

A man with long hair, wearing a red cape and a dark tunic, is shown from the chest up. He is looking upwards and to the right, holding a large set of keys in his right hand. The background is dark and gothic, with stone arches and a staircase visible. The overall tone is mysterious and adventurous.

QuestBusters™

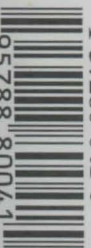
KEYS TO THE KINGDOMS

BY SHAY
ADDAMS

COMPLETE SOLUTIONS FOR
OVER **20** OF TODAY'S HOTTEST COMPUTER GAMES

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QuestBusters:TM Keys to the KingdomsTM

To 15th



QuestBusters: Keys to the Kingdoms

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Dedication

To faith

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THE QUESTBUSTERS GUILD

HERE I WAS, WITHOUT A CLUE AND ALONE IN THE DARK II — AS UNREADY AS ERIC FOR THE ADVENTURE THAT AWAITED ME BEYOND THE LANDS OF LORE. AND AS IF THAT WASN'T BAD ENOUGH, I SOON REALIZED I WAS GRIPPED FIRMLY BY THE HAND OF FATE, TOTALLY LOST IN TIME, AND WITH NO IDEA HOW I COULD POSSIBLY RETURN TO ZORK. WHERE COULD I TURN FOR HELP? A GLANCE AT THE ENGRAVING ON THE CRYSTAL CASE IN THE HALL — “IN CASE OF UNSOLVABLE PUZZLE, BREAK GLASS” — SAVED THE DAY.

WITHIN SECONDS, THE QUESTMOBILE SCREECHED TO A HALT BESIDE ME, ITS WINDOW MYSTERIOUSLY VAPORIZED, AND AN EMISSARY FROM THE QUESTBUSTERS GUILD HANDED ME A MAGIC SCROLL WITH THE ANSWER I NEEDED TO GET ON WITH MY QUEST. THE QUESTBUSTERS GUILD, THIS PLANET'S LARGEST GROUP OF ADVENTURE GAMING MANIACS, ARE THE WORLD'S FOREMOST DUNGEON DEVOTEES — DEDICATED

DRAGONSLAYERS WHOSE ALLEGIANCE TO THE ART OF ADVENTURE HAS RESCUED MILLIONS OF OTHERWISE STUCK-FOREVER GAMERS SUCH AS MYSELF, AND WILL CONTINUE TO DO SO INTO THE NEXT MILLENNIUM. THE FOLLOWING MEMBERS OF THE GUILD CONTRIBUTED TO THE CONTENTS OF KEYS TO THE KINGDOMS.

FRED J. PHILIPP AND CLANCY F. SHAFFER

Bloodnet, Curse of Enchantia, Dracula Unleashed, Eternam, Gabriel Knight: Sins of the Father Innocent Until Caught, Kronolog: The Nazi Paradox, Lost in Time, Quest for Glory: Shadows of Darkness, Shadowcaster, Shattered Lands: Dark Sun, Simon the Sorcerer, The Hand of Fate, The Legacy: Realms of Terror, Warriors of Legend

PAUL SHAFFER

Companions of Xanth, Leisure Suit Larry 6, Return to Zork, Star Trek: Judgement Rites, Police Quest: Open Season

ALFRED C. GIOVETTI

DragonSphere, Lands of Lore

TERRI POINTER

The Seventh Guest

STACEY PORTNOY

Sam and Max Hit the Road

Special thanks also go out to the crew that verified solutions in this volume: Bruce and Peggy Wiley, Jeremy Spear, Al Giovetti, Cory Dean McCormick and Shay Addams.

INTRODUCTION

GET KEY” — THIS UNIVERSAL CLUE HAS APPEARED IN SOLUTIONS SINCE THE DAWN OF ADVENTURE GAMES. WHETHER THEY BE FASHIONED FROM GOLD, OBSIDIAN OR JEWELS, KEYS HAVE PLAYED A CRUCIAL ROLE IN ADVENTURE GAMING SINCE THE HALCYON DAYS OF COLOSSAL CAVE. IN THAT GAME, ALSO KNOWN AS *ORIGINAL ADVENTURE*, THE VERY FIRST TASK A SUCCESSFUL QUESTER MUST PERFORM IS TO GRAB THE KEYS AND UNLOCK THE GATE THAT LEADS TO THE COLOSSAL CAVE’S ENTRANCE.

IN 1994, MORE THAN A DECADE LATER, WE FIND RUBY KEYS AND IRON KEYS VITAL FOR RESCUING KING RICHARD IN *LANDS OF LORE*. AND *LEISURE SUIT LARRY*, OF COURSE, COULD NEVER SCORE WITHOUT A ROOM KEY IN *SHAPE UP OR SHIP OUT*. IN FACT, ON EVERY QUEST SINCE CROWTHER AND WOODS’ GENRE-LAUNCHING ALL-TEXT ADVENTURE, *ORIGINAL ADVENTURE*, QUESTERS CONTINUE TO SPEND A GREAT DEAL OF

EACH JOURNEY INTO THE FANTASTIC SEARCHING EVERY CRACK AND CORNER OF EVERY ROOM AND HALL IN EVERY CASTLE, PYRAMID AND TEMPLE IN HOPES OF FINDING KEYS. AND ONCE A KEY TURNS UP, THEY SPEND EVEN MORE TIME TRYING TO FIGURE OUT WHICH DOOR IT UNLOCKS, OR PRECISELY HOW TO USE IT.

WHERE FIVE YEARS AGO THEY MAY HAVE TYPED "UNLOCK DOOR WITH GOLD KEY," TODAY'S ADVENTURE GAMERS ARE MORE LIKELY TO CLICK ON A PICTURE OF A KEY IN THEIR INVENTORY, THEN CLICK ON A MASSIVE IRON LOCK ON THE SCREEN. SOMEDAY WE MAY SIMPLY UTTER "GET KEY" TO AN ADVENTURE GAME SO VIRTUALLY REAL IT UNDERSTANDS AND ACTS ON SPOKEN COMMANDS — BUT NO MATTER WHAT FORM THE INTERFACE MAY TAKE, THE SIMPLE KEY REMAINS AT THE HEART OF THE ADVENTURE GAME.

FOR WITHOUT THE CORRECT KEYS, WE COULD NEVER UNLOCK THE DOORS AND PORTALS TO THOSE OTHER KINGDOMS, WORLDS AND DIMENSIONS OF MYSTERY AND FASCINATION THAT WE SO MUCH LOVE TO VISIT AND EXPLORE. LOCKED OUT FOREVER, WE WOULD BE STUCK FOREVER IN A DARK CAVE, DANK DUNGEON OR GRUE-FILLED PIT OUT THERE ON THE EDGE OF NOWHERE. SO AS YOU PREPARE FOR YOUR NEXT QUEST, KEEP YOUR EYES PEELED AND AN INVENTORY SLOT OPEN FOR KEYS OF EVERY SHAPE AND DESCRIPTION. THERE'S NO TELLING WHAT FORM, SHAPE OR COLOR THEY MAY BE, BUT IF IT'S AN ADVENTURE YOU'RE ON, YOU CAN BE SURE THERE'S A KEY AROUND THE NEXT CORNER.



BLOODNET

TYPE

Horroristic Role-playing

SYSTEM

IBM (Required: 386+, 640K, hard disk, DOS5.0+, VGA, two MB RAM. Supports: "all major sound cards." Strongly recommended: mouse)

COMPANY

Paragon

CYBERPUNK STORY, BLOODNET UNFOLDS

IN A FUTURISTIC NEW YORK CITY, WHERE

YOU ASSUME THE ROLE OF A VAMPIRE WHO

SPENDS MUCH OF HIS TIME IN THE NET, OR

CYBERSPACE. THIS IS A VIRTUAL REALITY

NETWORK WHERE COMPUTERS SEND INFORMATION BACK AND

FORTH, LIKE A BIZARRE VERSION OF TODAY'S INTERNET. AS

RANSOM STARK, YOU HAVE FALLEN VICTIM TO THE VAMPIRES

WHO NOW POPULATE NEW YORK, AND YOUR GOAL IS TO BECOME HUMAN AGAIN. IT'S

A WEIRD STORY, SORT OF LIKE A COMBINATION OF BRAM STOKER'S DRACULA AND

WILLIAM GIBSON'S NEUROMANCER (WHICH INTERPLAY TURNED INTO A ROLE-PLAYING

GAME SEVERAL YEARS AGO). THERE IS EXTENSIVE COMBAT AND A VARIETY OF OBJECTS

TO COLLECT, MOST CONSISTING OF NEURAL IMPLANTS AND WEAPONS. WHILE THE

GRAPHICS AND MUSIC ARE SIMPLE, BLOODNET OFFERS A UNIQUE STORY THAT ADVENTURERS WEARY OF SLAYING ORCS AND DRAGONS MAY APPRECIATE.

THE SOLUTION

GENERAL

Before getting involved in the game, familiarize yourself with the terms used in the game by reviewing the manual, paying particular attention to the Glossary. As you talk with other people, more and more places will appear on the map. By all means save, then visit them all. Take every opportunity to acquire better weapons and implants to improve combat performance. Save this game frequently. If the bloodlust becomes too great, you can buy blood at a number of places and drink it. In early versions of the game, you can walk through things or get out of a hole by pressing "M", a playtesting feature inadvertently left in the game.

TACKETT'S APARTMENT

When you start, you find that you have a neural implant which provides you with the cyberspace address, "Hope." When prompted, type in this word. Diedre Tackett's apartment has been ransacked, but the computer and cyberspace still function. Be sure and get all loose items. You may replace some as you acquire other more powerful components.

THE LAB

In Tackett's lab, select the enter cyberspace option from the game icon. Move two screens south to locate a Fats terminal that looks like a human, crystal torso attached to a circling ball. The Fats enables you to travel to various cyberspace locations. After using the address "Hope," you will be transferred to Tackett's cyberspace Well and find her journal. Reading this journal, you learn of her plight and assume she has gone into hiding. You also learn of Van Helsing and of Trans Tech power and wealth, the Lost Kids, Red Crosse and Ludwig Sampson. The Journal mentions the Incubus, which must be destroyed. To leave cyberspace, right click at the top of the screen.

THE ABYSS

The first place to go is the Abyss night club. Here you can recruit your members. Do not recruit more than three right now: Slash McLachlin, Kyle Avery and Rymma Fizz, who will later get her husband to join (you can have as many as six members). Next go to West 23rd Street and buy a patch cord at Aunties. You need this so other party members can be effective in cyberspace.

SAMPSON'S LAB

Since reading Tackett's journal, the Sampson address has appeared on the map at East 125th street. When you arrive at Sampson's, he will tell you he has written a cure for Vampirism and hidden it in a Well in cyberspace address "Zarathustra." You must leave at once, as Sampson is trying to kill you. Then return to his place and kill him. Go to the Well and get the file. Be sure and transfer any equipment from any of your people who get killed in the exchange.

RAMMA FIZZ

Ramma Fizz will persuade her husband to join your band if you take her to his hangout. Throughout this phase of the quest, explore all the addresses on the map to buy or trade for items.

CLUB VOLTAIRE

Go to the Club Voltaire, a hangout for the city's intelligentsia. Talk to all the customers, who are revolutionaries. You will meet Cyril Thorpe, whose friends will explain about him.

Gerry Soo will give you the address of a Well you can visit to see Thorpe, but he doesn't like you, so it is displayed in three different languages. You must go to a man named Benny Puzzle to translate the note. Benny speaks in Crossword Puzzle clues. You must solve the puzzle to get his aid. You will have to use several dictionaries to solve it or get the Babel Code.

He gives you one address, "noun," so you must go to cyberspace "noun" and use the balance of the clue that Benny gives you. To solve it you must know the standings of the various rage gangs in the city.

RAGE GANGS

BA: Black Abbotts
 UP: Uncouth Paupers
 SZ: Strident Zugs
 HM: Hard Metal
 KC: Kafka Conspiracy
 R: Rants
 PM: Pain Mothers
 ND: Nerve Duelists
 CB: Crush Bandits

BABEL CODE

To use the Greenberger Phonemes to get through the ICE, type SZ UP BA HM KC R ND PM CD. You will be granted access to the cluster, where you can obtain the Babel Code. Use the code while you are in space. If your hacking skill is great enough, you will be able read and speak Spanish, French and German. Return to New York and examine Gerry's note, and you can translate it. Now you can visit Cyril Thorpe and get his aid.

THE CLOISTERS

Red Crosse Knights live in the Cloisters located in upper New York. The guards will not let you in unless you disguise your vampire appearance. (Stark blends in with most other people.) To get in, disguise yourself by using a can of instapigment. The guards will let you pass. You obtain the instapigment from one of the female members of the Sid and Nancy gang. In the Cloisters, you will learn how to kill vampires and obtain the necessary weapons. You can also recruit a member of the Red Crosse as part of your group.

WEAPONS

To obtain the weapons, you have to get past Sir Theodoric. You can win his trust by casting a reflection into a mirror. To do so, visit The Kafka Conspiracy for the address of a gang of sim pirates known as the Icon Robbers. Search their headquarters for a camera. (You will need to gas them first with Somna Vapor bought from a peddler.) Use a gas mask, then use the camera to record an image of yourself. Return to the mirror in the Cloisters and use the camera the second time. A reflection will appear in the mirror, and you will get a variety of weapons.

THE SOULBLADE

The most effective weapon is a Soulblade. It must be bonded to you, and the only person who can do this is Sebastian. To do so, take Sebastian's rosary beads and place them beside Cyril Thorpe's. You must go to Cyril Well, and the cyberpsi will agree to temporarily block detection of your vampiric looks. Now go immediately to Sebastian, and he will bind the Soulblade for you.

SIR ANIAS

You will also meet Sir Anias, who is saddened by the loss of a comrade. If you retrieve his friend's breastplate, he will join your party. Randall's breastplate is in Van Helsing's penthouse. You will have to fight four vampires and must have the Soulblade. After defeating them, go to the upper left of the screen and enter the tomb.

LOST KIDS & INCUBUS

Now you are free to explore the city and cyberspace in search of the Lost Kids and Incubus. Incubus is the ultimate icebreaker program, a cyberspace picklock. With it you can break TransTech and eradicate it. After this, take care of Van Helsing.

ZEUS

You may meet the cyber entity Zeus. He will tell you to travel to a data cluster at address "softball" and meet a friend of his who is in trouble. Zeus gives you the address "ninja." This code is used to penetrate the ICE guarding the data cluster. Now attack and kill Van Helsing. His heart is in room 1122 at Trans Tech. Dr. John Harker will aid in the destruction of the heart.

HUMAN AGAIN

According to the text created by Sampson, you must kill the vampire that created you. A priest, rabbi, sheik, or some other holy person must perform an exorcism on the vampire's body, plus possession of the Incubus to excise the vampiric aspect from you while you are rendered as a cyberspace entity.

COMPANIONS OF XANTH



TYPE

Animated adventure

SYSTEM

IBM (Required)
640K, mouse, hard disk, VGA or VESA SVGA Supports: Sound Blaster, AdLib, Roland MT-32, RealSound)

COMPANY

Legend Entertainment

THIS PUN-FILLED QUEST TAKES PLACE ON THE FANTASY WORLD OF XANTH AND WAS BASED ON THE PIERS ANTHONY NOVEL DEMONS DON'T DREAM. A PAIR OF DEMONS ARE BETTING ON WHICH HUMAN CAN TRACK DOWN AND ACQUIRE THE PRIZE THERE AND THE WINNER GETS CONTROL OF XANTH. EACH OF THE HUMANS IN THE CONTEST IS ASSISTED BY A COMPANION FROM XANTH, WHOSE UNIQUE SKILLS AND POWERS WILL PROVE VITAL

XANTH IS DISTINGUISHED BY PUN-ORIENTED PUZZLES INVOLVING TASKS SUCH AS REACHING THE LAND OF AN OPPRESSIVE "CENSOR-SHIP," "AVOIDING THE VOID," AND GETTING "BEYOND THE PAIL" (A BUCKET THAT BLOCKS YOUR PATH OUT OF TOWN). XANTH ALSO INTRODUCES LEGEND'S NEW INTERFACE AND DISPLAY SYSTEM, WHICH REPLACES MOST OF THE WORD LISTS WITH BIGGER GRAPHICS WINDOW. EXTENSIVE

USE OF ANIMATED CUT SCENES BETWEEN SECTIONS OF THE QUEST ALSO SET XANTH APART FROM PREVIOUS LEGEND GAMES.

THE SOLUTION

GENERAL

In most all situations it pays to be polite when talking to characters. Still, there's little you can say that will lead you to a dead end. If you can't figure out what to do, you probably need to ask your Companion.

HOME

Take envelope. Open it and read it, the letter and the bracelet. Read post-it on computer. Go to entry. Push light switch. Go to kitchen. Open icebox and take mustard. When phone rings, answer it. Agree to bet. When doorbell rings, open door in entry. Take package and open it. Go to computer. Open game. Take diskette. Put diskette in floppy drive. Close drive. Flip power switch. Look screen. Talk to tiny man. Choose Nada.

GETTING STARTED

Wear glasses. Talk to Nada. Wait (she mentions second door). Open second door. Go northeast to forest. Look in spring. Look at cough drop bush. Go to town. Talk to woodman (gives you key). Take rock.

THE CENSOR-SHIP

Unlock gate with key. Open gate. Go to pier. Take sailcloth. Talk to Nada. Ask her to get rope from ship (and anchor). Go to deck (noting number of censers).

BEYOND THE PAIL

Go to crossing. Pry log-jam with anchor. In town, give log to woodman. Ask him to make a board. Go to meadow and try to take pail. Return to town and get board. Go to path between cliffs and put board on boulder. Put rock on board. Ask Nada to hit board. Go to meadow. Take pail. Go to screen door. Open mailbox and take envelope. Open envelope and read letter. Open screen. Talk to screen and ask about Ice Queen, Fairy Nuff, then solution. Open screen and door. Go to fairway, take tee. Go to fair. Give letter to Nuff (answer two censers). Ask Nuff about solution and explain the problem (getting recipe).

THE RECIPE

Go to green. Take egg. Go to screen. Take two eye screams, putting each in pail. Go to town. Take both lamp covers. Go to crossing. Pick buttercup. Take butter from buttercup and add it to pail. Fill pail with brook three times. Catch firefly with empty buttercup and add it to pail. Go to forest. Ask Nada to catch cough drop twice and add each to pail. Add egg and sailcloth to pail. Return to Nuff. Give solution to Nuff. On ship's deck, douse censor with solution. Repeat with last censor.

THE VOID

Return to Nuff and ask about path. Northwest. Look at desert. Wait and when door appears, ask Nada if she saw it. Wait and ask her again after each time it appears until it becomes solid (when you become certain). Open the door and enter.

EARTH

Go to love spring. Don't drink water. Keep waiting, and Metria will go away. Go to barrow and open door. When lights go out, wait. Don't drink when Nada (Metria) asks (she gives you finder). Go through maze to room with pestle. Take pestle. Go to switch room. Flip all switches until no more appear. Flip switches again, and glowing button appears. Push button. Save. Down. Don't say anything to Nada that will indicate you're looking at her. Agree to look at manacles. Talk to manacles (free her). Look at blue moss on wall. Go to mirror room.

MIRROR ROOM

Look in mirror. Go to plaque room. Touch plaque. Go to room with metal pad and get on it (teleports). Go to mortar room and take mortar. At door ajar, take it, then take jar. Return to prison and open jar. Fill jar with blue moss. Close jar. Return to door ajar room. Open jar and put moss on tree. North.

LAVA LAKE

At lava lake, talk to Nada. Ask her about her discomfort. Tell her to put her hair in bun (getting bun). Open mustard and squirt it on bun (the hot dog leaves). Talk to fireman and ask about Mack. Go to wall of fire and take charcoal. Return to plaque room in Earth realm.

PLAQUE ROOM

Flatten paper (from game). Put paper on plaque. Rub paper with charcoal. Take paper and look at it (firecracker mix). Return to lava lake and wait (get firewater). Use firewater on mortar. Put buttercup in mortar. Use pestle with mortar. Put mortar in rock opening.

Wait until dough is light brown, then take mortar. Offer to show mix to hand when it rises from lava. Go to wall of fire. Light firecracker. Wait for it to explode. North. Tie rope to anchor. Throw hook at rocks. Up.

WATER

Go to bridge. Offer to do something free for troll. North. Turn off hydrant. Take hose. Go to troll's lab. Look at well. Put hose in sink. Press blue button. Turn off faucet. Enter water (getting key). Return key to troll. Complete any of troll's object puzzles (getting crowbar and freedom).

COMPUTER

Go to computer. Agree to take test. After each question, read tome (from game) to find answers: the words are jumbled and missing a letter. Once you know the missing letter, take the corresponding tile in the depression. Open cylinder and put tile in it. Close cylinder.

Repeat this process until the tenth question. Talk to Nada (she notices the needed tile is missing). Take golf tee and put it in cylinder. Close cylinder. The computer forces you to resign. When you return from the computer sequence (Grundy gives you virus), take virus and put it in cylinder. Close cylinder.

ANSWERS

Reaps: spears
 Seat: dates
 Canes: pecans
 Rest: steer
 Mail: Lamia
 Some: moose
 Ocra: cobra
 Seal: fleas
 Paints: panties
 Glens: tangles

AIR

Enter the hut. Talk to Ma Anathe. Take sock. At mountain road, take windbag. Go to ogre boy. Put sock on vent. Return to hut. Attach wheel to cart. Push cart. Take sail. At jetty, put sail on sailboat. Untie the line. Open the windbag. Answers: error, airedale, window, air, conditioning, errand, windbag, airplane, airbag, windmill, breeze. Climb stairs and take sign. Give sign to Ma Anathe (getting potion). Give potion to ogress.

THE GAP

Go to Gap (you'll automatically switch Companions). In Gap, immediately talk to cloud, insulting it. Continue insults as dragon comes closer (freezes dragon).

CASTLE

Press loose brick on wall. Flip switch. Go to serpent's head. Catch cricket with jar. Cross serpent's tail (now asleep). Use crowbar on grate. At switch panel, watch creature in ice — eyes flicker, giving code for switches: 1, 2, 4. You meet Humphrey. Look at hypnogourd.

END GAME

Go to cellar door. Unlock lock with lok pic. Open doors. Down. Move cursor around in dark until you find skeleton's key. Take key and twine. Unlock door with key. Open door and exit. Tie twine to lever on stairs. Climb stairs. Press big red button (drops you through trap). Take pills. Take third book on mantle (returns you to stairs). Use Pane-b-gone pills on window pane. Take cane. Go to top of stairs. Use cane on hook. Up. Throw sword at the Prize (returns you Home). Go to kitchen. Answer phone.

CURSE OF ENCHANTIA



TYPE

Animated adventure

SYSTEM

IBM CD-ROM

(Required: 640K, CD-ROM drive.)

Supports: major sound boards)

COMPANY

Virgin

A SINGLE-DISK CD GAME FROM ENGLAND'S CORE DESIGN, CURSE OF ENCHANTIA IS A RELATIVELY LARGE ANIMATED GRAPHIC

ADVENTURE THAT TAKES YOU FROM A DUNGEON TO BENEATH THE WAVES, TO AN ICE PALACE ON A WORLD OF ICE, AND THROUGH A SURREAL FANTASY WORLD TO A FINAL CONFRONTATION WITH THE ENCHANTRESS IN HER CASTLE.

GRAPHICS ARE HAND-DRAWN, AND YOUR CHARACTER IS WELL-ANIMATED. THE CONSTANT MUSIC VARIES FROM LOCATION TO LOCATION, ADDING TO THE FANTASY ATMOSPHERE. THERE ARE DOZENS OF NON-PLAYER CHARACTERS WITH WHOM YOU MAY INTERACT, AND NUMEROUS PUZZLES TO SOLVE. THESE ELEMENTS, COMBINED WITH LOTS OF DIVERSE LOCATIONS, MAKE FOR AN ENJOYABLE

ADVENTURE THAT, UNFORTUNATELY, THOSE WITHOUT A CD DRIVE WILL NEVER GET TO EXPERIENCE.

THE SOLUTION

DUNGEON

Ask for "help," then get key and unlock the chain. Push on the wall to the right, front. Pick up the paper clip and use it to unlock the door. Exit. Take the fishbowl and look through the keyhole. Go left to find money and gems. Search behind the square rock for the last gem. Go out the door to the left.

UNDERWATER

Put fish bowl on. Look for the coin behind the rock on your right. Free the fish, then wait until it returns and drops the shell. Take it. Go left. Search the mud hole and get the worm. Talk to Mr. Fish and give him the worm. Give shell to the turtle. Take the rod and jump over the clam. Insert the rod in the plug.

CAVERN

Go to the big rock and get the seaweed. Push the button on the wall. Pick up fifteen rocks and give them to the rock basher. Take the twine from him. Go into the room with the hole on the side and look into the new holes as they appear until you get a twig.

Go outside and pick up the coin. Go to the other room with the hole. Take the computer screen in the corner. Go to the room with the board and get the board. Combine the board and boulder. Throw the screen and take the magnet. Descend, combine the magnet and twine and insert it in the hole to get spool of wire.

Go to walking mud monster and tie the wire to the two hooks. Take the mud and go to the wishing well. Put coin in the well to get three wishes. Take the hard hat and wear it to protect against falling rocks. Get in the bucket and combine twig, mud and seaweed. Wear disguise. Go to the back. The pirate will fall. Take his sword and use it to fight. Take bag of money.

TOWN AND CLIFF

Go to town. At Frank's Food, buy and eat meat. Give Sally See-All some money, then find the Mage's house and give money to him. At the cliff, walk very carefully along the ledge, push the large boulder and jump on it. Get the vase. Push buttons 4-3-2-1. Take the rope. Use vase as weapon on Tinman.

Go to the alcove between the falling rocks and take the rock. Go to the big boulder and stand where the rock hits you on the head. Wear helmet. Throw rock. Go to ledge and throw rope, then jump to rope (watch for boulder). Look at inscription, then say "Open Sesame." Enter the cave and talk to the parrot. Return to town and give the Mage more money for disguise. Leave the town near Sally See All's, past the Guard.

OTHER WORLD

Go to the left of the bug band and get some weeds. Go to the front of the band and

talk to a man. Go to Giant Nose and insert weeds in the Giant Nose. Take the pen and stamp from the pile. Get the sock from the pile behind it. Go down the stairs and take the remote control unit. Go to the ship and take a cassette from the mound that is left of the ship. Use the money pile on the sock and fight the robot with the sock filled with coins.

THE SHIP & THE BAND

On the ship, take the first board and throw it horizontally across the foreground of the stream just to left of the curve. Try this until you get it right: the board should be at right angles to the way you found it. Take the second board and, while standing on the first board, throw it. You can then cross the stream and get the cloth.

Return to the band, go to the left and get letter from the pile. Use the stamp on it then put it in the mailbox. Go to the left through the fireballs and get a silver tray. Put the cassette in the band's console. Push the remote to get the tape back, then give the tape to the man outside the cave. He will give you a card. Enter cave, then yell "Help". Take the can of cleaner. Put the card in the door to the right of the band.

On the cloud, walk left at first, then keep moving to the right until you are in front of the bag. Take the bag and get off cloud. A door will now have appeared by the cave. Enter it, and throw the cleaner. Push the foil, then the button. Throw the bag and tray. Take the fan and unlock the door with the paper clip.

Back in town, buy some meat at Frank's and eat it. Go to the costume shop, give him some money and take the dress. Go to the dressing room and put dress on. Leave through the door on your left.

ICE WORLD

Take the snowball and throw it at the monster. Go straight back and get the deodorant can, then use it. Go left two screens and take the board. Go left one screen and down a screen. Throw the board over the hole. Get the fish.

Go to the right and give fish to the Eskimo. Take fishing rod. Go down another screen and say "Hi" to the walrus. At the ice block, pull rod for wood. Use wood on the ice block to create fire. Take ashes. Go to northwest corner and walk across chasm on whales back. Yell "Help." Enter hole.

ICE PALACE

At lake with the boat, throw ashes and ride on Sea Serpent. Outside the Palace, pull the icicles from largest to smallest.

Enter the Palace and take the broom and dice. Throw the dice. The numbers you throw will allow you access to certain rooms. All threes and or all sixes will each give you a different set of rooms. Look for a gun. Fight, using the broom, to get it. You will obtain a number of things: an ice cube, megaphone, magnifying glass, jack, icicle, and later a whistle. After getting the gun, put it in the holster by the gears to lower the basket. Take all in the basket. Take piece of glass and suntan oil. To get the icicle, you will also need to fight with the broom. You will find the whistle at the end of the hall to the right.

Go to the window at end of hall. Use the whistle on the megaphone to combine them and fight with them. Jump out the window. Use the magnifying glass in the hole under the laser (northeast). Use the ice cube on the northwest hole, icicle on southwest and glass on southeast. Put the jack under the door. Enter.

THE ENCHANTRESS
.....

As the Enchantress fires, walk toward her, then jump up onto the throne. In the next room you're teleported to, use the suntan oil when the giant hand grabs you. Keep going forward and get the matches. When you reach the room where the ogre is located, hide behind the pole until it sleeps. Go to it and put the match in toe, then fight match with match box. Take the fire extinguisher.

CEMETERY
.....

Back in town, give more money to the Mage. Take the bone out of the casket. Use the bone as a weapon. When the vampire comes at you, run behind the grave and he will fall in it. Take the mirror, shovel and cymbals. Fight vampire with the shovel. Take the cross and garlic, go to next vampire and push the gravestone. Get the vacuum cleaner. Eat garlic at the next vampire. At the next, fight with cross, then use the cymbals on last vampire. Enter the gate.

CASTLE
.....

At the fire gate, push. Inside the castle, go to the left and get ring from floor in the study. Go right into the library. In the middle, pull a book from the bookcase to open a passage.

When you encounter the Enchantress, fight with the vacuum cleaner. Then use the fire extinguisher, and fight with the fan next. Finally, use ring on the Enchantress.

DARK SUN: SHATTERED LANDS



TYPE

Fantasy Role-playing

SYSTEM

IBM (Required: 386+, two MB RAM, hard disk, high density floppy drive or CD drive, VGA, mouse.)

Supports: Sound Blaster, Ad Lib, Audio, Roland. Recommended: 1 MB RAM.)

COMPANY

SSI

22

S

HATTERED LANDS IS THE FIRST IN SSI'S SERIES THAT REPLACED THEIR GOLD BOX GAMES. IT INTRODUCES A RACIER ENGINE THAT USHERS IN MORE DETAILED GRAPHICS, A UNIQUE GAME DESIGN, AND REAL-TIME COMBAT BASED ON THE AD&D SECOND VERSION RULES. THIS STORY TAKES PLACE ON THE SAVAGE WORLD OF ATHOS, WHERE YOU AND THREE GLADIATORS

FIGHT YOUR WAY OUT OF THE SLAVE PENS. OTHER ESCAPEES HAVE SETTLED IN THE WILDERNESS, BUT THE RULING DRAJIAN TEMPLARS ARE PLANNED A RAID TO Wipe THEM OUT. YOUR GOAL IS TO UNITE VARIOUS GROUPS AND DEFEAT THE TEMPLARS. THE NOVELTY OF THIS SYSTEM IS ITS MULTI-CLASS CHARACTERS, WHO CAN CHANGE CLASSES AS THEY ADVANCE. GRAPHICALLY THIS IS A WHOLE NEW WORLD FOR AD&D

AS YOU CAN SCROLL ACROSS THE TOP-DOWN MAP AND EVEN EXAMINE AREAS YOUR PARTY CAN'T YET REACH. COMBAT, MAGIC AND INVENTORY MANAGEMENT ARE IMPROVED OVER THE GOLD BOX GAMES, AND DARK SUN IS THEREFORE MORE ACCESSIBLE TO THE CASUAL ROLE-PLAYER. IT CAN TAKE FOREVER TO SAVE AND RESTORE GAMES ON ANYTHING SLOWER THAN A 486, WHICH IS THE NEW SYSTEM'S ONLY SIGNIFICANT DRAWBACK.

THE SOLUTION

GENERAL

Use the pregenerated characters if you want to start quickly. They may not be the best, but they are functional. If you really want the game to go quickly, create your own characters and set all of their statistics and hit points to the maximum levels. It makes a difference.

Check all dead bodies, old or new. Take anything that looks important, such as a shovel, pick or arrows. Make sure your Preserver learns the Wall of Fire spell when it becomes available; you'll need it in the final battle. Use the overhead map (just hit "O" on the keyboard to bring it up) to check for opponents and interesting features every time you enter an area. Refer to the map when you're reading this walkthrough; all the directions are based on it. Save the game often and don't get so wrapped up in it that you forget to have fun.

ARENA

The quest begins with your party going into the arena. Before passing the bone fence, save the game, bring up the game menu and choose the "easy" setting under "Preferences." As you kill opponents, check their bodies for better weapons and armor. Don't shout any comments back at the announcer, or you will have another fight. On the other hand, if you feel up to the challenge and want the experience, shout away — it's a great way to build up characters. Pick up any coins thrown to you and talk to the tied-up prisoner to the east, who will request water. Bring him some when you get the chance.

THE SLAVE PENS

After the battle, go back the Slave Pens. Do not rest your party at the fire pit yet. Take some time to visit and talk to everyone. Ask the Trustee about the people in the slave pens. Make sure you get him to let you in to see Dinos, which is important. One of the prisoners in the western section will tell you about a prisoner outside who has hidden a jewel. After you supply the prisoner outside with water, he'll tell you more. After you talk to everyone, go to the fire pit and rest, you'll be visiting the arena again soon.

ESCAPING THE PENS

Build up your characters as much as possible in combat. There are three ways to escape. If you locate the jewel, you can bribe your way out (into an ambush). If you have to fight Scar, you can ally with him and get out via the western entrance to the arena.

The best way to escape is by talking with the girl Gilal. When she talks about escaping, she gets very sick. Go to Dinos and tell him she is in severe pain, and he will heal her. Gilal will tell you how to escape from the prison through the northwest room. If you decide to take this route, kill Kurzak, the guard near the entrance to the slave pens, and get his key. You will have a large battle on your hands. Afterwards, search the guards' quarters and get anything you need off the bodies. Don't forget that you can carry bags and chests; each holds six items and takes up only one inventory slot. After resting in your cell, go south and west and kill the Templar in the southwestern room to get a good sword and gear. Proceed to the northwest corner of the slavepens. Run up the grating there and enter the Sewers.

THE SEWERS

Tell the Tari to let you pass or die. Then get all the information about the Warrent from Churr, the Tari in the room just north of where you entered. Look at the map and go to the large room west of the entrance to the sewers. Kill the Worshippers in the temple. Get the bone crank off the floor and use it to open the door to the north. Free the chief's daughter held captive inside. Go east to where there is a Tari guarding two locked gates. Talk to him, and he will open the gate and take you to the chief. Defend the Temple of Skulls from the Worshippers.

After the fight, use the bone crank on the broken wheel in the temple. Enter the Skull Temple and ask the Skulls about the Flushing Tunnels and the Staff of Parting. The Staff is hidden in the drain pipe in the north wall. Be sure to get permission before taking the Staff. Talk to the Chief and get your reward, the Helm of Contemplation. On the way west, stop and rest at the fire pit in one of the alcoves.

To escape the Sewers, use either of the two exits: the guarded main entrance for the water, or the secret exit. Check out the sewer drains in the north wall, across the muddy water. A lever in one should be pulled to open the secret path. After you open the secret path, continue going east, then north to a large body of water. Use the Staff of Parting on the water. The pond will drain and open to allow you access to Dagolor's lair.

DAGOLOR'S LAIR

This sequence is optional, but should boost your characters a level or two and will yield some good loot. (If you don't want to deal with it, skip this and go out the secret path to the Fields.) When you enter Dagolor's Lair, go east, north, east and south through the door. Mow, the Watergate watchman, will help you. Go to the southeast room, kill the four guards and take their necklaces. Have each party member wear one.

Now go to the Door of Eyes, which will allow you to pass. Head for the northwest room. On the way you will run into Dagolor's assistant, who provides you with some monsters to fight and disappears. The second time he appears, just south of Dagolor's room, you can kill him. When you kill Dagolor, you'll discover it was only his duplicate; you must slay him again on the way out. Be sure and get the Wand of Missiles.

and Dagolar's Wand. After you collect the loot, leave Dagolar's lair and use the secret entrance to the Fields.

THE FIELDS

There is a pylon to your west, and to the north in a small grove is a slave. Agree to let the slave follow, and he will give you a large Gem. Place it on the top on the Pylon. You will need it there later. Now go to the gate at the north end of the field and kill the guards. Click on the gate and it will open, allowing you to escape to the next area.

TEAQUETZL

North of the fields is a wasteland. Talk to Egrus and use his fire pit to rest up. After you have rested, go north out of this area and you'll be at Teaquetzl Village. Go see the Village Council; they will recognize you as the heroes of a prophecy made by the resident Visionary. The Council has reserved a house for you; go there, rest and take the presents they left you.

Visit the Visionary, who will speak with you and then give you Llod's Rod of Travel, a very useful item. Llod's Rod allows you to teleport to any pylon that has its gem in place, allowing quick travel between areas. To see Tynan and get the gem for Teaquetzl's pylon, go to the well and turn the crank to empty it. Climb down into the well and talk with Tynan, who requests that you get both his and Tristam's Heart Stones. Pick up the gem and climb out of the well. Put the gem in Teaquetzl's Pylon, then leave the village. Go one area south, then one area east and you'll be in Red Mesa Country.

RED MESA COUNTRY

Go east until you meet a character who thinks you are with the Veiled Alliance. He can identify your magical gear. As you leave, he gives you a Wand of Metal Detection and a Teleport Gem. Put the Gem in the Pylon lying on its side near the center of this area. Go to the southwest part of the central mesa and talk to Notaku, who will pay you to deliver a package of Pith to Father Garyn in Teaquetzl. Accept the quest and go south.

DAMAGED CARAVAN

Coming south from the red mesa, you will see a wrecked wagon surrounded by survivors. A man will ask you to save them from Magera bandits to the south. Head south and kill them. Go back to the wagon; the people want you to rescue the women who have been taken north. Do so.

Upon your return, the caravan's warriors will be there. Ask them to join the alliance against Draj. Don't ask for a reward, and they will give you a magical sword. Go back north to the place where you rescued the women and look for a bridge. You can use the vines next to the bridge for a rope. Use the rope to climb down into the underground temple below the bridge. Talk with Tristam. You must get her to give you her Heart Stone as a token for her escort. Use it, and her substance will flow into the Stone. Leave the temple and go north, back to Red Mesa country.

BACK IN RED MESA COUNTRY

From here, go two areas to the north. You will meet a band of Elven slavers and a Templar. Talk to the Elven Leader if at all possible and convince him to fight the

Templar and join the alliance. If you can't convince him, you'll have to fight the guards and those of the Templar. Either way, after the battle, talk to the slaves before they leave, then go north to the Elvish Caravan.

ELVISH CARAVAN

When you arrive, tell the guard you want to trade. Go to Caravan Master in the central wagon and accept a commission to get rid of the Wyvern Bandits. Then go to the Pylon and sell him all of your surplus gear. Buy the large Yellow Gem from him and put it in the Pylon. Go to the northeast and rest.

SAND DRAWINGS & CEDRILITE

From the caravan, go one area south, two areas west, two more areas south, and you'll be at the sand drawings. Go to your overhead map display and look for the dragon drawn in the sand. Walk over to its "eye" and dig (you need a shovel; if you don't have one, come back later). You will find A'Poss's Heart Stone and a spell scroll. Go west to Cedrilite village.

Wyverns and Bandits are attacking when you arrive in Cedrilite. Kill them, then talk to Chaya, the village leader. Tell her you want nothing, and she will offer the gear under her bed. This includes the Travel Gem for Cedrilite; put it in the Pylon. Talk to her about the Castle, and she will send you to see Krikor. Upon urging, Krikor will show you the entrance to the cave.

THE CAVE

Enter the Cave and go west to the southwest room. Talk to the Outcast and follow his advice. He will take you to the cliff and give you a rope. Climb the cliff and talk to the Dark Spider, who will give you a token. Go north, being careful not to get too close to the floor design. Go around the design and use the sword cursor on the brickwork entrance to open it. Enter, get the four necklaces and wear them. Also get the gold star pendant and read the journal.

THE QUEEN & THE ENTITY

Exit the Cave and go north. The Queen will talk to you. Agree to help her. As long as you leave her to attack the entity, you will be stopped by Prince Clikk-tunk, who asks you to join him on an attack on the Queen. Agree to do so.

Now head east to where there are five red spots on the map. Kill the contaminating Spiders, then go south and drop the gold pendant into the hole. This kills the entity and seals the hole. On the way back to the Queen, you will be attacked by three Spiders, and later when you fight the Queen, four more. The Prince will help you in the battle with the Queen. After the battle, go with the Prince to the Mindhome people and make peace, then visit the Outcast to get a piece of silk armor and a place to rest.

THE CASTLE

Go to the Castle. One of the Mindhome people will go with you and open the door. Inside, go to the northeast and kill all the caged Wyverns. You will then be attacked by Bandits. Kill them and go up the stairs to the north.

On the second floor, go to the far northwest and slay the Earth Elemental. Then talk to the Wind Druid and follow his advice. Get the key from his bed and go to the southwest corner of the map. Enter and slay the Wyvern Master, then get the Wyvern

ook. Look for a key behind the ex-Wyvern Master's bed; you can use it to get into the treasure room. Go back to the Druid and give him the Hook. He will give you a Wind Potion and heal you.

REMOVING THE SIGLS

Go to the northeast room. Kill Tara and use the Wind Potion to keep her dead. Get Tynan's Heart and the Silver Necklace. Return to the Druid, rest and ask about the hidden treasure.

To get to the hidden treasure, you will need the Serpent Boots. Return to the first level of the castle and go to the northeast section of the maze (where all the Zombies are). Open the door and use the Wind Potion to erase the Sigls on the floor. Go west and open the north door. In the northeast corner of this room is a jar. Look in it and you will find the Serpent Boots. Head for the southeast portion of the castle. Go around the wall to the two Vrock, kill them and then click on the wall north of you. Enter and you will find a magic sword and a lot of loot.

Use Llod's Rod to teleport to Cedrlite. Ask Chaya to join the alliance. After she agrees, teleport to Teaquetzl. Talk to the village council, then deliver the Pith you got from Notaku to Father Garyn. Agree to take Father Garyn's Pith Extract to Linara in Gedron. Next, go to your house, rest and get the gifts that were left for you.

Go down in the well and talk to Tynan. Use Tynan's Heart to collect his spirit, then stand in the circle on the floor and use the heart to teleport to the main part of the temple. Put both Heart Stones on the Altar. The rooms will all open. You can now loot the temple or come back and do it later. Go to the second room from the northwest and climb up the rope into Gedron.

GEDRON

Go to Linara's house and give her the Pith Extract from Father Garyn. She will tell you about Wymis and her sister Jasmine. Go to the large house in the center of the village. In the house, inspect the drape on the north wall. It will open, allowing you access to Wymis' room. Do not kill Wymis, or the villagers will die. Agree to get the statue parts he requires, then go to Linara's house and rest.

STATUE PIECES

Leave Gedron by the east entrance. After an encounter, go to the southwest, kill the five Ssurans and pick up the first statue piece. Exit this area to the north. In the next area, kill the Magera. Look for a grappling hook in their camp to the north.

Take the hook back to where you entered the area. Click the grappling hook on the broken bridge and pull it into place; then cross the bridge. Go all the way north to where a girl is chained to a rock in the Silt Sea. She is Jasmine, Linara's sister. Free her. Kill the Silt Monster and the Druid, then get the last Statue piece from the dead Druid's body. Jasmine will give you a book for her sister and two spell scrolls.

Return to Gedron. Go to Linara's house and rest. Then go to the well in the center of the village and give the statue parts to Wymis. He will free the village and challenge you to kill him. Do so. Then he will animate the statue and try to leave. Kill the statue.

Go back to Linara and talk to her. She will ask you save Gedron's warriors, who are being held captive to the north. Leave Gedron via the north entrance. Ignore the slavers in this area; they won't attack unless you do.

Walk over to where the warriors are being held captive. Talk to their leader. Tell

him that Wyrmis is dead, and he will lead his men back to Gedron. When the slav try to stop you, talk to their leader. You can convince him to leave the area without fight, and as an added bonus, he'll give you some good armor.

Go back to Gedron. Talk to the Mayor, and he will agree to join the Alliance. Give Jasmine's book to Linara, and she will tell you of a safe under the rug in Wyrm room. Lift the rug and have your Thief open the safe. You will get some good items and the transport gem for Gedron. Install the gem in the Pylon in the northeastern tion of the village. Now teleport to the Elvish Caravan. Collect your reward from the caravan master and agree to stop the Mageran Raiders. Sell any extra gear you have. Kel, rest, then teleport to the Red Mesa area.

MAGERA & CITY OF BONES

Like the Dagolar sequence, the mission to stop the Magera is optional. (If you do want to do it, teleport to Teaquetzl and prepare for the end game.) At the Red Mesa area, go out the east entrance to the City of Bones. Go to the northern exit and the Magera they will be punished if they stop you. They'll let you pass. Do not kill the Magera in this sequence, or you will miss out on some very good items and a few experience points.

THE WARRENS

Once inside the Warrens, walk east to the large room shown on your map. Blow your way past the guards by demanding to see Balkazar. Once you are past the guards, go south out of this area and you will be in an abandoned temple. Kill Vrock in the main room and get the spell scroll they are guarding. After the Vrock dealt with, walk east into the room with the Shadow. This is Tanelyv.

TANELYV

Tanelyv wants you to bring the slaves to the temple to be healed. Ask him how get them to follow you, and he will suggest that you bring the blind one down. Go back up and tell the guards what has happened, and tell them that you will take care of Balkazar. Go through the Warrens and on to the southernmost room on the west of the map. Get the Blind One to follow you and take him to the room of healing south of Tanelyv (the room with the white walls).

After the Blind One is healed, take him back to get the slaves. He will take them down to be healed. Wait for him. After he returns, help him convince the slaves to throw off Balkazar's yoke. This done, go back to Tanelyv, who will tell you to go to Balkazar. He will also give you a ring that increases the wearer's wisdom, a good item for a Cleric. As an added benefit, you may now use the healing room to rest your party.

SLAYING BALKAZAR

To kill Balkazar, you must destroy the focus from which he enjoys immortality. Go back to the Warrens and leave via the eastern entrance of the large room. Kill Balkazar's guardians.

Go to the north room where two Babau are taunting a Magera. Wait until the Babau tell the Magera that they are going to kill it, then attack. After you have slain the Babau, the Magera will lead you to Balkazar's room. Enter and tell Balkazar you come to join him.

Follow Balkazar into the room to the east. Do not let him teleport you to

Temple. Instead, attack the mirror on the north wall three times. Do not attack Balkazar directly until the mirror is broken. When the mirror is destroyed, you can easily polish off Balkazar and any minions he's summoned up. Search the area to the east for some good magical items and lots of money.

Once you've looted Balkazar's place, go back to the temple and talk to Tanelyv. He will give you his armor as a reward for defeating Balkazar. Leave the Warrens and teleport to Teaquetzl. At Teaquetzl, talk to the village council, then go to your house, rest and retrieve the gifts left for you. Try to leave Teaquetzl via the south entrance. The Visionary will show up and tell you to explore some long-forgotten ruins and retrieve the Genie bottle. After he is done speaking, leave the village. You will automatically be transported to the ruined city of Korbnor.

KORBNOR

Talk to the Psurlon at the gate. Kill it if you want; you'll have to do so later anyway. The ruins are full of traps, so have a Cleric or Druid cast Find Traps. Make this character the party leader, or the spell will be wasted.

Go to the large chamber along the northern wall of the ruins. Tell Cragg's Shadow you want the Genie to defeat an evil army; he will agree to give it to you if you provided that you retrieve his body and lay it to rest. Go to the southwest corner up the Western Hall. At the top of the hall is a body. It's an illusion. As you approach, it becomes a teleportal that will teleport you to the southeast portion of the ruins. Go north up the hall and find the true body. Use the teleportal to the north, and it will take you to the dead King's room. Go back to Cragg. Put the body in the center tomb, and get the Genie bottle and a +3 two-handed axe.

PREPARING FOR BATTLE

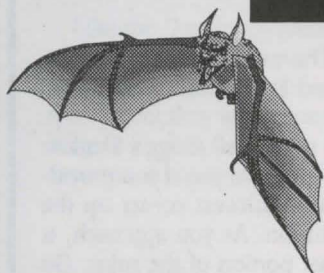
Go back to the entrance to the ruins. Summon the Genie and wish for: 1) to help defeat the army. 2) If your party is badly wounded (less than half their hit points) and/or has used up most of its spells, wish to be healed. If your party is in good shape, wish to have a weapon duplicated (which weapon is up to you, but El's Drinker is recommended). Save one wish for later regardless. Ask for nothing more at this point. Now distribute the gloves he has given you and any weapon you had duplicated, then save the game. Resummon the Genie and allow yourself to be transported to the battlefield.

THE BATTLEFIELD

When you arrive, you are joined by Jasmine and two Fighters, then cut off from the rest of the army by an attack. Don't sweat this first fight; it's intentionally easy. Use area effect spells like Fireball to get it over with quickly. Save when it's over, then summon the Genie and wish to be healed. Also cast any defensive spells you want to use at this point.

When the second phase of the battle starts, cast Wall of Fire and Entangle spells in front of your party. Conjuring an Elemental can be useful, as most of your opponents can't hit it, but they'll waste their attacks trying. Use your combat spells as much as possible and stay out of melee when it can be avoided; these opponents are tough. After you win this fight, you will receive Dragonsbane, a +4 sword, and you can find a magical axe on the late commander's body as well. You can now continue to explore the game world if you like.

DRACULA UNLEASHED



S

ET IN 1899, TEN YEARS AFTER DRACULA WAS DESTROYED AT THE END OF BRAM STOKER'S NOVEL, THIS HIGHLY CINEMATIC HORROR STORY CASTS YOU AS ALEXANDER MORRIS. ARRIVING IN LONDON TO INVESTIGATE THE DEATH OF YOUR BROTHER, KILLED IN THE FINAL BATTLE WITH DRACULA, YOU DISCOVER THE FIEND IS LOOSE AGAIN AND SET OUT

TO NAIL HIM. THE STORY FEATURES ONE OF THE BEST "INTERACTIVE FILM" SCRIPTS TO EMERGE IN THIS FLEDGLING GENRE, AND INCORPORATES ALL THE CHARACTERS FROM STOKER'S NOVEL, RELYING ON DOZENS OF LIVE ACTORS VICTORIAN SETS TO PRODUCE MORE THAN AN HOUR OF FULL MOTION VIDEO AND A VARIETY OF DIGITIZED VOICES. FANS OF ICOM'S SHERLOCK

TYPE

Animated adventure

SYSTEM

IBM (Required: 386SX/20MHz, CD drive with 150K per second transfer rate (350ms seek time recommended), 4 MB RAM, DOS 5.0+, Microsoft-compatible mouse, 16-bit SVGA with 512K RAM, or 8-bit VGA hard disk needed only to save games; game runs directly from CD Supports: Sound Blaster, Ad Lib Gold, Sound Master II, Microsoft Sound System, Pro Audio)

COMPANY

Icom Simulations

HOLMES CONSULTING DETECTIVE SERIES WILL BE FAMILIAR WITH THE ICON-DRIVEN INTERFACE, AND NEOPHYTES WILL MASTER IT IN NO TIME. AMONG THE FINEST MULTIMEDIA ADVENTURES YET PRODUCED, DRACULA UNLEASHED IS, IN ADDITION TO BEING FUN TO PLAY, AN EXCELLENT WAY TO SHOW OFF YOUR CD-ROM DRIVE TO FAMILY AND FRIENDS.

THE SOLUTION

GENERAL

Success hinges on being in the right place at the right time, and in some instances holding the correct object/item before entering a location.

DAY ONE

At 7:00 AM, visit Annisette. You will pick up a strange white cloth. Travel to the Hades Club, then Newstand. Read articles in paper. Go to Holmwood's for Harker's address.

Go to the Pub at 10:00 AM to get the Bookstore address. Go to Telegraph, hold Janos card and enter. Go to Bookstore for Asylum location and Occult book. Now visit Harker's Home (note roses) for card with Harker's Office.

Visit Asylum for blackjack. Check out Hades Club again. At 3:00 PM go to Holmwood's for gift. Go to Harker's office, hold gift and enter. He will give you a cross amulet. Return to Hades Club.

Hold the amulet and check on Annisette. She will take the amulet, and Juliet will give you a rose. Now head for home. Hold blackjack, wait until 9:00 PM, and enter home.

Read telegram from Janos. You will receive a Bowie knife. Check out the Pub, then go to the Asylum. Back home to sleep.

DAY TWO

Wait until 7:00 AM. Repeat the Day One sequence: Annisette, Hades Club, Newstand (for location of Cemetery), Holmwoods', and finally, the Pub at 10:00 or later.

Hold Janos card and Telegraph. Now go to Harker's home, then the Bookstore. Hold cloth and enter the Bookstore. You'll get a Byron book and the location of University. Hold rose and return to Harker Home.

Go to the Asylum for Von Helsing's calling card. Hold card. Send telegram. After 3:00 PM, hold knife and go to Harker's Office. Note Dictaphone.

Visit Hades Club to get a gold coin. Go to the University. Hold coin and enter. Exit, hold cloth, enter. Check on Annisette. At 9:00 PM, go to Harker's Home. You will get Jonathan's diary.

Return to Annisette to get note for Devlin. Deliver note to Devlin (hold it to do so) at Hades Club and get key ring. Go home to read Telegram from Janos. Hold key ring and go to Bookstore for manuscript. Home to sleep.

DAY THREE

.....

Visit Annisette. Go to Cemetery. Wait until 10:00 AM. Enter. Hold blackjack, then go to Asylum. Return home for telegram from Briarcliffe. You will get the cloth back.

Hold manuscript and go to University. Hold cloth and go to Hades Club. Hold manuscript and go to Holmwoods. Head to the Bookstore, then the Newstand. Now go to Harker's home. Hold manuscript. Wait until 9:00 PM. Enter Harker's Home. Exit for enactment with Wolf. You will get Wolfbane. Go to Annisette, then home to sleep.

DAY FOUR

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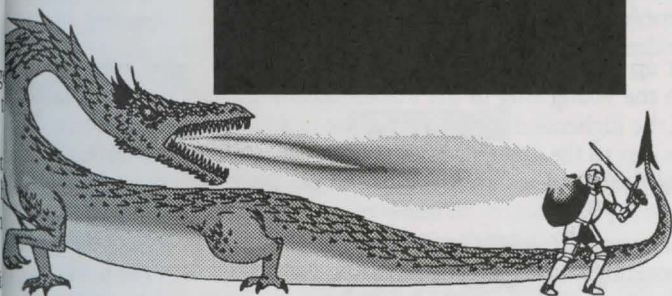
At 7:00 AM, go to Hades Club, then to University to get keys. Go to Asylum to get stake and mallet. At Harker's home, get cross. Send telegram to Janos, then go to Harker's Office.

Head for the Cemetery, but wait until noon before entering. Then go to Holmwood's, the Newstand and the Pub (get note from Arthur). Go to Hades Club, then home. Read telegrams from Briarcliffe and Seward. You now have the Dictaphone tube.

Go see Annisette. Hold tube and go to Harker's Office. Go to the Pub for nap with crosses. To Cemetery. Hold stake and mallet. Enter. Go home. Read telegram from Janos.

Go to Annisette. Exit. Reenter. Go to Harker's home. Go to Holmwoods, then Annisette. Hold cross. Go to Hades Club.

DRAGON- SPHERE



TYPE

Animated adventure

SYSTEM

IBM (Required: 286/12+/DOS 3+ (386/16 & DOS 5 recommended), 2 MB RAM, 12 MB hard disk, MCGA or VGA Supports: Ad Lib, Roland, Sound Blaster, Pro Audio, Spectrum, Covox, mouse (recommended))

COMPANY

MicroProse

THIS WAS THE FINAL ANIMATED ADVENTURE PRODUCED BY MICROPROSE, SO IT ADOPTS THE SAME STYLE AND INTERFACE SEEN IN REX NEBULAR. AS THE NEW KING OF A FANTASY LAND, YOU HOPE TO DESTROY THE EVIL WIZARD SANWE BY RECRUITING FOUR DEMI-HUMAN

RACES. IN A NOVEL TWIST, YOU CHANGE ROLES TO THAT OF PID, A SHAPESHIFTER, FOR THE CONCLUSION OF THE QUEST. THE PUZZLES

CONSIST OF MAZES, WORD PUZZLES AND A TREASURE HUNT FOR VARIOUS OBJECTS THAT MUST BE USED IN THE CORRECT PLACES IN ORDER TO ADVANCE THE PLOT.

WHILE IT'S A SMALL WORLD, WITH ONLY 52 LOCATIONS, THESE PLACES ARE INHABITED BY FAERIES, BIRD MEN AND OTHER INTERESTING CHARACTERS. TWO DIFFICULTY LEVELS EXTEND GAME PLAY.

THE SOLUTION

GENERAL

Potential dead ends exist. You will often not be told that you have made an incorrect response to the word puzzles until an entire sequence of questions has been answered incorrectly; thus you will not know which of the answers were incorrect. You may go back and try different answers until you have the correct sequence. Saving the game often and recording your actions carefully will eliminate these problems.

THE CASTLE

The King wakes up with only one item in his inventory, a signet ring that, when invoked, will return the young king to the marketplace of the castle referred to by the book. Open the book on the nightstand to the west of the bed. Try to take the crown. Then open the chest. Go east to the Queen's bedchamber. Take or read the diaries from the bottom shelf of the bookshelf on the west wall of the queen's bedchamber; do so twice.

Look around the room. Go south to the hallway, west to the end of the hallway, and south to the meeting chamber. Look at the bookshelf. Look at the books on the center part of the lower shelf of the bookcase. Pull the books on the center part of the bookcase. Pull the switch behind the books. Pull the tapestry on the east wall, revealing a door. Look at the door. Try to open the door. Look at the swords and furnishings in the room. Try to pull the rugs and tapestries. Go south.

Be nice to MacMorn (if you are tough, he gets nasty — try it, but save first). Look at the DragonSphere. When you get the magnified view of the DragonSphere, look at it again, touch it, and try to take it. Go north through the east door in the north wing to the ball room. Take the goblet on the left table in the center. Take the bone of the floor near the scullery maid. Talk to the skullery maid until she welcomes the king; then visit her bedchamber. Go south twice into the council chamber. Continue to pull the rugs and tapestries. Look at the sword and shieldstone. Take the sword and shieldstone. Look at the papers on the table. Go north to the throne room, then go east to the marketplace.

MARKETPLACE

Talk to everyone: Shapechangers, Soptus, Faeries, guard captains and merchants. Take good notes of all conversations, since you will need them later, especially the Soptus language of the Soptus desert people. Ask the merchant for fruit. Talk to the merchant again for additional information. Save the game. Jump down the well. Reload the saved game. Go east to or otherwise activate the realm map. Select the land of Shapeshifters to the east of the Castle on the realm map.

SLATHAN

It is rumored that the stones will be the downfall of Sanwe. The guards at the entrance to the land of Shapeshifters do not want to let you in. If you need to reload the game to the Castle Marketplace, do so. Be persistent and insist on getting in. Give the guards your fruit. Give the guards the fruit. Save the game.

Go east to the pool. Talk to the twisted and sick rocks and trees. Throw the shieldstone in the pool. Take the tentacles that are sheared off. Go east and talk to the man who is smoking a pipe and sitting on the hill west of the cave entrance. Talk to

an until he gives you the polystone.

Enter the cave, go east and watch the animated sequence and take notes. Get the ball. Go out of the cave to the west and talk to the man on the wall. Save the game (optional), go east to the monster and talk to him. Save the game. Go back to the wards and ask for the fruit. Go west to the world map. Select the land of the Faeries, east to the northwest of the Castle.

LAND OF FAERIES

Save the game. Be very nice to the Faerie sitting on the rock, and he will remove the guardian. (Faeries refer to humans as the fair ones. Though Faeries speak to annoy the fair ones, test their limits, study their behavior, and express hidden hostility to the fair ones, faeries are great friends to the fair ones.) Once the guardian moves out of the way, you can get into the maze by moving west.

THE MAZE

In the maze, keep clicking on the red fireflies until you get Ralph, and ask Ralph if it is safe to go now. Ralph always lies when he is red. If Ralph says that it would not be safe, then it is safe to go through the maze to the east.

BUTTERFLY KING

This brings you to the Butterfly King, who will ask you a lot of questions. The Soptus have an odd language, which you need to understand to please the Butterfly King and convince him to give you his stone. Lavish admiration is the Soptus way. "Tra" can be added many times to any Soptus word to make it grander and grander. For example, shush is the Soptus word for sand, tra-shush is Soptus for home, and tra-tra-shush is Soptus for safety, and tra-tra-tra-shush is Soptus for the will of the people. Sohan is the Soptus word for woman, while tra-sohan is the word for women, and an old Soptus proverb says that two women are trouble.

The following are the correct questions and answers for several Butterfly King riddles:

1. What is my name? Answer: Callash.
2. Who might you be? Answer: Anyone.
3. What is Callash? Answer: It is my name.
4. What will happen if you eat the mushroom? Answer: I won't like it.
5. Why do the faeries tease the fair ones? Answer: They like to challenge authority.
6. What is the greatest race in the land? Answer: The race of 500 chariots.
7. Why must you destroy Sanwe? Answer: Sanwe ravages and destroys the land.

Take the Butterfly King's presents and leave by going east until you reach the realms map. Select the Soptus desert city to the south east of the Castle.

THE DESERT

Walk to the tent in the desert. Save the game. Talk to the man in the tent (friend in the desert) and take notes. Answer "no" to the first question and "yes" to the second question.

The man in the tent will give you directions in Soptus language. Shab means north, Ecliptus is west, Falla is south, and Popo means "and." Write down the directions and translate them. If you die in the desert, restore and try again. Follow the directions, and you will go to the oasis in the desert with two shamen and one guard at a tent.

Talk to the shaman, who will give you the yellow power stone. Talk nicely to the guard to gain entrance to the tent. Tell the guard that you are the gaming partner of the Caliph in the tent. In the tent, be lavish in your praise and you will witness a dancer and score more points. Play the gem game until you win three prizes, then leave the tent. Go back to the realm map by going east out of the oasis, and select the Tower in the mountains in the south.

THE MOUNTAIN

Walk through the shield. You may need to touch the shield barrier with a stone to get through. Save the game. Talk to Llanie, the girl beyond the barrier near the waterfall. Be very nice (bottom choice) or average (middle choice) where appropriate to Llanie, and she will give you an amulet and a kiss. Restore and try again if you fail.

Climb the mountain wall in the northeast or rear right of the screen, where you will meet Llanie and notice loose rock. Go north to the shak nest on the mountain. Take the feathers. Save the game. Climb until you get up to the next ledge above the shak nest. When the monster attacks, use the sword on the monster. This monster will kill you if you do the wrong thing, so be careful and quick. Save the game.

SHAK ATTACK

Go west along the ledge and take the mud from near the waterfall. Talk to the shak and convince him that you are trying to help him. Tell the shak that you will kill the wizard and return for your reward. Climb down the mountain to where you met Llanie. Go west and look for a cave opening just under the waterfall to the east. Take the gold nugget just to the west of the waterfall. Enter the cave. Talk to the wizard, Ner-Tom.

Go back to the shak nest and climb until you reach the top of the mountain. Walk around behind the tower to the northeast. Once you emerge on the east side of the tower, walk to the west in front of the tower. Try to open the door. When the wizards grab you, answer their questions:

1. favorite color? Answer: red.
2. What did Sanwe injure? Answer: his leg.
3. What is Sanwe's favorite food? Answer: beef stew.

Open the door and go inside the tower.

INSIDE THE TOWER

Throw mud at big eye in east wall. Go east into the next room. Take the music box. Take the vortex stone from the cabinet in the northeast of the room. Save the game.

Go east again into the next room. Use the vortex stone on the rope to take mud from the rope. Take the rope. Look at everything in the room. Take the flask and place it on the metal plate in the center of the table under the glass spigot. Turn the gas stopcocks on the east and west sides of the apparatus, causing the flask to fill up with green acid. Take the flask of acid.

Open the southeastermost animal cage and take the dead rat out of the cage. Take the rat in the circular stone freezer from the top. Open the clear door on the side of the freezer and take the rat. Go west until you go into the elevator room, just to the west of the room with the mud in the eye.

DUNGEON ROOM

Go north from the elevator room into the dungeon room. Take the torch from

wall bracket. Pour contents of the acid flask on the floor near the center of the west wall. Tie rope to manacles over the hole. Walk back to the elevator room and push the bottom button and go downstairs. Save the game. Enter the room and stay to the right of the room off of the electrified floor. Put the torch in the wall sconce on the east wall of the room.

Go back up to the dungeon. Climb down the rope by going down the hole.

Get the sphere from the pedestal and return to the dungeon room. Take the elevator up to the top floor by pushing the top button on the west wall in the elevator room. Save the game.

After watching the mouse get fried in the room, put the frozen rat on the doorframe. Put tentacles on the door frame. Go north into the room with the water-making machine. Put the teleportal at the top of the window where the water leaves the room. The water will extinguish the burning floor to the east of the top floor of the elevator room. Go east from the top floor elevator room and examine everything. Get the polystone to mimic the blue powerstone. Save the game.

Go east into Sanwe's room. After the animated sequence scene, when you can move again, throw the blue powerstone at the planetarium circle of spheres in the southeast portion of the wizard's room. After Sanwe dies, get the black sphere and the map on the middle of the north wall. Open the chest in the east portion of the room, and get the crystal sphere and spirit bundle within the chest. The quest continues with the hero as Pid, a shapeshifter.

NER-TOM'S CAVE

Return to Ner-Tom's cave, where Llanie is lying near death. Save the game. Put the spirit bundle on Llanie. Talk to Llanie and construct the following poem from the words given to you in the conversation window: "Thou art a rose - but no! For no rose as fair did ever grow in any land." Use the doll to heal Llanie.

Return to the shak, who is west of the waterfall on the first platform while climbing up the mountain. The shak will tell you to go west to the second shak nest beyond the pillar maze. The pillar maze can be traversed by jumping to the most northeast of the pillars, then going west, south, east, south, south, west, south, west, north, north, north, north, west, west, south, east, south, south, south, west, north and west. You can also get a good map of the pillar maze by examining the map you picked up in Sanwe's room. When you reach the shak nest, take it and put it on.

THE SOPTUS

Go to the realms map and return to the Soptus. Save the game. Gain entrance to the tent by telling the guard you are the Caliph's gaming partner. Play the gem game until you win two more times and two prizes: the Soptus sporific and the sand flies. After drinking the Soptus sporific, use the doll to heal your character. Take the sand flies to the Butterfly King screen. Save the game. Go to the west of the screen and use the sand flies on the giant toads. Get the crown from the table within the center of the ring of toads. Save the game.

SHIFTER CAVE

Go to the land of the shifters. Give the guards the Soptus sporific. Use the doll to heal yourself after the guards fall down unconscious. Go into the shifter cave to the east and watch the animated sequence. Go west to the monster blocking the way to the shifter village. Use the doll to heal the monster, proving that you are a shifter. Talk

to the woman sitting near the shack, and you will learn that you are Pid Shuffle. She will give you a shifter ring that will allow you to transform into a snake, bear and seal.

Make sure you have a bone and feathers. (The bone can be found near the tent, just near the entrance to the desert. The feathers can be found at the first shak nest in the mountain.) Put the feathers on the bone. Use the vortex stone to put magic into the unactivated spirit bundle, and make an active spirit bundle. Give the bundle to the shaman at the oasis to go to the spirit plane. Go east from where the two shamen take you to the spirit plane. Save the game.

DISK MAZE

Follow the mirror image of the map for the shak nest pillars to get across the maze of the disks. Jump to the disk one north from the southwest edge of the maze, then go south, east, north, north, north, west, north, east, east, south, south, south, east, north, east, north, north, west, north and east. Then jump off to the east and exit the screen to the east.

Use the shifter ring to shift to a snake and go across the pit of snakes. Go east. Use the vortex stone to take magic from the grapes that the roc is eating. When the grapes are gone, give the dates from the Caliph to the roc. Get the soul egg from the nest. Put the black sphere from Sanwe's room into the nest to replace the soul egg. Leave the screen to the west and return to the two shamen by retracing your steps and going back to the realms map.

CASTLE & GUARD

Go to the castle by invoking the ring you were given in the castle when the game started, or by selecting Castle from the realms map. Talk to the guard captain. Admit you are a shapechanger. Deny that you did anything wrong.

Tell the guard captain of the Queen's mother's evil. Ask the captain if there is anything you can give her to let you go. Use the doll to heal the scar of the guard captain. The guard captain will ask for the scar back. Give the guard captain her scar back. Jump down the well.

WELL BOTTOM

Get the rare coin on the east side of the river. Shift into a seal, swim to the well and talk to the queen in the dungeon. Go to the west side of the river. Gaze into the crystal ball. Invoke the crystal ball. Take the emerald from the cave in the northwest wall of the well bottom. Save the game. Open the grating in the west bank of the underground river. Go down the stairs.

Put the statue on the stairs to weight them down. Go west into the nest room. Speak the words on the parchment. Go west to where the king is embedded in the ice in a vault. Use the ring to shift into the bear. Pull the king in the ice. Give the soul egg to the king when he is out of the ice. Talk to the king. Go with him to save the queen and confront MacMorn and the evil Queen's mother.

Open the door. Go up the stairs. Push the wall switch at the top of stairs. Wear the crown. Push the wall switch again, or until door opens. Go through the open door to the top of stairs. Shift into a bear. Attack MacMorn with the sword. Invoke Llanid's amulet.

ETERNAM



TYPE

Animated adventure

SYSTEM

IBM (Required:
640K, hard disk.
Supports: major
sound boards)

COMPANY

Infogrammes

ETERNAM IS A BIZARRE ADVENTURE, REMINIS-
CENT OF MICHAEL CRICHTON'S SCIENCE FIC-
TION FILM WESTWORLD. AS SPACE MARSHALL DON JONZ, YOU
ENTER A PLANETARY FUN PARK — THE WORLD OF ETERNAM. YOUR
NEMESIS HAS INFECTED THIS VIRTUAL REALITY WORLD WITH A
KILLER VIRUS, AND YOU ARE OUT TO FIND AND DESTROY IT. THE
HAND-DRAWN GRAPHICS ARE BOLSTERED WITH OCCASIONAL DIGI-
TIZED PHOTOS. EXTERIOR SCENES ARE 3-D, FIRST-PERSON VIEW

WITH COMPLETE 360-DEGREE ROTATION. THE VIRTUAL REALITY ANIMATION IS
SMOOTH AND TOPOGRAPHICAL. THERE IS SOME COMBAT, BUT MOST OF IT CAN BE
AVOIDED. MOVEMENT IS CONTROLLED WITH THE CURSOR KEYS. SIMPLE MUSIC AND
SOUND EFFECTS ARE HEARD HERE AND THERE. A STIMULATING, VERY CHALLENGING,
OFTEN FUN AND FREQUENTLY FRUSTRATING ADVENTURE, ETERNAM IS A UNIQUE

EXPERIENCE — ONE YOU'LL ENJOY ONCE YOU GET USED TO IT.

THE SOLUTION

GENERAL

Talk to everyone you meet for clues, advice, direction, information and items. Enter every location possible. Examine all locations. Take all items.

You can engage in as much combat as you'd like, or avoid most of it by quickly continuing to move along the roads to a location. Resting will return your health to maximum. Time is not a factor.

All directions here are based upon your own viewing perspective. North is forward, south is back, east is to your right and west is to your left.

DUKE'S ISLAND

DUKE'S CASTLE

Follow the road to Duke's castle. Enter. Go north and west. Get sweetmeat. Go east twice. Get match. Go west and north to the train, which will push you south. Go north to the hall past the train. Move west to the room with mirror. Get infrared glasses. Go to central corridor and north to guard. Give sweetmeat to guard. North.

TRIBUNAL

Talk to Tribunal about Ordeals. Go west to the map room and examine map. Go south to storeroom and get camera. North. East. East. South. Take stairs up to cave entrance. Up. Go west, south, south and east to the Jester. Note boat. West twice. Get onion skins. Return to the cave entrance.

ORDEALS

Eyes: Stand under eyes and use the onion skins.

Flames: Stand under both eyes, get soaked, then run through flames.

Log: Speak to create echo, then cross log. Go north to the caged monster, avoid it, then west.

Slicer: Use infrared glasses to see invisible path.

Follow path to the west.

Levers: Left up, right down.

Furniture: Don't move! Light the match.

Last room: Go to center of room for a lift.

DUKE

The Tribunal will give you a tiny knife. Go up stairs to Duke's sons room, where you found the onion skins. Go north through the secret passage and talk to Duke. He will give you money. Exit and return until he won't give you any more. Exit castle.

LEAVING ISLAND

Go around the castle to road on the opposite side. Follow road. Talk to old woman.

cleaning chimney in Temple of Roses. Ask if you can help her. Get letter. Continue to follow road to waters edge. Wade through water to next island.

BARON'S ISLAND

OUTSIDE

.....

Follow road to first house. Give letter to Marianne and get the royalist rosette. Go to the building with Charlotte. Tell her you'll be her agent. She will give you money. Exit and return until she won't give you any more. Locate the house with the old woman who has an axe. If you have the rosette, she'll give you the guild password to get into the secret room in the Tavern.

MIDDLEVILLE

.....

Don't buy the compass, which is practically useless. Fight giant in wrestling ring for money. Cut his pants with tiny knife to win. Walk around town and pick up the rackets. Check out the Tavern and secret room (tell barman you want something "strong"). Talk to the Ferryman.

JAILED

.....

Walk on the grass outside Baron de Basseville's house to get arrested. Speak to the voices you hear outside cell. Suggest a present. Offer \$1,000 to little girl. Move brick and escape.

AUTHORIZATIONS

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Baron de Basseville's: Enter house, go north to Baron, talk to him. Baron de Hauteville's: The house is west of the compass seller. Enter. Go east and north to the Baron, talk. Go south, west, north, north and east. Hide behind screen. Use camera when Baroness is talking to Nuke. Return to Baron and show him the picture. Go to Ferryman and show him the two authorizations. Get on Ferry.

HIGH-TECH ISLAND

GETTING ADMITTED

.....

You must correctly answer fifteen questions. The answers are as follows:

Choose first answer to questions 5, 6, 11, 16, 20

Choose second answer to questions 1, 4, 9, 10, 15

Choose third answer to questions 2, 3, 7, 8, 12, 13, 14, 17, 19

Any answer will work on question 18

COMMANDER'S CITY

.....

Pick up access card in Main Lobby. Down to level -1. Talk to engineer, get card. Go up to level 1. Search drawers in your apartment, get card to level 3.

Other cards are found on levels 3 and 4. Level 3: Check area outside room where people are trapped in time for card to level 4. Level 4: Tell Capt. Skirt you want to see the commander for level 5 card. Ask Capt. Skirt how to get out of city for level 2 card.

PERISCOPE

Shake control panel at the Pumping Station outside city.

TRAPPED IN TIME

Go to level 1 in City and use stall in the bathroom to transport back to Bar Island. Go to secret room and buy star map. Teleport back to City, go outside and follow low road to building with pool. Dive in pool. Talk to astronaut. Give map. Get food. Return to where time travelers were.

EGYPTIAN TOMB

Use other stall to teleport to Egyptian Tomb. Enter, go east and get rosy stone. Go west. Note symbol on wall. Continue west. Examine Genie lamp. Any answer. Go north to Hieroglyphics room.

HIEROGLYPHICS ROOM

Return to Mr. Spot. He will translate stone. Sketch the translation. Return to Egyptian Tomb/Room. Cross floor by stepping on blocks that correspond to the alphabet: A, B, C, etc.. (in, east, north, west, west, south, west, west, north, east, north, east for 10 times, south, south, east, north three times, west three times, north, out).

THE TOMB

Walk down ramp and pick up sceptre. Knock down glass with sceptre. Drink contents of glass. Go north and east to the Snake Room. Kill snakes. Stand under mirror and "SPEAK". Get all pieces of mirror (3). Go south, east and north to the room with "X" on floor. Place big bit of mirror on "X". Move aside. Get small bit of mirror.

BARRIER

Go west to Statues Room. Take all statues except for first blue statue. Proceed south to the stairs with knife and glass on the floor. Get knife and use it on yourself. Put blood into glass. The electrified barrier will now be down.

STATUES

Enter room north of barrier. Place statues on floor: the yellow one north, blue one east, orange one west. Place pieces of mirror: on stone at ramp, down in next room north in next room and east in Snake Room. Return to room where you placed the statues.

ESCAPING

Walk to center of room and use rackets to rise up. Enter sarcophagus to get Sphinx. Answer questions: 3, 3, 1. Enter Sphinx. Open sarcophagus. Take Rod of Miniaturization and use it.

THE BOAT

Return to Duke's Island and go to Duke's Castle. Enter the room with the Jesus and boat. Use rod on boat and take it. Return to outside Commander's City. Go

Pumping Station. Activate boat. Use rod on boat. Enter boat.

DRAGON'S ISLAND

INFORMATION

Take the road to the right and talk to the Hermit in the hut to find out what's going on and what you'll have to do. Heading back the other way, you can visit Dr. Skallfass and Kobor for additional information. The only remaining dwelling is the Dragon's Warren. Head for there.

DRAGON'S WARREN

Enter and go upstairs. Pass through Chamber into Maze. Go through Maze to other Chamber. Get remote control bone. Talk to Alchemist. Tell him you will "Fetch Priest". Go down, north and west through the secret door. Talk to Priest. West. You will be taken to Prince Odonai. Tell him your final wish is to take the "TEST".

HAREM

Go west to Harem. Talk to Concubines. Take three mushrooms. Go south to Chamber, move plank. Cross plank to pool, get diamond. Return to Harem. Eat green mushroom. Exit to the east.

DR. SKALLFASS

Return to Dr. Skallfass. Show him the flag. Give him the remote control bone. He will give you the Prince-killer outfit. Return to the Warren.

THREE DOORS

Go north to three doors. Enter any door. Go east to the rock band's bedroom. Get bone and cannonballs. Go west to mirror. Cut mirror with diamond. Go west and put bone in iguana's mouth. North.

LOWER LEVEL

In the kitchen, hide behind column. When cook turns away, substitute round mushroom for spices. Go to Prison. Put cannonballs in empty cell. Duke's son will give you a flute. Exit prison.

PRINCE ODONAI

Stand in front of Cobra head and play flute. Enter opening and use Prince-killer outfit on Odonai. Get snake-shaped key. Exit. Stand in front of Cobra again and use key. Enter lowest level.

FINALE

Pull lever on wall twice. Swim across. Push one of the stones. Replace stone when you see "GLOOP". Jump into pit. Walk up to Idol. Enter secret chamber. Go up and look out window.

GABRIEL KNIGHT



TYPE

Animated adventure

SYSTEM

IBM (Required

386+, four MB

RAM, hard disk,

mouse, 256-color

VGA, DOS 5.0+

Supports: Sound

Blaster, Ad Lib,

Roland MT-32,

Microsoft Sound,

General MIDI)

Recommended 48

COMPANY

Sierra On-line

A DARK STORY OF VOODOO, GABRIEL KNIGHT

IS NAMED FOR THE LEAD CHARACTER, A

WRITER WHO IS THE LAST DESCENDANT IN

A FAMILY COMMITTED TO FIGHTING THE

DARK FORCES OF THE SUPERNATURAL.

WHILE WORKING ON A BOOK ABOUT

VOODOO, YOU BEGIN EXPERIENCING HORRIFIC NIGHTMARES

THAT GROW WORSE AS YOU GET INVOLVED IN THE INVESTIGATION

OF A GRISLY MURDER. WHILE ON THE CASE, YOU WILL EXPLORE THE BACK

STREETS, ALLEYS AND CEMETERIES OF CONTEMPORARY NEW ORLEANS — SIMULTANEOUSLY

SEEKING CLUES THAT WILL ULTIMATELY TO SAVE YOU FROM THE ANCIENT

CURSE THAT IS CAUSING THE NIGHTMARES. THE STORY UNFOLDS IN TEN DAYS, EACH

DAY FILLED WITH MACABRE EVENTS, EACH NIGHT HAUNTED BY FRESH NIGHTMARES.

THE SOLUTION

This is a very linear game and you must do everything listed to complete that particular day. When you get up in the morning each day, have a cup of coffee and read the morning paper for hints of what you should do that day.

DAY ONE

On the table on the far side from the coffee pot are a pair of tweezers and a magnifying glass. Get them and put them in your inventory.

Check over the books, paying special attention to the German book of poems on the left side of the back wall. On the right side is a book on snakes, and under the window a German-English Dictionary. Use the question icon on Grace and ask for messages until you get them all. This will add the Police Station and Grandma Knight home to the map. Take the gift certificate from the Cash Register. Leave bookshop.

GRANDMA KNIGHT

Check the New Orleans map and go to Grandma Knight's home. Ask her about Family and Family Members, which will put the cemetery on the map. Go to attic and search for the sketch book. Check on the old clock, which appears unusual. Put "operate" icon on it and note that the outside dial, which consists of six faces, will move.

Turn the dial until the dragon face is at twelve o'clock, then move the hour hand to three and the minute to twelve, so it now is set at three o'clock. Use the "operate" on the crank, and the bottom drawer will open. Take the letter and photo. Talk to Grandma and ask her about the signature "Heinz Ritter" and the word "Shattenjager." This will also add these words to your talk topics.

MOSELY & THE MIME

In answer to the Mosely message, go to police station. Talk to desk sergeant, who will give you a envelope containing a picture of the last murder and Mosley.

Go to the northwest corner of Jackson Square. Walk close to the mime and get him to follow you. Keep away from other people and go to motorcycle cop in the southeast section of the park. When the cop leaves, "operate" the motorcycle radio and put the crime scene on the map.

CRIME SCENE

Go to the crime scene on the shore of Lake Pontchartrain, where you will find Mosley. Study the Veve marks near the body. This will add "patterns" to your topics. Study the marks with the magnifying glass: continue to look at the grass on the right side of the tree and locate a snake scale. This will add "snakes" to your topics. Go along the shore and get a clay sample, then sketch the Veve marks in the sketch book. A car will stop, adding the name "Malia Gedde" to the topics.

THE FILE

Visit Mosley and ask him about the patterns at the crime scene, which adds "other patterns" to the topics. Mosley will tell you about six other patterns. Ask about the other patterns, and he will tell you to ask Officer Franks to see them.

Go talk to Franks, who will get the case file. Look at them, then put them back on her desk. Go back to Mosley and suggest you need a picture of both of you together

for the book. He will call in Franks to take the picture. Now use the talk icon and them you want to check your hair. Go out of the office, take the file to the cop machine and make a copy of the tracks. Put the file back. Go into the office and the picture taken.

Go to the Dixieland Drug Store and talk to the owner. Show him the murder ture. Look at the sign St. Johns Eve and ask Willy about Voodoo. These steps will "St. John's Eve" and "Cabrit Sans Cor" to your topics. Return to the Book Shop ask Grace to get information on Malia Gedde.

DAY TWO

When you get up, greet Grace, then have coffee and read the paper. Get information about Malia Gedde from Grace.

MOSELY'S BADGE

Go to the Police Station. As you go into Mosley's office, operate the thermostat on the left side outside the door. Turn it up to 80. Mosley will take off his coat. Ask for a cup of coffee. When he leaves the room, go to his coat and get his badge. Leave and go to Jackson Square.

THE ARTIST'S PAINTING

On the northeast side you will see an artist lose a picture, which has blown behind the fence. Go to the Hot Dog stand and offer the owner the gift certificate (from One) for a hot dog. Take the hot dog to the boy who is dancing next to 4 D St. and give it to him, then ask him to get the picture which the artist could not reach.

Take the picture to the artist and ask him to find a design in Veeve patterns. You have to give him the six patterns from Mosley office and the one you sketched. The artist tells you to come back the next day.

VOODOO

Go to the Voodoo Museum and ask Dr. John about voodoo, which will add "Modern" and "Historical Voodoo" to your topics. Continue asking questions about both subjects until he begins repeating his answers. This conversation will add "Moonbeam" to the map and "Marie Laveau" to topics. Asking about Marie Laveau will add the "Louis Cemetery" to the map and topics.

Go to the Gedde Estate. Operate the door knocker. Show your badge to get in and see Malia Gedde. Ask her about voodoo several times, then about Lake Pontchartrain. Flirt with her until she has you thrown out of the house.

CEMETERY & MOONBEAM'S

Go to the St. Louis Cemetery and talk with the caretaker. Ask him about Marie Laveau many times, which will add "Other voodoo marked graves" to the topics. Look at the Laveau tomb wall and copy the markings. Then look for the Gedde Tomb.

Go to Moonbeam's home and ask her about St. Johns Eve, Voodoo, animal magic, and Grimwald (her snake). When doing so, ask her to demonstrate her dance with the snake. There is a dead skin in the snake cage. Get it for comparison to the snake found at the Lake. Take the coded voodoo message from your inventory, and

Moonbeam will translate the code.

Go to the Dixieland Drug Shop and encounter Madam Cazaunoux. Ask Willy about animal masks and about Willy Jr. He will tell you he wants \$100.00 for Willy Jr., a crocodile mask. Return to the book shop ask Grace to research Madame Cazaunoux.

DAY THREE

Get a cup of coffee and read the paper, which will add Tulane U to the New Orleans map. A friend will come and want to buy your grandfather's painting. Sell it to him for \$100.00. Ask Grace for messages, and she will give you Ritter's phone number plus a page from the phone directory. Go to your room and get the hair gel out of the medicine cabinet. Use the phone to call Cazaunoux's house (No. 555-1280). While talking, you will hear a dog barking and someone call the dog's name.

Look in the phone directory to get the Vet's name. Call him (555-6170). Tell the assistant about dog dancing lessons, and you will now have the Cazaunoux address, which will also appear on the map. Call Ritter in Germany (49-09-324-3333). Ritter is a relative who will try and get you out of New Orleans, as he feels you are in danger. Go the Gedde Tomb and have another meeting with Malia Gedde.

JACKSON SQUARE AGAIN

.....

Go to the northeast corner of Jackson Square and get the reconstructed drawing from the artist. Go to the northwest part of the square and watch the Fortune Teller. After she dances, touch her and she will drop her veil. Get and examine it for another snake scale. Look at it with the magnifying glass, then take the scale with your tweezers. Return the veil to her. She will tell your fortune and leave crying. Return to the book shop and have Grace do research on the drawing. Then go to Mosley's office and watch the meeting between him and Crash.

TULANE U

.....

Go to Tulane U to watch the lecture. Afterwards, go to Dr. Hart's office and ask him about "Cabrit Sans Cor." Show him the murder photo and the pattern design, which he will copy for further research. Question him about Animal Masks, Black Voodoo and St. John's Eve.

MADAM CAZAUNOUX

.....

Go to the St. Louis Cathedral. Enter the Priest's ready room on the right of the screen and take a white collar and black shirt. Then go to Madam Cazaunoux's House.

Outside her house, use the hair gel, white collar and black shirt. Operate the door knocker. Inside, ask her about "Cabrit Sans Cor." She won't discuss it until she knows you know the meaning, which will add "human sacrifice" to the topics. Then ask her about human sacrifice, real voodoo queens, and secret voodoo hounfour. She will show you a bracelet. Use "bless bracelet" to get it in your hands, then use the fake clay on it to make a mold. Return the bracelet and leave. Go to Dixieland Drug Store and buy the Mask. As a gift, you will receive a bottle of Gambling Oil in your inventory.

NAPOLEON HOUSE

.....

Talk with the bartender, asking about voodoo, bar patrons several times, Sam and

Voodoo. Talk with Sam, who won't respond until you take the Gambling Oil out of your inventory and use it on him. Give him the following responses. 1: Ever wonder why Markus wins every time. 2: This is powerful Voodoo oil. 3: This voodoo oil will make a nun get lucky. After this, Sam will take it and win, then agree to make a copy of the bracelet for you. Return to the Book Shop.

DAY FOUR

Get up, drink coffee and read the paper. Get the Veve clippings from Grace. Go to the Napoleon House and get the bracelet from Sam.

Go to the overlook near Jackson Square. Click the "operate" icon on the binoculars and watch the drummer and another man talking with him. Go to Jackson Square and follow the other man to the Cathedral. Use the Snake bracelet on Crash to make him talk. Ask about the Drummer. Ask about "Voodoo Hounfour." After Crash dies, look at him closely. Use the "Open" icon on Crash's clothing. This will reveal a snake bracelet too. Use the sketch book on the tattoo. You will have added "Rada Drums" to your topics and "tattoo tracing" to your inventory.

DAY FIVE

Get up, drink coffee and read the paper. Ask Grace to do research on Rada Drummer. Get Gunter's Journal and letter from Grace. If you don't have the Veve clippings, get them. Get the Veve clippings and get them.

SNAKE!

Save your game. Go to the Voodoo Museum. A snake attacks as you enter. You must turn on the switch by the door at once or die. The snake is afraid of the sound of the fan and will leave.

When you return to the Book Shop, Grace will find a scale on your face. She will put it in the ashtray. Take it with the tweezers. Compare the snake scales: two look alike.

Go to the St. Louis Cemetery and use your sketchbook on the new voodoo offering from the cemetery tomb wall. Use the voodoo message that Moonbeam translated for you. (See page sixteen in the manual.)

The message on the wall reads "DJ keep eyes on GK but do not harm." This will be in the missing Y-U-M. The L is a + with three upright lines under the right bar, similar to D but with three lines instead of two. The I is like the O with the extended bottom * so. Leave a message using the brick at the bottom of the wall as a writing tool. The message should say "DJ bring sekey madoule" in code.

REOPENING THE CASE

Go to Mosley's office and use the "Question" icon on Mosley. Ask him to reopen the case. To aid him, show him the redrawn Veve, Hart's notes, newspaper article and the two snake scales that match. All of this will convince him to reopen the case.

DAY SIX

Read the paper. Talk with Grace and calm her down. Get the letter that was put on your door, open it and put the key and note in your inventory. Use the tattoo tracing on Grace. Tell her you are going to a party. Ask if she's jealous. She will then paint

tattoo on you. Get the book on Rada Drums.

THE DRUMMER

Go to Jackson Square and talk with the Beignet Vendor who has taken the hot dog vendor's spot. Convince him to return to his former location outside the police station. Use the Rada Drum Book on the Drummer (see page seventeen of the manual). Using the first page, use the message "Call Conclave," turn the page and select "Tonight," turn a page again and select "Swamp." Once the message is assembled, use the icon bar and select exit. The message should read: Call Conclave-Tonight-Swamp. This will also put Bayou St. John on your New Orleans map.

GETTING THE TRACKERS

Go to the Police Station and stand there until the desk clerk falls asleep. Have the "open" icon ready and click on the gate, then use the key on the door and enter Mosley's office. Go to the desk and "open" it. Take the tracking devices out of the drawer and close it. Leave.

Go to the Voodoo Museum. Put the one tracker device in the "Sekey Modoul," or small coffin, inside the door. Leave.

Go to Bayou St. John. Use the main tracker unit on yourself (the tracker will appear on the lower portion of the screen). Follow the signal until you find the glow of the fires. Use the crocodile mask, then enter the ritual circle (if you enter before you have stripped and used the mask, you will be killed). Choose the answers "Damballah and Ogoun Badagris," and you're in for quite an experience.

DAY SEVEN

You awake in your room with Grace attending you. Get yourself together, read the paper and have coffee. Call Wolfgang. Get your flashlight from the top of your dresser.

THE GEDDE TOMB

Go to St. Louis Cemetery and "operate" the button under the plate on the Gedde tomb. Inside, click on the flashlight two times to use it. Open the drawer with the Veve Pattern on it. You will see Mosley dead, then you are knocked out.

When you wake up, reopen the drawer and take the wallet. Open the wallet and get the credit card, which will put the card in your inventory. Operate the button next to the door and leave.

Return to the Book Shop. Use the telephone directory sheet in your inventory and call the travel agency. Book passage to Germany. Charge it to Mosley's credit card. You will be transported to the castle.

THE CASTLE

Go to the bedroom use the "Look" icon on the carvings over the ornate door (just below the lion head). This will add "Portal Poem" to your topics. Go down and use the "Question" icon on Gerde. Ask about the "Portal Poem." She will translate it for you.

Go into the Chapel to the right of Gerde and ask her about the six panels in the Chapel. This will add "Initiation Ceremony" to the topics. Also ask Gerde about initiation ceremony.

In the Bedroom, operate the window and the snow to wash your hands, then go to

the dresser and use the scissors on yourself. Take the chamber pot in front of you and open the case on the wall in front of you. Take the scroll from the case. Read the scroll. Go back downstairs and take the knife from the stairwell. Take the salt from beside Gerde and enter the Chapel.

Approach the altar. Put the chamber pot on the altar. Put the salt in the pot. Use the knife on yourself. Use operate on the altar, then use the scroll on yourself. After completing the ceremony, the day will end.

DAY EIGHT

During the night, you will have vivid dreams. When you wake up, you will see the key from your dreams on the table at the foot of the bed.

Use the key to enter the ornate door. Look at the center bookcase on the back wall. Take the "People's Republic" book and read it. Use "Look" on the far right bookcase to find "The Primal Ones" book. Look at the far left bookcase for the "Sun Worshippers" book. Look at the left wall bookcase for the "Ancient Roots of Africa." Look at the lower far right bookcase for the "Ancient Digs of Africa" book. Once you have located these five books and read them, the "Snake Mound Book" will appear in your inventory.

Use the "Snake Mound Book" on Gerde. Select "Use Mosley's Credit Card" during the talk with Gerde so she will place some calls for you. This will put Africa on the map, and you will automatically proceed to Africa.

DAY NINE

This next part is tricky. You arrive at the Snake Mound, which consists of twelve rooms in a circle. You will enter it in room six. Going left from six, you enter room three and pick up the snake rod. There are twelve tiles in the twelve rooms, and you must pick up all of them except tiles seven and twelve, which remain in room seven and twelve so you can identify these locations.

THE TILES

Put each tile in its proper place according to the room number (the plate with one snake goes into room one, etc.). You must fit the upper right-hand corner into the upper right-hand corner of the square socket. After you have finished, go to room three and save the game.

Check which direction to go to room two and or four, so you will know the proper way to run. Insert the snake rod into the socket in plate three. You must run fast after this to get away from the guards. The goal is to get to room seven. Running through four and five is fairly easy, but in six the only way through is to Operate the vine and swing through, knocking over one of the guards.

THE SNAKE MOUND

In room seven, uncle Wolfgang comes to your aid. While he holds off the mummies, use the snake rod on the snakeplate in the recess. This the way to the inner room. (The computer assists you in closing the door behind you.)

You are now in the inner Snake Mound room and can speak with Wolfgang. Observe the carvings around the bottom of the Snake Table. Behind the table are two upright iron rods. Use "operate" or "move" on these and place them in the table. Go to the west side of the room and use your knife on a dead guard to get his heart. Place

the heart in the table. Lift the top of the table. You will be unable to save Wolfgang. Take the "Talisman" from inside the table.

DAY TEN

Take the newspaper. Take the note on Grace's desk. You hear a noise, and Mosley steps from the other room, explaining his actions in the tomb. After talking about plans and the investigation, you give the Tracker to Mosley.

THE SECRET HOUNFOUR

Go to the St. Louis Cathedral and enter the far right confessional. Examine the knothole and use the snake rod on it. The confessional turns into an elevator that takes you down. Before leaving, place the tracker and snake rod under the confessional seat.

Enter the secret Hounfour, which is built in the shape of a two circles (see map provided here). The outer circle contains twelve rooms. The long l-shaped number represents a 5, the small dots 1, so that room ten appears as ll and eleven as ll.

THE ROOMS

Each room's description is marked on the map and also provided here. Room 1 is the Treasury. Room 2 is Doctor John's room, where you'll find the Card Key to all the rooms that are locked. Mahila is in Room 3. Room 4 is the Office (the records are here — be sure and take the record book for the drum room). Room 5 is another Office, Room 6 is the Entrance, Room 7 is the Wardrobe, Room 8 a Locked Room, and Room 9 a Bedroom. Room 10 is full of Snakes. Check out Room 11, but just look. Room 12 is a Bedroom.

In Room 7, get two robes and two masks. Check out Room 2: you will see a key on the opposite wall and Dr. John in prayer, but don't enter the room.

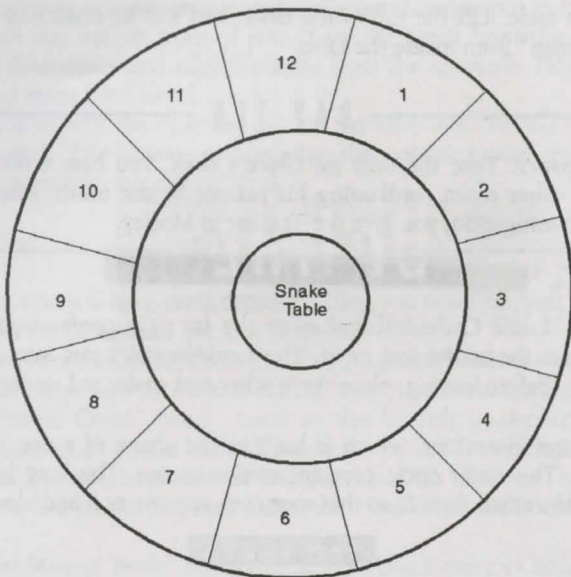
DRUMS

Go to the center room and use the two books to send a message on the south drums. The message should read "Summon-Brother Eagle." Select Exit from the Icon Bar, then take the next exit north. This will bring you out near Room 1. You have ten seconds to enter Room 2, get the key and return to the hallway before Dr. John appears.

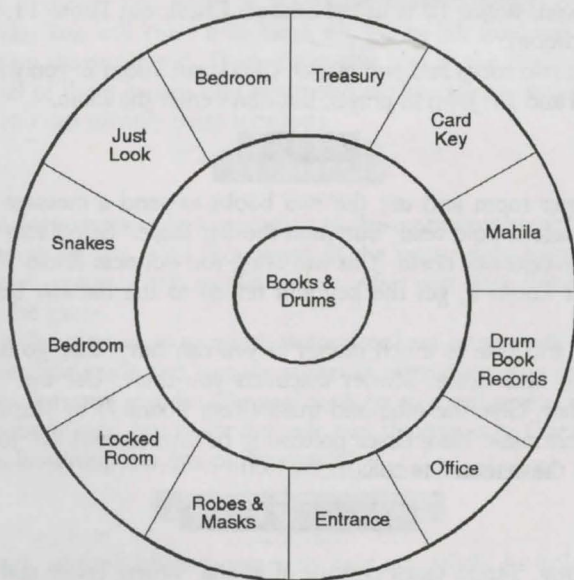
Enter Room 1 and take as much money as you can carry, then go to Room 8 and open the door to find Grace. Mosley discovers you there. Use the "Talisman" on Grace to revive her. Give the robe and mask (from Room 7) to Mosley and put on your own robe and mask. Have Grace pretend to be unconscious. Dr. John enters and tells you to go to the ceremonial hall.

THE CEREMONY

At the ceremony, Tetelo takes control of Mailia. When Tetelo starts to sacrifice Grace, use the "Talisman" on Tetelo. As she nears you, toss the "Talisman" to Mosley and then immediately use the "Pick Up" icon on the stone idol that appears under the ceremonial table. Picking up the Idol kills Tetelo and destroys the Cathedral. Though you try to save Malia, it is to no avail.



Snake Mound



The Secret Hounfour

THE HAND OF FATE



ILLUSTRATED WITH SURREAL IMAGES AND BROUGHT TO LIFE BY ENCHANTING MELODIES AND REAL-LIFE SOUND EFFECTS, THIS FANTASTIC STORY HAS KYRANDIA DISAPPEARING, ONE CHUNK AT A TIME. PLAYING ZANTHIA, A FEMALE CHARACTER FROM THE FIRST GAME, YOU SET OFF ON A JOURNEY TO THE WORLD'S CENTER TO DEAL WITH THE CURSE THAT'S CAUSING THIS CALAMITY. THE LUSH GRAPHICS SHOW

TYPE

Animated Adventure

SYSTEM

IBM (Required 386/20+, two MB RAM (one MB XMS or EMS), 20 MBhard disk, Microsoft-compatible mouse, VGA/MCGA, DOS 5.0+.) Supports Sound Blaster & Pro, Ad Lib, Gold & Standard, Roland MT-32 & LAPC, General MIDI

COMPANY

Westwood Studios

OFF WESTWOOD'S "TRULIGHT" TECHNOLOGY, WHICH VARIES THE LIGHTING EFFECTS TO LEND A MORE CINEMATIC FEEL. IT'S THE HALLMARK OF FATE, HOWEVER, IS NOT IN THE TECHNOLOGY BUT IN ITS WEIRD SENSE OF HUMOR. STONE IDOLS OF GIANT RABBITS GUARD THE ENTRANCE TO EASTER ISLAND, FOR INSTANCE. AMONG THE BEST GAMES OF THE YEAR, THE HAND OF FATE IS HIGHLY RECOMMENDED.

THE SOLUTION

ZANTHIA

LOADING UP

In the Lab, get blueberries. Lift lower edge of carpet and get flask. Exit, get blueberries. Go north to dock and get mushroom. Go west to weed patch and look in soil. Get spell book and read spells.

OFF THE ISLAND

Go north to gnarlwood tree. Get onion and gnarlybark. Go north to Ferry and talk to Brueth, the boatman, to find out how to get off Island.

Go east to the natural bridge and the cave entrance. Get onion and enter the tunnel. A rat blocks further passage. Exit and go south to firefly tree. After music sequence, click on blue, orange, red, yellow, green, purple, light blue. Exit and return to Ferry.

INGREDIENTS

Go west to dark swamp and get feather. Go north to outside Herb's shack and get fireberries. Enter the shack. Get plant food, stool and flask. Exit. Go south, then east to quicksand bog. Push tree and get skeleton key.

Go west to lagoon. Look in hole in tree and get cauldron. Use onion on crocodile, then put tears in flask. Go north to hot sulfur springs, get sulfur rock and put in water in flask.

SWAMPSNAKE SPELL

Return to weed patch and give plant food to weed to free Marko. Return to Lab and get flask. Put tears, bark, rock, onion, stool and hot water into cauldron. Fill flask with Swampsnake Potion.

THE RAT

Return to twisty tunnel. and use potion on rat. Go east to skull. Click on the tree using the same color sequence as on the tree. Unlock chest with key. Get cheese from alchemist's magnet.

ALCHEMY

Go to fishermen and give cheese to them. Go to dock and get anchor. Use magnet on the anchor to convert lead to gold. Go to boat and talk to Dragonfly.

FOUR LETTERS

Check all locations until you locate four letters. Take them to the hot springs. Steam them open and read. Give letters to Dragonfly.

MORNING MIST

REPLACING INVENTORY

Get wheat. Check haystack for flask. Go east to gate. Go west and south to the farmer and give letter to him. Get flask with vinegar. Get bowl (note tears) and return bowl.

Go west to water wheel. Turn valve and remove stick from wheel. Go to sheep and put genie ghost in flask. Go south, then east to garden; use flask on scarecrow. Put elephant trunk in garden. Get lettuce and radish.

Go west to farm house, then down into cellar. Get shears and horseshoes. Go to sheep and use shears to get wool. Then use flask to get milk. Go to cellar and put milk in cheese maker. Get cheese.

SANDWICH

Exit cellar. Take bowl. Go west to grinder. Use horseshoe on electricity for magnet. Prepare and add to cauldron: grind grain, put in bowl; grind radish, in bowl, add vinegar (mustard), lettuce, and cheese.

Go to gate. Get flask of sandwich potion, and use on yourself for sandwich. Give to guards to enter gate.

INSIDE CITY

Click on statue's mouth to get stick. Go east to street for spells parchment, flask, orange peel and wrapper. Go to Tavern. Go through musical color sequence again to enter Tavern. Talk, get mug and use on keg. Get taffy from barrel.

REMOVING TRANCE

At rabbit, get mud and use on paw for footprints. Put vinegar and taffy in bowl for sweet and sour. Add to cauldron with lucky horseshoe (use on Zanthia for clue), footprints and tears to make Skeptic Spell.

Go to gorge. Use stick on rope to cross. Go to altar, put flask with potion on it, and get Strong potion.

SHERIFF

Use potion on sheriff. Enter jail and talk to Marko. Exit, use magnet on water for key, then get magnet.

Unlock Marko's cell with key. You will be jailed. Check bed in your cell for thread. Use fishing rig Marko adds to on key. Use rig on window. Unlock cells with key.

GOLD COINS

Go to tavern, enter, wait, then get tooth. Use alchemist's magnet on the tooth, then exit. Talk to Squid. Drop lucky horseshoe on ground. Give gold tooth to Squid. Play shell game until you have three gold teeth.

VOUCHER

Go to grinder, grind teeth to make three gold coins. Prepare Strong Skeptic Potion again and use on store keeper. Give coins, then get voucher.

THE BOAT

Prepare potion again. Use it on captain, then give voucher. On boat, put horseshoe magnet in rope on deck to alter course. (You can survive on Mustard Island if you give sandwich to Cannibals, but there's nothing there of use.)

VOLCANIA**THE BEACH**

Stand in Hot Air Vent. Go left one screen, then right three screens and pick up two heavy rocks. If you wish, you can continue to explore the Beach. There are six other locations, but the only items you will need are the two rocks. When you're ready, enter the Hot Air Vent again.

CAVERN

Check out all locations (there are only five). On your travels, pick up a flask, stick of fuzz from tree, heart-shaped lump of lead and four rocks.

At Large Vent, throw stick to lizard twice. Click on vent to get Teddy Bear eyes. Use alchemist's magnet on lead to change to gold.

Plug the four small vents with rocks. Prepare Teddy Bear potion with eyes, fuzz and heart. Fill flask and use on Zanthia to get Teddy Bear.

Walk to ledge above dinosaur and jump onto his back (you must have Teddy Bear). After the ride, pick up torn cloth. Keep entering Rhino screen until he is facing locked door. Go to door and use cloth on Rhino. Enter door.

CHAMBER OF THE ANCHOR

Marko appears with your next quests. Pick up anchor stone and spells parchment. Put spells in your book and read.

Put stone in vent, exit chamber, and stand on platform. You will arrive at the Enchanted Forest.

ENCHANTED FOREST**SCARED TREES**

Get pinecone and flask. Left. Get twigs, moss, rolling stone, snow ball and walnut. Return to trees. Put twigs by flint rock, use rolling stone on it, then get charcoal.

Prepare Snowman potion with snow, charcoal and moss. Go left to the bridge with the guard. Use potion on guard. Go left to statue and use the alchemist's magnet on it. Open box that appears and get toy drum and jack. Pick up acorn. Return to trees and put drum on stump. While the trees are dancing, go east.

TRAM

Give pinecone, walnut and acorn to squirrel. Put rolling stone in tram wheel. Ride tram up to top of mountain.

TRAM STATION

Pick up feather duster, broom and snowball. Enter hunter's lodge and get cannonballs and flask. Click on mounted cow head to get musk. Exit.

Use magnet on cannonball and give to mother. Steal sucker from child. Prepare Abominable Snowman potion with snow, musk, duster and sucker. Use on Zanthia. Enter lodge.

SNOWMAN'S LAIR**ESCAPING**

Pick up cologne, feathers, candy. Exit lair. Pick up three icicles. Place icicle on snow bank to right. Return to Ice Cavern. Prepare Snowman potion with cologne, feathers, candy and icicle. Use potion on Mountain Climbers. Use icicle on bank. Up and right to Rainbow Room.

RAINBOW ROOM

Using items in rotating shelf. Prepare potions and pour into flasks on tree: Swampsnake, Flying Shoes, Teddy Bear, Sandwich, Skeptic, Abominable Snowman. A musical note will sound when you pour the potion into the correct flask. Now mix amethyst with blueberries and pour into the last flask on the tree.

Exit the Cabin. Get icicle and use it on the cabin. Climb up onto Rainbow Bridge to the Wheels of Fate.

WHEELS OF FATE

Use alchemist's magnet on satellite dish on top of roof. Enter door.

Go up to the left to the Control Room. Note missing cog. Go down and up to the right to Three Stooges and the Inverted Towers of Anoi.

TOWERS OF ANOI

1. There are only five disks. All start out in right face.
2. Largest to smallest are brown, dark grey, blue, light grey, and yellow.
3. There are faces with opening above to place disks into.
4. You must transfer all five disks to the center face in the order of smallest to largest — that is, yellow to brown.
5. You can put a larger disk on a smaller one.
6. You can put any disk in empty opening.

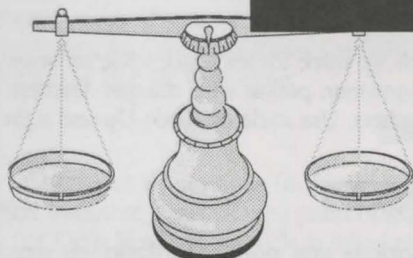
CONTROL ROOM

After completing the puzzle, go to the Control Room. Insert cog and return to faces. Now transfer all disks to the left face, using the same order described above. Get stick and go to Control Room.

HAND OF FATE

Use stick to push the cog all the way on the spindle. Do this quickly, as soon as the program allows you: click on center console, then on right console, then on hand.

INNOCENT UNTIL CAUGHT



TYPE

Animated adventure

SYSTEM

IBM (Required)

286/20+, 1 M

RAM, VGA.

Supports: Sou

Blaster Pro, R

AdLib)

COMPANY

Psygnosis

58

ANOTHER EUROPEAN ADVENTURE IMPORTED BY PSYGNOSIS, THIS ONE'S PLOT IS ITS MOST INVENTIVE ELEMENT. IT TAKES PLACE IN THE FUTURE, WHEN YOU'RE ACCUSED OF OWING A FORTUNE IN BACK TAXES TO THE IRDS — THE FUTURE VERSION OF THE INTERNAL REVENUE SERVICE. YOUR GOAL BECOMES TO GET ENOUGH MONEY TO PAY THEM, BUT NEAR THE CONCLUSION YOU FIND ANOTHER WAY TO DEAL WITH THE SITUATION. THE INTERFACE AND PRESENTATION ARE NON-STANDARD AND ABOUT AS EASY TO GET ACCUSTOMED TO AS A PAIR OF TIGHT SHOES, WHICH IS COMMON FOR EUROPEAN DESIGNS. THE GRAPHICS ARE HAND-DRAWN, NOT DIGITALIZED, IT'S NOT AS LARGE A WORLD AS MOST ADVENTURES, AND THE MUSIC AND SOUND EFFECTS ARE BARELY AVERAGE.

THE SOLUTION

GENERAL

If you cannot board the subway, your version of the program most likely has a bug that prevents you from doing so. Contact the company to obtain a new version.

TOYTE SPACEPORT

Get passport lying on the seat in the lounge. As you approach the turnstiles in the subway station, you will remember how you used to cheat your way through.

Go to the bar next door and sit on the end bar seat. Look at the next patron, and you'll see something green in his pocket, a pawnbroker ticket. Take it.

Go next door to the House of Ill Repute; you need a passport to enter. Talk to the Madam, who wants you to get a vase back from the Pawnbroker. Take the perfume and the used chewing gum from the receptionist. Pick up the cane. Go through the alley, pick up the bag, hose and can of beer. Note beggar and hat with money in it.

PAWNBROKER

Go to the Pawnbroker, redeem the ticket and get a flash camera in return. Take the vase and put it in the bag. Check the vase and take the gum wrapper from it. Go to the House of Ill Repute and give the vase to the Madam. Get the ornament from her.

BIKERS

Go through the alley, past the beggar and back to the bikers. There is an electric outlet on the west corner of the food stand. Use it to charge up the camera flash. Look for a large egg in the trash and take it. Take the oil can. Talk to the biker in the northeast corner and ask for the vest his friend is wearing. The biker wants the ornament. Exchange it for the vest, which is made of money. Return to the alley and use the flash on the Beggar. This blinds him, so you can take the hat. Take the money and return the hat.

SUBWAY

Go to the bar and buy a drink. Use the change on the gum wrapper: you now have a subway cheat. Sit through the sequence where the gangster got killed. Get the ring after the gangsters are killed. Go to the back table and get jar and cap. Put cap on jar.

Enter the subway and use the oilcan to loosen the screwdriver. Take the screwdriver. Take the radio off the platform, go to the bar and call to Robot Server, then use screwdriver on him and get Circuit Board. Connect Circuit board to radio from subway to make remote control.

CRIME LORD

Go back to the bikers and continue north to the ship. Use the remote control to disorganize the Robot guard. Take the Captain Hat from the rail. Return to the Pawnbroker and trade hat for rug.

Get on subway, pick up aerosol can, go two stops to Hill and get off. Go past the Art Gallery to Camera guard at gate (show ring to camera to get admittance) Give ring to Crime lord, who will suggest sharing profits if you steal three things: an egg from a man-eating bird at the zoo, a trophy from the museum, and some bank bonds. (The

subway stops are Bad Side (your present location), Space Port, The Hill (Stoneybridge Galley here), Reguri (Bank here), East Eruk (Zoo here) and The Bad Side again.)

Go to the Gallery next door to the Crime Lord and use the airhose on the aeroplane. Get a pellet from the first exhibit stand. Use the airgun twice against the display case, then put the carpet down, use the airgun again and pick up the trophy from the carpet. Give the trophy to the Crime Lord. Get the mushroom outside the gate.

HOT DOG!

Go to Reguri and take the bad hot dog from the hot dog stand. Use the jar on the hot dog and get mayonnaise in it. Cap the jar and stand under where the fly stands for a moment, Uncap the jar, and the big fly will enter the jar. Cap it at once.

Enter Police station, and talk to the Sergeant. When he speaks about the drugs and flour, click your talk icon on these words. They will change color, and you can get the flour.

BLUEPRINTS & FILE

Go into the bank and tell the girl you want to make a deposit. Give her the bag of coins, and she will send you to the door. Give her the coins, then buzz the door again, and, when it's open, place the used gum on the door. Wait a short time, open the door and use the screwdriver two times on the lock on the top left side of the door. Take the file and blueprints, then leave.

Go to East Eruk, use the screwdriver on the balloon and get the string. Go back to the docks and get on the garbage truck. You will be dumped behind the zoo. Opposite you is a large animal on a pinnacle; use the perfume on it.

THE EGG

Remove the straw and open the grate. Fasten one vine to the ring the grate is attached to, and the other vine to the stick, making a grapple hook. Look up at the roof, and you will see some cross girders. Use the balloon string on the cane to make a bow, then shoot the grapple over the girders.

Swing across the chasm and give the hot dog to the man-eating plant. Put big Narm in the nest and take the real egg. Return to the vine and go down the hole into sewer.

BANK BONDS

Read the blueprint, which will direct you to go west two alcoves. Put the mushroom in the room near the alcove wall, walk away and release the fly. It dives toward the mushroom room, blowing it up, along with the vault wall. Inside, you can see the bonds. Use the flour to see the laser beams, then walk between them. Get the bonds and leave.

IN JAIL

Your pacing is broken by the entrance of a small object through the window barrier. Read the gadget. Press button on the end of the gadget and blow a hole in wall. This hole leads to the next cell and an inmate called Narm. Search the floor and lift the mat and trap door.

To get out of the maze, work your way to the top right hand corner. After you and Narm emerge, you again read the gadget. Follow instructions, and a small space capsule appears. You both enter and find that you have been rescued to steal the Doomsday weapon from a would-be Conqueror.

SPACE SHIP

Take flowers from stateroom and give them to the newlyweds. Steal groom's wallet, which holds a credit card and passport. With credit card, buy largest bottle of booze you can. Drink it, and you will awaken on the new planet near P'Pau D'P' Pau Palace.

Go into the hardware store and steal a screwdriver. Keep talking until the owner gives you a box of parts. Use the screwdriver on them to make a clockwork mouse. Talk about D'P'Pau, who will give you a book with a password in it.

Enter the bar across the street and talk to the man, a scientist for D'Pau who is in love with Ruthie D'Pau daughter. He agrees to help if you can get the letter to Ruthie.

Go back to the terminal and Narm, who is standing by the guard. Have him distract the old lady so you can steal her mink, which is on top of her luggage. You must move quickly to do so.

RUTHIE

Use the password and go past the guards and around the first house. When attacked by the dog, put the fur on the gadget you made. The dog will chase it. Climb up the rose trellis and meet and talk with Ruthie. Tear up the letter.

Tell the Lab Technician you delivered the letter to get the key. Tell Narm to steal a uniform. Tell Narm you have a plan: he will impersonate Ruthie at a late night meeting. Outside the Lab, wear uniform. You must put it on while you are in the Control section of the game: when the Game icons such as "save, restore," etc. appear. Enter the Lab, and you end up in jail.

JAIL AGAIN

Look out the window. When Narm appears, tell him to give Ruthie a poem from you (use all number one answers).

Once out of jail, talk to Ruthie in the bar to get a Travel Warrant. Tell Narm (he's outside the Lab) to get a crate. Go to the spaceport and put the warrant on the large crate. Talk to crate and get in it. Narm is already there.

You escape the crate in the next scene and enter the Escape Pod on the shuttle. When you reach the top of SkyCity, move the crate out of the doorway.

GIRDERS

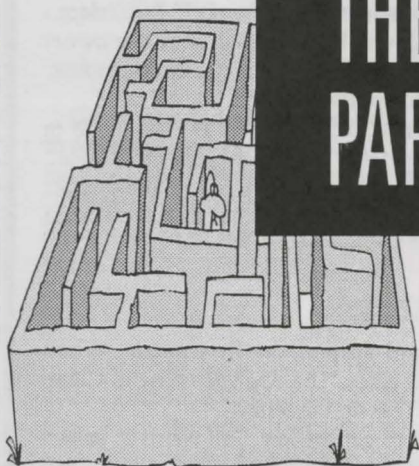
Cross the girder and go down into the hanger. Get crowbar from floor, back up and cross the girder into the doorway. Drop to the next floor. Open the crate by using the crowbar. Get canister and balloon. Try and use Plinth: you need a pass key. Use the canister on balloon to float up to the next level.

Go back and cross girder. Go down one level directly across the hanger into a room and talk to Ruthie. Get her pass key. Go back to Plinth, use pass key on plinth and get Crystal. Get another balloon and use canister on balloon to go up one level. Return to Ruthie and put the Crystal on large console in center of room. Use console.

DICTIONARY

Leave room, return and meet the Dictator. Bet him that he can't use the Transatron. After haggling, go to Ruthie and propose. Talk to Dictator and use the Dowry as a stake in your bet. As the Dictator is using the Console, your preprogramming transfers your IRDS debt to the Crime Lord. Narm appears and fires.

KRONOLOG: THE NAZI PARADOX



IN THE BIZARRE ALTERNATE HISTORY UPON WHICH KRONOLOG IS BASED, THE NAZIS STOLE AMERICA'S PLANS FOR THE ATOMIC BOMB IN 1942. AS A RESULT, NAZI GERMANY DEVELOPED THE BOMB FIRST, DROPPED IT ON BOSTON AND WENT ON TO EMERGE VICTORIOUS IN WORLD WAR II. AS EMINENT MICROBIOLOGIST MARK HOFFMAN, YOU SET OUT IN 2020 A.D. TO FIND A TIME MACHINE HIDDEN IN THE DESERT OF LOS ALAMOS, NEW MEXICO. YOUR

ONLY HOPE FOR SAVING THE WORLD FROM THE NAZIS IS TO TRAVEL BACK IN TIME TO 1942 AND PREVENT THE BOMB FROM FALLING INTO NAZI HANDS. DESIGNED BY CASTLEWORKS GAMEWARE, THIS GAME BOASTS WELL-RENDERED HAND-DRAWN GRAPHICS, GOOD MUSIC AND SOUND EFFECTS, AND DIGITIZED VOICES THAT MAKE FOR A UNIQUE ADVENTURE THAT MOVES BETWEEN THE PAST AND FUTURE.

TYPE

Graphic adventure

SYSTEM

IBM (Required: 386+, VGA, DOS 5.0+ with EMM386, 2 MB RAM, 25 MB hard disk, Microsoft- or Logitech-compatible mouse. Supports: Sound Blaster, Ad Lib, Pro Audio)

COMPANY

Merit Software

THE SOLUTION

NADA HQ

Talk to the guard to get access card. Get wrench and greasy rag on wall. Push the elevator button and enter. Insert card in slot and select lobby.

Look at object on the seat and pick up coin. Look at and insert card in the southeast corner of the communications screen. Go to the left elevator, insert card and select F Level.

Walk down hall and use card to enter men's room. Get the gloves from sink and look at condom machine. Insert coin, get condom. Return to foyer.

Enter office, walk behind desk and look at desk. Pick up CD. Note Spa card and colors. Exit desk. Fax arrives. Look at desk again and read Fax. Exit office and take elevator up to lobby. Talk to Melchior. Go to the Aerodrome, walk into ship and fly to the Hoffman Envirotek.

HOFFMAN ENVIROTEK

Answer the intercom and talk to Ian. Go south to the office. Look at box on desk. Get CD, fake crystal and electronic device. View both CDs in the hologram viewer behind desk. Drop CDs.

Go west to Lab. Look at holo-view panel. Press play. Return to elevator, enter, and descend to the warehouse.

Look at barrel and take the label. Go right, look at Delivery Control and push "empty" button. The barrel moves to the conveyor belt. Go left, push conveyor belt button and put label on empty barrel. Open loading dock door. Examine empty barrel, open it and climb in. You'll be transported to Nazi HQ.

NAZI HQ

Push the wobbly box, open it and get the spelunker helmet. Get bungee cord from the Totem. Press the now-exposed button on the right wall and enter the next room.

Use wrench on the bolts on the canister panel to expose control panel. To open coffin, enter color sequence from Spa tag on Eva's desk: red, blue, green, yellow, blue, yellow. Look at the electric cabinet and push the dot at bottom of the exclamation point to open secret passage.

ZIMMER'S OFFICE

Go left to the desk. Note medallion on the wall, then press it. Go left to the vault. Press red button. Look at door knob, turn it, open door and enter.

Walk to room behind laser beams and switch fake crystal for real crystal. Return to desk, go behind it and sit in the chair.

Read files and letter. Take photo of Luisa. Use remote control device on desk to activate map and vidicom. Push red button on lamp to open painting to exit. Go to highboy near exit and open second drawer to get the cross. Exit and walk into Cryogenic Canister to the laboratory in Los Alamos.

LABORATORY: LOS ALAMOS

Take lithium battery, noting grinder. Go left and note Time Machine. Enter it and observe. (You'll be using this later.) Go left to the office, take glass pipet and note

cockroach enclosure.

Return to the grinder and grind the pipet. Go to the cockroaches. Look at enclosure and insert pipet. You will see a playing card, which is half of the Queen of Hearts with the letters "hELZ." Go behind the desk and stand on chair. Open vent and enter the maze.

MAZE

Put device in the socket. Put battery in helmet and hold helmet. Proceed south, west, west, south, south, west, west, south, south, east four times, south, south, west six times and north to the grill in the floor. Remove device from socket. Click on grill in floor to exit. Give device to Morissey, then talk to her. She gives you a pottery shard and poem. Open cabinet on left to travel to the Lakona pueblo.

LAKONA PUEBLO

Get the pottery shard and combine it with the other shard. Get rope on the fence. Climb down ladder. Get third shard and combine it with others to form a bowl. Get the bucket and use the rope on it. Use the rope on well to get a bucket of water.

Take the "end of rope" and use on left ring, then on right ring. Tie the bungee cord to end of the rope. Put bowl in empty niche to the right. A snake will appear and form another ring in floor. Take the "other end" of the rope and tie it to the snake ring. Push bucket into the well, then pull ring on floor to open trapdoor. Enter.

SECRET TEMPLE OF LAKONAS

Talk to the Shaman, who uses magic corn to tell a story. Then he will ask you for an item that will allow his floating daughter to speak. Give the photo of Luisa to him and he will give you a rosette and a spirit stick to aid you in your search.

NEW MEXICO DESERT

Enter Phillip's adobe house. Look at armoire "rosette motif." Put rosette into the motif, open secret panel and get the crystal.

Examine niche above the fireplace to get three matches. Look at the left side of the third shelf and get the tomahawk. Memorize the hieroglyphic on the tomahawk label which you will need later. Exit. Walk to the right, behind the beehives. Go forward and right to the canyon with the cave mouth.

THE CAVE

At the cave entrance, look in hole and take tent pole. Return to beehives. Use match on spirit stick, then use smoking stick on hive marked with "IV." Look at hive then at honey trap. Note the other half of the Queen of Hearts, this one with the letters "BELZ."

Return to the cave. Use the greasy rag on the tent pole to create a torch. Light torch with match. Enter left side. A rockslide prevents you from exiting.

Proceed through the cave to Eric Latimer's dead body. Examine body to get the pass card. Continue to the glass door and put card into slot to open door. Drop torch and enter elevator.

BACK IN LOS ALAMOS

Enter Grossman's Lab. Walk left into the time machine. Look at the close-up of the

Time Machine. Take both crystals from your inventory and put them in the time machine. Save the game.

The power switch is locked. Exit the machine and walk left. Open the left door and enter. Get your tomahawk from inventory. Dr. Grossman is talking to his roaches, turns, sees you and pulls a gun to shoot you. *You have three seconds to throw the tomahawk at him.* He falls into the cage and is eaten by the roaches. *You now have 30 seconds before the alarm goes off.* Look at the desk and get the key from your inventory.

Go through the door at the right, walk into the Time Machine and look at the close-up. Using the numbers from the playing cards, set the Krono signature on the eight dials (2738-2734). Unlock the padlock with the key and throw the switch: the scene will change to the left side of Aaron Livingston's house, with you standing next to the Time Machine.

AARON LIVINGSTON'S HOUSE

In the upper left corner of the screen, a car drives away. Walk to this location and you will find another time machine with a wounded Aaron Livingston. Talk with him, and a computer sequence follows. His time machine vanishes.

Walk to the rocks leaning near the flagpole and get the \$20 attached to the note. Walk to the front porch and check the mounted fish. Take the trunk key from the mouth of the fish. Go to the trunk and open it with the key. Get the flag inside the trunk, then return to the flagpole. Place the flag on the pole and raise the flag.

The signal flag is seen by a plane flying overhead, which now lands in the field. Talk to the pilot, Clint Bush, and give him the \$20. You fly off and land. You and Clint Bush have a conversation, then he leaves to get a beer.

Go to the cargo at the back of the plane. Inside the door is a flare gun. Get it, also noting the dynamite in the plane. Load the flare gun.

Walk down to the church and enter. Look at the notice about the Morales family that afternoon; also note that the church is lit by gas lights. Walk through the door at the right to the Bell Tower vestibule and go down the stairs to the basement.

THE CHURCH

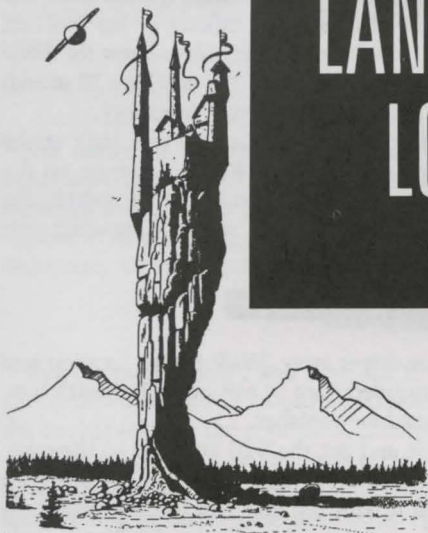
When you hear voices from above, hide in the alcove. Father Cruz enters, leading Reinhardt Schmidt the Younger and Reinhardt Schmidt the Elder. Father Cruz gives a tranquilizer to the Elder and tells him to get into the coffin up in the church to await shipment to Mexico with the stolen atomic bomb secrets. Father Cruz walks to the right and uses a cross key in a lock in a cabinet, opening a secret room. They enter and the door swings shut.

Leave the alcove and go to the cabinet. Take the gold cross from inventory and use it to lock the cabinet. Leave the cross in the lock.

Save the game. Look at the gas jet near the storage cabinet. Take the condom from inventory and place it over the gas jet. Turn on the jet, and the condom will inflate. Leave the room quickly. If you have done this correctly, the condom will burst and the gas will be ignited by the lit gas jet near the wall.

Leave the church and head for the plane. You will hear an explosion as the church blows up. The coffin with Schmidt the Elder will land near the plane.

When you reach the plane, Schmidt will have entered the plane and got it started. Get the loaded flare gun and shoot the cargo bay at the tail end of the plane. The plane will catch fire and start to fly off, when the dynamite in the plane blows up.



LANDS OF LORE

66

IN THIS QUEST, YOU'RE UP AGAINST AN EVIL WITCH, SCOTIA, AND MUST RESCUE KING RICHARD FROM HER EVIL SPELL. IT FEATURES THE KIND OF FIRST-PERSON, 3-D GRAPHICS FIRST SEEN IN DUNGEON MASTER, AS WELL AS A SIMILAR SYSTEM FOR MANIPULATING WEAPONS AND INVENTORY ITEMS IN THE CHARACTER SCREENS. AND IT'S A THREE-CHARACTER QUEST WITH

A GOOD MIX OF OBJECT-ORIENTED PUZZLES AND COMBAT. THE DIFFER-

ENCE LIES IN THE PRODUCTION VALUES, PARTICULARLY IN THE ANIMATED, REAL-TIME COMBAT SCENES. LUSH GRAPHICS AND SUPERB SOUND EFFECTS ROUND OUT ONE OF THE YEAR'S BEST STORIES, MAKING LANDS OF LORE HIGHLY RECOMMENDED FOR NOVICES AND VETERANS ALIKE.

TYPE

Fantasy Role-playing

SYSTEM

IBM (Required), 386/16+, DOS 5.0+, two MB RAM, 22 MB hard disk, VGA/MCGA, 100% Microsoft-compatible mouse.

Supports: Ad Lib, Gold, Sound Blaster & Pro, General MIDI, Roland 32 and LAPC)

COMPANY

Westwood Studios

THE SOLUTION

INTRODUCTION

Game play can proceed in a non-linear fashion in many places, where the map may lead to different destinations. Unfortunately there are some dead ends from which you cannot recover unless you have a recent saved game — so save frequently.

Manual maps and mapping are unnecessary, except for a small room in the final Castle, where the map is temporarily taken from you until you successfully complete the room. Maps are provided here for this room and a particularly nasty pit-filled room. Since the magic map system is so good, you should walk everywhere so you can take full advantage of it.

ARTIFACTS, WEAPONS & ARMOR

Magical artifacts, like the magic spells, are arranged into four levels of seven spells. Each higher level provides a new and more powerful aspect to the spell. Heal level one heals one person a little, while level two cures poison, level three heals a lot, and level four heals and cures all characters a lot. The bezel cup heals and cures one character, and can be reused up to four times depending on the number of bezels that remain on the cup.

Bezel cups, like any magical item, are activated by holding the item in your cursor hand so the item becomes the cursor; then right-click the item over the character's face icon. Some items, such as the green skull, will consume magic points, and others, such as the bezel cup, the swarm, and the Vaelan's cube, don't use magic points.

Some magic items can only be used one time. These include the swarm, aloe, ginseng, Ace of Oblivion, Ace of Infinity, and Ace of Dominion. Others, such as wands, can be used many times or until exhausted.

Various magic items, when equipped, have an effect on the character. The jade necklace increases thief ability, while others will increase armor protection and so on. The best way to determine the effect is to save the game, equip the item and note any changes in player statistics, then either document these changes or throw away the less powerful item.

It is shrewd to check out items on more than one player, since the effects of some items have limits or are not cumulative. One player may be able to use the enhancement, while another player may not see any benefit from equipping the item. Some special weapons seem useful, such as the double bow that does double damage by shooting two arrows at once, or the Valkyrie crossbow, which shoots flaming arrows.

COMBAT

Monsters are constantly produced at an alarming rate. If you see one monster and kill him off, it will usually be replaced immediately, and many reinforcements are right behind the original monsters. Most areas cannot be cleared of monsters, requiring you to fight them again if you return.

When you need to temporarily clear an area to reach a destination, stand in an alcove where the monsters cannot sneak up behind you. Another good location is in a narrow, one-space wide doorway or corridor where you can wait for the monsters to come around a corner and ambush them while they are getting into position, and before they turn toward you and start hitting you. Doorways can be an effective place to fight. You can rest in a room with a door as long as no humanoid monsters (who can push the button to open it) are near the door when enter.

Many monsters can use ranged weapons and spells from a distance, and will keep their distance and keep pounding you, forcing your party to close the distance quickly and dispatch them with melee weapons or to use powerful ranged spells and weapons on the monsters.

OPENING LOCKS

The most common problem is opening locked chests and doorways. In many cases, a simple thief skill and a set of lock picks is enough to open any lock. In other cases, you can break the lock with a weapon and still retrieve the contents. But bashing open chests sometimes destroys the contents, so pick locks first.

In many cases, you'll find keys lying around for locks that can be picked, leaving you with many unused keys in your inventory. It is not the best or fastest policy to try all keys on a lock before opening with picks, since thief skill is increased by picking locks. The best thing is to try to pick every lock, leaving you with extra keys.

Which keys should you throw away? Click on the lock with the cursor hand before attempting to open it; often the lock will tell you what kind it is, such as "ruby lock." You now will know that the Ruby Key is used on that lock. You have the option of using the key, or dropping it at the lock and picking the lock.

Thief skill is also increased by firing bows or throwing weapons, such as daggers or stars. It is probably a good idea to equip at least one character with a bow and constantly fire it as you walk along, building up the thief skill. A thief of at least seventh level will be needed in the end game.

MONEY & SHOPS

There are very few places where money can help you, and usually you do not have enough money to buy anything useful at these places. And in other places you may have lots of money but will find no shops.

In the beginning of the game there is a shop but little money. In the Southland there is a shop, but you must use your money to purchase passage back to Gladstone.

In Gorkha swamp, there is a fletcher who sells bows, and buys artifacts, weapons, and armor. In Yvel City, there is another shop where you can sell and buy. Other than these four places, there are no shops and you are forced to drop extra artifacts, weapons, and armor rather than selling and exchanging them for better items.

SEARCHING FOR ITEMS

Important items can often be found in plain view on the ground or floor in rooms and beyond secret doors, and as treasure after battles. Other items are found in alcoves in the wall or in chests. The third place to find items is by searching or clicking on the details on the "walls" that surround you, especially in the outdoors, things such as birds' nests, holes in trees and mouths of wall carvings.

Many good artifacts can be found by clicking on the "wall decorations." The green skull needed to kill the slug in the Urbish mines can be found by right-clicking on one of these "wall decorations" in the woods near the mine entrance.

SAVING GAMES

Save often and use as many saved games as you need. There are many dead ends from which you may have to recover. There are situations where you may be better off restoring prior to the point where a character is made unconscious.

RICHARD'S CHAMPION

The first task is to pick the main character. Many players choose Conrad because he is a balanced character, but each character has advantages and disadvantages. These strengths and weaknesses impact on your style of play more than your character's power. Spells play an important role, leading many to pick a spellcaster.

GLADSTONE CASTLE

Explore the castle thoroughly. Go to Victor's armory (weapon-smith) and the herbarium in the castle to price their goods. Walk everywhere, mapping out all important locations. The King will give you the task of seeking out the ruby of truth in the Southland.

Get a writ of passage from Geron Arbroath, the Royal Chamberlain, before leaving the castle. Get the magic map from the royal library by right-clicking on all the books in the library. Buy a mace. Search the area around the castle carefully; pick up everything and return to sell unwanted items to the castle's weapon-smith.

In the woods west of Gladstone castle is a thug's cave with useful artifacts and loot. Be sure to get the lantern for exploring underground later, and the lock picks. After searching and looting the area around Gladstone and selling surplus items, go to the marina, present the writ, and travel to the Southland.

SOUTHLAND

After the boat trip, go directly southeast to the Grey Eagle Inn and get Timothy to join the party. Click on the door to the right of the bar to get the compass. Save the game after getting the compass and Timothy. You can rest in relative safety just outside the inn. West of the inn is Buck's Skins, where you can purchase a bow, a buckler, some boots and healing salve. Make sure you have at least 200 gold left over to book passage back to Gladstone.

West of Buck's Skins is Roland's Manor, but you will need to defeat hordes of regenerating Orcs before you can get to the manor house. Defeat all Orcs except those in the northeast corner of the manor. Rest and save before this encounter, and try to beat this Orc in battle for more experience. This room conceals a secret room and chest.

Click on everything. The fireplace hides a burnt scroll that says, "Richard, my research indicates that it is imperative that your ring of truth be joined with the ruby of truth to combat the effects of the Nether Mask." Once you have fully searched the manor, go back and fully search the forest, looking for items in the "wall decorations."

There is a lot of treasure in Southland. You will never be allowed to return to Southland once you leave it, so satisfy yourself that you have done everything here you want. Once you have searched enough, book passage back to Gladstone.

In Gladstone, visit the weapon-smith and sell all unwanted items. Strip Timothy of all his equipment before you go to the King's chambers. When you leave the council chambers, Timothy will be replaced by Bacatta, a first-level fighter and rogue, and a third-level mage. Bacatta has four arms and can wield two weapons and two shields simultaneously. Bacatta will quickly become your most powerful fighter. To Bacatta, give Timothy's leather armor, boots, shields and the best weapons that you removed from Timothy prior to entering the king's chambers.

After Richard's poisoned body is encased in the shield, click on each of the advisors for information. Your next quest is to procure a healing potion for Richard from the

Draracle, a mysterious being who lives in a cave in Gladstone woods.

DRARACLE CAVES

These caves are just east of Gladstone, at a rock you will find when exploring the Gladstone forest. They can be completed in several ways. Until you complete this area, one-way passages prevent you from returning to the castle after a certain point. You will also pick up another temporary party member here.

Right-clicking the wall decoration on level one opens a secret passage leading to the Rat Men, who can poison your group. Past them are the red-green-blue buttons and some pits. Past the pits is a dead end that blocks your way until you retrieve a weapon that can crumble the cracked walls.

To reach level two, you can either jump down the pits near the red-green-blue buttons, or push the buttons in any order (RGB or BRG). This closes the pits, allowing you to pass into the next area. If you stand on the pressure plate, you will fight three bandits for treasure. Bypassing the pressure plate brings you to more rats. Get the emerald eye treasure from one of the rats.

Weight down next pressure plate, then back up quickly and side-step back around the bend in the corridor to avoid the darts activated by the pressure plate. Once the monsters in this section are defeated, you have no choice but to go back to the pits near the red-green-blue buttons and jump down a pit.

You will then find a small room with two hidden buttons, which leads to a stairway down and a ladder to a trap door. This brings you up to level one, near the entrance. Kill the scavenger in the room and pick up the sledgehammer from the floor.

POD ROOM

One of the hidden buttons in the small room opens a stairway that leads down to the pod room. Cut the right pod and Lora will join your party. Give Lora armor, weapons and perhaps the sledgehammer. The other hidden button reveals a ladder back up to level one near the entrance to the cave.

Go back to the colored buttons and push them to close the pit. Return to the cracked wall beyond the pits and hit wall with sledgehammer to open a passage.

CAVES: LEVEL TWO

At the west end of an east-west corridor in the southeast part of this area, you will eventually come to a pit that descends to level two. This is a one-way trip. Once you jump down this pit you will emerge on a different part of level two, and you will not be able to leave the caves until you find the Draracle and get the recipe for Richard's poison cure. Make sure you are ready to jump before you do so.

Beyond a spinner northwest of the pit, you will find a treasure chest with the sapphire eye. Put the eye in the eye socket of the dragon mural to the north. Find the chest and two-way secret passage to the northeast. The secret passage leads to stairs down and a pit with a switch over it. Throw an item at the switch to close the pit, then retrieve the Worn Key from the alcove over the closed pit. Pick the locked chest to get the freeze scroll and silver goblet. Go down the stairs to level three, or go back and use the emerald eye on the east dragon mural eye socket to open another passage that leads to the jeweled dagger.

Use the Worn Key in the worn lock to open a one-way door over an illusory pit to the east. Pick up the bottle on the pit. Continue until you find the Iron Key, Red Key and Red Lock. Search for treasure, but be careful of poisonous flying spiders. West

and south of the red door are a floor plate and alcove. Put a worn dagger in the alcove, and retrieve a named dagger. Take the stairs down to level four.

CAVES: LEVEL FOUR

Kill the armor-dissolving slugs quickly and from a distance. There is a cracked wall in the north and a passage with fireball generators that are activated by floor plates. Weight down the floor plates with rocks before you step on them from the side, where the fireballs cannot hit you. This deactivates the fireball generators. There is some treasure in the fireball area, but it is basically a dead end.

The cracked wall in the north, once crumbled, will open the way to the stairs that lead to the Draracle. Before going up the stairs to the Draracle's room, take all of Lora's equipment, especially the sledgehammer, weapons and armor.

Once in the Draracle's room, right-click on the altar room. In the altar room, place either the silver goblet or the jeweled dagger in the tabernacle at the center of the altar. Return and talk to the Draracle, who will identify the necessary potion as the Elixir of Tybal. He will give you the potion formula, answer questions about the potion riddle, and give you the riddle scroll. The Draracle will direct you to a passage way back out that leads directly to the entrance of the cave, saving you the trouble of fighting your way all the way out again. Save and rest before leaving the cave, for Orcs will ambush you as you emerge.

OPINWOOD FOREST

Timothy will inform you of the attack on Gladstone castle and the danger for you there. Go to Lake Dread, where you will find Victor and get passage on a boat to Opinwood Forest.

Opinwood Forest is another place where you can pick and choose what to do next. In the east is the entrance to the Urbish mines. If you go into the mines, do not open any doors inside, or you will confront a slug that can only be defeated by a green skull. Until you find a green skull, do not open the inner door of the mines; you can use the mines as a passage from the upper and lower areas of Opinwood. Northeast of lower Opinwood is the Gorkha Swamp, which holds many necessary artifacts.

RICHARD'S CURE

Now you need to get the four keys to Richard's shield and the four components of the Draracle's potion so you can free and cure Richard. The quest appears to be non-linear, with the freedom to explore anywhere — but this is not the case. Certain actions will create dead ends, requiring you to restore a saved game. This summary points out which areas to avoid until you have performed essential tasks and obtained vital items.

The four components of Richard's cure are swamp water from any sinkhole in Gorkha Swamp, Giant Hornet's Honey from any nest in Upper Opinwood, the heart of one of the rock creatures from the depths of the Urbish Mines, and the earth powders from the herbalist in Yvel City. (Yvel City will remain closed to you until you finish the Urbish mines and retrieve council member Paulson, who is in the mines down on the fourth level.) When you have all four components, you must mix them in the White Tower in Yvel Woods.

THE PYRAMID KEYS

Get the four pyramid keys to Richard's shield from each of the four council mem-

bers. Dawn and her key are in a wagon in the center of Lower Opinwood, but you can talk to her only after retrieving the Ruby of Truth from the Gorkha king in the swamp. Paulson and his key are in the Urbish mines. But you must talk to Dawn before finding Paulson, or you will not get the Vaelan's cube, which removes Scotia's barriers in front of Yvel Woods and Yvel City.

Geron's key is in the Catwalk Caverns, which can be entered only after mixing the potion and returning to Yvel City. The entrance to the caverns is in the tavern, but the door will not open until Scotia's forces attack Yvel city, and your party holds off the forces until they retreat. After completing the Knowles and Xeobs quest in the level after the Catwalk Caverns (see below), you will be awarded Nathan's Pyramid Key, the fourth and final one.

GORKHA SWAMP

Go immediately to the north end of the swamp and talk with the chieftain, who asks you to fight the Treants and retrieve the Gorkha ceremonial brass mask. The mask is in the possession of a Treant southeast of the fletcher and the chieftain, just beyond a sinkhole. Freeze the sinkholes with a third power freeze spell, but be sure to cross the hole before they thaw out. Once you retrieve the mask, return it to the chieftain for the ruby of truth, which you can equip like a necklace, and a named trident, which you should equip as your best weapon.

Gorkha swamp is home to a Gorkha witch doctor in the south-central portion of the swamp, to whom you can pay 100 gold to solve riddles. Show him the riddle scroll, and he will give you hints about the four ingredients of the Elixir of Tybal.

The Gorkha swamp fletcher in the east-central swamp will sell bows and buy weapons, artifacts and armor. Visit him and sell off surplus items. Retain one extra shield and leather to give to Paulson when he joins your party as the third permanent party member in the Urbish Mines. Before leaving the Gorkha swamp, right-click an empty flask over a sinkhole to collect the magical swamp water element needed for the elixir.

After obtaining the ruby of truth and the vial of magical swamp water, return to Opinwood and talk to Dawn. Once you have the ruby of truth, Droek will allow you to speak with Dawn. This essential step enables you to collect giant hornet honey, get Dawn's Pyramid Key to Richard's protective shield, and get the Vaelan's cube when Paulson joins your party on level four of the Urbish mines.

UPPER OPINWOOD

Upper Opinwood can be entered from the southwest exit from Gorkha swamp or by going through lower Opinwood's southwest exit to the Urbish mines, through the Urbish mines north to Upper Opinwood. Do not open any doors in the Urbish mines until you have one of the three green skulls needed to kill the powerful giant slug guarding the stairs down into the mine.

Searching the chests and the "wall decorations" in upper Opinwood should yield at least two green skulls, the Valkyrie crossbow, and at least one emerald blade. The emerald blade is effective against the ghosts and wraiths found in the White Tower in Yvel forest, and later in Scotia's castle. The lightning scroll is found in a chest in northeast Opinwood. The jade necklace, which adds one level to rogue skills, is found in a chest in northwest Opinwood. The Valkyrie crossbow and Dwarvish chain armor are found in a chest in the far northeast of Opinwood.

There are several wasp nests in upper Opinwood. Put a vial in your cursor hand and right click it on a wasp nest "wall decoration" to harvest a vial of honey for the

second component of the elixir.

URBISH MINES

Read the section on "Lore of the Lands" in the manual for background on the Urbish Mines and the Vaelan's cubes. The invincible Lahrkon Slug is behind the closed door on level one of the mines. Be sure you have one green skull before entering the mines and taking on the slug.

Equip the skull in your cursor hand and right-click it on the character face icon. Kill the giant slug quickly, since he can dissolve your armor. Remove your armor and weapons prior to fighting the slug to prevent their destruction. Using the skull will consume magic points, so keep using it until all points for both characters are gone or the slug is dead. If you exhaust all points and the slug is still alive, leave the mines, rest to restore spell points, and return and repeat the process.

The mines are dark and require that you keep loading the lantern with oil. Occasionally the lighting will become too bright or too dark, or the screen image will break up, making it difficult or impossible to see, requiring you to save and reboot the game to correct the lighting problem. (Sleeping with a full lamp consumes oil in the earlier versions of the game, but not in the later versions, so be careful not to sleep all your oil away. Another trick to brighten up the mines when oil is gone is to use the brightness knob on your monitor.)

Your first goal in the mines is to get a bloodstone, a heart-shaped rock acquired by killing rock creatures on level four. Rock creatures only be wounded only by bashing weapons, which are almost ineffective, but are highly susceptible to level three freeze spells. Level four freeze spells, which form a large block of ice blocking the passage, often cause no damage to monsters.

URBISH MINING COMPANY

The area with the Lahrkon slug, including the area down the stairs from the slug to the west, is shown on the magic map as the Urbish Mining Company. The mine clerk in the north-central area has a pick and helmet. Click on the pick and helmet. Use it like the sledgehammer to clear away piles of rubble that block your way.

The pickable chest on this level holds the "bouncer" mace and the Silver Key, which opens a door on this mine's level one. The route is guarded by a double door. You must close the outer door for the inner door to open. (This pattern of closing one door to allow the second door to open will be repeated elsewhere.)

Many teleporters in the mines will return you to a spot just west of the stairs on the Urbish Mining Company level. Save the game before teleporting, so you can reserve the chance to take another route. Many teleporters are reached by jumping down pits, in which case you should always save before taking the plunge.

Be sure to see the water pump in the southwest portion of the level. To pump water out of the staircase on level two and clear the way to a portion of the mines, place a gear on one of the spindles near the belts on the lower right side of the water pump. A lump of coal must also be placed in the bin on the left of the machine, and the lever in the upper left of the machine must be pulled.

The fireball scroll is the south-central portion of this level. Parts of the mines have a large number of two-headed flying snakes that are quite deadly. Find their nests in the walls and destroy them. Cast a fireball at the nests from a distance of two squares, preventing the regeneration of more flying snakes. The snake areas are not essential to the mine quests and can be avoided.

THE MINES: LEVEL ONE

There is little of interest here. Explore it thoroughly, or take the mine express down to level three, where you can get coal, and level four, where the water pump gear is hidden. Other parts of level one are accessed by coming up from level two and will be discussed later. The door to the east of the stairs on level one is opened with the Silver Key from the chest on the Urbish Mining Company level.

Proceeding down the corridor to the east of the silver door, you will come to two wheels on the walls of the passage and a secret button on the west wall around the corner to the west and south of the wheels. One wheel is on the north side of the passage and one is on the south side of the passage. From this point you have a choice of completing two quests, both described below. Go for the Rusty Key and the water pump components first, then return for the Shiny Key.

THE FLOODED STAIRS

Turn the wheel on the north once to activate a teleporter further along the passage to the southwest. Enter the teleporter, and you're teleported to a room with four secret passages — called the "starting room" for the purposes of this solution. It's on level two. This part of level two is a very lethal area.

The second floor teleport destination or starting room has four secret doors that open to the north, south, east and west. Going in any direction takes you to a short corridor with two hidden buttons on each end of the corridor; these buttons open doors to passages that lead farther into the level.

In the northern area, the east passage leads to a chest with the lightning spell scroll. The west passage in the north leads to an area with a large number of jellyfish creatures that use lightning bolts, a chest with bracers and a three-wheel puzzle that should be avoided. If you decide to go down the west passage in the north, wait until you have completed the more difficult parts of this area.

As with most monsters in this quest, you are better off killing them one at a time while they are coming around a corner in a narrow hallway and cannot surround you. You'll get to take several free shots at them before the monsters turn to engage you.

If you use spells that can hit any monsters in front of you, be sure to fire when there is more than one monster in your killing field. Melee weapons only hit one monster at a time, while spells hit everyone immediately in front of the group and within the spell's short range. Melee weapons work fine against the jellyfish.

MINE KEYS FOUR & FIVE

From the starting room (see first paragraph of the preceding section), follow the west passage to obtain Mine Key Four. West of the starting room, the two passages to the north and south are opened by Mine Key Four. The north passage leads to a staircase that can be opened with Mine Key Five, which is obtained in the passages east of the starting room.

The south passage leads to the flooded staircase, which is opened by activating the water pump on the Urbish Mining Company level. Once the water is cleared from the stair, you can find the Shiny Key, which is one of two keys needed to open the door to Paulson's room on level four.

The mine door opened with Mine Key Five leads to a stairway up to level one. Going through the room to the east leads to a secret passage to an area with a chest beyond one pit, and a niche with Mine Key Two beyond another pit. (Obtaining the

Mine Key is optional and simply opens the secret door through which you just came.) If you drop down the pit in this room, you will end up in an enclosed area. Put a disposable item on the plate and step into the transporter to be teleported back to level one near the staircase on the east side of the level.

In the east of the starting room, the north passage leads to a fire-pit gauntlet passage with pressure plates. This passage leads to a fireball wand, a powerful magical artifact that may prove useful later.

East of the starting room, a south passage leads to a dead-end corridor that smells like gas. Back up several paces down the corridor and throw a fireball at the gas-filled dead-end to open up the corridor to the rooms beyond.

Once opened, the gas corridor leads to many jellyfish creatures. Charging right into the midst of these creatures is lethal. Draw them out and eliminate them one at a time. They do regenerate, but at a much slower rate than you can kill them, so you can clear the room of them. Use melee weapons, with fireball spells as a back up. Within the last room in this passage can be found Mine Key Five, in a niche. Get the key and get out quickly.

LEVELS TWO-FOUR: THE PIECE OF COAL

On level one, push the secret button in the east twice to open a pit to the north. This descends to level two. Push the button on level two, and you will drop down another pit to level three, where you will find a Silver Key in a niche. The key opens the door to the room into which you have fallen.

This part of level three is important, because it leads to the mine cart that goes to a room with a pickable lock, within which you will find the stairs down to level four and the lump of coal. Most monsters in this area are susceptible to freeze spells.

A coal cart railway leads to the other areas. To use it, place a gold jewel in the square opening to the left of the cart. The cart's three destinations are controlled by the levers on the wall to the right of the cart. When both levers are up, it takes you to a corridor which leads to an apparent dead-end. The dead-end will have a dark vein of rock, and the companions will remark as to recent drilling and that a piece of coal could be broken off. Use your pick to get a piece of coal, one of the two components needed to activate the water pump that opens the flooded staircase on level two, which leads to the Shiny Key.

PAULSON & THE SHROUD KEY

Moving the right lever up and the left lever down will cause the cart to turn right at the intersection and take you to an area leading to a room with a pickable lock. Within the room is a staircase to level four. On level four, push the secret button and enter the teleporter, which takes you further into this level. Keep pushing buttons, and you will come to a south passage leading to a door with two locks (the Rusty and Shiny keys will open them). Within the room is Paulson with his Shroud Key. He will lead you to a secret cache of weapons, armor and artifacts. (Unfortunately, you cannot get to Paulson the first time you get to this room. You must return here later when you have both keys.)

BLOODSTONE, RUSTY KEY, WATER PUMP

Northeast of Paulson is a spinner at a four-way intersection. The intersection leads off to eight passages (two for each compass point), similar to the "starting room" mentioned in the preceding quest. When you encounter cave-ins on this level, use the

pick. At the end of one of the eight passages, search Orin's bones twice to find the Rusty Key to Paulson's door. Search Hank's bones, found in one north passage, to obtain Hank's note and the water pump gear. Read and discard Hank's note.

Killing the rock creatures on this level will give you the bloodstone, which is one of the components of the elixir of Tybal. You need only one heart. Take the teleporter on the north side of the east passage back to the Urbish Mining Company level.

Once you have both keys to open Paulson's door, return to this area to get him. Be sure you have talked to Dawn after retrieving the ruby of truth (prior to picking up Paulson). Be sure to take the pyramid from the animated graphic. Paulson will lead you to a cache of weapons, armor and artifacts, which includes a Vaelan's cube and a Mine Key that opens the door south of the teleporter and east of the spinner intersection. After exploring this opened door and retrieving the cache, leave the mines.

SCOTIA'S BARRIERS

Go to Scotia's Barrier in the north-central portion of Upper Opinwood. Just south of the barrier, equip the dark Vaelan's cube in a character's weapon hand. Exit the inventory screen so that you are looking at the barrier, then click on the weapon hand icon with the dark cube equipped. This will create the white cube in your hand cursor.

Now put the dark cube in your inventory and equip the white cube. Exit the inventory screen and click on the weapon hand equipped with the white cube. This will create a dark cube in your hand cursor. Put the additional dark cube in your inventory. Exit the inventory screen and click on the weapon hand with the light cube again, generating another black cube and breaking up the barrier.

Go north and find the passage to Yvel woods, which looks like the Draracle cave entrance. Follow the passages in the woods to the west, keeping to the left wall of the maze until you come to another Scotia barrier. Dispel it as you did the first. Hold onto at least four dark cubes and one white cube for killing ghosts and wraiths later on. Go west to the edge of the map, then north, and enter Yvel city.

YVEL CITY

Yvel City has a weapon smith (Victor), a herbalist, a fletcher, a tavern, and the council chamber. You can sell and buy weapons, armor and herbs here. At Victor's, do not buy the jeweled dagger. The great sword is quite good. Sell any surplus artifacts and anything found in the city to the shops for money, then stock up on items. If you helped the beggar in Opinwood, be sure to visit him in Bruno's Tavern in the far northeast portion of the city. You can sell the beggar's useless gift to Victor for silver crowns.

There are many boarded up doors that cannot be opened. On the far east side of town, on the east side of a north-south street, you can pull the boards off a boarded-up door with red brick outlined with tan stucco on both sides. Within the room of the boarded up door is a Hand of Fate scroll and a Speckled Key that fits the lock of an unpickable door in the north part of town. Behind this door is a Jade Key that fits an unpickable door in the west of town. Two other locked doors in town are pickable.

Many items in town are the best weapons and armor in this part of the quest. Equip every weapon, armor and artifact for might and protection. Weapons with the highest might and the armor with the highest protection should be kept. Those with the lowest values should be discarded if you need room.

Show the riddle scroll to the herbalist and get the earth powder, which is the fourth and final component of the elixir. Talk to Geron in the council room, then look for

the white tower.

Do not give the shroud keys, elixir components or elixir to Geron or Dawn. If asked for them, argue. Follow the path back to where the barrier was, and work your way north from the area where you entered the Yvel Woods. Check out all passages to the west. The tower is just west of center about one-fourth of a screen north of the south end of the map, at the west end of a short east-west passage.

THE WHITE TOWER

The goal in the tower is to seek out the crucible of faith, place it on the broken pedestal on the altar in the level one altar room, mix the elixir ingredients and take the head with the ingredients back to talk with Geron and Dawn. The Mystic Keys on the first level lead to a Mystic Key on the second level, which in turn leads to the Ivory Key on the third level. The Ivory Key opens up the basement level of the tower, where you solve a riddle to get the crucible of faith.

WHITE TOWER: LEVEL ONE

This level is inhabited by Amazons and archer slugs. The Amazons do not regenerate. The archer slug regenerators can be shut off by closing the two grates found at the base of the wall in the far northeast and far southwest of this level. Once you close both gates, the slugs will not regenerate and the level can be cleared of monsters, making it a safe place to rest.

Just slightly west of the fireball generator, in the central portion of the level, is an inner and outer door puzzle. The inner door cannot be opened until the outer door is closed, and vice versa. Once the outer door is closed and the inner door opened, this is a safe place to rest, since the Amazons cannot open the door by pushing the outer button.

In the room to the west of the entrance is the Copper Mystic Key, which opens a door in the far southwest of this level. Opening the copper door yields the Grey Key, which opens a door in the northeast of the level. The door that is opened with the Grey Mystic Key leads to another Grey Mystic Key. This Grey Mystic Key and a secret button to the south of the grating open a grating within the Grey Mystic Key room. Beyond the grating is Lyle the thief. After releasing or killing Lyle, find the secret button that opens the niche with the amber ring on the north wall of his cell, near the shackles.

The amber ring is placed on the "ring for admittance" niche just north of the entrance to the tower. Defeating Jana, the Amazon chieftain, produces another Copper Mystic Key, which opens the door to a room on the third level, where you find the Ivory Key. Open the passage to the west of Jana's room and go back and retrieve the amber ring from the niche. Go up the east staircase to level two and get the Blue Silver Mystic Key.

WHITE TOWER: LEVEL TWO

The goal on level two is to obtain the Ivory Key that opens the way to the basement of the White Tower, where you can obtain the crucible of faith needed to mix the elixir. Level two is inhabited by flying fireball chickens who throw fireballs from a distance; attack at close range. They regenerate constantly, making level two dangerous.

West of the stairs to level one, push the door button and open the fireball room. A Mystic Key is found in the northwest corner. This key opens the altar room on level one. The room will throw fireballs at you if you face a fireball generator and take a

step. If you face a blank wall or doorway, no fireballs will hit you, so plan your route through the room carefully.

East of the stairs, beyond a pickable lock, is the pit room. It contains a Mystic Key that opens a door in the southwest portion of level three. Enter the pit room and go north, east, east, north, north, west, then west from the entrance platform to get the key. Push the button on the wall, then return east, east, south, south, west, south, then south and push the wall button. Then go north, north, east, north, north, east, then north through the secret door to retrieve the helm "Prentis." The area beyond the door houses a minotaur with a club. He is very difficult to beat and can only be reached by dropping down a pit from level three, or by solving the riddle of the switches in this passage.

LEVEL TWO: PIT ROOM

A map is provided for this tricky area. To obtain a jade necklace and dwarven great helm, walk north from the entrance square of the pit room. Pick the lock to the chest in the room, retrieve the items and come back up the stairs to finish level two. Other pits in the pit room lead to rooms you can explore if desired.

The dark room to the east of the stairs yields a Shiny Mystic Key when you close the door to the room and press the secret button. Once finished here, use Jana's Key to open the door to level three in the south.

WHITE TOWER: LEVEL THREE

Equip all weapon hands with black cubes and put the white cube in the cursor hand. The top level (level three) of the Tower is inhabited by apparitions and wraiths. These monsters constantly regenerate and are susceptible to the Hand of Fate spell, emerald swords or the Vaelan's Cubes.

Cubes are the only practical means of killing these monsters. Save before going up the stairs or fooling with cubes. To activate the cube magic without consuming magic points, click the right cube on the weapon hand equipped with the cube. Two cube spells should kill a wraith or apparition. Cubes can apparently be used indefinitely.

The snakes here are actually long-range spells cast by the ghostly inhabitants of this level. Snake spells do a lot of damage and can be stopped only by killing all the spirits on this level. The spirits regenerate, requiring you to quickly complete your mission on this level and return to the safer, lower depths.

Level three holds several treasures in pickable chests. Two chests are beyond a door that will not open until you have obtained the crucible of faith and mixed the elixir, so do not bother trying to open this door in the east part of level three until you have done so. If you return to the chests, save your game before opening a chest, and catalog the items. Then restore your game, open the other chest and catalog the items. Restore the game and open the chest with the best items first.

Go into the room to the east of the stairs down to level two. Press the floor switch, take the Mystic Key from the niche, and use the key to open the door to the north. Open the next two doors, going east and then north. Take the east fork, go north, press button on west wall and go east through new passage that opens.

Go north to a dead-end, then east through the illusory east wall of the room. Go north, then follow the corridor until you come to a pit. Throw an object (not the white cube) across the pit to activate a wall button, then push the button on the wall on this side of the pit, and the pit will close. If you jump down the pit you will end up in the minotaur room on level two. Continue along the corridor until you see a secret passage to the south that leads to a chest with another Mystic Key.

Return to the secret door and go north and east until you find a push-button door to the north. Go north through the door, then go west and use Jana's Key to open the door to the room to the west containing the Ivory Key. Get the Ivory Key and return to the winged lock in the southwest portion of level one.

BASEMENT

Go down the stairs and move counter-clockwise on the floor around the circular corridor until you find four items. Pick up the items and place them in the four niches on the walls around the circular corridor. Proceed deeper into the level until you get the full-screen illustration of an old woman who asks you to look up a word in one of the manuals that come with the game. Do so, and she will give you the crucible of faith. Pick up the death wand from the shelf of four items on your way back up to level one.

Put the crucible of faith head on the neck pedestal on the altar in the altar room in the north portion of level one. Open the altar room door with the fireball room Mystic Key from level two. Mix the elixir ingredients in the order shown on the riddle scroll. Once mixed, pick up the crucible. You can now go back to the crucible of faith door on level three, finish exploring the tower or return to Geron in Yvel City.

YVEL CITY REVISITED

After speaking with Geron in the council chamber, go back to find Dawn. You will meet Scotia, using the Nether mask to disguise herself as Dawn, in the Yvel Woods north of the passage to Upper Opinwood. Argue and refuse to give her anything. Scotia will turn into a giant lizard, which you can defeat quickly with the Hand of Fate spell or the Death Wand from the White Tower basement. If you return to Dawn in Opinwood, you will find Dawn missing and Droek killed by Scotia. Returning to Droek's wagon is unnecessary; you can go straight back and talk to Geron in the Yvel city council chambers.

ORC ATTACK

When you return to Geron you will learn that the city is under attack by great Orcs and Cabal Warriors. The doors to the Yvel City shops will be closed to you from now on, making money totally useless. Geron gives you the task of keeping the invading Dark Army at bay, since the Yvel militia has been defeated.

Fight the Dark Army until the retreat horn sounds. There is no way to clear the area, since the monsters regenerate in the fog at the ends of alleys. The best way to fight is near a doorway on a narrow street or in a short dead-end passage, where you can retreat to rest, heal and gain spell points, but where you cannot be surrounded or where the enemy can get behind you. Once the invaders in the near vicinity are defeated, you can duck into an open doorway and rest unmolested.

You need to fight your way away from the council chambers, since a note needs to be placed on the door, which cannot happen if you are near the door. Once the retreat horn is sounded, return to the council room door and read the note: "Dawn, Yvel is under attack! Someone has stolen my <pyramid shroud> key!..." Go to Bruno's tavern in the northeast part of Yvel City and go through the passage on the back wall between the casks and the bar and enter Catwalk Caverns.

CATWALK CAVERNS

In the small room in the back of Bruno's are four great Orcs, so rest up first. A

secret button opens the way to the caverns, which are crawling with Cabal Warriors, so rest before entering the caverns proper.

Follow the right-hand wall around to the northwest and fight the leaders of the Army of the Dark Path in their war room. You will be forced to fight these leaders when you refuse to join them. Spells are the quickest way to dispatch them. Defeat the leader of the Dark Army, and you get his Dark Gauntlet, Geron's Pyramid Shroud Key and a statue. Put the statue on the pedestal on the north wall (to the east of the war room), which opens a passage to yet another double-locked door to the next part of the Knowles and Xeobss quest.

The Dark Gauntlet can be equipped as a weapon and used to herd the invisible lightning creatures that drain spell points or mana quickly. It will also open walls if you put it in your hand cursor and hold it up to the gauntlet-shaped depressions in the cave walls. Use lightning spells on the lightning creatures, since they seem to work best. Use the spells quickly to prevent loss of mana. There are several bottles of Bannon's Reserve and an Ace of Infinity, both of which restore depleted mana points.

The first gauntlet depression is on the west wall in the northwest portion of the first room you entered. Use the Gauntlet and follow the corridor until you reach another gauntlet depression. Search the wall north of this one for another gauntlet depression. At this point you have a choice of whether to use the gauntlet, go west or go north.

— NORTH GAUNTLET PASSAGE & SILVER KEY —

CATWALK CAVERNS: LEVEL ONE

The north passage leads toward the northeast of the map, going through a series of one-way secret doors in a central section of the map. Eventually on the east side of the secret door section, you come to a door that is opened by the dark gauntlet; this door leads northeast, and then south.

In the far southeast portion of the map are the chest (with the Small Key that opens the double locked door on this level to the Dungeons, where you fight for the Knowles or the Xeobs) and the Cabal warrior (who has the Small Key that opens this chest). The key in the chest opens the double-locked door to the Knowles and Xeobs Dungeon level below Scotia's castle.

The Cabal Warrior with the Small Key to the chest is originally found in the southeast portion of the level near the chest with the Small Key to the double-locked door. The Cabal Warrior is free to run around on the level from the moment you enter the Cabal Caves. Therefore, go north first and find the Cabal Warrior before he wanders too far from the chest, making the warrior and the needed Small Key hard to find.

The chest cannot be bashed open or picked. Many secret passages in the north passage are one-way, which may force you to backtrack. The magic mapping system does not show the polarity of a secret passage, just an "S" to show the location. You may need to take notes or to draw a manual map to prevent wasting time here.

Go north first, and later use the east secret passages for the most direct route. The passages go around to a corridor that leads north through a door opened with the gauntlet. The passage then turns east and south to the area with the chest. You must continue to kill Cabal Warriors until you encounter the one with the Blue Key to the unpickable chest. Then you are free to open the chest, get the Little Key and find the one-way secret passage that goes south into the double-locked door room. Use the key in the south lock and return to take the west passage or open the door.

WEST PASSAGE

Take the west passage around to the west, then go north around the edge of the map from the southwest to the northwest corners. You will encounter about six lightning creatures. They are depicted by a small yellow and white dot in the middle of the space in front of your characters. Use Lightning spells quickly to prevent loss of spell points. In the northwest are two foot plates, one wall switch and two teleporters that must be used to open the door to the east of the room. This door leads to the pickable chest containing the Yellow Key that opens the double-locked door.

YELLOW KEY

The teleporter to the east teleports you beyond the east door to the room, and you can either open the door or continue east. Take the first corridor south off the corridor as you continue east, and follow around south and east. Stay north of the chamber until you find the pickable chest with the Mist of Doom spell scroll, the Yellow Key and the Axe Master, which adds one level of thief proficiency when equipped. Keep Axe Master, a poor weapon, for later, when you will need a good Thief.

Just east of the chest with the key is a duplicator that will duplicate any item in your inventory only one time. Use the gauntlet or a spell to trap three lightning creatures in the chambers to the east, west, and south of the duplicator room, then place the item on the altar and push the button. (This exercise is very tedious, time consuming and unrewarding, so you may want to bypass it.)

Follow the passage back to the corridor and continue east, then south and west until you find the secret passage north into the double-locked door room. Open the door and you will find the Knowles and Xeobs.

KNOWLES & XEOBS

The Knowles and the Xeobs live in the basement of Scotia's Castle and invite roving adventurers to help kill off one or the other race. You get to choose which race you wish to exterminate, but must wipe out one of them to obtain the Knowle or Xeob Key that opens the unpickable door on the east side of the east-to-west diamond corridor in the central part of the level leading to the stairs up to Scotia's castle.

Monsters don't regenerate here. Kill them all, then use teleporter in east part of level. The other race will reward you: the Knowle or Xeob Key, one more level of spell proficiency for all characters, Death Stick, Bannon's Reserve, and Ace of Oblivion.

The Xeobs can dissolve armor and are very tough to kill: use multiple Mists of Doom spells. You need to find a place to rest. Most chests are pickable, but some require the keys lying nearby. The Copper Key in the southwest opens a door in the central-east portion of map, which leads to a teleporter that sends you to a part of the level where more Xeobs can be killed. The Xeobs are physical beings who are tough to kill. The Knowles throw powerful spells but are killed easily.

Before leaving the level, you need Nathaniel's Pyramid Shroud Key from the far north-central portion of the map; it's in a western passage that's opened by a hidden button. Just west of the center of the map, on an east to west corridor entered from the northwest of the level, pick up the diamond, which is needed to free Dawn on level one of Scotia's castle.

In the east-west corridor where you found the diamond, try to open all chests before throwing switches; then throw the switches and try the teleporters. One chest in the southeast of the corridor will teleport you to another part of the level with pick-

able locks and a useless Ebony Key. A teleporter takes you back to the other part of the level. An additional teleporter in the southeast will take you back to the Catwalk Caverns to rest and recuperate.

SCOTIA'S CASTLE

This place is very frustrating. Pushing buttons could result in your being dumped into the Xeobs/Knowles level, requiring you to walk back up. Objects placed into alcoves will often disappear, but you get nothing in return. Monsters are of the undead or physical type and regenerate, except the Giant Toads on level three. Many areas lead nowhere, and traps are everywhere.

Your goals are to free Dawn on the first floor by using the diamond from the previous level; to free Richard with four Figurines, four Pyramid Keys and the elixir; and to confront Scotia with the whole truth, which will disable the Nether Mask and make her helpless. There are four Figurines: a Cobra, Unicorn, Dragon and Human, that must be obtained to purify Richard's shroud before it can be opened. There are keys that must be obtained to open the way to the third level, open Richard's door, and to open the door on the third level to Scotia's room.

SCOTIA'S CASTLE: LEVEL ONE

Monsters consist of Ghost Cabal Warriors and Flying Axes. Axes can be dispatched with spells such as Freeze, Mists of Doom or Hand of Fate. Ghosts can be dispatched with Vaelan's cubes. Ghosts are the greatest threat. But Axes cannot enter the rooms, so they can be used for resting. Save before climbing the stairs to the castle. You may need to restore several times.

Go west, past a corridor to the north, and then north. Open doors and inspect walls until you find a room with two buttons. Pushing one button opens a niche in the wall containing the Cobra Figurine. The other button opens the door to the room.

Go back through the corridor to the north and, on the east side, look for a room with outer and inner doors. Close the outer door to open the inner door. In the center of the room, click on the crystal ball. When the graphic comes up, take the diamond from the inventory in your cursor hand and click it on the globe to free Dawn, who will reward you with a beautiful animated sequence of her escape.

In one easy-to-find room is a button that activates a teleporter. The teleporter will take you to an area in the southwest, where the magic map will be taken away from you for a short time. Walk directly west through the door and leave the switches alone. The invisible teleporter will teleport you to the dead center of the room. The map that follows should help you to get through the room.

ROOM WITH NO MAP

A map is provided here, since you lose the auto-map when you enter this area. The four pressure plates on the floor should be weighted down with surplus items to open the corresponding pit. Passing over the now closed pit gains access to the next plate to be weighted down, and so on. After weighting down the fourth pressure plate, save the game and proceed directly south to the Dragon Figurine square.

Push the hidden button on the east wall to open the niche on the west wall with the Dragon Figurine, and close the wall to the north. Put a disposable item on the shelf and push the south button to open the wall to the north. Exit the room via the door through which you originally entered. Save the game and walk up the stairs. Your magic map is restored just before the stairs up to level two.

SCOTIA'S CASTLE: LEVEL TWO

Flying Eye Buzzsaws and four-legged purple and white Bugs with large white jaws inhabit this level. The Mists of Doom or the Hand of Fate are most effective in dispatching the Eyes, while Bugs succumb to melee weapons or spells. Bugs can stun your warriors but otherwise cause little damage. The monsters on this level regenerate.

The goals on this level are to find the Carrion Key to open Richard's chamber, to find the Noir Key, which opens passage to the third level steps, and to find the Unicorn Figurine. From the stairs down to level one, follow the passage to the east and north to a pickable lock on the east side of a north-to-south passage, with a door directly south of the lock. Upon entering the room, go directly south and throw the wall switch in the center of the south wall. The niche will open up in the northwest corner of the room, revealing the Unicorn Figurine.

Go north from the Unicorn room and note the passage to the west off the main passage going north, the one with an ornate, unpickable noir lock in the north wall of the passage. South of the lock is a door that will open when the Noir Key is used on it. Pass north and note the ornate pickable lock on the west side of the passage going north, just before a T-section with a passage going west and just north of a door in the west wall. This lock and door are opened by the Adder Key. The chest to the west can only be picked by a character with level seven thief skills.

Go down corridor to west until you reach dead-end. Push the button on the south door and open the north passage. Go north, then west to another cross-shaped dead-end. Push the wall button in the north to open the niche with the Adder Key in the south. Return back the way you came and go to the Adder Key lock. The chest contains a Westwood Stick, which kills with one blow for a short time.

Go back to first dead-end, push button on the north door, and open door to the south. Go south and west to room where Noir Key is in a niche. Just east of Noir Key, in another corridor going south off the main corridor, is a dead-end and two buttons. Push button in the west wall and passage will open up to the east and to the south. The south button will drop you into the Xeobs/Knowles area — do not push it.

Go south and past the locked door to the east and lock to north, which are the Carrion Lock and Door. Push the button to the south to open the door to the south, then follow the passage south and east to the Pit Room. You can stand with a pit to the south and one to the east. Throw an object over the pit in the east to activate the button on the other side of the pit. Throw an item into the teleporter, which will appear across the pit to the south. When the pit to the south closes, walk into the teleporter there. You will teleport to the other side of the east pit, where you can retrieve the Carrion Key and the items you threw over the pits. Put a disposable item into the niche, and the pit (which is now to the west of you) will close.

Return to the Carrion Door and Lock and open the way to Richard's chamber with the key. You will need the Human Figurine from level three to free Richard from his shroud and cure him. Return to the Noir Lock and Door and open it. Go south into the room opened up by the Noir Key, push the wall button to the west and be teleported to an area near the stairs up to level three.

SCOTIA'S CASTLE: LEVEL THREE

The goal on level three is to get the Human Figurine, the Silver Key, Gold Key and the Dull Key that opens the chest containing the Silver Key. The Silver and Gold Keys open Scotia's room, just the east and north of where you entered level three. Once you have the fourth Figurine, you can go back down to level two by jumping down a

pit, revive Richard, and make the Whole Truth Medallion to return for Scotia later.

The monsters on level three are huge green and tan frogs or toads with prehensile tongues. Toads bash the ground, disarming everyone. The toads do not regenerate, and are susceptible to Mists of Doom spells.

First obtain the Human Figurine by solving "the sum must be correct riddle." On the south part of the magic map, the walls make up the numbers and signs of a math problem. When you arrive on the level, the math problem says " $1 + 1 = 3$ ". If you go to the east side of the 3, you will find a wall button in the lower part of the number one block up from the south. Pushing the button moves this block to the west one space. Pushing the button again with the block in its new position will move it again to the west. Now the equation says " $1 + 1 = 2$ " and the sum is correct.

Go north and east to a door leading south. Enter the room and go south until you reach a room with a button in the east and one in the west. Push both buttons, get the Human Figurine from the northwest niche, put an unwanted item in the niche and leave the room. You can now return to level two and save Richard.

KING RICHARD

Save the game. When viewing the full-screen graphic, click on the pedestal to the far left. Put the Figurines on the pedestal until one reflects the ray of light up and to the right. Escape and keep placing items until the light is bent to pass over the next pedestal. When each of the four pedestals has the appropriate Figurine, the light will amplify as it continues in a counter-clockwise circle around Richard, purifying the shroud. Once the shroud is purified, place the Pyramid Keys one at a time until they fit correctly and the shroud opens.

After the shroud is removed, take the Crucible of Faith in your cursor hand and click it over Richard's head or mouth. Richard will sit up. Take a disposable weapon from your inventory and give it to Richard, and he will give you his Ruby Ring of Truth. Put either the Ruby Ring or Necklace of Truth in your inventory and the other item in your cursor hand. Click the one over the other, and they will form the Whole Truth Medallion, which cannot be equipped.

SHOWDOWN WITH SCOTIA

Now get the two keys to open Scotia's chambers. The Gold Key is in the center of the equal sign in the equation in the south of the level. Simply walk south and between the two long walls, push the wall button to the north, opening a niche to the south with the key, and turn around and get the key.

The Silver Key is in an unpickable chest on the north-central edge of the map. The Dull Key, which opens the chest, is obtained by solving the "leave items here" riddle in the room in the far southwest of the level. You must place four items: armor, weapon, medicine and jewelry, one in each appropriate alcove, to make the Dull Key appear in an alcove to the south. Medicine can be a bezel cup, aloe, ginseng or salve. Jewelry is a jade necklace. A weapon is any melee or distance weapon. Some pickable chests on this level yield interesting items, and there are several keys with no apparent function, such as the Oily Key.

The Gold and Silver Keys open the double lock to Scotia's chambers. The room where she waits for your group is beyond a button door in the west. Save your game. Put the Whole Truth in your cursor hand, ready to activate before she transforms. The Whole Truth deactivates the transformation abilities of the Nether Mask. Scotia has three forms and the third is invincible. It takes Guardian spells and lots of Mists of Doom to kill her, even in her human form.

■	■	■	■	⌘	■
■	①			②	■
■	⊛	+		+	■
■				+	■
In-Out		①	+	■	■
■	■	②	■	■	■
■	■	■	■	■	■

White Tower Level 2: Pit Room

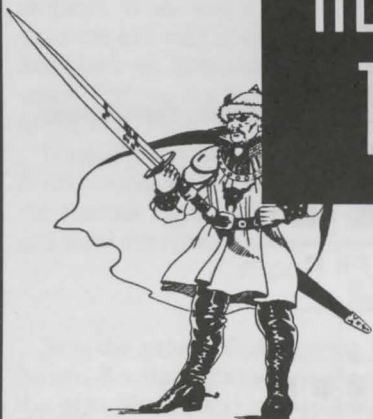
		♁	♁	T				IN
+	③		+	+	②	T	■	■
♁	♁	+		+	♁	+	■	■
+	②	♁	T	♁	①		■	■
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+	①	+		+	③	+	■	■
		♁	④	♁	④		■	■
■	⌘	■	⌘	■	⌘	■	■	■
■		■		■		■	■	■
■		■		■	⊛	■	■	■

Scotia's Castle: No Map Room

Code	Map Feature
■	Impassable
+	Pit
⌘	Secret Door
♁	Spinner
⊛	Special
T	Teleports to white T
T	Teleports from black T
①	Plate opens pit at white I
①	Pit opened by plate at black I

Lands of Lore

THE LEGACY: REALMS OF TERROR



TYPE

Horror role-playing

SYSTEM

*IBM (Required
386+, two MB
RAM, VGA*

*Recommended:
mouse Supports: all
major sound cards)*

COMPANY

Microprose

AFTER INHERITING A VAST MANSION AND LEARNING IT IS INHABITED BY ZOMBIES AND OTHER FIENDS, YOU REALIZE PROPERTY VALUES WILL PLUMMET QUICKLY IF YOU DON'T DO SOMETHING ABOUT THEM. THE WINTHROP MANSION IS ALSO PACKED WITH PUZZLES AND OBJECTS TO FIGURE OUT AND HOPEFULLY USE TO COMPLETE THE QUEST. YOU SELECT ONE OF EIGHT POTENTIAL CHARACTERS TO REPRESENT YOU, EACH RELYING ON COMBAT AND MAGIC EXTENSIVELY. LEGACY'S UNUSUAL INTERFACE DIVIDES THE SCREEN INTO SEVERAL WINDOWS, WHICH YOU MAY RESIZE AND MOVE; YOUR CUSTOM LAYOUT MAY THEN BE SAVED. THE HIGH RESOLUTION, 3-D GRAPHICS SHOW THE ROOMS IN AMAZING DETAIL AND COLOR, BUT THE MONSTERS DON'T LOOK AS REALISTIC. WITH SOUND EFFECTS THAT ARE ON THE SAME LEVEL AS THE GRAPHICS

AND ANIMATION, LEGACY IS MORE FUN TO LOOK AT AND LISTEN TO THAN IT IS TO PLAY — THERE ISN'T ENOUGH DEPTH OF INTERACTION (THINGS TO DO BESIDES SLAYING MONSTERS) TO SATISFY VETERAN ROLE-PLAYERS SEEKING MORE THAN JUST ANOTHER GOOD-LOOKING "MAZE."

THE SOLUTION

Always cast a body protection and magic protection spell before engaging in fights. If you can't beat a foe or sustain too much damage, avoid it.

FIRST FLOOR

Get the bony arm from the far northwest room where the tentacle creature roams — it is especially made to kill the Zombies on the first floor. Do not kill tentacle creatures anywhere; simply avoid them. Use the Green Gem from the second floor in the hollow of the painting in the entry. You can restore lights on all floors by using the tool box/electrical kit on the power boxes. Don't worry about a light source (flashlights, lanterns, etc.). You can still see fairly well without light until the caves, and then you'll have a light spell.

SECOND FLOOR

Kill the Flying Demons with guns. Kill the Ghosts with Holy Water. One of the Ghosts will tell you to destroy Melchior's picture. Find the portrait and use the can of oil on it, then light it to remove all ghosts from this level. In the numbered rooms, open and enter each in order (1-6), getting the statue from the last. Then open Door 7 in the main hall, freeing the Reporter.

THIRD FLOOR: ASYLUM

Kill the flying things with guns, swords or blunt instruments. To get past the invisible barrier, wear the Crazy Lady's straightjacket. Use a toolkit on the safe, opening a secret passage to the central asylum. Open the remaining doors with the Remote Control or the Electrical Kit (you can't open the doors nailed shut). You can kill the Fireballs with the Fire Extinguisher. Get the Heart before leaving this floor.

FOURTH FLOOR: MUSEUM

With the Demon Statues from level 1 (obtained from the entry in the glass case by shooting the case), level 2 (the numbered rooms) and level 3, put each statue on its pedestal in the Room of Power, removing all the crab creatures by casting Flames of Desolation on each statue. Light the Hand of Glory (from level 3) and hold it in your hand, and you can bypass the formless Blobs on this level. Put the Urn (from basement 2) and the Short Sword (from the dungeon) on the Samurai Memorial Pedestal (blessing the swords, which make great weapons). Use Metal Crescent (from basement 2) on the half-crescent in the room with the Samurai Armor to get it. In the "right," "left" and "back" rooms, you must enter the alcoves by moving into them from those directions (example: in the room with the "back" plate, you must move into backwards in order to get the object). To get the Samurai mask (temple),

Shuriken (third floor), and Jade Talisman (dungeon), you must find the plates and place them on the pedestals. Open other rooms by casting Open Door spells.

FIFTH FLOOR: TEMPLE

Enter this floor through swinging chain room behind portrait in entry. You must enter portal when chains are moving apart, or you'll sustain damage. Kill Mummies with Katana or ranged weapons. To avoid damage from "E" symbols on walls, wear the Ritual Robes — however, if you don't face them, it's better to wear the Samurai Armor and sustain less damage in fights with Mummies. Open locked doors with Open Door spells (you must have enough magic skill to do it, if doesn't work first time, try again casting highest power level).

Put four of the five Chinese coins from the Asylum in the four slots around the central chamber walls, which removes the walls. Pick up the four coins now on the floor and put all five coins in the five bowls (this calls the Karcist: make sure you have the Heart from the third floor). Make no deals with the Karcist; destroy his heart instead. If you don't have the Heart, you can kill him the hard way using the Ghetto Blaster and your weapons (the Ghetto Blaster must be turned on and repaired with the Tool Kit). To remove the Floating God from dungeon entrances, take Astrolabe (from dungeon) to Telescope Room, open the skylight and look through telescope.

BASEMENT ONE

Wear the Bullet-proof Vest (from level 2) and carry the Rifle or other ranged weapon when entering stairs on the far northeast corner of level 1. Hide behind alcoves as you approach the Man with the Shotgun: step out, take your shot, and step back in until he's history. With the music sheet from level 1, go to the Organ Room and use sheet on organ, which opens a portal. To enter the east room, you must free all Skeletons from their rooms and kill them with the Shotgun (or anything else you can find). You can permanently remove them using the bags of Grave Dust on them when they're dormant.

BASEMENT TWO

Enter via the stairs off of the entry, or in the middle of level 1, and use ranged weapons or Katana on Devil Dogs. With the Mirror (dungeon) and Meteorite (caves), use Mirror on light beam in room with Glowing Skull. Adjust Mirror (raising column of stone) and put Meteorite in column (creating Key of Agla). You can kill the Poison Elves with weapons, but it's probably easier to avoid them. If poisoned, cast a healing spell or drink some Holy Water. In the room where you can't move from fright, you can go sideways around the room. To get out of one-way rooms, go to the wall with a rune (with rune from level 1) and cast Dimensional Rift spell. Enter portal (save game first), then enter different portal cubes until you reach a level you recognize.

DUNGEONS

Enter the dungeons by standing on the trapdoor in basement 2, or by using stairs from basement 2 after you've properly used telescope in temple. Use Shotgun with rock salt on slugs. In north section of dungeon, use sword or 44 Magnum on Flying Demons.

CAVES

Use Katana on Octopus Priests. Ring the gong to open a passageway south. Wearing the Golden Torc (from basement 1), walk through secret wall and pass Melchior, who won't touch you if you're wearing the Torc. Most Sea Demons will let you pass. You can kill them with a sword, but it's not necessary. In room with Jeweled Dome, use Crystal Flute (from temple) to break dome and take Meteorite (it will take damage if you grab it when columns are electrified).

ETHEREAL PLANE

You can get here by entering any dimensional portal.

ASTRAL PLANE

You can guess your way here by trying different cubes on the Ethereal Plane, or by going to the southern exit in the caves and stepping off the cliff (with Jade Talisman from Museum). Avoid Floating Cubes (they teleport you out of Astral Plane), and kill Fireballs with Fire Extinguisher or Katana.

To pass the invisible barrier, you must have the Eye of Agla (basement 2) in your hand. Before entering fake wall in the southeast part of maze, make sure health and magic points are at maximum. Save and prepare a couple spells (Flames of Desolation works best), using maximum power levels. Enter fake wall and rapid-fire those spells (you must have the Golden Torc and Eye of Agla) to defeat Belgeroth. This will take several attempts.



LEISURE SUIT LARRY VI

TYPE

Animated adventure

SYSTEM

IBM (Required: 286/16+ MHz, 640K, mouse, DOS 5.0+, hard disk, VGA; for Windows, 386SX+, Windows 3.1, 2 MB RAM.

Supports: Sound Blaster, Ad Lib, General MIDI, Roland, Gravis US, Microsoft Sound, Pro Audio & PAS 16)

COMPANY

Sierra On-Line

ARD-CORE LARRY FANS — AND WHAT OTHER KIND IS THERE? — WILL FIND MORE BABES THAN EVER IN SHAPE UP OR SLIP OUT, WHICH TAKES PLACE AT A POSH HEALTH RESORT CALLED LA COSTA LOTTA. SIERRA CALLS IT “THE LONGEST, HARDEST LARRY YET,” ALLUDING TO THE FACT THAT MOST PLAYERS FOUND LARRY

IV TOO EASY. A CLASSIC TREASURE HUNT, LARRY VI OFFERS MORE CHALLENGES THAT LEAD TO TITILLATING REWARDS. LARRY MUST SATISFY THE WHIMS OF SIX WOMEN IN ORDER TO FINALLY GIVE SHAMARA, THE GIRL OF HIS DREAMS, WHAT SHE WANTS. WHEN HE FINDS BATTERIES FOR CHAR, FOR INSTANCE, SHE GIVES HIM AN ITEM SHAMARA DESIRES. THEN IT’S ON TO CLAIM THE NEXT PIECE OF THE PUZZLE FROM

GAMMIE. THE LANGUAGE AND GRAPHICS ARE BAWDY ENOUGH TO MAKE THIS THE FIRST COMPUTER GAME AWARDED SEGA'S MA-17 RATING. THIS MEANS "MATURE AUDIENCES, NOT FOR MINORS." LARRY VI DELIVERS PRECISELY WHAT IT PROMISES — MORE BABES, MORE JOKES, AND "DID WE MENTION MORE BABES?" IF YOU ENJOY STROLLING THROUGH EXPENSIVE RESORTS TOTING AN INEXPLICABLE ASSORTMENT OF SUGGESTIVE OBJECTS, LARRY WILL SEND YOU ON THE VACATION OF A LIFETIME.

THE SOLUTION

YOUR ROOM

In lobby, talk to Gammie (getting your room key). Go to your room (using your key to open door). Examine blue, red and pink cards on table. Go to bathroom. Turn on sink. Use phone and dial 75 (maid) and 76 (repairman).

SPA

Go to spa lobby. Take brochure. Talk to Gary. Sign register (getting towel). Go to locker room. Open locker on lower right row. Use towel on self. Go to mud baths. Enter mud bath on far left. Go to showers. Take shower. Redress.

LAMP & TOOLS

Go to beach and dig in sand (getting lamp). Go to bar. Take free matches on counter. In hall by ice machine, examine maid's cart (both sides). Take hand creme, washcloth, toilet paper, soap, toilet seat cover and dental floss. Go to bathroom. Take wrench and file from mechanic's belt (if you called him previously. You can always bring him back by flushing a roll of toilet paper and calling him). Take condom from bed.

EXTRA POINTS

In bathroom, unzip self. Use toilet seat cover on toilet. Examine brochure while sitting. (Don't use hand creme on yourself while sitting — you were warned!) Use toilet paper on self.

ROSE

Take flowers from your hotel room. Go to colonic room. Examine Rose. Talk to Rose (until you get points). Give flowers to Rose (getting orchid).

BURGUNDY

Go to aerobics room and stand on empty step (class will dismiss). Examine Cavaricchi. Talk to her. Examine her badge. Take badge. Return to bar. Examine Burgundy. Use microphone cord (trip on it). Talk to Burgundy (until you get points).

Go to woods. Use badge in electronic slot. At tent, pick up six-pack. Return to bar (tripping cord) and give six-pack to Burgundy. Return to tent for one more six-pack. Return to bar, trip on cord again, give six-pack to Burgundy, then go backstage and get dress. Go to locker room and wear towel. Enter sauna. Talk to women until steam fills room. Pick up bracelet. Take shower. Wear clothes.

THUNDERBIRD

Go to weight room. Examine Thunderbird and talk to her (until you get points). In mud room, move plants from below camera. Use wrench on camera. Go to security booth. Save game. Take handcuffs while guard is occupied. Go to weight room. Give cuffs to Thunderbird. Go to Thunderbird's bedroom (getting collar). Use collar (getting diamond).

SHABLEE

Go to make-up classroom. Examine and talk to Shablee (until you get points). Go to bar. Go behind stage and take dress Burgundy left behind. Return to Shablee and give the dress to her. At beach, talk to Shablee (alternate between touch and talk until unzip works). Give condom to Shablee when she asks. Return to beach to get champagne and bucket.

MERRILY & YOUR SWIMSUIT

Go to lobby and take random room key from deposit box. Go to pool and take float. Examine floating bar and take glass case. Open case and take glasses. Use case again (getting cloth). Go to kitchen and inflate float on truck tire. Return to pool and attach cloth to dental floss (making swimsuit). Wear swimsuit.

BUNGEE JUMPING

Use float. Enter pool. Use bar. Order drink by slapping water. Show room key to waitress. Examine and talk to Merrily (until you get points). Exit pool and talk to lifeguard (getting bungee key). Use bungee tower key to unlock door to tower. Climb ladder. Use file on random room key to duplicate bungee tower key. Dive. Return key to lifeguard. Give duplicate to Merrily. On bungee platform, touch Merrily until she tells you to undress. Unzip. Unzip her.

CHAR & BATTERIES

Go to mud baths. Examine and talk to Char (until you get points). Hitch a ride on tram in halls. Get off at end by electronic gate. Give match to Art (after he turns tram around and before he gets back on). While he takes a break, open back of tram. Use wrench to disconnect power cable. When Art returns, talk to him when he tries to repair tram (getting flashlight). Open flashlight (getting batteries).

Return flashlight to Art. Return to mud baths. Give batteries to Char. Go to make-up classroom. Take cord on floor. Return to mud baths. Use cord (strips away insulation). Plug cord into wall socket and connect other end to electric lock on electroshock door (getting sculpture). Return to shock room and get pearl on floor.

GAMMIE: FIXING MACHINE

Go to lobby. Talk to Gammie (until you get extra points by agreeing to fix machine). In lab, use wrench on filter bolts. Open filter tank. Take filter. Go to

kitchen. Use filter on kitchen sink. Search junk. Take lard. Return to lab and put filter back in tank. Close tank and retighten bolts. Use lard on piston. Go to weight room and take belt from vibrating machine. Return to lab. Use elastic belt on broken hose. Pull lever. Walk around the room until you get extra points. Turn lever off.

GAMMIE: USING MACHINE

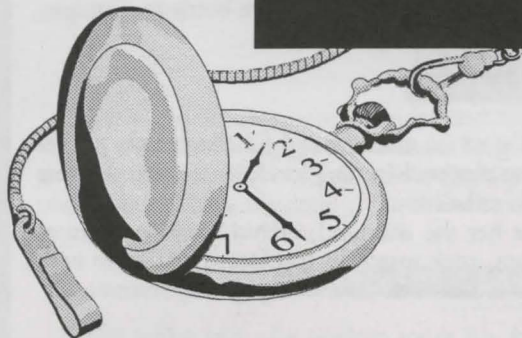
Go to lobby and talk to Gammie. Return to lab. Attach probes to Gammie. Pull lever. Go to dining room. Reach in salad bar (finding orange). Take orange. Return to lab. Give orange to Gammie. Talk to Gammie (asks for cool cloth). Go to kitchen. Wet cloth in sink. In dining room, put cloth in ice in salad bar (cooling it). Return to lab. Give cold cloth to Gammie (asks for mineral water). Walk though east hall until you find bottle of mineral water — take it. Return to lab and give bottle to Gammie. Use lamp on spigot (getting fat oil).

SHAMARA

Return to bar. Get another match. Go to ice machine and fill champagne bucket with ice. Go to kitchen. Push button on rear wall (getting inside dumbwaiter). Press red button (takes you to penthouse). Go to balcony.

Examine and talk to Shamara. Give her the diamond, orchid, pearl, sculpture, bracelet and wise saying. In living room, stick match in fireplace. Light lamp with match. Return to balcony and give lamp to Shamara. Give champagne to Shamara.

LOST IN TIME



TYPE

Animated adventure

SYSTEM

IBM (Required: 286/16+, 640K, 18 MB hard disk, 256-color VGA, mouse. Supports: Ad Lib, Sound Blaster, Pro Audio)

COMPANY

Sierra On-line

FROM COKTEL VISION, THIS IS AN UNUSUAL TIME TRAVEL STORY. THOUGH YOU START OUT ON A SHIP IN 1840, THE STORY REALLY BEGINS IN THE FUTURE, WHEN JARLATH EQUUS STEALS SOME AMERICUM, A RADIOACTIVE SUBSTANCE, AND HIDES IT IN AN EGYPTIAN SARCOPHAGUS IN THE REMOTE PAST. YOU'VE GOT TO TRACK DOWN THE AMERICUM AND FOIL JARLATH'S EVIL PLAN. MOST OF THIS INFORMATION MUST BE DISCOVERED BY SPEAKING WITH OTHER CHARACTERS, AS YOU KNOW VERY LITTLE ABOUT THE PLOT WHEN YOU WAKE UP ON THE SHIP. SOON YOU'LL FIND NUMEROUS OBJECT-ORIENTED PUZZLES TO SOLVE, AND A CAST OF HELPFUL CHARACTERS THAT INCLUDES A SPACE-TIME COP NAMED MELKIOR. THE GRAPHICS AND SOUND EFFECTS GIVE LOST IN TIME A STRONG SENSE OF ATMOSPHERE AND DRAMA, AND AN EASY-TO-USE INTERFACE AND AUTOMAP

ALLOW YOU TO GET LOST IN THE OFF-THE-WALL STORY.

THE SOLUTION

HOLD OF SHIP

You begin with a set of pliers, some acid solution and a small pipe. First examine the barrels for a lamp. Look for the poster on a bulkhead at one end of the hold, the one with the date 1840 on it. Use the lamp on the barrels to get a sponge. Look under the stool for a nail. Note the locked chest.

LOWER HOLD

To go down to the lower hold, use the lamp on opening. Get the palm oil from a cask. Oil the pump handle, then use the handle to pump out the water. Look at the bottom of the chain to get a corkscrew. Return to the deck above.

TOPSIDE AGAIN

Locate a bucket of water and moisten the sponge. Use the wet sponge on the poster to remove it from the wall. Use the corkscrew on the soft knot and look through it. Talk to Yoruba. Persuade him to give you the knife.

Use the knife on the large post to climb up to the next deck. Note the stuck sliding door. Examine the container at the back of ship to obtain a towel. Use the towel on the ring to open the panel. Get the soap. Note the bottom panel, which should move. Use the soap on the rusted cannon to obtain some soap shavings. Use the shavings on the bottom of the sliding door. Use the handle. Talk to Melkior from 2092.

PLANTATION

Examine the basket on top of the tractor, and you will get an apple. Give the apple to the horse to get him to move. Look at the tractor tool box and get the pack of cigarettes and small pipe. Examine the cigarettes for a match box and foil. Look at the tractor and get the battery. Read the note on the gate. Take the dart holding the note. Use the pipe on the battery to get acid, then use the acid on the lock. Go to the Manor.

THE MANOR

Take the door handle. Take the portrait above the door. Get the wire and log. Go behind the Lighthouse and get the vinegar. Use dart on the barrel. Get the barrel. Return to the Manor door. Wrap the wire around the handle to form a coil. Use the dart on keyhole. Use vinegar on the battery and fill the battery. Use the coil on the battery to create an electromagnet.

Use magnet on space under door to get key. Unlock door. Enter. Put the log on the hearth. Take the long rod in the room and put it on the hearth. Take the oar and spit from the fireplace. Check the corner cabinet. Use the foil on the fuse to start electricity. Examine the small box and copper wire, then take the resin. Take the fire extinguisher.

ELEVATOR

Go to the strange building. Put the portrait in notch in the steps. Click on the portrait to show the tombstone. Enter the age of the person at death, as shown on tombstone. Push the cross, and the elevator will appear.

Go to the lighthouse; the door won't open. Go to the north side. Break the window with the iron spit from the fireplace. Get the hose from the opening. Use hose on the lighthouse door handle. Use the other end on the railing near the elevator. Send the elevator down, which opens the door. Get the leaky hose.

LIGHTHOUSE

Go to the Lighthouse. Get the wooden shoe on the stairs. Examine shoe and get the rusted key. Unlock basement door with the key and get the glass shard on the window ledge. Go upstairs to the second floor.

Open the desk drawer and read the journal. Open the drawer again and get the muriatic acid. Use the oar to open the cabinet, then take the razor. Use the spyglass to look at ship on the rocks: click, and it will appear larger. Click again, and you will see symbols on the ship. Note symbols and their color. Go to the top of the lighthouse and look behind the curtain for kerosene. Cut the rag from the curtain with the razor.

VAULT

Go to the elevator and use it to go down to the vault. Open the chest by using symbols from the wrecked ship. Substitute the pistol for the cannon, the bullet for the cannon ball, and the knife for the sword. Set up correct colors. Open chest.

Read the ship's log and get fiberglass. Note the container that is up high. Place the barrel on the ground and climb on it. Take the cider bottle. Use the cork to knock container down. Get the rust remover. The cork will fly out the window and into the well.

DOCK

Go to the lighthouse basement and descend the steps. Use acid on the algae, then scrape it with glass. Put spit in the hole. Use the rust remover on hole to open the gate. Go to the boat and bail it out with the shoe. Discover the hole: you need a cork to seal it. Turn the canal valve overhead.

CORK

Go to the well and fasten the hose to the faucet. Use fiberglass on the hose, then use resin on the fiberglass. Put the end of the hose in the well and turn on faucet. Fill the well and get the cork. Return to the boat. Use the shoe to bail out water. Use rag on the leak, then use the cork on leak. Use the oar on the boat. (Some items will automatically remain on the dock.)

CABIN

The boat is wrecked, and you swim to the cabin. Enter. Open the cabinet and get the Nuoc Man and ship model containing matches. Get notebook from the chair. Get these items out of basket: bread, nail and handkerchief.

Climb on the chair underneath it and use the nail to unfasten the chandelier bracket. Get chandelier. Note that the chandelier comes apart and now consists of an anchor, candles and floats.

Exit cabin and note buoy on roof. Use the Nuoc Man on bread. Use the wet bread on roof. A gull knocks the buoy with rope down. Use razor on the rope and get the rope. Attach the rope to the anchor. Use grappling hook on the cliff and return to the Garden. Go to the lighthouse basement and retrieve the items left there. Return to the Manor.

SECRET EXIT

Go to the hose and use the razor on it to get the club. Enter the Manor. Use the hose to break the bottle and get matches from the boat. Use the kerosene on the handkerchief and put oily rag under logs. Use match on the match box, then use fire on the hearth. A flagstone will appear.

Put the barrel on the flagstone and break the lid of the barrel with the club. Seal the hole with the candle. Use shoe on the sand to fill the barrel with sand. An opening will appear in the recess. Enter it.

SHIPWRECK

Use the floats on the floor for insulation. Stand on them. Use a short piece of copper wire on the box. Use the small pipe on the puddle to get salt water. Examine the mast and get the pliers. Use the pliers on the wire, then use salt water on the lock. Use the fire extinguisher on lock, then use the club on the lock. After a computer-generated segue, you return to the Ship's Hold where you began the game.

THE CLOSET

Go down to lower hold and unlock the box with the small hook. Get the clothing and wear it. Examine the box again to get the ribbon. Go to the upper deck. Use pliers on a belaying pin from the rack to get a wooden pin. Find the oar, which is near the cannonballs in the room furthest to the rear (where you found the soap).

Go to the closet. Note the halyard. Use ribbon on the pin, then use the oar on the combination to form a stick. Use pliers on the nail to make a twisted nail. Use the nail on the stick to form a boat hook. Use hook on the halyard to reach it. Examine the end of halyard twice.

Use the corkscrew in the notch under the end of the halyard. Use the halyard on the corkscrew. Go to the porthole and examine it. Pull the thin rope and look in the bucket. Get the saw. Go back for the corkscrew. Use the saw to release Melkior. Offer him the notebook you found in the cabin. A computer-generated interlude follows.

CAPTAIN'S CABIN

Go on the afterdeck and get the Pirate flag. Check the desk chair and get the silver key that is taped to the underside. Go to the bathroom, click on carpet, then lift corner and get the key. Use this key on the desk drawer, then get the blotter; on the second try, get the knife.

Go to bedroom and open both doors in cabinet. Get the salts flask and bowl. Turn to the right and get the banana slices. Use flask on the dish. Put the dish under Galipo the parrot. Use acid on dish.

Galipo will get sick and will need food. Go to the bedroom and use the knife on the rug. Then go down the trap into the cellar. Use the corkscrew on the opening in the

post in room next to stairs up, and take the master key. Use the key to enter all the doors except Oswald's. In the Captain's office, get the signet ring from the secretary drawer and the cage from behind the curtains. Get the flask from the storeroom. Go down the ladder to the lower deck.

From here, go down to the hold and the box. Use the knife on the spring and get beauty powder. Use the knife again and get the handkerchief. Go back to hall by clicking on the door used by Melkior. Use beauty powder on the post in the cellar and you can now ascend to the bedroom.

In the bedroom, put slices of banana in the cage. Set cage on the table with circular mark on it. Galipo will enter the cage. Then use the flag to cover the cage. He will still cry out, unless he hears music. Go to the bathroom and use the seal ring on the cabinet. You will be in the room that you could not enter from the hall.

Search bar and get the phonograph. Search the low table and get the record. Go back up through the cellar. Put the phonograph on the music table, add the record, crank it and turn it on. The parrot will not bother you any more. Go to the painting, click on it and note the safe. Go to the large cabinet, use the silver key, and get the iron key.

REVOLVER

Go to the bathroom. Use polish on the handkerchief and polish the sink. Use the blotter for reflection, then use the code on the safe behind the painting. To find a gold key that will work with the box, tilt box by clicking on it: click on top, then the middle, and it will open to show a gold lock. Keep turning the box until a compartment on the side opens with the key. Open the box and get the Captain's revolver. Get the parrot cage.

YORUBA

Go behind the ship to the secret compartment where you found the soap. Put the towel on the ring. Put the parrot cage in the opening, then remove the cage. Turn around and use the iron key on the trap door lock. Search the floor cracks, and use the pliers to get the necklace. Click on the mast, then use pliers to keep the door open.

Click on the treasure chest and get the cotton bale. Put the bale under the opening in the mast. Use the boat hook on upper shelf to get a bottle on rum. Use the necklace on the gun, then shoot the chain and free Yoruba. Use the sponge on the rum bottle and get a label, which has the coordinates on it. Use it on Melkior.

ST. CRISTOBALD

MAKANDAL

Melkior will give you a Holocom. Go to Serapion's house. He cannot speak. Leave and go to Delia's house. Tell her about Yoruba. Go to the Waterfall. Watch Makandal enter the Hidden Cave. Click around the screen until the word "child" is displayed. Talk to Amilcar. Give him the flag to keep baby Manicou warm, then use the corkscrew and next the thin pipe on the coconut. Feed Manicou the coconut oil. Amilcar asks for Galipo, and you agree if he will help you get to Makandal.

He tells you the password, but it does not work for you. Use the parrot on the cave, and it will open. Give the parrot and keep the cage. Get the key on the parrot's leg.

Go to Makandal's cabin. He asks for a present. Use the key on the cage, get the gold and put it in the slot in the door. Talk to Makandal, who agrees to help if you get him a piece of Delia's clothing.

Go to Delia, save the game, and tell her about Makandal. She wants you to give him a potion. Enter the cabin and, as she seeks her glasses, take the book off the desk. She will go into the bedroom to get the book. Take a mirror from the table. Use mirror on the spider. Take the blouse. After receiving the potion, go to Makandal. He invites you in, takes the blouse and pours three drinks. Click on the window, and he will open it. Use the Holocom on the table and click on it. After Makandal leaves, put the potion in his glass.

After Makandal returns and drinks, take the glass. He will not notice, and leaves to help Yoruba. Go to Delia, who will take you to the House. Talk with Velvet, and meet the cook Celeucie. While you are there, Melkior appears and tells you that Jarlath is there and is going to kill the baby Maximin.

INVERTER

Go back to Delia, who will give you an inverter that will change anything to its opposite. Go to Makandal and get the Bequiet potion. Go to Serapion's house. A watchdog prevents you from reaching the Main house. Use the inverter on the Bequiet potion, then use the speak potion on Serapion. It will cure him, and he will give you some salt. Use the inverter on the salt and give the sugar to the dog, which will now let you pass.

JARLATH

In the kitchen, Celeucie is drugged, and a serpent is in the crib with the baby Maximin. Take the bag from the table, and use the vanilla and flower on anything to get them out of the bag. Use the empty bag on the embers. Put it on the stool next to the crib, and the snake will crawl into bag.

Put the bag in the fire. At this moment, Jarlath shows up and explains what he is trying to do. You run, and he meets you on the middle of a high footbridge. Use the flower on his face. He falls.

POLICE QUEST: OPEN SEASON



100

THE FIRST POLICE QUEST NOT DESIGNED BY THE SERIES' CREATOR, JIM WALLS, OPEN SEASON TAKES PLACE IN A MORE REALISTIC SETTING — LOS ANGELES — RATHER THAN IN A FICTITIOUS TOWN. LIKE BLUE FORCE, OPEN SEASON IS ABOUT COP KILLERS. THE CASE INVOLVES A SERIAL KILLER WHOSE VICTIMS ARE ALL COPS. AND LIKE THE PREVIOUS GAMES IN THE SERIES, IT FEAT-

TURES DIGITIZED ACTORS IN SIERRA'S MOST PHOTO-REALISTIC PRODUCTION YET. IT ALSO EMPHASIZES CARRYING OUT YOUR INVESTIGATION "BY THE BOOK," BUT OFFERS LESS FEEDBACK ON WHEN YOU'RE GOING OFF-COURSE IN YOUR SEARCH FOR THE KILLER. MAYBE THIS REFLECTS ON THE DESIGNER OF OPEN SEASON, FORMER L. A. POLICE CHIEF DARYL GATES. (GATES TOOK THE SIERRA TEAM AROUND

TYPE

Animated adventure

SYSTEM

IBM, IBM CD
(Required: 386+, 4 MB RAM, 21 MB hard disk, 100% Microsoft-compatible mouse, VGA, DOS 5.0+; Windows version requires Win 3.1+, 640 x 480 video & 256-color VGA
Supports: Sound Blaster & Pro, Ad Lib, Pro Audio & 16, Roland MT-32, General MIDI, Microsoft Sound System)

COMPANY

Sierra On-line

TOWN TO PHOTOGRAPH AUTHENTIC LOCATIONS WITH A MACINTOSH DIGITIZED CAMERA, CREATING LURID COLORS AND GRITTY TEXTURES IN DETAIL SEEN ONLY IN THE MOVIES.) MAYBE NOT. REGARDLESS, FANS OF THE SERIES WILL FIND IT A STIMULATING CASE THAT IS HIGHLIGHTED BY STARTLING VIDEO AND OTHER GRAPHIC EFFECTS.

THE SOLUTION

GENERAL

With all characters, continue talking until all options are used or they begin repeating themselves.

MURDER SCENE

Talk to everyone at the murder scene. Use notebook on both spectators. Examine body. In the close-up, use your notebook on the body and the cigarette. Use notebook on the wall graffiti. Use your car keys to unlock your car's trunk. Take the homicide kit.

Examine body again. Use chalk (from the homicide kit) on the cigarette and the body. Open the dumpster and click your notebook on the body inside. Talk to Nobles about the body. Talk to Julie Chester until she collects the evidence.

MONDAY

PARKER CENTER

Talk to Hal Bottoms. Look at your desk. Take the memo in your basket and examine it. Open the left drawer and remove the photograph. Examine photograph (noting password). Open the right hand drawer and pick up a 3.14 Follow Up form. Use your notebook on the 3.14 Form. Give the 3.14 Form and the crime scene report to Hal. Examine badge (noting number, 612).

Use the computer in the back of the office (using badge number and password from photograph). Select "Gang Information" and read through gang info until you find the sign used at the murder scene (Rude Boys Get Bail). Logout. Go to the first floor.

Outside the center, try to go around the reporter, then push her aside.

MORGUE

Go to morgue. Show Sherry your badge. Talk to Russell. Talk to Sam. Use your notebook on Bob Hickman's body. On your way out, take Hickman's and Washington's belongings on the table behind Russell.

HICKMAN'S

Go to Hickman's. Knock on the door. Talk to Valerie. Inside, give Hickman's belongings to Katherine. Talk to Katherine until she leaves the room. Talk to Valerie

until she mentions the closet. Open the closet door and take the prescription bottle and the jacket.

WASHINGTON'S: BULLET HOLES

Go to South Central LA. Go left until you get to the store. Enter the store and take an apple from the counter and some glue from the display rack. Use your wallet on the clerk to pay. Outside, go left twice to the burned-out building. Show your badge to the boy on the right. Talk to him. Open the door (entering).

Examine wall with bullet holes. Use the putty knife (from the homicide kit) to loosen the slugs in all of the bullet holes. Use the plastic bags (from the homicide kit) on each hole. Go left, then right to the fence where the little girl is playing. Show your badge to the little girl. Talk to her. Give her the apple you bought at the store. Go right. Show Mrs. Washington your badge. Give her Bobby's personal possessions. Talk to her.

POLICE ACADEMY

Go to Police Academy. Enter and take the 13.5.1 form from the counter. Give the form to Bert. Use your wallet on him. Pick up the ammo that Bert puts on the counter. Take the head gear. Go right. Use head gear on self and enter range. Hold gun low until each test starts. When time to reload, use ammo in inventory on gun. After practice, return head gear to Bert.

PARKER CENTER

Return to Parker Center. In the lobby, use Parker Center ID (from inventory) on yourself. Go to the basement level. Walk to the end of the hall and give Julie Chester the glue from the store and the prescription from Bob Hickman's closet. Go to the fourth floor.

Walk to the end of the hall and talk to Teddy. Give him the bullets from the burned out building. Say "Shelf Storage." Go to the third floor. Return to your office. When the phone rings, answer it by examining your desk and using the phone. Talk to Hal. Go to the first floor. Save.

WASHINGTON'S: SHOOT OUT

Go to South Central LA. Walk behind car (automatically crouching). Use the vest Katherine gave you on yourself. Move to trunk and use keys to open it, using them again to unlock and take the shotgun out. Exit the trunk and use the shotgun on the building to aim it. Shoot the bad guys that appear in the windows. You can reload if you run out of shells.

TUESDAY

PARKER CENTER: CHESTER

Talk to Lieutenant Block, then talk to Hal. Go to your desk and take another 3.14 form from the right-hand drawer. Use your notebook on the form for another report. Go to the basement and talk to Chester (getting gun back).

YO MONEY

Go to Yo Money's. Use your notebook on the chalk outline on the lawn. Search the bushes in front of the house (finding a red shoe). Take the shoe. Knock on the front door and show your badge to the bodyguard. Talk to the guard. Inside, talk to Yo Money and his girlfriend. Show her the shoe. When the phone rings, ask them about it.

MORGUE

Go to the morgue. Talk to Sam about Garcia.

PARKER CENTER: COMPUTER

Return to Parker Center. At your office, give the completed 3.14 report to Hal. Use the computer again. Select HATE CRIMES. Type "Walker" (given by Yo Money). Logout.

LASONDRA

Return to South Central LA. Return to Washington's house and talk to LaSondra.

WALKER'S: ARREST

Go to Walker's. Knock on the door and show your badge to Walker. Talk to him. Inside Walker's apartment, talk to him again. Save. Turn the radio down. Use your gun on Walker's girlfriend. Talk to her (twice) and use the handcuffs on her.

PARKER CENTER

Return to Parker Center. Talk to Mrs. Garcia. Examine your desk and take the memo from the box. Examine the memo.

SHORT STOP BAR

Go to Hickman's and talk to Katherine. (Upon leaving, you automatically go to the Short Stop bar.)

Take some pretzels from the bowl on the table. Talk to Sam and Julie. Drink until the captain comes in and tells you to go home.

W E D N E S D A Y**CITY HALL**

Save. Walk to the front of the room. When a person asks a question (they'll move), use the "speak" icon on him or her to respond. When Dennis Walker starts to attack, use your gun on him and talk to him twice. Then use the handcuffs on him.

PARKER CENTER: HAL

Return to your office. Talk to Hal. Take a 3.14 form from your desk and use your notebook on it. Give the 3.14 form to Hal.

POLICE ACADEMY

Go to Academy. Enter and take a 13.5.0 form from the counter. Give it to Bert. Pick up the box of ammo and the head gear. Go right. Use head gear on self and enter firing range. Draw your gun to start the test. Hold gun low for a target to appear. Quickly aim and fire at the targets. When it's time to reload, use ammo in your inventory on the gun. After test, return head gear to Bert.

IMPOUND LOT

Go to the impound lot. Show badge at the window (getting code). Talk to the yardman and question him about the patrol car. Open the patrol car door. Take the newspaper clipping from the car seat. Examine the clipping.

GRIFFITH PARK: BONE

Go to Griffith Park. Give the dog the pretzels you picked up at the Short Stop bar. Walk to the tree with the yellow police banner around it. In the close-up view, dig in the disturbed dirt. Use notebook on bone. Use the plastic bags (from the homicide kit) on the bone.

MORGUE

Go to morgue. Talk to Sam. Give him the bone.

HOLLYWOOD & VINE

Go to Hollywood and Vine. Talk to the man on the street. Enter the Bitty Kitty Club. Show your badge to Electra and question her. Show her the shoe you found at Yo Money's house. Question her about Barbie. Light her cigarette with the lighter that is on the bar. Leave the Bitty Kitty and examine your car. Pick up the mirror that is laying on the street. Enter Ragin' Records. Show badge to clerk. Talk to clerk. Return to the Bitty Kitty, show your badge to Barbie and question her. Show her the shoe.

MORGUE

Return to the morgue (triggers end of day).

THURSDAY

MORGUE

Question Sam about all.

PARKER CENTER: CHESTER

Go to Parker Center. Talk to Julie Chester. In your office, fill out a 3.14 form and give it to Hal. Open Block's door and talk to him.

IMPOUND LOT

Go to the impound lot. Use your badge on the window. Enter the lot and talk to the yardman. Look at the car license plate and use your notebook on it. E2BSY669.

PARKER CENTER: DMV

Return to your office. Use the computer. Select DMV. Enter the license plate number from the lot (E2BSY669). Logout.

SOCIAL SERVICES

Go to Social Services. Show your badge to Nora. Talk to her. In Luella Parker's office, examine her desk. Pick up the case files and the audio tape. Examine the files and tape. Talk to Nora again.

RAGIN' RECORDS

Go to Hollywood and Vine. Enter Ragin' Records. Talk to clerk. Give the audio tape to the clerk. Examine the counter. Choose a drumstick. Take the drumstick from the counter. Leave the record store and go next door to the Bitty Kitty Club. Talk to Barbie Cann.

THIRD EYE THEATRE

Go to the Third Eye Theatre. Examine the ticket booth. Show your badge to the man in the booth. Talk to him. When invited to enter, open the door on the left. Talk to Thurman. Take the tea he offers you. Open the door to the right, entering the theatre (dream sequence).

ROPE

Go to South Central LA. Enter the burned-out building and take the piece of rope from the boxes.

GRIFFITH PARK: DOG

Go to Griffith Park. Use the rope on the dog.

THE ALLEY

Use the prybar (from the homicide kit) on the double doors. Inside, use the flashlight from the homicide kit. Use the putty knife (from the kit) on the wooden door's lock. Open the door.

GETTING INTO KITCHEN

In the stairwell, use the glue on the drumstick. Use the mirror on the drumstick. Use the makeshift periscope on the crack in the door. If the coast is clear, enter the kitchen. Open the refrigerator. Use notebook on head.

HALLWAY & THEATRE

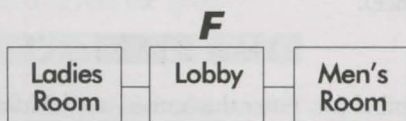
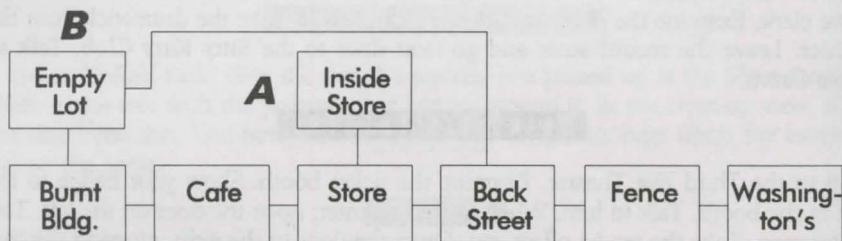
In the hallway, give the bottle of sedatives to the dog. Enter the room at the end of the hall. Open the closet. Examine shoe. Use inventory shoe on shoe. Use notebook on shoe. Move the rug in the closet. Open the trap door. Exit through the rear of the room. Examine the woman in the seats. Exit the theatre in the rear.

In the lobby, take the rightmost soft drink can on top of the case. Open the can (getting key). Return to the theater and use the key on the door to the right of the

screen. Use the flashlight.

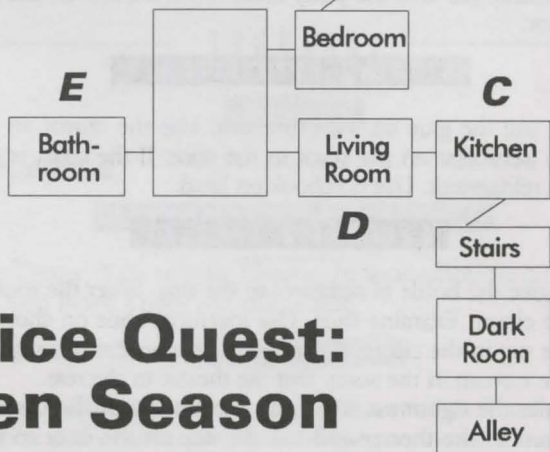
END GAME

Take the ball and throw it out the window. Open the medicine cabinet in the bathroom and take the can of hair spray. Go to the refrigerator and take the cigarette lighter from the head's mouth. Go to the hallway. Save. Use the lighter on the hair spray (lighting it). Enter the room at the end of the hall and use your homemade torch on the killer.



MAP KEY

- A: Glue, apple
- B: Bullets, rope (later in game)
- C: Lighter (end game)
- D: Ball (end game)
- E: Aerosol can (end game)
- F: Pop can, key (in can)



**Police Quest:
Open Season**

QUEST FOR GLORY IV



TYPE

Adventure & role-playing

SYSTEM

IBM (Required 386+, four MB RAM, hard disk, mouse, 256-color VGA, DOS 5.0+. Supports Sound Blaster, Ad Lib, Pro Audio & 16, Roland MT-32 & LAPC, Microsoft Sound, General MIDI Recommended 486)

SHADOWS OF DARKNESS IS THE FOURTH GAME IN LORI AND COREY COLE'S SERIES THAT SO SUCCESSFULLY COMBINES THE TRADITIONAL PUZZLE-SOLVING ADVENTURE WITH THE COMBAT AND MAGIC-ORIENTED ELEMENTS OF ROLE-PLAYING GAMES. IN THE LAND OF MORDAVIA, YOU MAY PLAY A FIGHTER, THIEF

COMPANY

Sierra On-line

OR MAGIC USER ON A QUEST TO SAVE THE LAND FROM THE DARK ONE. YOU MAY ALSO USE A PALADIN OR ANOTHER CHARACTER FROM QUEST FOR GLORY III IF YOU KEPT YOUR SAVED GAME. MANY PUZZLES REQUIRE TALKING WITH THE NUMEROUS INHABITANTS OF MORDAVIA AND MANIPULATING OBJECTS, WHILE OTHER SITUATIONS CAN ONLY BE RESOLVED WITH COMBAT. STILL OTHERS DEMAND THAT YOUR CHARACTER HAS DEVELOPED CERTAIN SKILLS PECULIAR TO HIS

OR HER CLASS. LIKE THE PREVIOUS GAME IN THIS SERIES, SHADOWS OF DARKNESS IS IMMINENTLY REPLAYABLE, FAR MORE SO THAN THE TYPICAL QUEST. MANY PUZZLES FEATURE ALTERNATE SOLUTIONS, DEPENDING ON WHICH CLASS YOU CHOOSE TO PLAY: A MAGIC USER MAY CAST A SPELL TO OPEN A DOOR, WHILE A THIEF MIGHT HAVE TO PICK THE LOCK. THESE ASPECTS OF THE GAME, COMBINED WITH RICH ILLUSTRATIONS, FLUID ANIMATION AND FASCINATING SOUND EFFECTS AND MUSIC, MAKE SHADOWS OF DARKNESS ONE OF THE YEAR'S BRIGHT SPOTS.

THE SOLUTION

YOUR CHARACTER

You may choose the Fighter, Paladin, Thief or Magic User. But to play a Paladin, you must use a character saved in *Quest for Glory III*. This file must be named GLORY3.SAV. As a Paladin, you have both fighting and magic skills. While this is not a rigidly linear game, you do need certain skills before proceeding further. Stamina is important in combat, and you should always make sure it is as high as possible before entering the fray.

GENERAL

This solution provides answers to every puzzle for each class of character. It is not as linear as most games, so you do not necessarily have to complete these steps in the same order. As a result, some of the descriptions may refer to things you have already obtained or accomplished.

THE CAVE

Search the Cave and get the items from the dead bones of other would-be Heroes. Get the torch near the altar. To light the torch, use the knife (from the plinth) on it. With the torch, you will be able to open the vent at the far end.

As you leave the cavern, the mouth snaps shut after you. Talk to Katrina. Be sure and get the symbol on the pillar outside the cave. To reach the village, go west to the swamp, then go north six screens, then east one screen and you will see the village to your north. Don't visit the Gypsy's Camp until you have saved the Gypsy.

THE VILLAGE

Enter the gates, which close at dark. You can get back in by using the Levitation spell or by climbing. Go to the Inn. You can eat by simply sitting on the chair to the east of the Inn's owner. Your room is safe. If you get locked out, you may also sleep near the staff in the town square. Talk to everyone and visit the Store, Burgomaster, Innkeeper and other locations to acquire the necessary background information.

ADVENTURERS GUILD

Get the key for the Adventurers Guild from the Burgomaster. In the Guild, get the grapple, read the books and use the rope and grapple until you can climb to the top of the rope. Use the exercise machine until your strength exceeds 300 and you have used all the extra weights.

If you are a Thief, inspect the clothing hangers and under the desk, and look for Thief marks near the top of the wall. One is high, the other under the table. Then use the coat hooks to get in.

THIEVES GUILD

If you are a Thief you must also seek the Thieves Guild. You will need a Thieves kit to get in the Thieves Den: a lockpick, a thin piece of material like a credit card, etc. You must read up on traps before opening desks, safes and the like. Break into the back room; you cannot bypass the traps. Read in the library.

You can disarm simple traps by knowing how they work, but you'll need a Thieves Toolkit, Mark 2, for complicated ones. The safe in the back room lacks a knob. Look at the grate, which is in plain sight. After opening the desk, read the Chief Thief book carefully.

The Chief Thief is in hiding. Look behind the barrels, which is very complicated. Look in the logbook and think of words as colors for the combination. The Chief is sick; the answer is in the secret basement of the Monastery. Some items from the store will help, and you will need the bag. Watch out that you don't get the same ailment.

AROUND TOWN

In the Inn, go downstairs at night and talk with Domovoi. Listen to the Innkeeper and his wife through the door. Also visit and talk to the Jester in his room. You can climb out the window and go to the square at night. If you are a Paladin, you will meet another Paladin near the staff. He will suggest quests for you to go on. Also, sleep there a couple of times to visit with Erana.

THE MONASTERY

To enter the Monastery, use the symbol from the pillar on the door to avoid being eaten. After you get in, use garlic to feed the Hexapod over the fireplace, then use one of the andirons to enter the fireplace. Domovoi's dried-up body is in the main floor. You must get water restorative from Dr. Cranium to help him. Go to the store and buy rations, garlic, candy and a pie pan. The Thief also needs a bag, the Paladin a broom.

DR. CRANIUM

Visit Dr. Cranium, but when you try to get in the Doctor's House, bells come up as a memory test. Put your skill down to zero, and you will be able to solve this easily. After getting in, you must ask the trap machine in the hall about a Hexapod and an Antwerp. Use the Trap to catch an Antwerp. Use part of your ration as bait. Then reduce your speed and maneuver him through the maze to get the key.

Now go to the main door and piece together a zigsaw puzzle. Set your skill level low, then use the key on the lock. Enter and talk to Dr. Cranium. Look in the

Technical Manual for the ingredients he needs (this is part of the game's copy protection). If the word "Hintline" comes up, for instance, for a Health Potion you must turn to page 11 and use the characters on the bottom of this page.

GETTING AROUND MORDAVIA

Cave to Village: go west to the swamp, six screens north, then one screen east and you will see the village.

Village to Cemetery: go two screens south, two east and one north.

Village to Castle Gate: go two screens south, cross the log bridge, then go one screen west and one north.

Village to Gypsy Camp: go two screens south, three east (the moving bushes are here), then three north, two east, and one north.

Village to Lake and Rusalka: go four screens, three west, and one south. Only a Paladin can help the Rusalka. Once you have gained her friendship, ask about the Swamp and Will-o-Wisps.

Village to Erana's Garden: go two screens south, two east, one south, one east and one north. You can sleep here safely. A Magic User can cast "detect magic" and check the tree with "Fetch," then go to the light furthest south for 25 crowns. Also, you must plant something here: a Bonsai bush near the slippery Gue in the cave. As a Magic User, you can knock out the rocks holding it, then cast "Fetch." A Fighter should throw stones at it, and a Thief can get above it with the rope. A hole is dug near the entrance to the Garden.

THE LESHY & BABA YAGA

Touch the bush in front of the Leshy, and it will vanish. Then he will quote you a rhyme. One answer is Rusalka, another the Elderberry bush, another Baba Yaga.

Baba Yaga is two locations east of where you turn off for the Garden and south as far as you can go. The barrier in the southwest corner can be handled by magic. The Leshy can also give you a secret word to move the bush. A Thief may be able to get over it. Bonehead wants a hat to shade his good eye; wait until he makes a deal. Baba Yaga wants an elderberry pie.

To get to the Gypsy's place, go west one screen, where you would normally turn north to the Cemetery, then three screens north, two east and one north. Do not go here until you save the Gypsy.

To get to the Wrath with the Petrov Sword, go five screens south of the Cemetery. Be prepared, for it is a rough battle. You must get close to the Wrath.

ANNA

Talk to the old man near Dr. Cranium. He is seeking his wife Anna. Visit with the ghost of his wife several times until she remembers her identity, then inform the old man. Go there at night and get his hat. The ghost "Anna" is found three locations south, one west of the village.

TANYA & OLGA

The hotel keeper and his wife also have a tragedy: their daughter Tanya has been stolen from them. You learn about this after hearing noise downstairs, then listening at their door.

Olga the storekeeper misses her husband, whom you will meet later in the game. He is the Gatekeeper. Tell him what she said, and relay his comments to her, reuniting the couple.

BABA YAGA

Eat supper at the Inn on the third night and meet the Jester. Look at his act, then visit him in his room a number of times. Borrow his rubber chicken and find out about Baba Yaga. You will discover his humor has been taken from him by Baba Yaga, and that you are the only one who can get it back.

THE MONASTERY

To get into the Monastery, you need the Dark One's Sign from just outside the entrance to the Cave (a Thief can use a rope and grapple). Pick up everything on the shelf. The blob in the cabinet is the Domovoi. You need the Rehydration Solution from Dr. Cranium.

Feed the Hexapod over the fireplace some garlic, then move the andiron and go to the basement. The large barrel in the background is bad. Open the desk, which is trapped. A Fighter has no hope of avoiding damage, but a Magic User can use magic. The Thief had better understand traps and, if he going to pick up the magic statue, use the bag. All should read the Mad Monk's Diary to learn the true name of the Dark One, which is "AVOOZL." After rescuing the Domovoi, a Paladin should set the large book on fire.

THE GYPSY

Igor is the gravedigger outside the Adventurers Guild. When Igor is missing and a Gypsy has been captured near the village and is going to be killed, you can rescue him. Go to the Cemetery and lift the gravestone at the entrance. If you can't lift it, use the grapple and line. Later Igor will give you the key to the Crypt. It is now safe to go to the Gypsy Camp.

RUSALKA

Talk to the Gypsy and get some hair from her. Weave it in the broom and sweep the correct grave to do justice to her killer.

THE CASTLE

You enter the castle by going through a secret entrance in the Crypt. Look for a keyhole on the relief on the back wall for a keyhole. If you have rescued Igor, use the key he gave you. If not, look at the color display on the floor and associate the colors with the Borgov crest; blue, orange, red, green, orange and violet. A door will open and give you a key. To get out of the Crypt, shake hands with the Grim Reaper, who is near the place where you entered.

ELDERBERRY PIE

To get past Bonehead and go to Baba, give the hat to Bonehead. To get past the hut, get corn from the outside of the village. It will squat for you. Agree to get an elderberry pie for Baba Yaga, and she will release you.

To get the berries, go to the south-central part of the forest and look for a killer bush. The Fighter and Thief will have to knock berries off at long range. A Fighter or Thief can use the rubber chicken as a lure to get the bush away, then get the berries. A Magic User may use Knock and Fetch Spells instead. You will also need two empty jars from Dr. Cranium, some bones from near the swamp, and a pie plate from the Store. You get the Gue from the cave.

Take the bones to Baba's hut and use the pestle on the mortar to grind the bones. Use an empty flask to collect the bonemeal. Put all the ingredients in the pie pan, then click it on the skeleton head that shoots the laser beams. Take it to Baba Yaga, who will forgive the Gnome and give you a Good Humor Bar. You can get a new spell and one of the Dark One Rituals from her if you offer her garlic three times (the last to get out of her hut).

THE CASTLE

Enter the Castle via the Crypt, as described above. Go through three rooms to the east until the only exit is to the north. You emerge at the bottom of some stairs. Go up the stairs. The next room has a bookcase. Click on the crest above the bookcase. Enter it, and the next room will be a rose bedroom (the door shuts, and you cannot get out this way). Go out the door in the hall to another set of stairs.

Go upstairs, open the door and go through the west door. Ascend another set of stairs, and an ape-like creature will slam the door. This is Tandy's Room. Go back down the steps into a room, exit through the door ahead and continue until you reach a door going north. Go through this downstairs and into the room with the safe. Open the safe, then go through the next door and down the steps into a large room with a fireplace. Exit through the next door and go into a room with the bookcase. Use the candles, exit, and you will be in the Crypt.

CURING TANYA

Make this trip into the Castle at night. Toby will let you talk to the little vampire girl, and you learn why she is there. Leave and wait until the "Domovoi" tells you about the doll in the cabinet. Take it to the little girl. Leave, and you will learn that you should get her to go with you to the staff of Erana. She and Toby accept. The staff kills Toby and cures Tanya. At the Inn, give the Good Humor Bar to the Jester as you leave. He will tell you the Ultimate Joke, which you need in the final sequence.

THE FAIRY QUEEN

If you are a Magic User, the Leshy will warn you of the Fairy Queen. Meet her south of Erana's Garden at night. Only a Magic User will encounter the Fairy Queen. The Faerie Folk believe that Erana's staff belongs to them. Visit them several times at night south of the Garden.

KATRINA

Upon awakening one morning, you see a note from Katrina. On the way to meet

her, you meet Ad Avis, who really sent you the note. You are attacked and awake in the Castle, chained. As a Fighter, use "Do" to break the chains. As a Thief, use Thief skills, as a Magic User use the proper word. Go through the Iron Maiden to escape.

You arrive in Katrina's room. Kiss her, and she awakens and keeps Ad Avis from killing you. She is not happy, and you must promise her to get the Rituals necessary to bring the Dark One back.

THE RITUALS

There are five basic Rituals: one from the Mad Monks' tomb, one from Baba, one from the Wrath, one from the obelisk and one from the Monastery. The others are described in the following sections.

THE HEART RITUAL

To learn the Heart Ritual, go to the swamp and go south to the Mad Monk's Tomb, where you will face two very strong guards.

To get there as a Fighter, you must use physical strength. Thieves can use Acrobatics, and a Magic User may use the Glide Spell to avoid the clutching hands. At the tomb, use the Dark One's Sign to open the tomb, then click on the proper symbol: Mouth, Bone, Blood, Breath, Sense, Heart and Essence (they are clockwise). Get the Ritual and go north. After dark, use the candy as a bait for fireflies, then use an empty flask to catch them.

Go to the cave and, at Squid Rock where you got the Sign, bring the flask with fireflies near it. Use the Dark One's sign on it, and you will be able to read the secret writing. Spell out the dark One's name: "AVOOZL."

THE ESSENCE RITUAL

Go back to the Castle, and Katrina and Ad Avis will join you and use the Mouth Signal to enter the cave. Go to the area where you crossed the rope and go down. A monster is down there, as well as the book with the Essence Ritual. As a Magic User, use the Calm spell on the creature and go down and get the book. As a Fighter, you must kill it. As a Thief, use your skills.

BLOOD ALTAR

Depending on your character, one or more of the following things can happen, or all of them may. You reach the Blood Altar by going to the large bowl on the left, then climbing up to the upper path. Use the Blood Ritual on the altar, and the blood begins to pour its acid out of the Altar.

You must get out before it kills you. A Fighter can climb above and push the large rock and block the flow. A Magic User can cast Frost Bite on the flow in two places, then walk across the frozen blood and out. The Thief can use Acrobatics to get to the middle island and escape.

THE BREATH RITUAL

To perform the Breath Ritual, go up to the Altar (the tentacled statue on the left). Read the ritual and save the game. Click your hand icon on the rightmost tentacle on top. Then click on the leftmost on the side. Next click on the center one in the middle group, then on the large black one on top. The wind will start to blow.

To get out, grab one of the tendrils on the right of the screen. When you are

thrown off, make for the exit. Stay on the exit side of the screen, or you will be caught by the winds again. As a Magic User, you can use the "Calm Spell," then cast "Open" on the entrance and get out.

The Thief pretends he is climbing an invisible wall. When he is plastered against the screen, click the hand icon on the right. Once he is down, he can run for the exit.

THE SENSE RITUAL

Here everything is black and you cannot see or sense anything. Walk to the left and, when you bump into something, you will regain your sense of touch. Click your hand icon around to feel something. Then work your way around and up until you get your sense of smell. With this restored, keep going up and to the right, and your hearing will return.

Use the hand icon on everything, then proceed to the right and you will be able to see. Now walk over to the Sense Ritual Altar. Use the Sense Altar Ritual on the Altar and get out: the cave is full of electricity.

To get out, the Fighter clicks his grapple on the bottom of the ear. You will swing down to the Nose platform and, by timing and running through, you can escape. You will take some damage. As a Magic User, you can summon Erana's staff and cast Resistance. You can short circuit some of the Dendrites by casting Lightning Ball at them. If you run out of Mana points, use Erana's staff to restore them. Try to time the strokes and get out between them. The Thief uses the grapple on the bottom of the ear and swings twice, ending up near the exit.

THE BONE RITUAL

The Bone Ritual involves lighting the torches at the Altar in the Bone Cave. Touch the Bone Ritual to the Altar. Use the Dark's Ones sign on the sand. Fit the bones to make the sign. Use the Bone Ritual again. The Thief needs to work quickly to get out of the trap. The Fighter can hack his way out. The Magic User can cast Opposite spells to make the bones brittle and then break them; get your magic torch before you leave.

THE ESSENCE CAVE

Click on the center and go up into the Essence Cave. It's just you and Ad Avis, or the two of you and Katrina. Katrina protects you and saves your life in one scene, but is destroyed.

In any event, use Erana's staff, which turns into a spear. Use the mouth icon on yourself and tell Ad Advis the Ultimate joke. When he is convulsed with laughter, either use the spear on him or cast a Force Bolt and knock him backwards into the Dark One. Use Erana's staff on the large crystal, and she returns and an animated sequence concludes the quest. Keep your final saved game to use in *Quest for Glory V*.

RETURN TO ZORK



HE LATEST CHAPTER IN THE ALL-TEXT SAGA THAT LAUNCHED AN INDUSTRY, RETURN TO ZORK PRESENTS AN INCONGRUOUS MIX OF OLD AND NEW. MANY OF THE TRAPPINGS OF ZORK, FROM FLOOD CONTROL DAM # 3 TO THE GRUES THAT SNAP IN THE DARK, ARE PRESENT — ALL COLORFULLY ILLUSTRATED THIS TIME. WHILE THE DESIGNERS MADE THEIR OWN IMAGINATIVE

CONTRIBUTIONS TO ZORKIAN CIVILIZATION, MYTH AND CULTURE, THEY MANAGED TO RETAIN THE QUAIN T QUALITIES AND SPIRIT OF THE ORIGINAL GAME. AND THE RARE BLEND OF HUMOR AND MOODINESS THAT MADE EVEN THE ALL-TEXT VERSION SO COMPELLING IS APPARENT FROM THE OUTSET AS YOU BEGIN YOUR QUEST TO ROUND UP FOUR DISCS AND SAVE THE GREAT UNDERGROUND EMPIRE ONCE AGAIN. FULL-

TYPE

Graphic adventure

SYSTEM

IBM (Required: 640K, DOS 5.0+, hard disk, high-density floppy or CD-ROM drive, VGA, sound card.

Supports:

XMS/EMS, Roland, Ad Lib & Gold, Sound Blaster & Pro, SoundSource, Pro Audio.

Recommended: 386+)

COMPANY

Activision

MOTION VIDEO ENHANCES EVENTS AS THEY UNFOLD, AND YOU'LL WITNESS EVEN MORE IN THE CD VERSION. THE INTERFACE IS AMONG THE EASIEST EVER, WITH ANIMATED ICONS THAT "ACT OUT" THEIR FUNCTIONS. THE BEST GRAPHIC ADVENTURE OF 1993, RETURN TO ZORK IS RECOMMENDED FOR EVERYONE WHO EVER PLAYED AN INFOCOM GAME — AND EVERYONE WHO NEVER EVEN HEARD OF INFOCOM.

THE SOLUTION

GENERAL

Take pictures of every location and every character. Ask everyone you talk with about all your inventory and all photos.

GETTING DOWN RIVER

Behind lighthouse, cut vines with the knife (inventory). Tie planks with vine. Use the raft.

WEST SHAMBAR: GENERAL

At the Mayor's, read all files in cabinet.

GETTING INTO SCHOOL

At the hardware store, take crank and empty box. At school, strike bell with crank. Talk to Ms. Peeper's (getting the notebook).

GIFT SHOP & ORB

Go behind mill and take yellow key on ground. Go to gift shop and use yellow key on door. Inside, pick up battery and use it on tele-orb (restoring it). Examine cash register, taking coins and tickets.

FINDING THE GUE

Go behind mill and remove chock from water wheel. Enter mill (Booz gives you glass). Empty glass into plant, toast Booz, and drink empty glass. Do this ritual three times and ask for his keys. Perform this ritual one more time and pick up the flask you dropped. Go down the trapdoor entrance. Use keys on the locked door.

EAST SHAMBAR: GENERAL STORE

Go to Pugney's ranch. Talk to Pugney (use apologetic tone, and you get bra box). Go to Snoot's farm and enter house through the window. Go to kitchen and take thermos. Turn sink on and fill thermos with water. Go to incinerator in town and pull lever one. Throw bra box in incinerator. Push lever one, then pull lever two. Examine drawer. Pour thermos on wire and take it. Go to general store. Insert wire in door lock. In store, pick up rats. Drop rats into empty box from hardware store. Shake cere-

al box until you find prize whistle (take it).

SNOOT'S FARM

Go to bathroom (encountering Rebecca). Enter room with dog. Record Alexis' bark with the tape recorder. Go to the bedroom and take the mirror. Open the refrigerator and take meat. Examine the oven and turn knob on (explosion).

MAGIC BOOK

Go to Fool's Memorial and get the magic joke book. Ask Rebecca, Ms. Peepers, the Mayor, then Rebecca again about joke book.

DISC PIECE ONE

Go under the dock in West Shambar and give tickets to waif (getting gift). Go to the kitchen in Snoot's farm and take soap. Drop soap in the sink. Turn the sink on (makes soapy water). Wash waif's gift in soapy water (disc piece).

GETTING MILK

Go to the silo and turn crank in the silo latch clockwise. Take the carrots. Go to the barn. Take hay. Drop hay. Light match. Light hay with the match. Warm your hands on the hay fire. Use thermos on the cow, milking her. When you need to return for more milk, repeat the process, but give her some carrots before milking her again.

DWARVEN SWORD

Go to Moodock's and examine the game board (beating him at survivor, and you'll get a token and the Dwarven Sword). Examine the sword. Go to the blacksmith and give him the sword. Return later and pay two Zorkmids for sword. Examine the sword (it's a different one). Show counterfeit sword to the blacksmith — threaten him, and he'll give you the Dwarven Sword. (If you confront him about the fake sword later, he'll give you a note to take to Ben, who will give you the real sword.)

THE RUINS: DISC PIECE TWO

Take the tile and frame. Use tiles on frame (makes puzzle). Examine puzzle and move squares so they say "Water unseen at falls mix with bat dropping yields potion for ____". Examine the ruins again, and you will find the second disc piece and two illuminite rocks. Take them.

MEETING MORPHEUS

Go to the inn and rent a room. Go to the room. Drop illuminite rocks on nightstand. Examine the monitor. Turn off the light switch (you dream of Morpheus). Repeat this twice throughout the game, and you will have different dreams.

THE BOAT & WITCHES

Go to the boathouse. Show photo of any woman (Ms. Peepers, Rebecca) to Ben, who will give you a letter. Examine the knot in Ben's hand (he teaches you the cow-hitch). Pay Ben for boat. Remove rats (obtained in General Store) from box and put them into the boat motor. Go downriver. Enter the hut; be friendly.

Ask witch about the joke book. Give Ben's letter to the witch (take the stick after she leaves). Enter the bog. Use the stick on ground to determine if walking in that direction is safe. Save the game, then cross the bog (the safe and dangerous areas change each time you go through the bog).

WHISPERING WOODS

Take a picture of the woods. Return to the witch's hut and show her the photo (she'll let you take bats). Take the bat cage and return to woods. Open the cage and free the bats. Follow the bats through the woods, drinking milk from the thermos whenever your vision begins to fail. You will have to return to barn to get a refill of milk, so be careful how far in you go. After three swigs of milk, your vision will no longer be affected. Take bat guano before you leave woods.

DOCK & CANUCK'S: DISC PIECE THREE

At the dock, ring the bell three times. Show the token (from Moodock's) to the ferryman, and he will take you across. At the door of the shack, pry the knocker with your sword (getting magnet). Enter the shack. Take the scroll and bottle. Examine blueprints. Examine scroll. Read scroll, de-spelling Canuck. Ask Canuck about joke book and bottle. In the bottle, climb mast (noting numbers).

Go to Canuck's cabin and take the rag. Open safe with number combination from mast. Get metal piece and disc from safe. Close safe. Before leaving bottle, pick up the mirror (inventory) or use rag on metal plate. Have either the shiny metal plate or mirror in hand as you leave the bottle (this reflects Canuck's spell). To return by ferry, ring the bell twice and give token to ferryman.

ILLUMINITE TO LIGHTHOUSE: PIECE FOUR

Pick up magnet (inventory) and blow whistle (from General Store). Vulture will now take you anywhere by clicking on map. Go to lighthouse. Give illuminite to keeper. Show disc pieces to keeper, and he will give you another disc.

FOREST OF SPIRITS: PIECE FIVE

For extra cash, hit the leaves on the money tree with a sword or stick. Take coins that fall; occasionally you will also get ferry tokens. In the clearing with the blind bowman and faerie, give milk in thermos to bowman (who leaves you bow and arrows).

At the dark place in forest, light a match. Be friendly to faerie, and she will give you faerie dust. At the pile of leaves, throw an unneeded item (such as the gift shop key) at the pile. At the hungry boar memorial, strike the boar three times with your sword and take the disc piece.

VULTURE PIT

Outside the pits, use faerie dust on decayed meat (from Snoot's farm). Throw rotting meat (which drugs vultures). Enter the pit and get talon.

TO BEL NAIRE TEMPLE

Go to Cliffs of Depression and take the rope. Return to lighthouse and climb stairs. Tie cow-hitch (rope) on rail. Tie talon to rope. Throw rope (makes bridge). Cross rope and follow the trail to the temple. In the courtyard, take shield from statue. Enter the temple and give your sword to the holy woman (she blesses it). Exit other path from

the courtyard to go to the Dwarves' camp (you're given helmet). Return to lighthouse and get back rope and talon.

TROLL CAVES & NECKLACE OF FEAR

Outside the caverns, examine skeleton (noting directions). Enter the cave with your sword in hand and wearing helmet (from Dwarves' camp). Attack the three trolls, using the skeleton's directions: swing left at the first one, up at the second, and down at the third. Talk to the troll leader; threaten him (getting Necklace of Fear).

COMEDY CLUB: PIECE SIX

Go to the mountain pass. Take the rock. Throw rock at the vulture. Examine sign. Dig up bonding plant with knife. Go to Cliffs. Tie rope to the tree. Climb down rope. Enter comedy club. Play four recorded jokes from joke book (Mayor, Canuck, Witch and Rebecca) — getting last disc piece.

TO THE ANCIENT RUINS

In the camp, listen to the Dwarf's conversation, noting the directions hidden in it (left, right, straight, etc.). Enter the mine, riding boxcar: go left, right, straight, right, left, right, straight, right, left, left, right, and straight before each intersection to get to other side (these directions may be random, so save your game first).

ASSEMBLING DISC PIECES

At the ancient ruins, drop all disc pieces into the trencher. Put items on the statues in this order from left to right: stick, talon, thermos, (skip middle statue) both helmet and empty box go on fourth statue, then shield and tele-orb. Push the red button (this forges the disc).

INVISIBILITY POTION

Return to the Forest of Spirits. Go to the spider and show the Necklace of Fear to it. Cut web with the sword. Go behind the waterfall at the dam and fill the flask with backside of waterfall. Drop bat guano into the flask (making invisibility potion).

THE CITADEL

Examine the photo album, noting the now-developed negatives and location of photos. Go to Cliffs of Depression, and face west (blocked passage). Throw the Frobozz Disc at wall (shatters it). At the citadel entrance, use bow with the arrows and shoot the hand on the wall. At the Orc leader, drink invisibility potion. Use tape recorder and replay Alexis' bark.

END GAME

At the bridge, throw all your inventory onto the bridge until it rises high enough to pass safely. On the Survivor board, make the following moves: B3, D2, C4, A3, B1, C3, A4, B2, D3, C1, A2, B4, C2, D4. (If the opposing piece lands on the square you intended to jump to, wait a turn, clicking on your own square, and then move to desired spot after he vacates the position.)

SAM & MAX HIT THE ROAD



TYPE

Animated adventure

SYSTEM

IBM (Required: 286+, 640K, 256-color VGA, 15 MB hard disk.

Recommended: uncompressed drives, mouse. Strongly recommended: 386/33+, two MB expanded memory. Supports: mouse, joystick, Ad Lib, SoundBlaster, Pro & 16, Pro Audio, Roland MT-32 & LAPC, General MIDI)

COMPANY

Lucas Arts

120

WHILE THEY LOOK LIKE CHARACTERS IN A GAME FOR KIDS, SAM AND MAX DISPLAY A DEMENTED SENSE OF HUMOR THAT MAKES THEM MORE APPEALING TO ADULTS. FREELANCE DETECTIVES, SAM (THE DOG) AND MAX (THE RABBIT) BEGIN THIS EXCIT-

ING EPISODE WITH AN ASSIGNMENT TO RECOVER A CARNIVAL'S MAIN ATTRACTION, A BIGFOOT NAMED BRUNO. WHEN HE ESCAPED, BRUNO ALSO RAN OFF WITH THE CARNIVAL'S SECOND MAIN ATTRACTION, TRIxie THE GIRAFFE-NECKED GIRL FROM SCRANTON, SO SAM AND MAX HAVE THEIR CARTOON HANDS FULL ON THIS CASE. AS SAM AND MAX EXPLORE ONE BIZARRE SET OF CIRCUMSTANCES AFTER

ANOTHER, THE GRAPHICS AND ANIMATION FOLLOW THE STYLE SEEN IN DAY OF THE TENTACLE. CONTROLLING SAM, YOU WATCH THE SCENE PAN LEFT OR RIGHT WHEN HE REACHES THE EDGE. TO TRAVEL CROSS-COUNTRY IN THEIR DILAPIDATED "SQUAD CAR," YOU CLICK ON A LOCATION DISPLAYED ON A MAP OF THE USA. PUZZLES PRIMARILY INVOLVED OBJECT MANIPULATION, BUT CONVERSATIONS ARE IMPORTANT. YOU "SPEAK" WITH PEOPLE BY CLICKING ON PICTURES OF OBJECTS, OR A "?" OR "!". (THE CD VERSION WILL FEATURE DIGITIZED VOICES OF ALL CHARACTERS.) THIS IS A FUN GAME FOR ADULTS WITH A WARPED SENSE OF HUMOR WHO WILL APPRECIATE SCENES SUCH AS SAM TOSSING A BOMB OUT THE WINDOW AND SAYING, "HOPE NOBODY WAS ON THAT BUS," TO WHICH MAX REPLIES, "AT LEAST NOBODY WE KNOW."

THE SOLUTION

OFFICE

Look at mouse hole and get cash from inside it. Get the black light bulb from closet that is on the far right side of your office. Leave office and head toward the stairs going down. Use man on the railing, and Max will push him off. Go downstairs. Outside, talk to the cat. Use Max on the cat to get your orders. Use the car and go to carnival.

CARNIVAL

Show your orders to the fire-breathing man. Talk to the Kushman brothers inside the tent. They will tell you more about your assignment. Get the swatch of hair in front of the melted ice block. Walk to the left and get the jar that contains Jesse James' severed hand. Leave the tent and talk to fire breather. Walk into the carnival between the two tents and then go north past the tunnel of love.

Get the magnifying lens in the Wak-a-Rat booth. Use the mallet to play Wak-a-Rat until you win. You need to hit 20 rats to win the prize, which is a flashlight. Use the black light bulb on the flashlight.

Walk to the left and talk to the Cone of Tragedy operator. Ask about all and you will then ride the cone. After the ride is over, look at your inventory. It will all be gone. Talk to the cone operator and ask about your inventory. He will give you a claim ticket for the Lost and Found, which is just to the right of the fire breather. Enter tent and you will get your inventory back plus one extra item, a fish magnet. Look at it, and the world of Fish will appear on your travel map. Walk left three screens to the car. Go to any Snuckey's.

SNUCKEY'S

Walk inside. Get pecan candy from top of the left rack. You can buy a different toy at the end rack of each Snuckey's. These are for your enjoyment and can be played at any time. They have no bearing on the game. The Snuckey's in the north sells a car bomb game, the south sells paint by number books, and the west branch sells dress up books.

After Max complains about having to use the bathroom, talk to the soda jerk. Ask about a different toy game and candy to buy them. Ask about toilet so Max can get restroom key. When Max uses the key, quickly end the conversation. Rush outside and talk to Max before he can return the key. Ask Max about the key, and you will get to keep the rasp. Get the Snuckey's cup that is on the ground. Go back inside and give jar with Jesse James' hand to the soda jerk so he can open it for you. Return to the carnival.

TUNNEL OF LOVE

Go to the tunnel of love ride. Use the boat. Once inside, use the flashlight. Left-click to turn it on, then look at the wall. After the second display — "Revenge of the Gill Guy" — is a fuse box. Right-click on the flashlight to leave it on. Use Max on the fusebox. It will get shorted out, the boat will come to a stop, and you will get out. Look at the man with the beard. Sam will pull on it. The executioner chops off the man's head, which causes the door to open. Enter. Talk to Doug the Mole Man. Ask about Bruno. He goes on forever and eventually mentions his Uncle Shuv-Oohl and the Ball of Twine where he was last seen (it now appears on your map). Give Doug the pecan candy, and he will give you a "key" to Trixie's trailer, which is a crowbar, and tell you a long story. Use the lever to get the ride running again. Exit.

TRIXIE

Walk right two screens to Trixie's trailer. Use the crowbar on the lock to enter the trailer. Use the hope chest to open it and get the stiltwalker's costume. Use the closet. Look at score card on the door. It will go into your inventory, and Gator Golf will appear on your map. Exit and return to car. Go to ball of twine.

BALL OF TWINE

Go to the building below the giant Ball of Twine. Inside, talk to the museum employee and ask about all. Exit and walk to the tram. Go upstairs. When the skycar approaches, walk in. After the skycar stops, go to the left. You will go up an elevator to the restaurant. To the right is a magician. Ask him about the bent tools and he will give you one. Use the elevator to leave and enter the skycar. Return to the car and go to World of Fish.

WORLD OF FISH

Get the bucket of fish that is under the sign marked "fish feed." Talk to fisherman and ask about helicopter. To the left is a large fiberglass fish. Use the bent tool on the fish. Use fish to enter it. Then use Max on the fish. The fish will get thrown on the net and picked up by the helicopter. You will be taken to the other side of the restaurant on top of the Ball of Twine.

Use Max on the twine, and he will use his teeth to bite off a piece. After the cook

comes back out, Sam and Max jump — but in the process, you get a 91-foot piece of twine that is automatically put into your inventory. Your car will show up. Go to Gator Golf.

GATOR GOLF

Walk left two screens. Get the broken golf ball retriever from trash can. Talk to the man about all. Walk toward the Gator Golf sign. After the run-in with Conroy Bumpus and Lee-Harvey, Max will be trapped in the dunk tank.

Use the bucket of fish on the bucket of golf balls to replace them. Take a golf club. Using the dragon as a guide, position the golf flag in front of or behind the gators. You want the gators to be lined up in order to make a walkway. The program will let you know when you have succeeded. Use the door to free Max, and a secret door will appear. Max gives you a piece of sasquatch hair. Open the secret door and look inside. You will see a sno-globe, and the Mystery Vortex will appear on your map. Walk south and return to the car. Go to the Mystery Vortex.

MYSTERY VORTEX

Enter the building and walk all the way to the right. Go through the red curtains. You will be upside down. Get the sasquatch hair that is on the melting ice block. Talk to the woman about sno-globe. Exit. Walk toward the mirror and use mirror to enter it. There are three magnets: red, blue and yellow. The yellow one is to the right of the second magnet. When you use a lever, Sam and Max will turn to the color of the lever(s) pulled, and the corresponding door(s) can be opened. This part of the game is all trial and error, as each time you enter the Vortex, the two doors to the right of the mirror change colors.

You need to go through one of these two doors. When you enter the correct door, the scene will change. Talk to Shuv-Oohl and ask about Bruno. He tells you about Frog Rock and its location. In order to help you more, he asks you to find the mood ring he lost in the Ball of Twine. Exit and return to car. Go to Ball of Twine.

BALL OF TWINE: MOOD RING

Enter the museum. In your inventory, use the broken golf ball retriever with the severed hand and then the magnet. Once the three are combined, use the gadget on the ball. Sam will push it inside, and the magnet will pick up the ring. Exit and return to the Mystery Vortex.

MYSTERY VORTEX: SHUV-OOHL

Enter the building and go in same door as before in order to speak to Shuv-Oohl. Ask about the mood ring. He tells you that at Frog Rock you will need to place three samples of bigfoot hair on the rock and sprinkle it with mole dust which he gives you. Exit and go to Ball of Twine.

BALL OF TWINE: BINOCULARS

Ride the skycar and go to the restaurant. Get the exposed wires to the left of the elevator and use them on the binoculars. Then use the lens on the binoculars. Use the binoculars. When the needle is at dead center, the binoculars will stop moving and the name of the site you are looking at is mentioned. Look until you find Frog Rock, recalling that Shuv-Oohl said it was between the Ethereal Plane of Acid Rain

and the Enchanted Argyle Forest. Hit the "escape" key to leave the binoculars. Exit restaurant. Return to car and go to Frog Rock.

FROG ROCK

Walk to the right. Put the three samples of bigfoot hair on the rock. Use the mole dust on the rock. A flying saucer appears and leaves you the message: Go to Bumpusville. Do as you were told.

BUMPUSVILLE

Enter the building. Go left and get picture of John Muir. Walk to the far right room, which has a monster truck in it. Walk to the truck. Get the pillow with the hair tonic on it. Look at the bookshelf. Use retriever with the severed hand to get the book on top shelf, the one that deals with the operation of maintenance droids.

Leave and find droid. Use droid. Sam will open it up. Plug in the blue wire and make sure all the others are unplugged. The droid only goes into rooms that are green. Hit "escape," and the droid will cause the alarm to go off, and Lee-Harvey will investigate.

Go right twice and up into the room with the green plaque above the door. Get the virtual reality helmet. Get the sword and save the game. Approach the cave to get the dragon to come out. Step backward and quickly change to the sword. Use sword on the dragon. Then get the heart. Inside is a key that can go into your inventory.

Exit and go to the far left room. Bruno and Trixie are there. Use key on lock to turn off alarm, and Bruno and Trixie will come out of their trance. They mention they are late for a bigfoot party at the Jungle Inn. Return to car and go to Jungle Inn (volcano on the map).

JUNGLE INN

Enter the inn. Try to go through the door that the bigfoot is blocking. Talk to the bigfoot guard. He will mention his foot problem. Give him the rasp.

Talk to the woman behind the desk and ask about all. After the conversation is over, she gives you some brochures. Look at them. Two new places will show up on your map: Mount Rushmore Dinosaur Tarpit and Bungee Jumping National Park (dinosaur on map) and the Celebrity Vegetable Museum (tomato on map). Exit and go to vegetable museum.

VEGETABLE MUSEUM

Walk to the right. Get Conroy Bumpus' eggplant from the container. Talk to the lady. Give her the John Muir picture, and she will turn it into a squash that you can pick up later. Return to the car and go to Mount Rushmore Park.

MOUNT RUSHMORE PARK

Walk to bungee jumping and then go to the right of the tarpit slide. Enter the elevator. Talk to the instructor. Use the screen to put the equipment on. Use the bungee cord to jump off. Use Snuckey's cup on the golf retriever, then use it on tarpit to get some tar. Use screen to take off equipment.

Enter elevator. Walk to the animal display on the left. Look at the woolly mammoth to see that the mammoth hair is similar to sasquatch hair. Use Max, and he will chomp off some hair. Listen to T-Rex speak by using speaker box by his foot; while

his mouth is open, use the rope on it. Then use Max on the rope. Sam will throw Max to the car, and the tooth will be pulled out. Enter the car and go to the vegetable museum.

VEGETABLE MUSEUM

Talk to the lady about the squash. and she will give you the gourd of John Muir. Return to car and go to Bumpusville.

BUMPUSVILLE: TOUPEE

Enter the building and go to the far right room. Use the Conroy Bumpus eggplant on the toupee. Sam will switch them, but the alarm goes off and Lee-Harvey kicks you out. Get in car and go to Jungle Inn

BIGFOOT PARTY

Enter the inn. You can now create a bigfoot costume. In your inventory, use tar on hair, and then use hair on stiltwalker's costume. Now use the toupee on the costume. Use the costume, and you will go into the phone booth to put it on. The guard will let you into the party.

Get the bottle of wine from the table. Enter the door that is to the right of the stage. Enter the freezer room and take the ice pick. Open the back door, and in comes Conroy and Lee-Harvey.

Talk to Conroy. He believes you are a bigfoot. To convince him you are not, use the costume. You will take it off. Now Conroy wants to wear the costume so he can infiltrate the bigfoots, and he and Lee-Harvey step into the freezer to put it on. Use Max on the freezer door to shut them in.

A Yeti chief comes in and makes you an honorary chief. He takes you to the four great totem poles. He believes they are the answer to saving his race and asks for your help in solving their secret. Look at each of the four totem poles. Walk to the left and return to car. Go to the Ball of Twine.

BALL OF TWINE: CORKSCREW

Go to the magician in the restaurant. Give him the ice pick, and he will bend it into a corkscrew. Exit. Return to the car and go to Mystery Vortex.

MYSTERY VORTEX: SNO-GLOBE

Enter and go through the door with the curtains. Use corkscrew on the wine bottle to remove the cork. Use cork on the sno-globe. Use the mini-vortex machine. When you are inside and machine is turned on by the woman, use the globe to fill it up with mystical energy. Exit and return to car. Go to the Jungle Inn.

JUNGLE INN: TOTEM POLES

Enter the Inn. Go past the guard and through the door to the left of the stage. Click about an inch above Bruno's head to walk to the hot tub. Give the chief the items that the totem poles represent. From left to right, they are the sno-globe, the dinosaur tooth, the John Muir vegetable, and the pillow with the hair tonic. After all four totem poles are solved, the end game sequence begins.

THE SEVENTH GUEST



THE FIRST MAJOR ADVENTURE TO SHIP AS A CD-ONLY GAME, GUEST IS A GOTHIC HORROR DRAMA THAT TAKES PLACE IN THE LONG-ABANDONED MANSION OF A TOYMAKER. YOU AND SIX GHOSTLY "GUESTS" ARRIVE, AND ESCAPE IS IMPOSSIBLE UNTIL YOU DISCOVER THE MYSTERY OF THE SEVENTH GUEST. THE MANSION IS COMPOSED OF 22 ROOMS, AND YOU MUST SOLVE A PUZZLE IN EACH IN ORDER TO SUCCEED. UNLIKE TRADITIONAL ADVENTURE GAME PUZZLES, WHICH HAVE OBJECTS AND PEOPLE WITH WHICH TO INTERACT, THESE PUZZLES INVOLVE UNSCRAMBLING LETTERS TO FORM A SENTENCE OR MOVING CHESS-LIKE PIECES AROUND A BOARD. WHEN YOU SOLVE A PUZZLE, THE GAME

TYPE

Graphic adventure

SYSTEM

IBM CD-ROM
 (Required: MPC Level 1 compatible machine with 386DX, 2 MB RAM, 16-bit VGA card with at least 512K, CD-ROM with at least 150 per second transfer rate, sound card with FM and PCM sound, mouse, 10 MB hard disk, MSCDEX version 2.2+, DOS 5.0+.
 Recommended: 486/20+, 4 MB RAM, fast 16-bit SVGA card with 1 MB or local video bus, CD with 300K transfer rate and less than 300 access time. Roland MT32 or LAPC, Sound Canvas, or 16-bit PCM sound card.
 Supports: Roland MT32 and LAPC, Sound Blaster and Pro, Pro Audio 8- & 16-bit, Thunderboard, Ad Lib Gold. Not compatible with European video standards.)

COMPANY

Trilobyte

REWARDS YOU WITH WHAT WAS STATE-OF-THE-ART ANIMATION AND SOUND EFFECTS FOR THE TIME. THE GRAPHICS AND OTHER EFFECTS ARE STILL EXCELLENT, AND THERE ARE SO MANY, THE PROGRAM TAKES UP A PAIR OF CDS. BUT THERE IS NO REAL PLOT LINKING THE PUZZLES, JUST A COLLECTION OF UNRELATED SITUATIONS, SO GUEST ISN'T AS SATISFYING AS A TRUE ADVENTURE GAME.

THE SOLUTION

After viewing everyone entering the door, go right, right, to the door on the left. This is the Dining Room.

DINING ROOM: CAKE

Move to table. Click puzzle icon on cake. You will click on five slices adjacent to one another. You will need to choose two Skulls, two Headstones, and one Blank slice. There are several solutions for this cake. Below is one possible solution ("Head" indicates Headstone):

Skull: 2	Head: 2	Head: 4	Skull: 4	Head: 5	Skull: 5
Blank: 2	Head: 2	Skull: 2	Skull: 4	Head: 5	Skull: 5
Blank: 1	Head: 1	Head: 4	Blank: 4	Skull: 6	Blank: 5
Skull: 1	Skull: 1	Head: 3	Blank: 6	Skull: 6	Head: 6
Head: 1	Head: 3	Skull: 3	Blank: 3	Skull: 3	Head: 6

Click on all five squares marked with a one. After clicking on fifth slice, the pieces will lift out of cake and fly off. Repeat with squares marked 2 through 6. Leave room. Go through left door to kitchen.

KITCHEN: CAN

Click mask icon to get hint for next puzzle. Move forward until facing large white door with crossed beams. Click puzzle icon. Rearrange the cans to form a sentence. Hint: The six can group spells "spryly."

Click on can with letter you want, then click on can you wish to replace it with. Sentence reads: "Shy gypsy slyly spryly tryst by my crypt." Don't enter door to right of pantry yet. Leave kitchen.

Go to stained glass entry door.

STAINED GLASS: SPIDER

Beginning with point at top, number points from 1 to 8, 1 being the top point. Click on point 1, then 6; point 4, then 1; point 7, then 4; point 2, then 7; point 5, then 2; point 8, then 5; point 3. Turn left. Move forward to door on right.

LIBRARY: TELESCOPE

The book on the coffee puzzle gives you two hints, and then solves each puzzle. Don't use it. Move to telescope and click on it. You will be clicking on connecting balls to spell a sentence. Begin with letter T at bottom center. Sentence reads: "There is no possible way."

Turn to face door, exit, move forward to entry door, turn right, then click on top of stairs. You see a different scene as you turn right or left from top of stairs. If you go right, you can enter room on the left and at end of hall. If you go left, you can enter the first door on right and first door on left only at this point.

LEFT HALL

Go through first door on left.

MARTINE'S ROOM: BEDSPREAD

Click puzzle icon on bedspread. You will be clicking on letters and stars to spell a sentence. You can only move ahead or backward 3 or 5 spaces at a time. Stars equal spaces between words.

Start by clicking on T at top center. Go forward 5, click on H. Go back 3, click on E. Go Back 3, click on star. Go forward 5, click on S. Go back 3, click on K. Go forward 5, click on Y. Go forward 3, click on star. Go forward 3, click on I. Go forward 3, click on S. Go back 5, click on star. Go forward 3, click on R. Go back 5, click on U. Go forward 3, click on D. Go forward 3, click on D.

Go forward 3, click on Y. Go forward 3, click on star. Go forward 5, click on Y. Go back 3, click on O. Go back 3, click on U. Go back 3, click on R. Go forward 5, click on star. Go forward 3, click on F. Go forward 3, click on A. Go forward 5, click on T. Go forward 3, click on E. Go back 5, click on Star. Go forward 3, click on I.

Go back 5, click on S. Go back 5, click on star. Go forward 3, click on B. Go forward 3, click on L. Go forward 5, click on O. Go back 3, click on O. Go forward 5, click on D. Go forward 3, click on Y.

Sentence reads: "The sky is ruddy your fate is bloody."

Exit room. Enter room directly opposite.

ELINOR'S ROOM: BISHOP & MAZE

Clicking on the rug will show you a map of the maze in the basement. Clicking in the same general area will provide you with a chessboard puzzle.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Make the following moves by clicking on first number and then clicking on second number:

6-12; 15-9; 1-19; 20-2; 11-7; 10-14; 12-4; 9-17; 19-15; 2-6; 7-3; 14-18; 4-8; 17-13; 3-11; 18-10; 8-20; 13-1; 16-8; 5-13; 15-3; 6-18; 8-2; 13-19; 11-17; 10-4; 17-5;

4-16; 3-9; 18-12; 2-14; 19-7; 9-15; 12-6; 14-10; and 7-11.

Sometimes you'll only need to click on the first numbered square, and the piece will automatically jump to the second numbered square. However, if you hear "which way should I go now," you need to click on the square to which you want the piece moved. Exit room. Turn left. Go to other end of hall. Enter room at end of hall.

GAME ROOM: QUEENS

Click on chess board. You need to click on one square in each column. No queen may be in alignment with another in any direction. In the following table, "Q" indicates a Queen.

	Q					
				Q		
						Q
Q						
		Q				
						Q
				Q		
			Q			

If you click chattering teeth on the pool table, you will exit through oven in kitchen. Do this now.

KITCHEN/BASEMENT: GRATES

Enter door to right of pantry. You will be confronted with grates.

Upper left (UL)	Upper Center (UC)	Upper Right (UR)
Lower Left (LL)	Lower Center (LC)	Lower Right (LR)

You need two semicircles to line up so you may pass through them. Click on the grates in the following order: LC, LR, UR, UC, LC, LL, UL, LC, LR, UR, UC, LC. At this point, continue clicking on the pieces beginning with the LL, moving in a clockwise position. Don't worry when spikes spring up; they'll go down as soon as you move a grate piece over them. After you pass through grate and stop, you will be at beginning of the Maze.

MAZE

Wait until you come to a full stop before making next move. Sometimes you will even make turns before stopping. Move forward 9 times; right once; forward once (you should be facing a wall); right 3 times (you should be facing a wall at final move); left once; right once; forward once; right once (you should be facing a wall); left once. You'll hear "You shouldn't have turned down here."

COFFINS

The object of this puzzle is to determine the pattern that will eventually shut all coffins. Remain standing where you are; don't go downstairs.

A	B	C
D	E	F
G	H	I

- A operates B, D, and E.
- B operates A and C.
- C operates B, E, and F.
- D operates A and G.
- E operates B, D, F, and H.
- F operates C and I.
- G operates D, E, and H.
- H operates G and I.
- I operates E, F, and H.

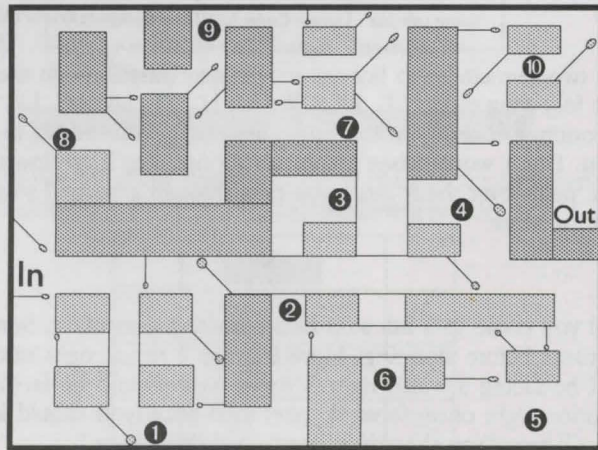
Many combinations offered, so if you get stuck, just restart. One solution is:

A: Closed	B: Open	C: Closed
D: Open	E: Closed	F: Closed
G: Open	H: Open	I: Open

To finish this example, you would click on B, C, B, F, and G. After you finish the coffins, you will be moved downstairs. Click on Coffin to exit. Go upstairs to the Right Wing. Enter door on left.

JULIA'S ROOM: HEART MAZE

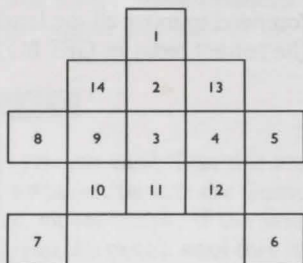
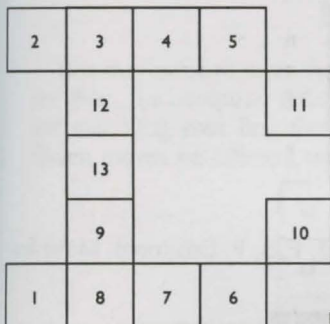
Click on the rug. The object of this puzzle is to direct the flow of blood from the heart to the opening on the right. So you need to click on the little switches to open and shut a way out. It's easiest to begin at the heart side (left).



After you have clicked on correct valves, click on heart and blood will begin to flow. Go down to library. There you will view a scene, which will then open more puzzles. Go back upstairs. Turn right. Enter door on right.

MAGIC ROOM: CARDS

You need to move up and down, and side to side.
Click in order 1-14.



Exit through middle door. Other doors take you downstairs. Turn right, pass main stairs, enter first door on right.

ELINOR'S ROOM

Click on door in rear of room. This will take you to the bathroom. Turn around. Click on base of sink.

BATHROOM: KNIGHT

You must move the white knights to the black knights' positions.

A5	B5	C5	D5	E5
A4	B4	C4	D4	E4
A3	B3	C3	D3	E3
A2	B2	C2	D2	E2
A1	B1	C1	D1	E1

Click on the squares in the following order:
A2, C1, B3, A1, C2, E3, D5, B4, C2, A3, C4, E5,
D3, C5, E4, C3, B5, D4, C2, E1, D3, C1, B3, A5, C4,
A3, C2, E3, C4, E5, D3, B2, A4, C5, B3, D2, E4, C5,
B3, D2, B1, C3, E2, D4, B3, D2, E4, C3, D1, E3, D5,
C3, D1, B2, A4, C5, E4, C3.

If you click the chattering teeth on the sink, it takes you downstairs. Exit through door. Turn right. Go to door at end of hall.

DOLL ROOM: TILES

	Column 1	Column 2	Column 3
Row 1			
Row 2			
Row 3			

You need to get the same pattern in the first two columns, then get the third column to match. You may need to reset the puzzle to get this to work. Change rows 1 and 2 until all 9 squares have the same picture. The second column needs to be set to the picture before the third column. The first column needs to be set to the picture before the second column. Then change the rows until you have the completed picture. There is no definitive answer for this one, as the pattern is different each time it is reset. After this puzzle is done, click on open cabinet. Click on door.

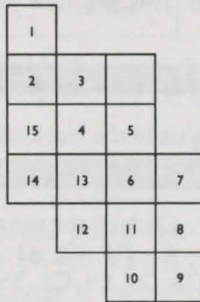
MAGIC BLOCK

You need to move all the letters around to spell three words in the correct order. The correct order is: GET BOY TAD.

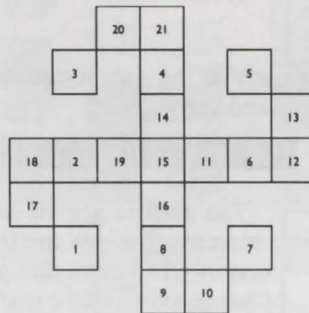
	1	2	3	
A	D	A	T	D
B	Y	O	B	E
C	T	E	G	F
	4	5	6	

Click on the following: 6, F, 1, D, 2, C, 3, 5, 6, F, 3, F, 3, F. Exit room. Move forward to first door on right. Enter room.

BRIAN'S ROOM: COINS



This is an up-down, side-to-side type puzzle. Click on the coins in the order indicated above and below.



After finishing this puzzle, click mask on door on left wall.

CHAPEL: FLOOR

Each colored tile allows you to move a specific number of steps. Blue: 1 step. Yellow: 2 steps. Purple: 3 steps. You need to plan your path out so you end exactly on the end square. You may move in any direction. Begin with the purple tile in lower left just northeast of the Arrow. Move forward 3

steps; you should be a blue square. Move to the purple square northwest. Move northeast diagonally 3 steps. You should now be on a yellow square. Move northeast diagonally once (blue square) and then south to a pink square. Move southeast diagonally once to a blue square. Move north to a yellow square and then to the arrow. Click on door to left of altar to go to laboratory.

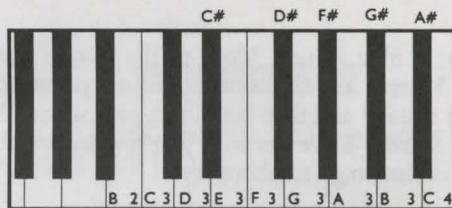
LABORATORY PUZZLE

You may need to reset the game a few times, but you can easily beat this one. You are Blue, the computer is Green. Following the moves below, be sure the Green blobs are matching your first three moves with the listed moves below. If the first three Green moves are different than those shown below, reset the puzzle until they match.

A7	B7	C7	D7	E7	F7	G7
A6	B6	C6	D6	E6	F6	G6
A5	B5	C5	D5	E5	F5	G5
A4	B4	C4	D4	E4	F4	G4
A3	B3	C3	D3	E3	F3	G3
A2	B2	C2	D2	E2	F2	G2
A1	B1	C1	D1	E1	F1	G1

BLUE	GREEN	BLUE	GREEN
G1 - F1	G7 - F7	A6 - B4	E3 - D4
A7 - A6	G7 - G6	B7 - D5	C3 - E5
G1 - G2	A1 - A2	C4 - E6	E4 - F5
A7 - B7	A2 - A3	B3 - C3	E6 - C4
B7 - B6	A1 - B1	E7 - E6	B4 - D6
F1 - E1	A2 - B2	F5 - G4	G7 - G5
G2 - F2	G6 - F6	F7 - G6	E7 - G7
E1 - D1	A2 - B3	A7 - C5	B3 - B4
D1 - C2	A1 - C3	D6 - B5	B3 - A4
E1 - D3	B2 - A1	G5 - E7	F4 - G5
D3 - C1	B3 - D2	D5 - D6	B5 - C6
B2 - B3	D2 - D3	C4 - B6	B4 - C4
B6 - D4	D2 - E2	B6 - A5	D6 - C7
G1 - E1	D3 - E3	E5 - D7	F6 - E5
C3 - C4	F2 - G1	A5 - A6	C5 - A7
D4 - F3	G1 - G3	E7 - C5	E6 - E7
C4 - E6	G6 - E7	B6 - B7	
E3 - G1	D2 - E3		
C3 - E4	G3 - F4		
D3 - C3	E6 - D4		

Exit via iron doors; this takes you to Library. Exit Library. Turn right to double doors. Enter. Click on piano. This is a follow-the-leader game. Stauf plays a note, you copy it; each time he adds one more note, until 18 have been played.



The following is the complete order: B2, B3, F#3, G3, E3, D#3, E3, F#3, E3, B2, B3, C4, B3, A3, G3, F#3, E3, F#3.

Exit music room. Go to stained glass entry door. Turn right twice. Point cursor near bottom of stairs until chattering teeth appear. Click. This takes you to art gallery.

ART GALLERY: PORTRAIT

Turn right. Click on Stauf's portrait. This is very similar to the Coffin puzzle. Clicking on a flesh colored piece turns it to red. Clicking on a red piece turns it to green. Clicking on a green piece returns it to flesh. You must turn all pieces back to flesh.

1	2	3
4	5	6
7	8	9

1 controls 2, 4, and 5. 2 controls 1 and 3. 3 controls 2, 6, and 5. 4 controls 1 and 7. 5 controls 2, 4, 6, and 8. 6 controls 3 and 9. 7 controls 4, 5, and 8. 8 controls 7 and 9. 9 controls 5, 6, and 8.

After completing picture, click on picture of music room. This will return you to music room. Click on bush, which will cause it to grow and take you upstairs. Turn right, exit through door. Go forward to door. Click on door.

ATTIC DOOR: KNIFE

Number the points of the star as follow: Top point is 1; upper left point is 2, intersection to right is 3, next intersection to right is 4, and upper right point is 5. Returning to left side, first intersection is 6, middle is 7, and right is 8. Returning to left, lower left point is 9 and lower right point is 10. Click on the knives in the following order: 6, 10, 4, 2, 9, 10, 5, and 1.

ATTIC: HOUSE

This is a weird puzzle. Depending on which window you first click on, whichever direction you then click is the only direction you can move from a window that is shaped the same as the first window. Example: If you first click on a round window, and then click on the window above it, you can only move upward from round windows. When you come to a round window, the game automatically moves you up.

Solution: Click on sixth window from left (round window). Click on window directly above it. Click on window to right. Click on far right window, third window from bottom. Click on fifth window just under eave. You will be advanced to second story.

Click on the third window from left. You'll be advanced to third floor. Click on second window from left. Puzzle solved.

Click on chest. Enter door at end of attic. End scene.

SHADOW- CASTER



TYPE

Action/role-playing

SYSTEM

IBM (Required 386DX/33+, four MB RAM, 16 MB hard disk, 100% Microsoft-compatible mouse, 256-color VGA, DOS 5.0+. Supports: Sound Blaster & Pro, Ad Lib, General MIDI, Logitech Cyberman)

COMPANY

Origin, Inc.

ULTIMA UNDERWORLD-STYLE 3-D GRAPHICS AND CASTLE WOLFENSTEIN-STYLE ACTION ARE COMBINED TO MAKE SHADOWCASTER A RARE ROLE-PLAYING EXPERIENCE, WHILE YOUR CHARACTER'S ABILITY TO "MORPH" INTO THE SHAPE OF OTHER BEINGS ADDS NEW DIMENSIONS TO THE NATURE OF DUNGEON-DELVING AND MONSTER-SLAYING. THE FIRST-PER-

SON GRAPHICS, INCREDIBLY SMOOTH AND DETAILED, DEPICT A TEMPLE RULED BY AN EVIL DEMON NAMED VESTE. VESTE HAS SLAIN NEARLY ALL THE OTHER SHAPESHIFTERS, AND ONLY YOU CAN STOP HIM. THOUGH SHADOWCASTER MAY SOUND AND LOOK LIKE OTHER 3-D GAMES, IT PLAYS MUCH FASTER AND ENJOYS THE EASIEST INTERFACE IN SUCH A SYSTEM. PART OF THE QUEST INVOLVES DISCOVERING HOW TO GAIN THE

ABILITY TO SHIFT INTO OTHER BEINGS, AS YOU ARE LIMITED TO ONLY ONE AT THE OUTSET. LIKE A ROLE-PLAYING GAME, IT REQUIRES YOU TO LOCATE WEAPONS, POTIONS AND ARTIFACTS; LIKE AN ACTION GAME, IT POSTS YOUR SCORE AT THE END. YOU CAN ATTEMPT TO TOP YOUR HIGH SCORE IN THE NEXT GAME, AND TACKLE MANY PUZZLES WITH THE POWERS OF DIFFERENT BEINGS, SO SHADOWCASTER HAS MUCH MORE REPLAY VALUE THAN AN ADMITTEDLY LARGER AND MORE COMPLEX RPG SUCH AS ULTIMA UNDERWORLD.

THE SOLUTION

STARTING OUT

Eliminate the monster in your path and proceed to the obelisk. Click on it. Morph to Maorion. Use claw on door. Go to teleporter. Teleport to Level 1.

LEVEL 1: GARDEN

Go south, east and north. Pick up float seeds from the tomato plants you kill. At the quicksand, drop seeds to form a bridge to the north. Go to the northwest and get the firewand. Return to the bridge.

Swim to the northeast opening. Use "cats eye" to see path. Go north. Pick up shuriken. Use it. Go west to firewalls. Throw shuriken through flames to kill monsters. Shoot fireballs at three staffs. Enter area. Go to the southwest corner and get the statue head.

Return to the Garden, and go to the center where you see the floating chest. Use the shuriken on it until the chest opens. Get the silver triangle key. Use the key on the pedestal with the triangle symbol. A teleport appears. As a human, enter it to reach Level 2.

LEVEL 2: UNDERGROUND RIVER

Rapidly swim ahead, avoiding bats, to the ball and chain. Pull chain. Go east to the corridor and get the skull. Go east to the end room. Put the skull on the skeleton and kill it. Go southwest through the secret door. Get the potion, sword, armor and statue head. Teleport back to the Garden on Level 1.

LEVEL 4: SKELETONS

Go west, then north to enter the teleport. Fight your way west, then north to the northwest section of this level. A room in the southwest corner of this section contains a statue head. Get it and return to entry point.

Go north to the pool. Swim north to the island. A fourth statue head is here. Place all four heads on the headless statues. You will be teleported to Level 6.

LEVEL 6: TOMBS

Open the door to the west, then the next three doors going west. Potions and a dragon horn can be found in this area. Go to the northwest corner where the statues are found. Throw your shuriken at the shield. Cross the bridge and go to the obelisk. Caun joins party. Teleport to Level 7.

LEVEL 7: TEMPLE

Proceed north to a dead end. Go to the northeast and northwest rooms and throw your shuriken at four symbols to open the wall at the dead end. Then go north to the room with four teleporters. Three of them are blocked, but the northwest teleporter is open. Teleport to Level 11.

LEVEL 11: PRISON/BARRACKS

Talk to the Mage in the locked cell. Have Caun jump over the barrels to proceed. Go north to the chain. Pull it to unlock the cells. Go west and south to the room with the cage. Pull the chain and get armor for Caun. Continue southeast for potions, frost wand, silver sword and armor. Go down stairs to Level 13.

LEVEL 13: WINE CELLAR

You arrive in the northwest section of this level. Go north and read the journal. Return to Level 11. Take stairs up to reach Level 12.

LEVEL 12: CASTLE

Go west to the red carpet and Throne Room. Go north; northwest of here is a healing pool. Move south to the teleporter and teleport to the Library.

LEVEL 12: LIBRARY

Kill the Mages, then read the books. Return to Throne Room. Go west, north, west and south to the northwest corner. Take the stairs down to Level 13.

LEVEL 13: SOUTHEAST

Watch out for werewolves. Explore this area and pick up a potion, the staff of power and the obelisk tip. Locate the obelisk and place the tip on it. Opsi joins the party. Continue to explore for the Chalice of Power, crystal of light and a sword for Caun. Go north to the teleporter to reach Level 7.

LEVEL 7: TEMPLE

This is in the northeast section of Level 7. Morph to Opsi and fly above the flames to the next corner. Then morph to Maorin to fight. Return to the room with the four teleporters. The southwest teleport is now open. Use it to reach Level 14.

LEVEL 14: MINE

Bombs, which can be thrown at monsters, can be found in this area. In northeast corner is a Minotaur and an apparent dead end. Have Opsi hit the Minotaur with "Death Blasts" to kill it. Get the Amulet of Defense.

After you slay the Minotaur, the apparent dead end will now be open. Enter it and approach the Tree of Life. Click on stand. Pick fruit for potions. Teleport to Level 15.

LEVEL 15: LOWER MINE

Watch closely for and slay any spiders on the ceiling and floor. Across the lake in the northeast corner is a pool that will increase power.

Continue south and east to the mushrooms and slay them. Go to the southeast corner, then north to the gate and open it. Run north to the acid pool and fly Opsi to the chain. Pull it, then go west to the gate. Open the gate and enter. Get the obelisk tip. Fly Opsi east and north to the gate. Open, enter and place tip on obelisk to have Kahpa join the party. Teleport to Level 7.

LEVEL 7: TEMPLE

You arrive in the southeast section. Fight your way west, then north to the teleporter room. Enter northeast to teleport to Level 16.

LEVEL 16: ACID POOLS

Note the locked gates with water behind them in the southeast and northeast sections. Have Opsi fly east across the central acid pool, then north to a passage to get the gate key.

Explore this entire level to get the water cannon, water armor and Trident of Night. Then proceed to the northeast gate, unlock it and go to the northeast corner.

Save game. Give the Trident of Night to Kahpa. Jump in the water and go underwater. Fight the monsters from a safe distance with the Trident. Proceed west, south, east, south, west, north and west to the Throne Room. Get the water tablet. Teleport to Level 18.

LEVEL 18: SSAIR'S HALL

Quickly drop the water tablet (from Level 16) into the acid. Go west to the obelisk and click on it. Ssair joins the party. Teleport back to Level 7.

LEVEL 7: TEMPLE

You begin in the northwest section of Level 7. Go east and pick up the horn of caun. Go to the southeast corner and teleport to Level 20.

LEVEL 20: LAVA WORLD

Go northwest to the chain. Hit it, then go west and north to the obelisk tip. Go south and east. Pick up the lightning wand. The pool in this area will raise all stats one time.

Fight your way to the southeast corner. Pick up two boulders and place them on stones to expose a chain to the east. Pick up a boulder and throw at it the chain to open the wall to the east. Enter the opening and teleport to Level 21.

LEVEL 21: LAVA

Go south and east to Frog Face. Have Caun use his horn on to open the wall to the north. Open the gate. Go to the next gate and open it. Go west, north and east to get the hourglass.

Fight your way west and south to the southwest corner room with the moving obelisk. Put the hourglass in the niche. Put the tip on the obelisk. Grost joins the party. Go east to the wall with the boulders. Have Grost punch this wall. Then go east and punch another wall. East of here is a pool that will increase power. Teleport to Level 7.

LEVEL 7: TEMPLE

You begin in the southwest section. Go to the teleport room. Note the obelisks in place. With the new teleporter in the center, teleport to Level 22.

LEVEL 22: CANNISTERS

Explore above water area and note the three colored cannisters in the room. Have Grost use "Earthquake" on the flying creatures. Go to the northeast corner and get the stone sword.

Go to the northwest corner and place the sword in the statue's hand to open the wall to the west. Enter it and get the flesh crystal. Go north of the room with the colored cannisters to get the bone crystal. The scepter of might is in the southwest room. Swim underwater to Level 23.

LEVEL 23: UNDERWATER

Swim to the northwest corner room. Swim up and out of the water. Knock down the red heart hanging from the ceiling. Get the blood crystal. Return to the room with the three colored cannisters. Put the three colored crystals in the three cannisters of the same color. Teleport to Level 24.

LEVEL 24: VESTE

Have Grost punch multiple Shapeshifters until Veste appears. Have Grost punch his lights out.

SIMON THE SORCERER



TYPE

Graphic adventure

SYSTEM

IBM (Required:
640K, 10 MB hard
disk, DOS 5.0+,
VGA, mouse.

Supports

*SoundBlaster,
Roland MT-32 &
LAPC, Ad Lib.*

Recommended:

*386+ and Sound
card.)*

COMPANY

Activision

UNLIKE RETURN TO ZORK, SIMON TAKES PLACE IN A FANTASY WORLD THAT IS NEW TO THE INFOCOM LINE. IT'S ABOUT A TWELVE-YEAR-OLD BOY, SIMON, WHO TRAVELS THROUGH A PORTAL TO RESCUE THE WIZARD CALYPSO FROM THE EVIL SORDID. SIMON HAS AN ATTITUDE —

SORT OF A WILLY BEAMISH WITH A MAGIC WAND. THE CHAR-

ACTER AND STORY ARE SO REFRESHING AND ORIGINAL, THAT SIMON IS ONE OF THOSE RARE GAMES THAT WILL APPEAL AS MUCH TO ADULTS AS TO YOUNGER PLAYERS. PERHAPS THIS IS DUE TO THE FACT THAT THE STORY UNFOLDS IN A TRULY INTERACTIVE WORLD AND IS NOT JUST A COLLECTION OF PUZZLES DRAPED AROUND A PLOT. PEOPLE, THINGS AND YOUR POTENTIAL FOR INTERACTING WITH THEM CAN CHANGE,

DEPENDING ON WHAT YOU DO IN OTHER PARTS OF THE QUEST. ITS LUCASARTS-STYLE INTERFACE MAKES SIMON READILY ACCESSIBLE TO NEOPHYTES AND EXPERIENCED ADVENTURERS: MOST ACTIONS ARE PERFORMED BY CLICKING ON VERBS SUCH AS "LOOK AT" THAT FILL THE BOTTOM THIRD OF THE SCREEN, AND AN AUTO-MAP ELIMINATES THE NEED FOR MAPPING. MUSICALLY AND GRAPHICALLY, SIMON IS NO SLOUCH, AND MANY ADVENTURERS FOUND THIS FASCINATING TALE MORE GRATIFYING THAN RETURN TO ZORK.

THE SOLUTION

THE VILLAGE

At Calypso's House, get magnet from the fridge. Open drawer in the desk and get scissors. Exit. Go around back and note the compost. Go to the Blacksmith. Get clapper and rope. Go to the garden and talk to dodgy geezer. Go west and get ladder. Enter Apothecary. Get cold remedy and specimen jar. Go west and note the beehive and truffles door.

Go east from garden to the village. Enter the Shoppe, talk and look around. Go to the Tavern. Get matches on top of the fruit machine. Use scissors on the Dwarf and get beard. Go to the next room and talk to Wizards to learn about your quest.

OUTSIDE

Exit Village. Go east to the Barbarian, remove thorn and get whistle. Go west, south and east to the talking wormwood stump. Move south to the well outside the Witch's house. Use the handle and get a bucket of water. Return to where you met the Barbarian.

Head east to the branching path. Go west to the Owl. Talk to it and get the feather. Go east to the musician, then northeast to the hole. Talk to the hole. Go east to outside the Dwarf Mine. Pick up rock and read to obtain password, "beer."

MUSICIAN

Go to the Troll bridge and blow the whistle. Go east to Oaf. Use bucket of water on the seeds, exit, return and get beans. Go to the compost heap, use beans on it and get watermelon. Go to the musician, use melon on Sousaphone, get Sousaphone.

DWARF MINE

Go east from Oaf to the tower. Put clapper in bell. Use bell. Use hair to climb up. Get Repulser pig. Go to "truffles" door and use pig on it. Enter, get smokebox and beekeeper hat.

Exit. Wear hat. Use match on smokebox and get wax from hive. Go to the Tavern. Order a drink, put wax in barrel and get a free beer voucher. Exit and get the beer keg.

Go to the Mine and wear the beard. Enter (password is "beer"). Go right and down, use feather on sleeping Dwarf, then get key. Go up and give keg to Dwarf Guard. Go to the door. Get the hook below you, unlock door with key and enter. Give voucher to the Dwarf and get the gem.

WOOD CUTTER

Go east from the mine to the Wood Cutter. Get metal detector. Go north and east from the mine. Cross the stream. At the small statue, use metal detector on ground and note Mithril. Go east to the Sleeping Giant. Use Sousaphone on Giant and cross Chasm. Go east to the dragon's cave. Give cold remedy and get fire extinguisher.

Exit. Combine rope with magnet. Use hook on boulder above cave. Use rope/magnet on hole until you get all the gold coins. Descend.

Go north to Face in Rock. Get the rock with fossil. Note climbing pins. Go east to the Talking Tree. Talk. Go to the Blacksmith. Give him the rock with the fossil, then get fossil.

Go to the hole and give fossil. Go to Mithril. Get Mithril. Go to the Blacksmith, give Mithril, then get the axe head. Go to the Wood Cutter and give him the axe head.

WOODWORMS

Enter the Wood Cutter's house and get the climbing pin. Use fire extinguisher on the fire. Move hook. Descend to cellar. Get mahogany. Go to woodworms. Give mahogany and get woodworms.

THE STAFF

Return to the tower. Use woodworms on floor. Descend. Use ladder in the hole, then descend. Open the sarcophagus. Pull loose bandage on mummy and get staff.

TALKING TREE

Go to dodgy geezer and sell him the gem for twenty gold coins. Go to the Shoppe and buy white spirits and hammer (with nail). Go to the Talking Tree. Use spirits on splodge. Talk to Tree for magic words.

GOLUM

Go to the Swamp Critter's cottage. Sit and eat stew. When his back is turned, put stew in specimen jar. After he exits, open trapdoor and descend. Use hammer (with nail) on loose plank. Go east to Skull Island and get frogsbane. Go to the Gorge. Climb down vines on lower left. Give stew to Golum and get invisibility ring.

DUNGEON & DRUID

Go northwest of the mine to outside the Castle. Examine rock to get the shopping list. Go to Shoppe and hand over the list. Exit, then get in box. In the dungeon, open box and get out.

Get the rat bone. Examine boxes and get spell book and paper. Use paper under door. Use bone on lock. Get paper with key. Use key on lock, open door and enter.

Get bucket with the hole. Descend to the Torture Room. Get mints. Talk to the Druid, remove ring and talk. Put the bucket on Druid's head. Get the flaming brand and use on bucket. Hide in Iron Maiden.

When frog returns, get hacksaw and use on bars. Exit. Go to the Apothecary. Talk

to the Druid. Give him the frogsbane and take the potion.

THE WITCH

Go to the Wizard and give him the staff. Give 30 gold coins and get the wizkid wallet. Go to the Witch's house and enter. Enter contest with Witch. Keep saying "sausage" until you win. You will get a broom. Say "abracadabra" to exit through mouse hole.

SNOWMAN

Return to the crossover with the climbing pins. Insert climbing pin. Use mints on snowman. Go up to the bridge and use the broom to cross it. At the door, drink potion and enter crack.

GIGANTIC GARDEN

You will arrive with a dog hair. Pick up the stone and leaf. Look at the bucket and get the matchstick. Go west to the Pond. Tie hair to tap. Use matchstick with lily leaf to make raft. Use maple leaf on raft to make a sail and boat.

Sail to the seeds. Get seed. Return to shore. Use stone on seed for oil. Use oil on tap and pull hair. Go west to the center of the puddle, then west to the frog. Look at the water and get tadpole. Talk to frog. Say "move, or tadpole gets it." Get mushroom and eat it.

TOWER OF DOOM

Get the branch, open the door, grab the spear and exit. Reenter and use branch on the chest monster. Get the shield. Descend to the Torture Chamber.

Move the lever. Get skull with the spear. Get the chest and put it on the block. Pull the lever and get eight candles. Ascend to the bedroom. Talk to the mirror. Get the book and read it. Get pouch, sock and magic wand.

Put the sock inside the pouch and use on mouse hole to get mouse. Ascend to the Lab. Talk to Demons. Get book from the bookcase and read it. Get chemicals and use on shield. Hang shield on the hook.

Descend and talk to the mirror to spy on Demons and acquire their names. Ascend and talk to the Demons. Enter Teleporter.

FIERY PITS OF RONDOR

Talk to Attendant, who will give you a brochure. Examine the brochure for an elastic band. Pick up the pebble and sapling. Use band on sapling to form catapult. Use catapult on bell. When the attendant leaves, pick up the matches.

SORDID

Enter the pits. Get the floorwax. Go east to Sordid. At the first chance, use the wand on Sordid. Use matches on pit. Throw wand into Lava Pit. Use wax on Sordid.



STAR TREK: JUDGEMENT RITES

TYPE

Animated adventure

SYSTEM

IBM (Required 386/16+, DOS 3.1+, 2 MB RAM, 256-color VGA, hard disk. Supports Microsoft-compatible mouse, Ad Lib & Gold, Sound Blaster Pro & 16, Pro Audio Spectrum Roland MT-32, LAPC & SCC-1 (Digitized sound requires: Ad Lib & Gold, Sound Blaster Pro, or Pro Audio Spectrum)

COMPANY

*Interplay
Productions*

JURY DUTY IN SPACE? JUDGEMENT RITES IS THE STORY OF HUMANKIND'S ENCOUNTER WITH AN ALIEN RACE AND THE "RITES OF JUDGEMENT" THAT KIRK AND CREW, AS REPRESENTATIVES OF FEDERATION CIVILIZATION, MUST PASS. THE PLOT UNFOLDS AND IS ELABORATED UPON IN FOUR OF SEVEN SCENARIOS, WHILE THE OTHERS ARE INCIDENTAL TO THE STORY. THE PUZZLES LET YOU EXPERIMENT WITH THE TRICORDERS, PHASERS AND OTHER *STAR TREK* GADGETS AS YOU DIRECT THE ORIGINAL CREW OF THE ENTERPRISE, AND DIGITIZED SOUND EFFECTS FROM THE TV SERIES GIVE *JUDGEMENT RITES* AN AUTHENTIC FEEL.

THE SOLUTION

GENERAL

On every mission, use tricorders on everything and talk to your own party each time you enter a new room. Most space battles can be won by slowing down to a speed setting of two or three, so the enemy passes you rather than staying behind you. With Trelaine's triplane, however, you must use maximum speed, or he'll take you out with just a few hits.

I: FEDERATION

Nav to Espoir Station. 1. Raise shields. Arm weapons. 1 (after battle). Lower shields. Teleport. 1. 3.

BRIG

Talk to Sheme. 2. 1. 1. 1. 3. Exit. Take phasers, tricorders and communicators from shelves. Use turbolift. Go to docking bay. 1. 3. Use Spock on left controls. 1. Again. 2. Use Spock on right controls (left side). 1. Again. 2. Go to crew quarters.

CREW QUARTERS

Use McCoy on sleeping man. Use medical kit on man. Pick up dummies. Go to Exec quarters.

EXEC QUARTERS

Take filter. Go to Special Projects room. Use medical tricorder on beast. Go to computer room (use stun phaser on guards in the hall).

COMPUTER ROOM

Use stun phaser on technician. Use Spock on computer. Use Spock on chess. 1. 2. 3. Use tricorder and medical tricorder on computer. Use Spock on computer. Go to transporter room.

TRANSPORTER ROOM

Use filter on Kirk. Use dummies on transporter. 1. Talk to Kamend. 1. Use tricorder on Kamend. Use Spock on right computer console (lower force fields). Use Spock on central computer (deactivate communicator tracking). Go to Central Control.

CENTRAL CONTROL

Talk to assistant. Use medkit on assistant, talk to assistant. Talk to Munroe. Use Spock on right (weapons) computer. Use Spock on central computer (communications cleared). Use Spock on left computer (disables back-ups). Go to Bredell's room.

BREDELL'S ROOM

Use Spock on wall controls in hall. In. 1. Stun Bredell with phaser. Take bookmark from book. Use tricorder on bookmark. Pick up dart board. Use Spock on controls.

Go to Special Projects room. Use full power phaser on beast. Use Spock on controls.

II: SENTINEL

Nav to Balkos III. Enter orbit. Talk to Spock. Teleport. Use Spock on door panel. Go to generator room. Use tricorder on battery charger. East. Take bridge unit, interface cables, control circuit, switch, screen. Take badge from right machine and disks from left machine. Put badge and disk in pressure device. Use Spock on pressure device. Return to generator room and use new badges on charger. Go to screen room.

SCREEN ROOM

.....

Use Spock on console. Use screen and control circuit on console. 1. Go to life support. Use tricorder and medical tricorder on vat and tubes. Use switch on vat controls. Go to Medical lab and use tricorder and medical tricorder on diagnostic bed and replicator. Go to food chute.

BALKOSIAN

.....

Use medical tricorder on Balkosian before taking food. Use Spock on Balkosian. Pick up Balkosian. Use medical tricorder on Balkosian. Return to dome. Use Spock on transmitter, sensor and scanner. Return to Screen Room.

SHAPE TEST

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Use Spock on console. 2. 1. Talk to Spock. Use Spock on console. 2. 2. Shape test: add the number of points on the shapes going across to get the number of points the third shape should have (note that a circle counts as one point). Go to Generator.

GENERATOR ROOM

.....

Use tricorder on storage device, generator. Use Spock on storage device. 2. Use Spock on generator. 1. Use bridge unit, cables on generator. Spock on generator. 2.

III: NO MAN'S LAND

Nav to Delphi. Raise shields. Arm weapons. 4. 1. 1. Regardless of the outcome, you are teleported to the planet's surface. 1. Take stick. Use crate. Take schnapps. Use schnapps on straw. Use stick on straw. Use Spock on guard (exit). Talk to soldier. 2. "Use" soldier. Use McCoy on old man. Use medical bag on old man. Talk to old man. 1.

TAVERN

.....

Enter tavern. 1. Talk to Gretel. 1. 1. 1. 1. 1. 1. Talk to Uhland and Schiller until all options are used. Go to shop.

SHOP & ECKHART

.....

Talk to boy. Ask for broom, food, rope and clock. Go to west street. Use food on dog. Use McCoy on dog. Go to Eckhart's. Use medical tricorder on Eckhart. Talk to Eckhart. Examine floor. 1. Use broom on floor (getting money). Go to trench.

TRENCH & TAVERN

Use medical tricorder on wounded soldier. Talk to soldier. 1. 2. Use tricorder on soldier. Talk to soldier. 3 (you get letter). Examine letter. Go to tavern. Talk to Gretel, who takes the letter. Go to back room. Use money on table and win pot. Go to shop.

SHOP & SCHOOL

Use tricorder on clock. Use money on boy and get clock. Return to trench. Talk to soldier. 3. Get locket. Enter school. Use tricorder on chalkboard. Talk to Hauptmann. 1. Talk to teacher. Ask all. Return to back room. Talk to Sundergard. 3. Return to tavern. Pick up beer keg (comments on armory). Use medical bag on kegs. Go to armory.

ARMORY

Use tricorder on safe. Take rifle from case. Use rope on commander. Use Spock on commander. Use safe. Pick up dynamite. Use McCoy on commander. Talk to commander. Use rifle on commander. Take papers. Return papers to Sundergard. Talk to Sundergard. 3. Return to tavern.

TAVERN & PLANE

Talk to Schiller. Take letter. Return to school. Give letter to teacher, getting chalkboard. Go to plane. 2. 1. Use tricorder on plane. Go to castle. Use tricorder on castle. Return to plane. Use locket, clock, chalkboard and dynamite on plane. 1. Examine ships in bottle, noting Zimbabwe. 2. Examine bottle with Enterprise. Use tricorder on painting and door. Talk to Trelaine. 1. 1. 1.

IV: LIGHT AND DARKNESS

Nav to Onyus II. Enter orbit. Talk to Spock. Teleport. East. Use tricorder on sat dish and control panel. Use full power phaser on lower right lock. Use tricorder on upper middle boulder until Spock confirms it's a good spot. Use communicator (fires microwaves). Use tricorder on control panel. Go to sat 2.

SAT 2 & 3

Use tricorder on sat 2 and control panel. Go to sat 3 and repeat. Return to sat 2 and use communicator. Use Spock on controls to align sat. Return to location where you beamed down. Use tricorder on building. Enter.

DNA REPLICATOR BUILDING

Use tricorder on DNA replicator and sequencer. Use stun phaser on chemical deposits on replicator nozzle. W. 1. 1. Use tricorder on computer and glass sphere. Use medical tricorder on glass sphere. East. East. Talk to Azrah. 2. 2. 1. 3. Use tricorder on computer and glass sphere. Use medical tricorder on glass sphere. Take sample dish. Return to Alpha Room. Use Spock on computer keyboard. Talk to Vizznir. 2. 1. Take sample dish. East.

THE SAMPLES

Use medical tricorder on blue and yellow sample dishes. Use blue sample on DNA

sequencer. Talk to Ensign. 3. 1. 3. 3. Use yellow sample on sequencer. Use blue sample again. Use Ensign on sequencer. Use Ensign on replicator. Take new sample. Use medical tricorder on green sample. North. Use tricorder on computer. Insert sample into port. Use tricorder on projection. Talk to Cicissa. 3.

V: VOIDS

Nav to Antares Rift. Talk to Spock. Use Spock on computer. Talk to Scottie, Chekov, Sulu and Uhura. Use Spock on computer. Use Uhura on comm console. Use Spock on computer. 1. Alien appears. Talk to Uhura. Use Spock's console (Sulu takes it). Use Sulu on console. Use the turbolift. Go to Auxiliary Control.

AUXILIARY CONTROL

Use medical tricorder on alien (you get teleported). Use phaser on auxiliary door. Use tricorder on door. Use communicator. Talk to Scottie. 1. Use communicator. Talk to Uhura. Use turbolift to sickbay. Talk to McCoy and exchange sensor scan and gas. Go to Engineering.

ENGINEERING

Use gas on injection system (right wall). Use lift support control, and you are teleported to Auxiliary Control. Use Sulu on right control panel (gives Vurian location). Use communicator. Talk to computer. Ask about Vurian. Go to transporter room and get teleported.

VURIAN & SAVANT

Use tricorder on Vurian. Use tricorder on red and blue rocks. Talk to Vurian. 1. 2. Talk to Vurian. 3. Talk to Vurian. 1. 1. 1. East. 1. Take pouch. Talk to Savant. 1. 3. 3. Use tricorder on Savant. East. Use medical tricorder on Spock and tricorder on ship. Use medkit on Spock. Use medical tricorder on Spock.

Return to Vurian. Use pouch on blue rock pile. Talk to Vurian. 2. Talk to Vurian. 2. Talk to Vurian. 1. 1. Talk to Vurian. 2. East. Throw pouch at Savant. 2. 1.

VI: MUSEUM PIECE

Nav to Nova Atar. Teleport. Examine all exhibits, continuing east to probe room until paged). Examine curator when he falls. Take silver tray and decanter from table. Take cognac from display. Take note from under cognac. Take lance from armor.

CAPACITORS

Use Scottie on controls three times. Use curator's desk twice. Use armor to stop door. East. Use Scottie on laser, getting capacitors. Use Scottie on Niven, getting wires and cable. Use capacitors on generator table, taking them when recharged. Northeast. Use code: VVSOP2123. Talk to Scottie. Southeast. Enter same code.

DOCKING RING

Look at docking ring. 1. Use Scottie on ring, get clamps. Use Scottie on vehicle, get panel. Use capacitor on robot. Get capacitor. Use Scottie on robot, getting wiring. West. Use clamps on table. Use wiring on clamps. Use interface cable on table. Use

lance on clamps. Use both capacitors on table. Use Scottie on control table (once the capacitors recharge, firing lance through door). Get both capacitors. Northeast.

ROBOT & PANEL

Take gas canister. Use Scottie on teleporter and communicator. Northeast. Use code again. Use Scottie on probe's access panel. Pick up crystal. Use crystal display. Use Scottie on robot. Use capacitor on robot. 1. Use Scottie on robot (opens panel). Use Scottie on panel. Use decanter on panel. Use Scottie on panel. Use tray on panel. Use capacitor on panel, taking it when recharged. Take tray. Southwest.

TRANSPORTER & COMMUNICATOR

Use wires on transporter. Use panel on transporter. Use capacitor on transporter. Use Scottie on transporter. Use canister on transporter. Take capacitor. Use crystal on communicator. Use tray on communicator. Use capacitor on communicator. Use communicator. 1. 1. 2. 1. 1. 1. 2. 1. 2. 2. 1. 1.

VII: THOUGH THIS BE MADNESS

2. Shields. Weapons. After battle, 2. Nav to Atabis. 2. Talk to Spock. Send message. Lower shields. Teleport.

GRINAGOG & RABE

Use medical tricorder on Grinagog, Rabe. Talk to Grinagog. Ask all. Talk to Rabe. South.

PHAYS

Talk to Phays. 2. 2. 1. 2. 1. 2. Use tricorder on Phays and broken terminal. Use medical tricorder on woman. Use Spock on woman. South.

FOOD DISPENSER

Use tricorder on console and bad plant. East. Use medical tricorder on woman. Talk to woman. 1. Talk to woman again. 2. 2. Use tricorder on food dispenser and "first aid" station. Use food dispenser. Take food. Use medical tricorder on food and "first aid" station. East.

THE KING & I

Use medical tricorder on King and Jakesey. Talk to King. Use Uhura on King. Talk to King. 2. Use light switch. Use open light panel, obtaining wire and lightbar. Talk to Jakesey. 1. Go to sleep room.

STAMBOB

Use medical tricorder on Stambob. Talk to Stambob. 2. Examine King. East. Use medical tricorder on Gornagon, Triskin and Rackaback. Talk to all. Take bear. Use Spock on chess. Go to Jakesey and give bear to him. Take blocks. Use tricorder on blocks. Go to garden.

GARDEN & BAD PLANT

Take keg from bad plant. Use keg on console. Use full power phaser on keg. Use medical tricorder on keg. Use blocks on keg. Use full power phaser on keg. Use medical tricorder on keg. Take keg. Use keg on bad plant. Leave room and return twice. Take fruit. East. Give fruit to woman. Go to sleep room. Give fruit to Stambob. Talk to Stambob. 1. 2. 3. 4. 1. Take bad food. Return to kitchen.

FOOD STATION

Use bad food on "first aid" station. 2. Use processed food on station. 1. Use medical tricorder on new food. Talk to Moll. Use new food on Moll. Use food processor. Take processed food. Return to play room.

PLAY ROOM

Use processed food on Triskin. (Moll enters.) Use stun phaser on Rackaback. Talk to Gormagon. Use tricorder on secret entrance. Enter. Use Spock on console. Use lightbar on console. Use lightbar on Klarr. Use lightbar fittings on console, then wire. 2. 1. 2. 3. 4. 5. Use tricorder on read-only terminal. Take lens. Use lens on terminal. 1. 2. Talk to all. Use tricorder on passage. Use Spock on Klingon aide. Enter passage.

————— **VIII: YET THERE IS METHOD IN IT** —————

First Trial: Talk to Klarr. 2. Talk to all. Talk to Brassican. 2. 4. 2. Use Uhura on Brassican.

Second Trial: Talk to all (Klarr last). Use McCoy on Brassican.

Third Trial: Talk to Spock, Kirk and Klarr, then Kirk again. Use Spock on Brassican.

Fourth Trial: Talk to Kirk. 2. 3. 1. Use Klarr on Brassican. 3. Use medical tricorder on Brassican. Talk to Septhi. 2. 3. 1. Use paralense on Klarr. 1. 2.

————— **MAPS KEY** —————

A:phasers, tricorders, communicators

B: Dummies

C: Filter

D: Book, bookmark, dartboard

E: Bridge unit

F: Stick, schnapps

G: Broom, rope, food, clock

H: Letter, locket (soldier)

I: Money (Eckhart)

J: Letter

K: Dynamite, rifle, transfer

L: Chalkboard

M: Yellow sample

N: Blue sample

O: Green sample

P: Gas

Q: Rocks

R: Pouch

S: Silver tray, cognac, decanter, lance, note

T: Capacitors, wires, cable

U: Clamps, panel, wiring

V: Gas canister

W: Crystal

X: Processed food, new food

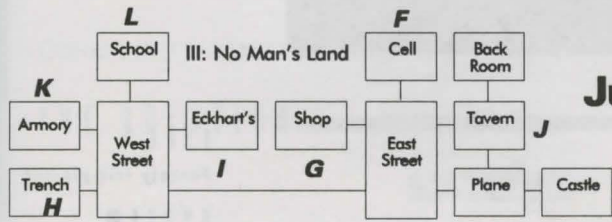
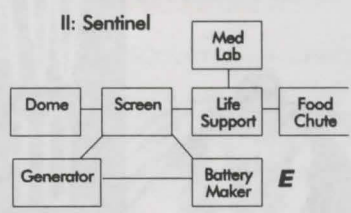
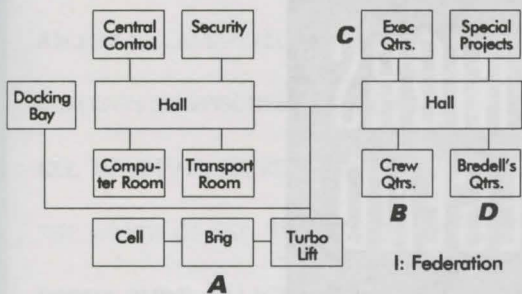
Y: Wire, lightbar, blocks (Jakesey)

Z: Bear

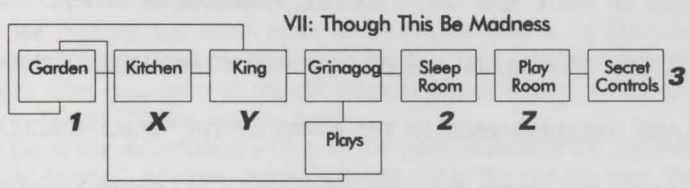
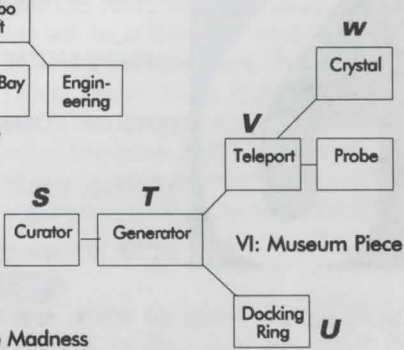
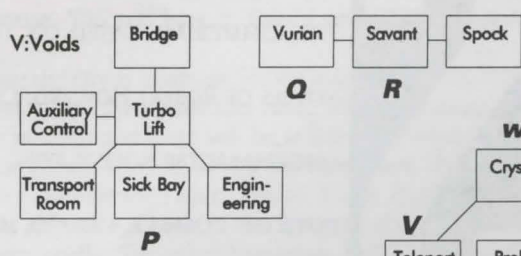
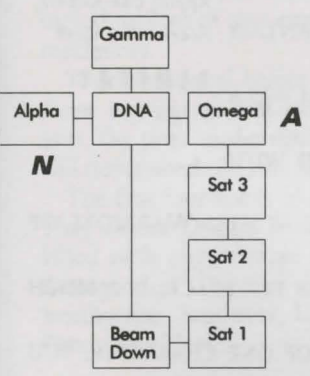
1: Keg, fruit

2: Bad food

3: Lens



Star Trek: Judgement Rites





WARRIORS OF LEGEND

TYPE

Fantasy role-playing

SYSTEM

IBM (Required 286+, 640K, VGA. Supports mouse, Ad Lib and Sound Blaster.)

Also available for Apple, Commodore, Atari, Macintosh

COMPANY

Virgin

152

S

EVERAL YEARS HAVE PASSED SINCE SYNERGISTIC SOFTWARE PRESENTED US WITH CONAN THE CIMMERIAN, BASED ON THE FANTASY NOVELS OF ROBERT HOWARD. CONAN WAS A ONE-CHARACTER ROLE-PLAYING GAME WITH

LOTS OF COMBAT BUT NO MAGIC AT ALL. WARRIORS OF LEGEND, USING THE SAME FAMILIAR INTERFACE, IS A MUCH MORE ADVANCED GAME. INSTEAD OF ONE CHARACTER, YOU

NOW HAVE A PARTY OF FOUR, AND MAGIC GALORE. WARRIORS OF LEGEND TAKES PLACE IN THE KINGDOM OF LEMURIA, ONE OF THE FANTASY LANDS DREAMED UP BY HOWARD. THE LAND HAS SUCCEMDED TO THE POWER OF THE "BLACK CIRCLE," A COVEN OF SORCERERS FROM LORTAI. KING OSRIC THE GREAT HAS ISSUED A PLEA FOR

HELP, AND ONLY YOUR PARTY, CONSISTING OF A FIGHTER, THIEF, WIZARD AND ARCHER HAS ANSWERED HIS PLEA. IN A LINEAR FASHION, YOU MUST FIGHT YOUR WAY THROUGH SIX EPISODES. EACH EPISODE CULMINATES IN THE DISCOVERY OF A CHAOS KEY. WHEN ALL SIX KEYS ARE FOUND, YOUR PARTY WILL BE READY TO CHALLENGE THE WRATH OF SET. THIS QUEST WILL TAKE YOU THROUGH MOUNTAINS, PYRAMIDS, FOREST RUINS, PALACES AND FORTRESSES. A MUCH MORE INTRICATE GAME THAN CONAN, IT IS FAR MORE ENJOYABLE AND COULD BE THE SLEEPER OF 1994.

THE SOLUTION

LLANDRIA

In the beginning, check out Llandria and talk to all the residents. Enter every building. Build up your stats and inventory by fighting. There are four areas in Llandria: Residential, Merchants, Palace and Thieves. They may be entered through openings in the walls on the north, south, east and west sides, but it is much easier to go around.

Sell unneeded booty for cash. Buy a lock pick and all the magic scrolls you can locate. The scrolls using Dragon Blood are necessary. Also get spell ingredients. As soon as you can afford it, buy better weapons and armor. You can loot a jewelry shop in the north section along the wall to obtain cash. Pick up everything you can get, including loot in any empty house. You will have to fight a guardian at most empty residences.

Your prime goal before leaving the city is to amass Scrolls and ingredients. Buy only those ingredients that are called for by the scrolls you have; while you need ingredients, the ones in the spells are random and there will be at least four ingredients you will never need. Be sure and buy Poison Potents, as you will need them shortly.

The first four spells to acquire are Flaming Death, Freeze, Magic Fire and Paralyze. They all use Dragon Blood and are vital, as each of the first four characters must be killed with one or more of these spells. The other important spells are Fireball and Armageddon. The rest seem to be clerical and can be used by anyone with a high intelligence: Resurrect, Unlock, Plank (most important), Cure Poison, Stone Speak, Detect and Heal.

MORE LOOT

See Tagazzah just south of the west city gate. Stop at the Orc's Nest and talk to the drunk. Talk to Coral the Seer, go to the East Gate and enter the second shop on your right. Give gold coins to the old Women you encounter, and they will have hints for you. Talk to Ulg the crippled Sage.

Go to the Adventurer, a shop in the north section of the Thieves Quarter, and talk with Amadan. Ask him about Khalimad. Go to the east city gate, then north along the wall past the first building and through the third door to your left. The City Treasurer lives here, and you could find some loot.

Talk to Kavab the Oracle. Also Furjimahl the alchemist, whose house is along the west wall at the south end in the Thieves Quarter. Also speak with Butayna the Blind, Lonicera the Songstress and Shuaayd in the Thieves quarter. They are in the northeast corner. Be sure and talk to Agdistis (second door east of the South Gate). Try and get four Thor Hammers, which have a hitting power of 30. Thor Hammers are found in your travels, or may be purchased in Llandria. Buy a Stone Heart and have your best Fighter carry it as a shield. Exit Llandria via the South Gate.

EPISODE ONE

Click on the Mountains to enter the Canyonlands. Go west once, then keep moving north until you locate the green waterfalls, then the red ones. Enter the red waterfalls to reach Moc Madure's Lair.

Work your way east, fighting dragons as you go. Pick up all Dragon Bloods. Enter all openings for treasure. Avoid Stone Men unless you have the Stone Heart. If you hold the Stone Heart in place of your shield, you will be able to kill the Stone Men with a weapon. The best weapon is Thor's Hammer.

THE LAVA PITS

Eventually you will arrive at the Lava Pits. Save the game. Cross the bridge to the east, noting the safe spots. Once you're safely across, follow the path to the door. Prepare a Flaming Death spell. Save game. Enter door and slay the Dragons.

Enter the left tunnel and get all items. Return to where you encountered the Dragons. Enter the right tunnel. Talk to Madure, then quickly hit him with a Flaming Death spell. Enter chamber to right and get the Chaos key and another key. Retrace your steps and return to Llandria.

In Llandria, sell your loot and buy spells, ingredients, weapons and armor. If your money is still limited, at least buy the Freeze, Paralyze and Magic Fire scrolls, and the necessary ingredients. Heal and Resurrect will come in handy too. Exit Llandria.

EPISODE TWO

Go to the Ruins. Use the key you picked up from Moc to unlock the left door. Go west to the button and push it. Go north to a dead end, and you will be teleported to the southwest. Head north to an area with two levers. Push both down. Exit this area and go south and east past the Stone Man.

Continue east until you return to the doors you entered previously. Exit through the center door and enter the right door. Work your way east, north, east and south to the Hall of Letters. Push all the levers as you go. Save the game.

GAMORRAH

Using cursor keys, step on the blocks to repeatedly spell out G-A-M-O-R-R-A-H. Continue to spell until you exit to the south. Hold the Stone Heart, enter the door and slay the Stone Man. Enter the side chamber and get the Vision potions. Exit and go north through the gate to Gamorrah's Lair. Talk. Quickly hit Gamorrah with the Freeze spell, then kill her with weapons. Enter the side chamber and get the Chaos Key and another key. Retrace your steps and exit.

EPISODE THREE

Go to the Palace. Drink a Vision potion to reveal pits and hidden passages. Walk

around, avoiding pits until you arrive at an apparent dead end in the southeast corner of the screen. Walk into the dead end and drop into the pit.

Click on doors until you locate the room with a star symbol on the wall. Click on the symbol. Go up the ladder. Head north and east to the curtains. Enter and hit Khalimad the Illusionist with Paralyze spells, then Magic Fire spells, to slay him. Get the Chaos Key and Mummy key. Exit the room and jump into the nearest pit. Climb the ladder and go north to exit the Palace.

EPISODE FOUR

Get and make Plank spells. Go to the Pyramid. Slay the skeleton with the Armageddon spell. Use the last key to enter the Pyramid. Cast a Plank spell and go east to the ladder. Climb, jump, and lay planks down the east side until you reach Level 16. Lay planks to the west until you see a ladder going up between two spikes. Climb ladder to Level 15. Enter and slay skeletons with an Armageddon spell. Kill Bohan with an Armageddon spell. Enter the side chamber. Get the Chaos Key and another key. Exit, go down ladder, head west to the door and go through it to exit.

EPISODE FIVE

Return to Llandria. Go to the Thieves Quarter. Go east, west and north to the ladder and go up to the Parapet. Lay down planks at openings in the parapet until you locate another ladder going down. Go west to the building with five doors.

Enter any door you can. Check all plants, urns, cabinets, and so on for keys. Continue unlocking doors, finding keys, and exploring until all rooms have been opened and checked out. Your goal here is to eventually unlock a room in the northeast corner of the building, which you reach by entering the center door. Along the way you will be attacked by Bandor, the Shape-Changer, several times. In the northeast room pick up the Chaos Key and Bronze Key. Click on the left symbol on the wall to exit the building. Return to the ladder.

EPISODE SIX

Go up the ladder and lay planks again until you arrive at a dead end outside a room. Enter the Thieves Guild. Exit to the Temple. Exit, then go north to the Temple of Set. Unlock the door with the Bronze Key and enter. Save, then proceed.

Do not try and pick up loot after each of the following battles, or you will become confused. If you do not find the Orcs, Demons and other fiends as described below, you will have to go back to your save and start over. You may have to reboot. Where nothing is indicated, the area will be empty.

Enter and slay one Orc. Go north, east and south and slay two two Orcs. Go west and slay one Beholder, then east and polish off one Demon.

Go north, then west and eviscerate a pair of Orcs. Go south and slay one Orc. Move south, then east and slay two Demons.

Go north, then west and wipe out three Beholders. Go south and kill two Demons. Head east, then north and clobber a pair of Orcs. Go west and kill one Orc, then south and finish off one Demon. Go east and rub out two Beholders.

Go north and slay two Demons, then head west to the Sanctum. Go east and knock off a pair of Beholders, then go north and get the Chaos Key. Go north to Set. Drop keys, in the order in which you got them, into Set's face: C-H-A-O-S, plus the last key. Set will be doomed to Chaos forever.

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1. Introduction

The purpose of this report is to provide a comprehensive overview of the current state of the industry and to identify key trends and challenges.

35% of respondents reported that they plan to increase their investment in research and development over the next five years.

Only 15% of respondents reported that they plan to decrease their investment in research and development over the next five years.

It is important to note that these findings are based on a survey of industry professionals and may not be representative of the entire industry.

The following table provides a detailed breakdown of the data collected from the survey.

Year	Investment in R&D (%)	Number of Respondents
2018	35%	120
2019	32%	115
2020	30%	110
2021	28%	105
2022	25%	100

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Eric the Unready
Eye of the Beholder 3
Freddy Pharkas: Frontier Pharmacist
Gobliins 2
Hollywood Hijinx
Inca
The Koshan Conspiracy
Lure of the Temptress

The Magic Candle 3
Might & Magic: Darkside of Xeen
Protostar: War on the Frontier
The Prophecy
Realms of Arkania
Return of the Phantom
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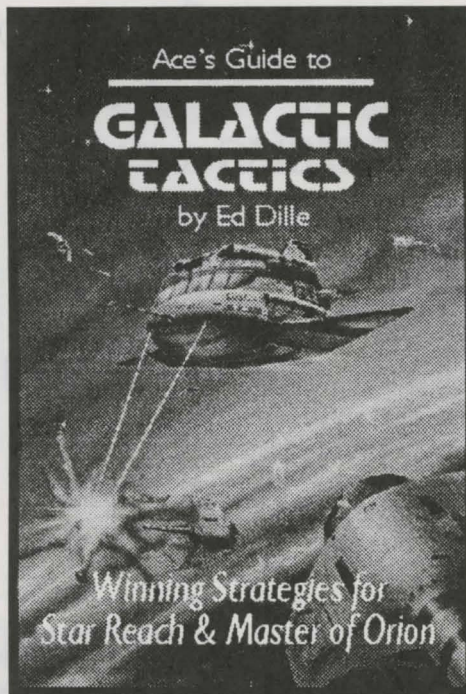
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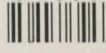
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