. Move and Drop Stone. Light Flashlight. Unlock Big Door with Large Key. Did you try opening the main door before unlocking the Tiny Door?

2. Search the Ashes. Get Gold Necklace. Wash Coal (need water in Canteen). Get the Ruby, only it’s not a treasure! With the Flute from the Hallway, Take Basket. Play Flute. (Pistol won’t do it.) Go Passage.

3. Starving Rats will attack randomly. They can be satisfied by the Camel Jerky from the Hieroglyphics Room. Of course, if you did that there won’t be any left when you really need it. Don’t waste the bullets here either—drop them.

4. Feed Oyster (the Beef Jerky). Get Black Pearl and gain access to the Archway, avoiding the Rats. Dump your treasures. Shovel and Flute are no longer needed—drop them.

5. Open and Go Sarcophagus. Pour Water (from Canteen) on Tanna Leaves. Take Tapestry. Get Skull and Box from Alcove. Search Box twice, taking the Iron Glove, but leaving the Box and Bones.


8. Saw Table with Saw. Get Diamond Necklace. Shoot the Nomad when he appears randomly.

9. Throw Rope (from Long Narrow Passage). Search Explorer. Get Gold Pin. Search Rubbish for Carving, but only once. As far as the Purple Worm is concerned, he’s invincible—you aren’t!

10. You can pull the Pharoah’s chain, but to fix him, go back to the Narrow Ledge (over a Pool of Acid). Throw Ruby (his Heart). Now pull the Chain. Don’t forget the Platinum Crown in the Chest.

11. In the Treasure Room, you need the Iron Glove and Small Key. Wear one and use the other to unlock the Treasure Coffer for the Bracelet. Saw Window to get Platinum Bar. Haul all loot to the Hieroglyphics Room and say Score.

12. A summary of things not to do include: breaking mirrors; jumping in (Acid) pool; searching basket twice; pulling chain a third time; searching trash a second time; ignoring the Mummy, Rats, Pharoah, Worm, and Nomad; opening Pyramid Door before opening Small Door; opening Coffer without wearing Iron Glove. The treasure summary:

<table>
<thead>
<tr>
<th>Item</th>
<th>Amount</th>
<th>Item</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tapestry</td>
<td></td>
<td>Gold Necklace</td>
<td></td>
</tr>
<tr>
<td>Black Pearl</td>
<td></td>
<td>Gold Teeth</td>
<td></td>
</tr>
<tr>
<td>Jade Carving</td>
<td></td>
<td>Sapphire</td>
<td></td>
</tr>
<tr>
<td>Platinum Crown</td>
<td></td>
<td>Emerald Bracelet</td>
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</tr>
<tr>
<td>Gold Coin</td>
<td></td>
<td>Diamond Necklace</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Gold Pin</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Gold Scarab</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Platinum Bar</td>
<td></td>
</tr>
</tbody>
</table>

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QUEEN OF PHOBOS

Note: Inventory management can be a problem in this game as you can only carry five objects at a time. Objects randomly located at the start of each game include the Token, Wrench, Beer, Pot, Cable, Gas Mask, Gas Grenade, and Electric Crossbow. Be sure to dig in all five planet surface locations. Each of these objects is used once. If you cannot locate the above objects before venturing into the stateroom maze, you'll have a tougher time solving that specific game, so you may wish to consider rebooting.


2. Get rid of the nuclear device. Don't Push Button. Take it and the cable to the Unidentified Room, Attach Cable, go outside on Hull, and Throw Device.

3. Turn Spigot (need Wrench). Fill Pot.

4. Get rid of the five looters; if you delay too long, they will get you. The objects to use for them are:

   - Dr. Hunter
   - Yuggeth
   - Joe
   - Geuse
   - Electric Crossbow
   - Wear Gasmask; Throw Grenade
   - Surgical Chainsaw
   - Zazu Beer

5. At the Claw Machine, Insert token, Hit machine, repeat until you Get Key.

6. Push Button. Teleport to Planet. Dig (need Shovel) in all five locations. If you get zapped back to the ship, Push Button again. Just don't push your luck with a third push.


8. Take the following objects along to get the Mask:

   Salt
   Pot filled with Electrolyte
   Any other object

To get to the center of the ship from the Captain's Quarters, North, North. Then W.S.E.S.E.S.E. E.E.S.W.S.W.W.N.W.W.W.N.E.N.W.W.S.S.

9. At the Laser Room, throw any object into it.

10. Throw Salt at the Zombie.

11. Throw the Pot with the Electrolyte to get Mask. Wear the Mask or your head will explode.

12. Push Button. If you have the Mask, you are promoted to Field Major. If you don't have the Mask, well—it's a quick way to go.
THE QUEST

1. Buy the lot. You can afford it and there is no inventory problem.
5. If the Highwaymen get you, start over. Lisa will teleport you safely away if she is with you, however.
6. Be sure to Buy Salt. Dropping it when the Young Dragon is around will cause him to fly off for parts unknown. Holding it in the presence of the big Dragon will keep you from being incinerated.
7. Knock. Lisa will join you, but takes the Ring. She's handy with Highwaymen and for translating Dragonese.
8. You're right, this Water is poisoned.
9. No, the Village cannot be saved.
10. Give Gold to the Old Man for a clue to a red herring.
11. South. South. Get Key. No matter where you go now, you've had it—this puzzle is the red herring and you're shark bait!
12. Young Dragons die when exposed to water. Put Young Dragon in Oilskin. (Wrap, Cover, Use, Protect or other synonyms won't work.) Move East, and immediately Take Young Dragon out of Oilskin, or be will suffocate, and big Dragons don't take kindly to having dead Cubs delivered to them.
13. Attack. Move out of the area, return and Attack again. Repeat a third time. Get Sword, but its value in the game is questionable.
14. The answer to the riddle is "Sphinx."
15. On entry to Dragon's Lair, Lisa will translate the Dragonese. Talk to Dragon. You must be carrying the Salt to stay alive for this sequence. Go find the Young Dragon Cub, and deliver him alive to the big Dragon.
THE SANDS OF EGYPT


2. Take Canteen. North. If you're going for the fewest moves, Fill Canteen. Take Canteen. Otherwise, take a second trip back after you've gotten some water.

3. Dig. Get Torch.

4. Dig. Get Magnifier.


11. Tie Rope. To Boat. Tie Rope. To Pole. Go Arch.


SAVAGE ISLAND, PART I


2. By the Cave, keep away from Bear if he makes you nervous. Empty Bottle in Sink. Leave Empty Bottle by Lake. (You can wash off your nervous perspiration in the Lake, but any carried objects will get dropped.)


5. Swim West, leaving all but Palm Log at Secluded Cove. Take Log back East by Lake.

6. Take Knife, Block, and Bottle to Tidepool. Get (Salt) Water. Drop other stuff.

7. Take Bottle to Bear Cave. Go Crevice. Empty Bottle. Wait for Puddle to become Salt Pile. Give Salt to Bear. Fill Bottle (with Rum). (If Hurricane is simply too much for you, Say Yoho, but you can survive the storm the hard way.)

8. When it gets dark, Sleep only at Secluded Cove.


12. Go Raft. Sail Raft to Atoll, Give Bottle to Pirate. Get Bandana and Note. These objects and information are needed for Savage Island, Part II.


14. At the Bat Guano, Dig. With Hands. Get Wire. Exit via maze into cave. Must have Bandana, Block and Wire.

15. At Alien Machinery, Fix Machinery. With Wire.

SAVAGE ISLAND, PART II

1. Say 123 (from Part I. Saying 474 will also start game, but without the Bandana necessary to the solution.)
5. At Blinking Light, Close Eyes. Go Field.
9. Go Loop. Move Blue. Push Button. Get code sequence to decipher the story that came with the game.

SECRET AGENT: MISSION ONE

5. Buy Drink. Give Drink. Repeat for information until he simply says “Thanks Man.”
7. Wait until Shopkeeper goes to answer phone. Break Glass. Get Tie. Don’t walk by the front of this shop again!
8. Buy Duck. (Get Ring.) Duck. Go Door (Get Doggy Bag).
9. Go to Bus Stop. Wait and Look Watch until half-hour bus arrives.
14. Go Gate. Passwords vary, often being Shark or Tiger.
18. The ten by ten Maze is mappable. In the following, \( A = \text{Straight}; L = \text{Left}; \) and \( R = \text{Right}; \)\n\( A R L A R L R L L A R L R L R L R L L A R L \)\n\( R L R A R R L R L R L L R A \). Up.
20. Insert Card. Must have Uniform.
22. With Plank from Corridor, Drop Plank.
23. Push following buttons: \( 1 2 3 3 \). Don’t push 4 or 5.
24. Insert Card and Go Door (after pressing Button 1).
25. In the three or so moves before you get caught, Go Treadmill (causes you to lose two pounds). You should weigh 163 pounds now.
26. Push Gem (On Ring; get Key). Unlock, Open and Go Door. Only to get caught again!
28. Insert Card and Go Door (after pressing Button 2).
29. Read Book. Go Table. Go Duct. Get Extinguisher. Insert Card (door won’t open if Button 4 has been pressed).
30. Pull Handle. Get Film. Insert Card (door won’t open if Button 5 has been pressed). Down. Go Door.
31. Put Film. Look Microscope (Get coded color word, decode with code key from tape). Take Mirror.
33. You must weigh what the drunk said, either 190 or 183. For 190, carry the Mirror (27 pounds) and the Recorder (5 pounds), but drop the Extinguisher (20 pounds). For 183 pounds, carry the Recorder and the Extinguisher, but drop the Mirror. The other items don’t change your weight. In either case you must have exercised to sweat off a couple of pounds. If you are a non-believer or want to check it out, go back to the Scale. If you can’t get back into Gymnasium, go up and push Button 1 twice.
34. Look Computer. Insert Card. Go for Option 2. Enter decoded color, often Violet. Turn Dial (thirty minutes is only fifteen moves).
35. Pull Lever. Whassamatta, didn’t work? Short on time? Don’t panic, just make sure that Microscope replaced Mirror, where it was found.
36. Go Helicopter—*Now panic!* (At least for the moment.)

2. Tie Horse. Enter. Sit With Westerner. Buy and give him two drinks. Get Lantern and Fuel. (Try a game without buying anything from the Merchant. Ply each man with many drinks and get minor clues. You have insufficient funds to do this in a game you play to win.)

3. Shoot Wolf. Keep Shooting, it may take three shots.


5. Offer Tea. Don't take the Scrolls in the Library.

6. Ask About Scrolls.


8. No puzzle here if you have the Lamp from the Westerner at the Inn. Fill Lamp. Light Match. Light Lamp.

9. Leave the Crystalline Statue alone—you'll just have to give it up again.

10. Good luck on the jump which comes up next. Save Game.

11. No puzzle here if you left the Statue alone.

12. No puzzle here either, if you have the tent.

13. Put out Flame (three times). Open Door.


15. Lift Lid. Pound around in the darkness for a while.


17. Unlock Door (with Key). Get Scroll. Examine Staff.


19. Don't mess with them. Forward.


21. Ring Gong (once) to raise Serpent's Star above pool level. Anything offered at altar just zaps away. Don't forget the Blue Gem. Tsampa may be left.

22. Put (each color) Gem in Door. Sequence is Black, Violet, Blue, Green, Orange and Clear.


1. At Shallow Pool, Get Whetstone.
4. At Maid Marion, Get Awning.
5. At Blacksmith’s, Fix Grindstone (with Whetstone). Get Steel.
6. At Haystack, Burn Hay (with Steel and Flint). Search ashes twice. Get Needle, Thread and Penny. Flint and Steel are no longer needed.
8. Little John will recognize your uniform and leave.
10. At Edge of Cliff, Jump, but only if you have moved the Boulder.
11. Inside the Cave, get the Crank, Life Jacket and Dull Axe.
12. Sharpen the Axe at the Blacksmith’s Shop. Drop the Penny and Thread.
15. Pry Boulder (with Pole). Get blown into Ocean. All objects except those being worn are lost. Swim around about four turns.
18. At Maid Marion, Wear Uniform and Charm. You also need the Lute, and a clean face, if you haven’t already washed at the Shallow Pool. Kiss her now and she’ll follow you anywhere!
19. Get Married in the Chapel. Be sure to have Penny. Get Telescope.
20. At the Battlefield, Mount Telescope. Look through it and Turn Crank until you are lined up on the Castle Window. Push the Button and live happily ever after.
21. Things not to do include: jumping off Pier, into Stream at Bridge, or from the Rocky Ledge (if the Boulder’s not in place); attacking Little John or the Sheriff; pushing the Catapult Button before the Crank is installed; going into the Cave from the Boulder side. (Try an obscenity.)
SOFTPORN ADVENTURE

1. Hail Taxi. Casino. To avoid later frustration, run your $1,000 up to around $5,500. Look Ashtray. Get the Passcard before leaving Hotel. Save Game. (Note: The 21 game plays from a given deck each game; you can track wins and losses one time and clean up the second time.)

2. Buy what the Pharmacy is selling. Buy first, don’t shoplift. Drop Card at Disco Entrance.


4. Look Basin. Get Ring. Read the Graffiti, but don’t flush the toilet unless you wish to test your saved game.


6. Wear your purchase from the Pharmacy. Seduce the Lady of the Evening. Take Candy.


SORCERER

1. Frotz Me (or the Spell Book). Get up.


4. Take Gaspar Scroll.
6. Take Meef Scroll. Read about the names and places mentioned in the Calendar and Journal.
7. Press (the five colors corresponding to the “Current Code” as taken from the Infotater in the package). Take Aimfiz Scroll. This is a good save game point. Aimfiz Belboz.
8. You can’t deal with either the Hellhound or the Boa Constrictor.
9. To avoid inventory management problems, it’s wise to Drop All But Book, Amulet and Orange Vial.
10. Izyuk Me. West.
11. Take Zorkmid. Fear not, one is enough. Don’t forget to Izyuk back across the Chasm.
12. Take Fweep Spell. Take Guano and Amber Vial, useless as it is. Don’t forget to try the Indigo Potion from the Torture Chamber, which also has no real use in the game. Get here by Pulver-ing the River.
14. Learn three Fweep spells. Fweep Me. As a bat, move N.E.S.S.W.D.E.E.N.N.U.U.S.E.
17. Get Swanzo Spell from Fireplace.
20. Give the poor guy the Zorkmid.
25. Tie Rope to Timber.
26. Drop All but Rope. Throw Rope Down Chute.
28. Self, combination is (whatever it was). Get Spell Book (back) from Self.
29. Meef the Spenseweeds. Get Crate. (Try reading your Spell Book if you didn’t drop it before your swim.) Sleep before proceeding, or you may forget some spells.
30. Meef the Vines. Wearing the Grue Suit and/or with your Lantern On, and having learned a Vardik and Swanzo Spell, charge on to the West for the final confrontation.
31. Open White Door. Vardik Me. Swanzo Belboz. Victory, 400 points and a promotion are thine!
The Spells of The Sorcerer

<table>
<thead>
<tr>
<th>Spell</th>
<th>Description</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>GNUSTO</td>
<td>Write a Magic Spell into the Spell Book</td>
<td>Spell Book</td>
</tr>
<tr>
<td>VEZZA</td>
<td>View the future</td>
<td>Spell Book</td>
</tr>
<tr>
<td>PULVER</td>
<td>Cause liquids to dry</td>
<td>Spell Book</td>
</tr>
<tr>
<td>IZYUK</td>
<td>Fly like a bird</td>
<td>Spell Book</td>
</tr>
<tr>
<td>YOMIN</td>
<td>Mind Probe</td>
<td>Spell Book</td>
</tr>
<tr>
<td>REZROV</td>
<td>Open Even Locked or Enchanted Objects</td>
<td>Spell Book</td>
</tr>
<tr>
<td>FROTZ</td>
<td>Cause Something to Give off Light</td>
<td>Spell Book</td>
</tr>
<tr>
<td>MEEF</td>
<td>Cause Plants to Wilt</td>
<td>Library</td>
</tr>
<tr>
<td>GASPAR</td>
<td>Provide for your own Resurrection</td>
<td>Helistar’s Room</td>
</tr>
<tr>
<td>AIMFIZ</td>
<td>Transport to Someone Else’s Location</td>
<td>Trunk</td>
</tr>
<tr>
<td>FWEEP</td>
<td>Turn Caster into a Bat</td>
<td>Hidden Cave</td>
</tr>
<tr>
<td>SWANZO</td>
<td>Exorcise an Inhabiting Presence</td>
<td>Chimney</td>
</tr>
<tr>
<td>YONK</td>
<td>Augment the Power of Certain Spells</td>
<td>Cannon</td>
</tr>
<tr>
<td>MALYON</td>
<td>Bring to Life Inanimate Objects</td>
<td>Arcade</td>
</tr>
<tr>
<td>GOLMAC</td>
<td>Travel Temporarily</td>
<td>Slant Room</td>
</tr>
<tr>
<td>VARDIK</td>
<td>Shield Mind from an Evil Spirit</td>
<td>Slant Room</td>
</tr>
</tbody>
</table>

Potions of the Sorcerer

<table>
<thead>
<tr>
<th>Color</th>
<th>Name</th>
<th>Description</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ochre</td>
<td>Berzio</td>
<td>Obviate Need for Food and Drink</td>
<td>Store Room</td>
</tr>
<tr>
<td>Orange</td>
<td>Vilstu</td>
<td>Obviate Need for Breathing</td>
<td>Mail Box</td>
</tr>
<tr>
<td>Indigo</td>
<td>Flaxo</td>
<td>Exquisite Torture</td>
<td>Torture Chamber</td>
</tr>
<tr>
<td>Amber</td>
<td>Blort</td>
<td>Ability to See in Dark Places</td>
<td>Hidden Cave</td>
</tr>
<tr>
<td>Aqua</td>
<td>Fooble</td>
<td>Increase Muscular Coordination</td>
<td>Flag</td>
</tr>
</tbody>
</table>

STARCROSS

1. The syntax to set Range, Theta, and Phi is “Computer, Set Range to xxx.” Read Range from the line extending from the center to the right of the map; Theta is read clockwise in 15 degree steps from the top of the map; Phi is the number in brackets below the object number.

2. Press Fourth Bump, Push Tiny Column. Take Black Rod. (Counting the Sun, the Earth would be the fourth bump out.)


5. Insert Yellow Rod in the Yellow Slot to light the initially dark areas. Insert Red Rod in Second Red Slot to start manufacture of oxygen (an oxygen atom has eight electrons. The other slots represent CH4 and NH3, respectively). Try playing around with the other slots; you’ll eventually die, but it’s cleverly done.
6. The Basket will hold all the Rods you can ever find. Tie Line to both Hook and Spacesuit. Get Pink Rod.

7. The Disks are teleportation devices. Drop one somewhere, go somewhere else and drop the other to arm it—then stand on it. To get the Blue Rod, start with one Disk somewhere else and put the other under the Sphere; with the Dial on 2, put the Basket on top (with at least three Rods in it) and turn the Dial to 4. Everything will zap to the other Disk.

8. Look in the Gun Barrel. Get Silver Rod. The Gun’s three shots can get you all kinds of interesting responses, but it really has only one use.

9. Let the Mouse take everything except one Disk. Wait a while, or follow him until he disappears in the wall. Drop the other Disk and stand on it. Collect all your objects again and search the garbage until you find the Green Rod.

10. With the Square, Open Panel, Insert Square, Close Panel, Turn Switch on. Get Gold Rod.

11. Drop a Disk somewhere before meeting the Chief. Wait for him in the Village Center, and point back at his Brown Rod. Swap him your Spacesuit for it. Don’t take no for an answer. Follow Chief into the Warren to its Center.

12. Move Skeleton. Get Violet Rod, be sure to take the Visor before standing on the Disk to get out. Make sure you have done all you need to with the Disks before this. (Save the game first, but did you ever take the Skeleton?)


14. Put White Rod in White Slot, but putting the Black Rod in the Black Slot will shut down the ship, and is dangerous to your health.

15. Shoot the Gun at the Drive Bubble three times.

16. Put the matching colored Rods in the Slots; if you don’t have them all, you’re in deep trouble! Touch Large Pink Square until the Solar System is seen out to Jupiter. Touch Brown Spot until Earth is highlighted. Touch Violet until line terminates in a circle around Earth. Touch Green Spot until the dots flash slowly. Touch Blue Spot. If you didn’t get 400 points, check the scoring below.

**Scoring Summary**

(25 points for each of the following tasks or items)

- Reaching Artifact’s Airlock
- Black Rod (Entering Artifact — press 4th)
- Yellow Rod (Give Spider the Tape)
- Red Rod (Break Rat-Ant nest with Disk or Tape)
- Pink Rod (Lizard Man — Yellow Dock — need Suit)
- Brown Rod (Give Spacesuit for Rod — to Chief)
- Violet Rod (Move Skeleton)
- Silver Rod (Look in Ray Gun barrel)
- Clear Rod (Look in Ray Gun barrel)
- Clear Rod (Look at Laser with Visor)
- Green Rod (Turn on Computer — need the Square)
- Blue Rod (Disk under, Basket on Sphere, Dial 14, teleport)
- White Rod (Lying loose in the Drive Bubble)
- Entering Control Bubble (Fire Gun at Drive Bubble)
- Proper Control sequence (Pink, Brown, Violet, Green, Blue)
- Reaching Earth (Proper orbit — “Galactic Overlord”)
STRANGE ODYSSEY


4. One Glow: Back to initial Cave entry point.


6. Three Glows: Drop Hound. Find Mound. Set Phasor. To Destroy. Pick Mound. Shoot Hound. Take Diamond. Shoot Mound. Return. (Save Game on entry as Hound is unpredictable and there are areas from which no return is possible.)


8. Five Glows: Nothing except an easy way to get killed!


1. To minimize casualties, send a robot to Weather Control, turn second dial to zero.

2. Repair Iris, have Waldo wear the extension from Middle Supply, open the maintenance panel, replace the rough device with the rough object in the basket, and close the panel.

3. Repair the machine in Main Supply by taking out the bubbly and the disfigured devices. Put the red object (from the basket) in the red socket, and the yellow object in the yellow socket.

4. Get the first replacement cable in Main Supply by pushing button on machine, taking the fuse, then taking the cable. Be sure to put the fuse in the machine again, and to write down the possible computer reset codes.

5. Get beyond the Hallway Junction by getting the ramp from Sub Supply and putting it on the step. Carefully check out the Sub Supply for other objects, even though you don’t need them.

6. After getting to the sloping corridor, take the ramp and go to the Small Supply. Drop and stand on the ramp to get the Cutting Tool. Pick up the ramp again, and go to the Hallway End. Get in, then get out and get the TV Camera in the Biology Laboratory. The vehicle from the Hallway End won’t run for all robots, and some can’t get into it.

7. The “Talking Mechanisms” can be slowed down considerably by having Auda follow them to the Sleeping Chamber, taking the Bag and going to Maintenance Access. The humans will follow and fix the acid leak that kills off your robots.

8. Get the second replacement cable in Gamma Repair. Have Sensa look at the large object and then turn the flowswitch. She needs the help of another robot, so “Both Sensa and xxx, Move Fred,” the name ascribed him by Poet.

9. In either Channel, plug the TV camera in and point it at different objects to get the lay of the cables and the reset codes for the FC. It’s a good idea to save the game before playing around with the cables, for several reasons.

10. In the Primary Channel, replace the red four-inch cable with the red twelve-inch cable from Fred.

11. In the Secondary Channel, replace the orange nine-inch cable with the orange fourteen-inch cable from the Machine in Main Supply. Poet can’t tell which is the bad one, so the way to find out is to take them out one at a time. The one that doesn’t kill your robot is the bad one!
TIME ZONE


400MILBC Prehistoric: Get Stick. You can hide in cave to avoid the Pterodactyl.

10KBC Stone Age
1. After getting Rock, Climb Tree to avoid Mastodons.
2. After getting two Sticks, Kill Tiger. With Stick.

1000AD SA, Inca City
1. Drop Hammer, but be sure to get it on the way back.
2. Open and Go Door. Get Torch. Drop Torch from top of Pyramid.

1700AD EUROPE, Paris
2. Open Door (East end of Hall). Get Perfume and Comb.

1400AD NA, Prairie
1. Down into the Gully so the stampede can pass overhead.
2. Give Comb. Get Bow and Arrows.

1400AD EUROPE, Palos
2. Climb Ladder. Look Telescope (see Farmhouse). It is possible but undesirable to sail with the ship.
3. You can now open Farmhouse Door. Get Iron Bar.


1700AD NA, Philadelphia
2. Break Trunk. With Saw. Get Skeleton Key. Leave the Kite! (You can Tie Key, To Kite and Fly Kite. Guess wha' hoppens!)

2082AD ASIA, Tokyo
2082AD NA, Los Angeles
1. Get and Drop Mat. Get Key.
2. Unlock and Open Trunk. Get Dynamite. Travel to Neburon (4082AD IP) and after Lighting Torch (With Match), Drop Iron Bar, Saw, Keys, Matches, Mask and Dynamite. Go Home just long enough to Drop Mask.

50BC AFRICA, Thebes
3. Eat Dates. Drink Water. (Don’t go into it, however.)
4. Open Door. Enter Door.

50BC ASIA, China
2. Leave the Emerald alone.

50BC AUSTRALIA: Dig Ground (need Shovel). Get Rhea Egg. Don’t Drop it until you’re through using it.

1000AD EUROPE, Nottingham
2. Open and Go Door. Get Mirror.


1000AD EUROPE, Nottingham (second visit): Give Money to Robin Hood and Kill Knight. With Boomerang.

1400AD ASIA, Japan
2. Trade Rice. Get Silk.

50BC EUROPE, Rome
2. Loop around Upper Level. Get tossed into Arena (need Sword and Shield). On leaving, get invitation (to visit Caesar).
3. Get Ladder. You can even be a witness to Brutus’ doing his thing.


1700AD ASIA, St. Petersburg
1. Wear Coat.
2. (Save game.) Kill Kossack (need Sword).
3. Stand in front of Castle Door. Look Guard. Talk Guard. Look Door (three times) or until Coach appears. Get Hat Pin. If nothing has happened after about ten commands, restart at Kossack and approach from a different direction.


1000AD AFRICA, Congo
1. Drop all Logs (three) where you first found the middle Log. Make Raft (with Rope). Cross Congo River from this location only, using the Pole.
2. While you can avoid the Lion, you can also Kill Lion. With Bow.

1400AD AFRICA, Morocco
1. While moving in Desert, a message will warn you to Drink Water.

1000AD ASIA, Baghdad
1. Trade Rug. Get Camel. (Don’t move into Desert without Riding Camel.)

2082AD EUROPE, London
2. Untie Dog. Get Gun. It is now time to tackle Neburon.

NEBURON
Before undertaking the final assault, verify that you have the following fifteen items in your inventory and that you are wearing the Mask:

- Oxygen Mask
- Iron Bar
- Stone Hammer
- Skeleton Key
- Matches
- Torch
- Lance
- Hat Pin
- Ladder
- Rope
- Knife
- Gold
- Laser Gun
- Dynamite
- Hacksaw

3. Tie Rope. To Rock.
4. Open Grate. Mask may now be removed. Open next Grate.
8. Shoot Thief. End up in Hospital. Show ID to Doctor and Receptionist to get out. Alternatively, Give Gold.
17. Open Door. West. Close Door. (Hide in Shed until Guard comes and leaves—about twelve Looks.) You can go further and get to step 20, but “You Hear Somebody Coming” around then, and it is dicey to hide in time.
18. Unlock Gate. With Key (Skeleton Key, that is). Open Gate. Drop Laser Gun.
22. Use Lance—it will safely explode Laser Mines. Drop regular MC Card. Verify that you have Ramadu’s MC Card.
23. Insert Ramadu MC Card.
25. Stand X. Push Button. Zapped to Time Machine. Go Home amid music playing, the key to the city, and to accolade of Ultimate Adventurer.
<table>
<thead>
<tr>
<th>What</th>
<th>Where</th>
<th>When</th>
<th>Where Object is Used</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Pointed Stick</td>
<td>Prehistoric</td>
<td>400MBC</td>
<td>Stone Age 10KBC</td>
</tr>
<tr>
<td>2. Rock</td>
<td>Stone Age</td>
<td>10KBC</td>
<td>Stone Age 10KBC</td>
</tr>
<tr>
<td>3. Hare</td>
<td>Stone Age</td>
<td>10KBC</td>
<td>Stone Age 10KBC</td>
</tr>
<tr>
<td>4. Small Sticks (2)</td>
<td>Stone Age</td>
<td>10KBC</td>
<td>Stone Age 10KBC</td>
</tr>
<tr>
<td>5. Stone Hammer</td>
<td>Stone Age</td>
<td>10KBC</td>
<td>Africa 1000AD Neburon</td>
</tr>
<tr>
<td>6. Torch</td>
<td>South Amer.</td>
<td>1000AD</td>
<td>Asia 1000AD Africa 50BC Europe 50BC Neburon</td>
</tr>
<tr>
<td>7. Comb</td>
<td>Europe</td>
<td>1700AD</td>
<td>North Amer. 1400AD</td>
</tr>
<tr>
<td>8. Perfume</td>
<td>Europe</td>
<td>1700AD</td>
<td>Africa 50BC</td>
</tr>
<tr>
<td>9. Bow and Arrows</td>
<td>North Amer.</td>
<td>1400AD</td>
<td>Europe 1000AD Africa 1000AD</td>
</tr>
<tr>
<td>10. Boarding Pass</td>
<td>Europe</td>
<td>1400AD</td>
<td>Europe 1400AD</td>
</tr>
<tr>
<td>11. Iron Bar</td>
<td>Europe</td>
<td>1400AD</td>
<td>Australia 1700AD Neburon</td>
</tr>
<tr>
<td>12. Padlock (Broken)</td>
<td>Australia</td>
<td>1700AD</td>
<td>Not Used</td>
</tr>
<tr>
<td>13. Saw</td>
<td>Australia</td>
<td>1700AD</td>
<td>North Amer. 1700AD Neburon</td>
</tr>
<tr>
<td>14. Kite</td>
<td>North Amer.</td>
<td>1700AD</td>
<td>Not Used</td>
</tr>
<tr>
<td>15. Skeleton Key</td>
<td>North Amer.</td>
<td>1700AD</td>
<td>Asia (N) 2082AD Neburon</td>
</tr>
<tr>
<td>16. Padlock (Open)</td>
<td>Asia(W)</td>
<td>2082AD</td>
<td>Not Used</td>
</tr>
<tr>
<td>17. One Yen</td>
<td>Asia(W)</td>
<td>2082AD</td>
<td>Asia (N) 2082AD Neburon</td>
</tr>
<tr>
<td>18. Matches</td>
<td>Asia(N)</td>
<td>2082AD</td>
<td>Inca Torch Neburon</td>
</tr>
<tr>
<td>19. Oxygen Mask</td>
<td>Home</td>
<td>1982AD</td>
<td>Neburon only</td>
</tr>
<tr>
<td>20. Key</td>
<td>North Amer.</td>
<td>2082AD</td>
<td>North Amer. 2082AD</td>
</tr>
<tr>
<td>21. Door Mat</td>
<td>North Amer.</td>
<td>2082AD</td>
<td>Not Used</td>
</tr>
<tr>
<td>22. Dynamite</td>
<td>North Amer.</td>
<td>2082AD</td>
<td>Neburon only</td>
</tr>
</tbody>
</table>

(Continue on with Lit Torch, Rock Hammer, Perfume and Bow)
52. ID Card 10082
53. Uniform
54. Flashlight
55. Large Flower
56. MC Card
57. Diagram (Rocket)
58. Note (Allegiance)
59. Ramadu MC Card

TRANSYLVANIA

1. In Victorian House, Get Pistol. Leave Bread.
2. On Wagon, Open Coffin. Get Mice and Silver Bullet. Load Pistol. When Werewolf shows up, Shoot Werewolf; prior to having a loaded gun, move away as soon as he appears. Drop Pistol.
3. In Cabin, Pull Antlers. Get Cloak. There’s a pick in the pocket, but don’t search cloak yet as you’ll have enough inventory management problems. Leave Garlic in Shack across street.
4. In Hut, Drop Mice (for the Cat). Get Broom and Acid.
7. Give Flies to Frog for magic word IJNID.
8. Say IJNID to Goblin King. Get Key.
10. At Clearing, Search and Wear Cloak. Wear Ring. Wave Hand. Leave, but return after streaking flame is seen in sky. Enter Saucer. Get Black Box.
No puzzles as such occur in this game; thus, I cannot offer a specific solution. In fact, I can offer only a few hints because the game essentially requires only patience to beat. I have identified no specific advantage to any particular race or type of warrior, but whichever you choose, balance out your attributes reasonably well. At the outset, relatively high Strength and Agility are of value, but there are no attribute requirements associated with being able to use any particular weapon or armor.

After getting your first display, head Northwest for the castle and town of Lord British, and hit the store, buying a bit more food, which goes in a hurry when you're above ground. In the friendly shops, you will find "new," more advanced items for sale as the game evolves and as your character develops. Even if an advanced item, such as a top-of-the-line Reflect Suit or a Phazor, is not listed as available, it is always there for the stealing. Therein lies the biggest clue: go to the food, armory, and weapons stores and try your luck at stealing. No doubt you will get caught much of the time, but with a bit of luck, like glomming on to Plate Armor or a Light Sword as a minimum, a few lengthy rebooting cycles are a small enough price to pay. Note that in this game, unlike Ultima II, your game position is not saved when you enter or leave a town or castles. You must specifically (Q)uit to save the game. Therefore, as soon as you get something good, duck out of the town, do a quick save and then head behind the counter again!

Once you're reasonably well-equipped, the first major expenditure you should save your pennies for is a ship. Buy a couple of up ladders and about 200 to 300 hit points from your buddy the King, and head for the nearest dungeon. Don't go down farther than, say, the second level for a while. The gold comes fairly easily, just make sure you can get out after you've amassed some loot. As soon as you can afford your ship, your real problems are over, and it's monster-whomping time in earnest for the gold you need for hit points, spells, and all that good stuff.

Hit each of the four continents and all eight of the castles. You can see from the maps that all are easily accessible from the water, so an air car, while sporty, isn't really necessary. Take on all eight quests. With lots of up and down ladders, a few offensive spells for the lower levels, and a bunch of hit points, make your real move in one of the dungeons. The Gellatinous Cube, found mostly on levels 3 and 4, can destroy your armor, and you cannot ready new armor underground. Try using down ladders, down to say level 9, where the Balron lives. Get him first while you still have armor, and work your way back up, trying to get the other three monsters needed to fill your quota of quests. After reporting back to the appropriate Kings, you'll have the four gems you need, and will have materially enhanced your attributes.

The space bit, which should come next, is fun and well explained in the documentation. Just keep a record of the directions in which you've gone. Avoid moving diagonally (unless you're really sure of your location). As soon as you've downed ten enemy fighters, you will be told that you are an Ace. Get back to good old Terra Firma as soon as possible.

Assuming that you've got the best in weapons, armor, and about 6,000 hit points, get the Princess out of jail. Try to force the Jester down toward the entrance of the jail area, then kill him for the key. This starts the guards toward you with most unfriendly intentions. You can lead the guards around various obstructions to minimize the number that can get to you at any one time. The hit point damage you incur is proportional to the total of hit points you have at a given time. Hang in there: I once got out with only 6 hit points left to my name. Be of stout heart, because sometimes the Jester has the "wrong" key and it's reboot time.

As soon as the Princess is safe, and using the hit points that she awards you, load up on even more hit points and head for the area she told you about. (The spaceship is often found at the Grave of the Lost Souls.) Once you meet Mondain, the only mandatory trick is to move next to the gem and (G)et it. If you don't, his power continues to regenerate and you'll never get him.
**Castle Locations and Quests**

<table>
<thead>
<tr>
<th>Area</th>
<th>Castle Name</th>
<th>Quest</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>White Dragon</td>
<td>Grave of Lost Souls</td>
<td>Strength</td>
</tr>
<tr>
<td>1</td>
<td>Shimano</td>
<td>Balron (Level 9)</td>
<td>White Gem and &quot;Grabs&quot;</td>
</tr>
<tr>
<td>2</td>
<td>Barataria</td>
<td>Pilar of Ozymides</td>
<td>Strength</td>
</tr>
<tr>
<td>2</td>
<td>Rondorlin</td>
<td>Carriage Creeper (L6)</td>
<td>Green Gem</td>
</tr>
<tr>
<td>3</td>
<td>Lord British</td>
<td>Tower of Knowledge</td>
<td>Strength</td>
</tr>
<tr>
<td>3</td>
<td>Lost King</td>
<td>Gellatinous Cube (L3)</td>
<td>Red Gem</td>
</tr>
<tr>
<td>4</td>
<td>Olympus</td>
<td>Sign Post</td>
<td>Strength</td>
</tr>
<tr>
<td>4</td>
<td>Black Dragon</td>
<td>Lieche (Level 5)</td>
<td>Blue Gem</td>
</tr>
</tbody>
</table>

**Monument Locations and Rewards**

<table>
<thead>
<tr>
<th>Area</th>
<th>Monument Name</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Grave of Lost Souls</td>
<td>Stamina</td>
</tr>
<tr>
<td>1</td>
<td>East Sign Post</td>
<td>Nothing</td>
</tr>
<tr>
<td>2</td>
<td>Pillar of Ozymides</td>
<td>Wisdom</td>
</tr>
<tr>
<td>2</td>
<td>Pillar of Argonauts</td>
<td>Weapon</td>
</tr>
<tr>
<td>3</td>
<td>Tower of Knowledge</td>
<td>Intelligence</td>
</tr>
<tr>
<td>3</td>
<td>Pillars of Protection</td>
<td>Agility</td>
</tr>
<tr>
<td>4</td>
<td>Sign Post</td>
<td>Stamina</td>
</tr>
<tr>
<td>4</td>
<td>South Sign Post</td>
<td>Agility</td>
</tr>
</tbody>
</table>

**ULTIMA II**

Since the puzzles play but a small role in the game, I cannot specify an exact solution. Rather, gold, gold and more gold is needed to win, and the only way to get it is to whomp monsters and then whomp some more. Aside from gold, many critters carry objects which you can use to commandeer and operate ships, aircraft, and spaceships.

There are a total of five time periods in the game:

<table>
<thead>
<tr>
<th>Time of Legends</th>
<th>Time before time</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pangea</td>
<td>9 Million B.C.</td>
<td>(Minax)</td>
</tr>
<tr>
<td>B.C.</td>
<td>1423 B.C.</td>
<td>(Good place for gold)</td>
</tr>
<tr>
<td>A.D.</td>
<td>1990 A.D.</td>
<td>(Where you start)</td>
</tr>
<tr>
<td>Aftermath</td>
<td>2112 A.D.</td>
<td>(San Antonio)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(Rocket Ships)</td>
</tr>
</tbody>
</table>

It is important to learn how to get to a given time period and to recognize the one in which you find yourself. The easy way of time tripping is to find out how to get to the Time of Legends from each of the other periods, and use the four time portals there. From left to right, these portals go from the earliest (Pangea) to the latest (Aftermath). The tablecloth that comes with the game is handy, once you decipher it. (The Rune-written title on it deciphers to The Time of the Legends.)

The most fruitful place to spend one's gold is Old San Antonio, for the games puzzles are centered here.

1. Offer money to the Hotel Clerk in the California Hotel. You may simply get a "Thank You," but usually a randomly selected attribute is enhanced by four points per hundred dollars tendered. Strength, however, is never augmented, so start out with at least 30 (and preferably 40), because that's all you'll ever get. All others should be in the 90's to optimize your chances for the final assault. Warning: The maximum for any attribute is 99. If you increase an attribute over 99 it starts over at zero again.
2. Visit the old man in the garden at the top center (behind two locked gates). (O)ffer him $500 (minimum) and he will charge you to “Get the Ring,” which, from (T)ransacting with various parties, you have no doubt deduced is on Planet X at 9,9,9. Well, not quite; after stealing a spaceship from Pirate’s Harbour in the Aftermath, you simply get Father Antos’ blessing in Town Besko, the only town on Planet X. You must then return to San Antonio and the old man. (O)ffer him $500 (minimum) and “The Ring is Yours.” The Ring permits you to walk through fire, a necessity later on. Watch out that a Thief doesn’t steal it. Save your game and check your inventory before entering any time portal, city, or castle to make sure you still have it.

3. The Quick Sword may be obtained from Santre, the prisoner in the second prison cell on the left. (O)ffer him $500 (minimum) and he’ll promptly fork it over. Note that you’ll have to fight your way in and out. This is a good place to use (N)egate. Unlock the door to the prison, (A)ttack the Guard—you’ll get a free hit before he reacts. Back up and lead him out the door, press (N), and make a run for the cell. Note that an agility of about 40 is needed for you to use the Quick Sword.

Try life as a Cleric as it makes things a bit easier, especially in the Dungeons and Towers; however, unlike Ultima I, you do not have to enter them if you don’t wish to. Exploring them is optional, and it’s quite possible to get through the game, defeating Minax, without ever setting foot in them. At the outset of the game, try to avoid combat and head Northwest, making for the town just Southeast of the Castle you will see. Try to Steal a weapon, because that’s the most efficient monster whomper around. Move onto it and (B)oard. In some versions, you may have to fight for your first ship in the Pangea period, 9 million B.C., also a good place to get rich reasonably quickly.

You need to be able to take care of yourself in order to survive here, as ships, at least initially, are in short supply. Assuming you can control the fighting enough to take on only one attacker at a time (i.e., in the approach to the area you enter), it’s best to have an airplane behind you. As soon as a ship appears, fly to and (B)oard it. A program bug causes another ship to follow the one you’ve commandeered. You can leave the first and board the second, and repeat this process until you’ve got a whole flotilla.

You may have to fight for your first ship in the A.D. time period. In Port Boniface, (T)ransact with a Guard near the entry blocks to make sure he’ll say “Pay Your Taxes.” (Those who don’t are invincible.) Attack him, moving yourself around under the block so that only one guard can get at you. Keep trying. If you don’t make it, don’t leave town. Restart and try again; you’ll restart as you were before you entered. The corollary is never to leave a location unless you’ve improved your lot in life. If you are successful in killing a guard, leave immediately; you now have two keys.

Re-enter the Port, move near the gate to the shipyards in such a way that the guys on the other side are not in front of the gate. Use a (N)egate spell, unlock the door and run for a ship. Once on board, beat up the Guards who come to you as this will build up your inventory of Keys. Assuming that you have a Skull Key and Brass Button, this is an opportunity to head for San Antonio again and get an airplane. You can’t buy them, so unlock the door, kill the attendant, (B)oard a plane and (L)aunch.

The best place to get Gold in a hurry is on the oblong continent of the Time of Legends, where Minax hangs out. You need to be able to take care of yourself in order to survive here, as ships, at least initially, are in short supply. Assuming you can control the fighting enough to take on only one attacker at a time (i.e., in the approach to the area you enter), it’s best to have an airplane behind you. As soon as a ship appears, fly to and (B)oard it.

Sail either to the East or West coast. Move to the right, for example, and clobber the critters there while more critters gather on the far shore. Then sail over and repeat the process. In this manner you should be able to collect enough Gold to buy up to over 9,000 hit points and get into the 90’s on all attributes. Only then are you ready to try to do in dear old Minax.

To save yourself $4,500 of your hard earned gold, here are the Sage’s clues (at $100 times the number of the clue):

1. The Queen is the King; the King is a Spy.
2. The evil men do is a horrible thing.
3. But dispelling means that you must have the ring.
4. Just where it is I cannot say.
5. But I’ll tell right now there’s no other way.
6. I hear in a town where the water runs free.
7. There is an old man living under a tree.
8. He has not a name, but he has got a clue.
9. Mayhaps if you find him, he’ll tell it to you.
The Bartender's tips for the indicated number of gold pieces are as follows:

1. Hmmm.
2. Some Fighters Wear Magic Helms.
3. Hmmm.
4. Saylors Wear Blue Tassles.
5. Aviators Use Skull Caps.
7. Mages Carry Wands or Staffs.
8. Planes Need Brass Buttons.

As to space travel, watch out for the computer changing your input values of Xeno, Yako and Zabo. As you may have gathered, you can fly to the eight known planets as well as Planet X and, if you're suicidal, the Sun. There is no requirement to do so, but several are rather interesting, even though the Dungeons, Towns, Stores and Prices are all very Earth-like. While only a cave can be found on Mercury and Saturn has naught but some roaming monsters, all the rest have either towns or villages. Uranus's is somewhat different and full of jesters, while Neptune, where you can easily get lost, boasts a Computer Camp.

ULTIMA III

There is no set solution to this game. It's long, even with these gold and time saving clues. Try forming a party and trasferring all food and weapons to one member. This is best done within the Castle, avoiding monsters with which you can't cope. Leave the town to save the game, hit Reset, reboot, delete the empty character shells, and create three more. Go to town and buy your front line men with bows; these have the major advantage of hitting targets from a distance. Consider using a Cleric with 25 Wisdom points, as you'll need all the healing power he can muster.

You'll be able to get to a maximum of 550 hit points, initially, by (T)ransacting with the King, provided you have enough experience. With your 550 points, go to the dungeon in the northeast corner of the island, in the blackened area. You'll recognize it by its waterway and protecting ship. In the first two levels, you should find two "plates," which you should touch. One yields the Mark of the King; and the other the Mark of Fire, which permits you to walk through fire. With the Mark of the King, you can now get up to 2,550 hit points, again provided that you have enough experience.

When you leave the Castle, go west 8 steps and south 34. When the moons are in 0,0 conjunction, the town of Dawn will appear below you. In it you'll be able to buy better armor and weapons, as well as the keys, powders which negate time, and gems which permit a screen display of the local area. More important, in the lower right corner are three guys, each with important clues about Exotic weapons. After leaving, try to find a ship if you don't already have one. Try digging on the two-square island near the island town of Fawn.

Make your way to the town on the island east of the Mainland. You'll recognize it by the bribable guard standing before a locked gate. You can save the $100 bribe fee and a key by entering the maze south of the main entrance. Go north at the first place you can, then straight east as far as you can, and then north to inside the gate. Peer at a Gem, and sketch the town, using the sketch to get into the town. Go west to the locked gate. This one requires using a key. Go south to the entry on the left side of the screen. Go west to the first north possibility, west to the next south possibility, and west again. This should put you next to a guard. Bribe him, unless you are strong enough to kill off all the guards. To the west lies a treasure area, good for about $1,100 (about $2,000 if you have the Mark of Force). It's good to have a Thief who can grab the chests, and a Cleric who can heal him. Repeat this process until you've got quite a load of gold, say $13,000 or so. Just be careful that you don't (C)ombine your gold hoard; give it all, say, to your second or third man, and use both your Thief and Wizard's spells to collect the loot.
Loaded with your gold and at least four keys, jump in your ship, find a whirlpool storm and enter it. You'll be cast on the shore of another island where there are four shrines. Here you can buy capability points at $100 a pop. Peer at a Gem to get the lay of the land, and make a rough sketch. The Shrine of Strength is in the southwest corner, reached though the mountain entry way in the northwest corner. Work your way south from there. You're on the right track if you encounter two sets of wild horses. Keep going south from there. Be sure to <Pray> at each shrine.

The Shrine of Intelligence lies behind three locked gates in the north-central area. Don't bother opening up the cages. Capture the ship that's waiting for you and sail west to where you can disembark. The Shrine lies behind the third gate. You reach the Shrine of Wisdom by going north from the entry gate of the Shrine of Intelligence. Track around to another locked gate. After the initial north and east travel, work your way south and slightly east. Ignore the next locked gate you see. The Shrine of Dexterity is in the southeast area. After entering the dark area (to the right and north of your landing point), work your way northeast.

Near the initial entry into this area you'll be able to go south. Following that track gets you to the south shore of the Island, where you must capture a Pirate ship. Using yet another key, sail through the locked gate to the west and into the awaiting Whirlpool in order to get back to the point at which you initially entered the Whirlpool. Several trips between Death Gulch and Shipwreck Island should bring your attributes up to a fairly impressive level, and will certainly make your life easier.

By now you should have at least two Marks and all four Cards. You'll find the Mark of the Snake on the eighth level of the dungeon on the large island east of the Mainland. Another Mark appears on that level. If it isn't the Mark of Force which permits you to walk through force fields, you'll find it in the west end of level 8 in the dungeon surrounded by lava in the dark mountain area at the southeast end of the island. Lastly, if you want to find the Lord of Time, look in the northwest corner of level 8 in the dungeon locked in by mountains (which you can only reach via the Moon Portals).

Once you have 2,550 hit points and all eight Marks and Cards, you're ready for Ultima. "Ready" all of your party with Exotic weapons and sail up to the Snake in the center of the island on the southeast corner of the Mainland. <Yell> EZOCANE. It would be wise to make a copy of the player disk before entering the castle, as things can get rough in there. Go as far to the west as you can, walking through the Force Fields and Fire. Then head north, all the way up. As you go along you'll have several fairly tough battles. It's a good idea to negate time with a powder at the outset of each battle.

In the upper central part you'll hit three sets of invisible enemies (Floors), each of whom hit pretty hard. Use your Wizard's "P" spell or your Cleric's "O" spell. To get the rest, negate time, line your men up abreast, and march up the room, attacking forward and to the sides. Each Floor panel will only take one hit to kill when you find them. When the negate powder wears off, watch which of your guys is getting hit: he's the one nearest your foe.

Now the time has come. Move to the left of the machine that is Ultima. <Insert> Love, move right, <Insert> Sol; right, <Insert> Moons; right again and <Insert> Death. That should do it, only to whom should you "Report Thy Feat"???

Ultima III Prophecies

Gold
100 You'll learn of marks and playing cards and hidden holy shrines.
200 Of marks there are but four—Fire, Force, Snake, King.
300 Learn their use in Devil Guard or death you'll surely bring.
400 Shrines there are but four to which you go and pray.
500 Their uses are innumerable and clues throughout I say.
600 Suits do number four, called Sol, Moons, Death, and Love.
700 Unto the Montors thou must go for guidance from above.
800 To aid thee in thy cryptic search, to dungeons thou must fare.
900 There seek out the Lord of Time to help you if he cares.
Bartender Tips

Gold

7-9 Thank you kindly.
10 Ambrosia, ever hear of it?
20 Dawn, the city of myths & magic.
30 The conjunction of the moons finds link.
40 Nasty creatures, nasty dark, sure thee ready for thee embark.
50 None return or so I’m told from the pool dark and cold.
60 Shrines of knowledge, shrines of strength are all but lost into the brink.
70 Fountains fair and fountains foul all are found in dungeons bowel.
80 Exodus: Ultima III which is next? Now could be.
90 Seek ye out the Lord of Time and the one way is a sure find!

Village Rumors & Misty Writings

Cards are useful.
The King favors a Mark.
Seek ye the Mark of Kings.
You need a Mark to pass.
Marks gained in Dungeons.
Hot metal leaves a Mark.
Marks are useful.
A Mark helps invoke the snake.
Invoke the Silver Snake.
Conjunctions of moon finds link.
Only exotics will protect you
from great evil.
Seek the Shrines of Truth.
Seek ye the Dungeon of Fire.
Beware the Fires of Hell.
<Pray> for the invocation.
<Pray> in the Circle of Light.
Dawn Lasts but a Moment.

<Search> for Shrines.
<Search> the Cards.
<Dig> Carefully.
<Dig> up Exotics.
<Dig> on Islands.
Baby Bob: Bring me Bucks.
Seek the Jester in Castle Fire.
Jester says: West-8, South-35
And Await the Dawn.
Lord of Time says: Love, Sol,
Moons, Death. All
Else Fails.
Circle of Light: <Yell> EZOCANE.
Exodus is four as one.
<Insert> Cards into Exodus.

Price Lists

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<thead>
<tr>
<th>Weapons</th>
<th>Armor</th>
<th>Objects</th>
<th>Sacraments</th>
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<tbody>
<tr>
<td>Dagger</td>
<td>5 B</td>
<td>Keys 50</td>
<td>Curing 100</td>
</tr>
<tr>
<td>Mace</td>
<td>30 C</td>
<td>Torches 5/30</td>
<td>Healing 200</td>
</tr>
<tr>
<td>Sling</td>
<td>60 D</td>
<td>Powders 90</td>
<td>Resurrection 500</td>
</tr>
<tr>
<td>Axe</td>
<td>125 E</td>
<td>Gems 75</td>
<td>Recalling 900</td>
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<tr>
<td>Bow</td>
<td>350 F</td>
<td>+2 Chain 6130*</td>
<td>Misc: Horses 4/800</td>
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<tr>
<td>Sword</td>
<td>200 G</td>
<td>+2 Plate 8250*</td>
<td>Attributes 1/$100 at each Temple.</td>
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<tr>
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<tr>
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<td>400 I*</td>
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</tr>
<tr>
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<td>1050 J*</td>
<td>+2 Swords 800 K*</td>
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</tr>
<tr>
<td>Gloves</td>
<td>1200 L*</td>
<td>+4 Axes 2600 M*</td>
<td></td>
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<tr>
<td>+4 Axes</td>
<td>2600 M*</td>
<td>+4 Bows 6550 N*</td>
<td></td>
</tr>
<tr>
<td>+4 Bows</td>
<td>6550 N*</td>
<td>+4 Swords 4550 O*</td>
<td></td>
</tr>
<tr>
<td>+4 Swords</td>
<td>4550 O*</td>
<td>Exotics free P</td>
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*=Available only in the Town of Dawn.
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<tr>
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<td>South Coast</td>
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<tr>
<td>1,4</td>
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<td>1,5</td>
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<td>Castle</td>
</tr>
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<td>2,6</td>
<td>3 square area</td>
<td>Devil Guard</td>
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<tr>
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<td>Devil Guard</td>
</tr>
<tr>
<td>7,7</td>
<td>Dungeon</td>
<td>Dungeon</td>
</tr>
</tbody>
</table>
ULYSSES AND THE GOLDEN FLEECE

2. Talk Guard. Yes.
4. In the Forest, Get Chest (which you won't be able to open for quite some time yet). Listen to Voice.
5. The only object you don't need is the Lantern!
8. En route to Storm, Get Bag and Condor, then follow Sailing Instructions. Go Shore.
11. Give Gems (to Dragon).
14. Throw Dust.
18. Look Tree. Read Carving. SVENEESAS.
22. Keep away from the Dwarf.
24. SUPPELTUEL.
VOODOO CASTLE

2. In Lab with Shield, Mix Chemicals. (Shield protects against exploding test tubes.) Get Hammer on way back.
12. In Chapel, look in Ju-Ju Bag. Get Stick and Book. Assemble all objects called for in Book and on Missing Page. Follow their directions in sequence. Make sure you hold either the Rabbit's Foot or the Four Leaf Clover and put the other on the Man in Coffin.

WITNESS

1. Look for changes before and after Linder's departure.
2. Responses to a given question may vary if more than one party is present at the time.
3. Use a technique comparable to one learned in Deadline. If you need more specific help in this regard, see item 7.
4. Once in the house, there is a way to avoid Linder's murder, but it is not the optimum solution and will cost you dearly.
5. Several key objects to look at or analyze appear at one location. Be sure to check out the clock.
6. While your Colt can (but needn't be) used, some significant changes can be wrought by the appropriate use of the handcuffs. (Handcuff her!)
7. Look around for a place to hide. Check the Sofa and Wait.
1. A lot of rocks South of town with which to kill the Snake; only one won't get you first, however. Starting in Town, try the Rock S.S.S.W.S. Get back to Snake with N.E.E.E.N. Whomp 'im.

2. Drink Water. (Check your starting Inventory.)


4. Take Rock. Get Magic Word HISS.

5. HOCUS (creates Bridge). As an alternate, with the Locket at the Chasm edge, Open and Examine Locket. North.

6. No, you can't stop him. Be sure to Fill Flask (with Water).


14. Drink Vial. North. (Fly to another Island.)

15. Follow Rainbow. Get Coin. Don't forget the Ring.


17. Play Harp.

18. Buy Horn. Buying any other item results in a no-win game.

19. Play Horn.

20. If you wind up here, Feed Apple.

21. If you get zapped here, Pick Lock. With Knife. Or go back out through the maze and Open Door from the other side.


23. Kiss Frog.

2. Open Window at West Side of House. Enter Window or West.
4. Kill Troll. Again, until he’s done in. Leave his Axe. Drop all but Lamp.
5. Get Painting. Exit Studio into Kitchen. (Can carry only two objects from Studio.) Start putting Treasures into Trophy Case, but carry the Egg so that Thief may steal it (so be sure to get it!).
9. Get All (Wrench, Screwdriver and Tube of Gunk). Push Yellow Button to enable the Console in the Lobby. The Brown Button disables it. Pushing the Blue Button will flood the joint, but gives you a few moves to get out.
11. Inflated Boat (With Pump). (When getting Pump, it’s easier for now if you leave the Trunk and, especially, the Trident.) Launch. Wait or Look until you drift South to Buoy. Get Buoy. Land. Open Buoy. Get Emerald. Don’t push your luck by going further South; it’s a long way down! The Sceptre and Trident are tough on Rubber Boats, but the Tube of Gunk can Repair Boat.
13. Echo. Get Platinum. Both Platinum and Coffin are especially heavy, so that you can carry relatively fewer objects.
14. With Bell, Book and Candle from Altar area, Drop Candles, if lit. Ring Bell. Hold Candle (Light Candle with Match, if necessary). Read Book. Get Crystal Skull. Leave Bell, Book, Candle and Matches. (Use only the Matches to relight candles. Save Game and try lighting Candles with Torch or Lamp.)
15. With Lamp, Torch and Screwdriver, Drop (or just hold) Garlic in Bat Room. Leave Jade Figurine for now.
17. Drop All. You can now go West from the Timber Room.
19. With Lamp, Nasty Knife (or Sword), Food, Water and Key, Get Coins. (Save Game and try throwing Rusty Knife.) Feed Cyclops the Sandwich in the Brown Bag. Give Water to Cyclops. A less elegant but more effective approach is to say ODYSSEUS. (Read the Prayer Book, and note that the first letters of each line put together spell out ODYSSEUS.)
20. Key may be used to unlock Grate from inside. Note nice touch if you have or haven’t Moved Leaves, which may also be Burned or Counted.
21. Carrying Lamp, Nasty Knife (or Sword), the Jeweled Egg (if it hasn’t been stolen already), and all the Treasures that you can, confront Thief in his Storeroom. Give him each of the Treasures to load and slow him down. Kill Thief. Again, until he’s vanquished. Should you ever try to polish him off elsewhere, earlier in the game, save the game first, as your chances of success are slim, but finite.

22. With the Clockwork Canary (that was in the Jeweled Egg opened by the Thief’s nimble fingers), Climb Tree. Wind Clockwork. Mother Song Bird will come and drop a Brass Bauble, the last of the needed points.

23. Return all Treasures to the Case. If all fifteen are stored, an ancient Parchment will appear. With it, a Secret Path can be found, and the beginnings of Zork II are revealed.

<table>
<thead>
<tr>
<th>Treasure</th>
<th>Value (touch)</th>
<th>Value (case)</th>
<th>Where</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beautiful Painting</td>
<td>4</td>
<td>6</td>
<td>Gallery</td>
</tr>
<tr>
<td>Jewel Encrusted Egg</td>
<td>5</td>
<td>5</td>
<td>In nest in tree</td>
</tr>
<tr>
<td>Ivory Torch</td>
<td>14</td>
<td>6</td>
<td>Torch Room</td>
</tr>
<tr>
<td>Gold Coffin</td>
<td>10</td>
<td>15</td>
<td>Egypt Room</td>
</tr>
<tr>
<td>Egyptian Sceptre</td>
<td>4</td>
<td>6</td>
<td>In the Coffin</td>
</tr>
<tr>
<td>Pot of Gold</td>
<td>10</td>
<td>10</td>
<td>End of the Rainbow</td>
</tr>
<tr>
<td>Crystal Skull</td>
<td>10</td>
<td>10</td>
<td>Land of Living Dead</td>
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<tr>
<td>Jeweled Scarab</td>
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<td>5</td>
<td>Buried in Sandy Cave</td>
</tr>
<tr>
<td>Large Emerald</td>
<td>5</td>
<td>10</td>
<td>In the Buoy</td>
</tr>
<tr>
<td>Platinum Bar</td>
<td>10</td>
<td>5</td>
<td>Loud Room</td>
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<td>Getting past the Troll</td>
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<td>Getting to the Torch Room</td>
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<td>Getting to the Treasure Room</td>
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331

2. Attack Dragon (With Sword). Don't overdo it, it could be dangerous to your health. Get his attention and move South. When he follows, whomp him again and move toward Ice Room. Repeat, moving into Ice Room. Return to Dragon's Lair.

3. Get Trunk. Follow Princess (to Gazebo). (She will open a secret door in Marble Hall.) Get Newspaper, Matches and Small Gold Key. Red Rose is nice, but of no use.


5. In Riddle Room, Say "Well."

6. Get in Bucket. Pour Water (into Large Bucket). Drop Teapot. (To go down, Get and Fill Teapot.)

7. Get all but the Orange Cake. (Orange Cake will explode if you eat it.) Eat Green Cake and shrink. Enter Tiny Door. Put Red Cake in Pool. Get Candy. Leave Flask; it's poisonous and of no use to you. Go through Mousehole again and Eat Blue Cake.

8. Tell Robot East. Tell Robot Push Triangular Button. (At the now-stopped Carousel, Room 8 and the possibly useful Grue Repellent have become accessible. A Steel Box with Priceless Violin in it is now also present.) Tell Robot South.


13. With Lamp, Sword (or Bat), Gold Key and both Red and Blue Spheres, Give Candy to Lizard in Guarded Room. Unlock Door with Small Gold Key.

14. Throw Sword (or Bat) at Aquarium. Don’t stand too close or try it with your hands! Get Clear Sphere.


16. Put Black Sphere in Pentagram to summon Demon. Give Demon each of the ten treasures. Tell Demon Give Me the Wand, or if you’re teed off with the Wiz, Tell Demon Kill Wizard, and then Get Wand. (Several fun options exist for your wish. Save Game and try, for example, to Tell Demon Kill Dog.)


18. The Oddly Angled Rooms (Maze) are a Baseball Diamond. Find Bat at Home Plate. (Southeast.) Run the bases SE.NE.NW.SW. Then North. Put Collar on Dog.

19. In Crypt, type Score. One more puzzle? Carrying the Wand, Turn Off Lamp! Enter the dominion of Zork III!!
Treasures 'n Stuff

Treasures

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<td>Gold Statue</td>
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<td>Chairman's Office</td>
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<td>$200 in Zorkmids</td>
<td>Vault</td>
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<td>Small Gold Key</td>
<td>Received from Princess</td>
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<tr>
<td>Coin</td>
<td>Small Ledge</td>
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<tr>
<td>Rare Stamp</td>
<td>In Library's Purple Book</td>
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<tr>
<td>Crown</td>
<td>In Dusty Room's Chest</td>
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<td>Ruby</td>
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<td>Violin</td>
<td>In Steel Box on Carousel</td>
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Objects

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<td>Sword</td>
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<td>Blue Sphere</td>
<td>Making Black Sphere</td>
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<td>Green Cake</td>
<td>Shrinks you when eaten</td>
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<td>Restores normal growth</td>
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<td>Grue Repellent</td>
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1. Be trusting. Tie Chest to Rope. Wait. Hold Rope. Get Staff, don’t kill him, or Staff will break.


3. Fight Shadowy Figure. When defenseless, Take Hood and Cloak, don’t kill him.

4. At Lake, Drop All (save game—try taking Lamp into lake). Down, Get Amulet.

5. Indicator 1: don’t need.
   Indicator 2: Rub Table, Get Grue Repellent.
   Indicator 3: Get Torch. Rub Table, Drop Torch.
   Indicator 4: (Save game) Rub Table, spectacular death.

6. Use Grue Repellent. (Alternative: watertight chest can carry the Lantern.)

7. Get Key. Lift Cover. Cross Viaduct, which collapses in earthquake around turn 130. (Alternative: after earthquake, use Grue Repellent, get Key, return to Southern Shore immediately. There is just enough life in the Repellent.)

8. If Old Man isn’t there, leave and return later. Wake and Give Bread. Open Door.


11. After earthquake, tackle Royal Puzzle (see below). Get Book, don’t drop it in slot, which will get you out but leave you in a no-win situation.


14. Tell Dungeon Master to Push Button. Unlock Bronze Door with Key and enter the Treasure Vault of Zork!
One Solution to Royal Puzzle

(39 Moves)
(PSW=Push South Wall, etc.)

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Point Awards—Seven Maximum
(Easy to get and have winless situation)

1. Getting to Chest
2. Meeting Shadowy Figure
3. Attacking Shadowy Figure
4. Entering Lake
5. Rubbing Table
6. Pushing Wall in Royal Puzzle
7. Time Travel to 776

Point Awards:
- Chest
- Shadowy Figure
- Wall
- Time Travel
- Entrance
- Action
- Item
- Place

Total Moves: 39
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<th>Horizon</th>
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*Note: The table above is a sample of book titles, publishers, dates, and editions. The actual content may vary.*
VENDORS

Adventure International
P.O. Box 3435
Longwood, FL 32759
Phone: 305-862-6917

Avalon Hill Game Co.
4517 Hartford Rd.
Baltimore, MD 21214
Phone: 301-254-5300

Avant-Garde Creations
P.O. Box 30160
Eugene, OR 97403
Phone: 503-345-3043

California Pacific Computer Co.
1205 Drake Drive, Suite D
Davis, CA 95616-0819

Crystalware
Address Unavailable

Datamost, Inc.
8943 Fullbright Ave.
Chatsworth, CA 91311
Phone: 213-709-1202

Hayden Book Company
10 Mulholland Dr.
Hasbrouck Heights, NJ 07604
Phone: 201-393-6000

Hayden Software
600 Suffolk
Lowell, MA 08153
Phone: 617-937-0200

Highland Computer Services
8008 Gerard Ave.
La Jolla, CA 92037
Phone: 619-454-5079

Infocom, Inc.
55 Wheeler St.
Cambridge, MA 02138
Phone: 617-492-1031

Jor-And
P.O. Box 9180
Glendale, CA 91206
Phone: 213-247-6658

Logical Choice, The
9200 Baltimore National Pike
Elliot City, MD 21043
Phone: 301-465-3175

Micro Lab
2699 Skokie Valley Rd.
Highland Park, IL 60035
Phone: 312-433-7550

Origin Systems, Inc.
P.O. Box 58009
Houston, TX 77258
Phone: 713-333-2539

Penguin Software
830 4th Ave.
Geneva, IL 60134
Phone: 312-232-1984

Phoenix Software, Inc.
64 Lake Zurich Dr.
Lake Zurich, IL 60047
Phone: 312-438-4850

Quality Software
21601 Marilla
Chatsworth, CA 91311
Phone: 213-344-6599

Sabre Software
Address unavailable

Sentient Software
P.O. Box 4929
Aspen, CO 81612
Phone: 303-925-9293

Sir-Tech Software, Inc.
6 Main St.
Ogdensburg, NY 13699
Phone: 315-393-6633

Sirius Software
10364 Rockingham Dr.
Sacramento, CA 95827
Phone: 916-366-1195

Superior Software, Inc.
4312 Arizona Ave.
Kenner, LA 70065
Phone: 504-468-2273

Ultrasoft, Inc.
13503 Bell-Red Road, Suite 200
Bellevue, WA 98005
Phone: 206-451-8104
Once upon a time (isn't that the way the best literature starts?), when 16K computers were still the size of a house, there were adventure games. Since then, the two have evolved together. Computers are now more powerful and sophisticated, and adventure games offer greater stimulation, delight, and challenge than ever before.

Adventure games can excite the imagination, but they can be frustrating too. If all you need is just a hint or peek at a map to help you come unstuck, help lies between these covers.

The Book of Adventure Games takes the frustration—not the challenge—out of playing adventure games. It provides evaluations, maps, illustrations, and clues for over 75 of the most popular games available on the Apple and other computers. Adventurers of all skill levels looking for that specific answer to speed them on their way will find just the hint needed to keep playing. Maps and hints are presented in a way that offers help without giving away the whole game and ruining it for you.

This book won't tell you everything—just everything you need.