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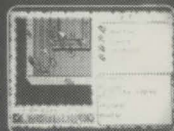
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Quest for Clues™ IV

Solutions by The QuestBusters Guild

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Dedication

To Roland Estrada, Jr.,
the desert rat who learned to fly

CONTENTS

How to Use This Book	4
----------------------------	---

Adventure Games

Altered Destiny	8
B.A.T.	12
Chronoquest I	15
Chronoquest II	18
Countdown	21
Demon's Tomb	25
Earthrise: The Solus Incident	28
Elvira: Mistress of the Dark	32
Heart of China	37
James Bond: The Stealth Affair	40
King's Quest V: Absence Makes the Heart Go Yonder ...	43
Les Manley: Search for the King	48
Rise of the Dragon	52
The Secret of Monkey Island	55
Space Quest IV: Roger Wilco and the Time Rippers	61
Spellcasting 101: Sorcerors Get All the Girls	65
Timequest	70
Trial by Fire: Quest for Glory II	73
Wonderland	78

Role-Playing Games

Bane of the Cosmic Forge	82
Buck Rogers: Countdown to Doomsday	91
The Dark Heart of Uukrul	98
Death Knights of Krynn	107
Escape from Hell	115
Eye of the Beholder	118
Fountain of Dreams	128
Hard Nova	131
The Immortal	134
Legend of Faerghail	137
Lord of the Rings: Volume I	145
MegaTraveller 1: The Zhodani Conspiracy	150
Might and Magic II	153
Mines of Titan	157
Secret of the Silver Blades	161
Sentinel Worlds: Future Magic	166
Space 1889	171
Tunnels and Trolls: Crusaders of Khazan	176
Ultima VI: The False Prophet	180
Ultima: Martian Dreams	185
Ultima: The Savage Empire	190

HOW TO USE THIS BOOK

Maps

When confronted with an apparently unsolvable mystery, first check the maps for any rooms you might have missed, then explore each room for clues and objects. The locations of objects and vital characters are marked on each map and listed in its key, so look there first if seeking a particular item. (In solutions that don't include maps, a list of key locations is usually found at the end of the walkthrough.)

Lines that indicate one-way connections from one location to another are depicted in a new way in *Quest for Clues IV*. If a line starting at The Zoo goes toward, but doesn't quite reach, The Farm, that means you can get to The Farm from The Zoo, but cannot return via the same path.

On maps of role-playing games, dotted lines represent doors, both regular and secret. Longer dotted or gray lines are occasionally used to suggest a route through a maze or other confusing area. Also, maps of RPGs show every location necessary to solve the game, but may not show every room, dungeon or maze level.

The top of an adventure game map is always north. Lines out either side of a location box usually indicate an east-west connection; lines out of the top or bottom of a box usually indicate a north-south connection. A line out of the corner of a box usually indicates a path heading northeast, southeast, northwest or southwest. Diagonal lines out of the top or bottom of a box usually indicate a change in level, for example a connection between the first floor and second floor.

None of these guidelines hold true in every case, but the exceptions are usually fairly obvious when you reach them during an adventure. Now and then a line indicates that you move from one location to another as the result of something you do, or even that the situation changes but you remain in the same location. These are infrequent cases that you will recognize in the context of the game.

Solutions

When appropriate, a solution begins with **General Tips** on how to create characters, learn

spells, get started and best play the game in other ways. Every solution also has a **Walkthrough**, divided into sections labelled by the name of a location or a particular puzzle, so you can quickly find the situation that is driving you up the wall of your game. By looking at the section titles you can also get a general idea of the path to follow in solving the quest. Each section describes the necessary actions to perform in sequential order. (If something isn't working according to the solution, scan the sections prior to that section of the walkthrough. You probably overlooked a related action earlier in the solution.)

Travel directions are usually abbreviated to boldfaced capital letters, such as N when you should go north, SE for heading southeast and U for going up.

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1 = a	6 = y
2 = e	7 = r
3 = i	8 = d
4 = o	9 = s
5 = u	

Reviews

When you've solved the adventure that's kept you tied up for the last six months and are ready for a new challenge, the review at the beginning of each solution furnishes invaluable overviews and system specifications. (Keep in mind that some planned conversions may not have yet been released, and in fact may have been cancelled, while it is possible that some companies have since scheduled conversions for computers not listed in the review.) Each game's review also reveals the goal of the quest, which isn't always immediately apparent in a game.

THE QUESTBUSTERS GUILD

The QuestBusters Guild is akin to the AAA, devoted to rescuing stranded questers who've run out of hit points and clues somewhere along a deserted stretch of Adventure Road. Its members, farflung across this dimension and others, take a solemn oath to keep accurate, occasionally even legible notes and draw even more accurate maps while solving one quest after another, so they might share their hard-earned knowledge with those less fortunate in their efforts to slay that Evil Wizard,

map that maze, or weasel the necessary password from yet another hardheaded Innkeeper or Peasant. When you say your prayers tonight, don't forget to give thanks for the following members of the QuestBusters Guild. (But don't think that's all they'll get: each member whose solution is published in *Quest for Clues* or *QuestBusters* gets the game of their choice. So if you've solved a recently released adventure, write for a membership application.)

QuestBuster of the Year

Fred J. Philipp

Altered Destiny, B. A. T., Countdown, Earthrise: The Solus Incident, Elvira, Heart of China, Les Manley: Search for the King, The Secret of Monkey Island, Timequest, Wonderland

Al C. and Catherine Giovetti

Buck Rogers, Rise of the Dragon, Sentinel Worlds: Future Magic, Space 1889

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Chris Steinbeck, C. F. Shaffer, Ed Gosslyn

Bane of the Cosmic Forge

Peggy Wiley, Al C. and Catherine Giovetti

Eye of the Beholder

The verifiers who diligently authenticated each solution are also due a word of thanks:

Bernie Yee, Fred J. Philipp,

Bruce and Peggy Wiley, Al Giovetti,

Paul Shaffer and Shay Addams

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TOBY

GLORIA.

WEEZ

Tommy
WASHINGTON.



Our Heroes, the Player Characters

ALTERED DESTINY

Type: Animated Adventure

Difficulty: Intermediate

Systems: Amiga (one megabyte); MSDOS (640K and hard disk required, 8+ MHz recommended, mouse optional; CGA, EGA, VGA, MCGA, Tandy 16-color; Ad Lib, CMS, Tandy three-voice, Roland, Casio, generic MIDI)

Company: Accolade

A case of interdimensional mistaken identity is the basis of this tale, in which you wind up being teleported to an alternate universe from which you cannot escape until the Jewel of Order has been recovered. On the bizarre planet Daltere, you'll meet an assortment of oddball characters and face a barrage of logical puzzles that often consist of two or three stages, like the Babel Fish puzzle in *Hitchhiker's Guide to the Galaxy*. It employs the interface and game system introduced in *Les Manley*, but the graphics are more detailed and colorful. And the puzzles are definitely meatier, more along the lines of the classic Infocom games (and no wonder, since *Altered Destiny* was written by Michael Berlyn, who did *Suspended* and *Cutthroats* at Infocom).

General Tips

Whenever you meet someone, such as Alnar in the Floating Village, ask about people, places and things. This will sometimes elicit a clue or names of other people, places or things to inquire about.

Walkthrough

The Floating Village

You start out at the Clearing. Walk E by the Two Structures. Enter door of small hut. Talk to Alnar. Take axe and sword. "Alnar, make cage." Wait. Get cage. Exit.



Tentros' Shop

W. Walk N under stone arch. E. Go down steps, E then N under troughs. Take golden tube, jar, sphere. Look at sphere. Look at all frags. **P43nt t5b2** at frags. Walk to steps.

Transporter

E. Drop sword and axe. Walk near edge of Land's End and wait for Transporter to appear. Walk on Transporter. Wait. Walk off. Go into Vindah's Divination Area. Ask about Divination, Indella bird, woods, people, places, things.

Getting Off

Return to Clearing, picking up your sword and axe along the way. Stand to the right of the front opening in the rocks. When a **9m1ll f141t27** appears, take it.

Crossroads

Drop sword and sphere. **SE**. Move onto grass. **W S E**. (As you move through these areas, always look at anything you see.) **E S W**. Take leaf. **E N W**.

Nap Time

Walk P.J. near hammock. Sleep. Dream. Wake up (when you see boiling rocks). **P59h 74ck9**. Climb down. Cut right tree with axe. Cut left tree with axe. Walk between fallen trees. Get picture. Walk near Kaylef. Give picture. Take mirror. Climb up. Sleep. Wake up. Return to Crossroads. **NW N E**.

Weird Woods

Walk to vine. Climb up. **S**. Drop cage. **92t t71p. B13t c1g2** with **j17**. Wait (until bird is trapped). Take cage. **E**. Take shell. **W N**. Walk into still pool. Fill shell with water. Walk to vine. Climb down. Return to Crossroads.

Vindah

Stand between two tube plants on the crest of the hill. Wait for large floater to appear. Take large floater. Walk to Land's End. Drop axe. Approach edge. Walk onto Transporter. Enter Divination Area. Give bird to Vindah. Give leaf to Vindah. Wait until bird has footprinted leaf. Take leaf. Look at leaf. Exit. Return to Crossroads picking up axe along way. Drop leaf. **SW** (Cliff).

Order of the Jewel

Point tube at plate (at Cliff). Point tube at frags. Walk into mouth of cave. Point tube at plate. Drop tube. Walk **S** using the right hand path. Look at and talk to Lantra.

Give shell to Lantra. Take small pouch and large pouch. Drop small pouch. Take round crystal. **S**.

Among the Scrolls

Walk down steps and into doorway. "Towhee, give me scroll." Look at scroll. Give round crystal to Towhee. Look at picture scroll. Exit. Drop scrolls. Return to Crossroads.

Canyons of Fear

NE N. Wait until wraith dissolves. Stay on path. **N**. Wait until wraith dissolves. Save. Carefully move to leftmost northern exit. Carefully continue

on the same path. Take plant.

Return to Crossroads.

Pool of Light

NW N E E. (East Woods) Walk **N** and then **E** onto path. Hoppa will appear. Wait for him to sprinkle you. Look at you. **W W N**. (Pool of Light) **W32l8 1x2**. Read message. Move forward until platform moves. Move to right until **aRRaRRa** falls off. Move off platform into Pool of Light.

Caves of Death

Eat plant. Read mound of stones. Walk carefully down to lowest set of steps on right. Walk down next set of steps. Throw large pouch. Walk across crystal bridge onto platform. While descending read the markings. Wait.

Floating Floor

Note loose tile to the east. Walk over to this, using only **t3l29** that are marked with **4n2 l17g2** or **f457 9m1ll c37cl29**. Walk into pool.

Return to Crossroads.

Canyon Tightrope

NE to Top of Canyon. **N N**. Save. Carefully walk to center exit to the north. Walk to center exit to north. Continue on this path. Continue on same path. Continue on same path.

Amid the Bones

W. Drop all. Take bowl. **E**. Move to rear foot of skeleton. Drop bowl. **Cl3mb 5p**. Walk **W** across webs. Walk near arrow. Take arrow. Return **E**. Continue along web until you reach starting point. Climb down. Take Kleeg. Take bowl. **W**. Take silencer. Take mirror. **E**. Return to Canyon Fork by retracing your steps. **F3ll b4wl** with **9l3m2. S S S**.

The Island

SE W S E E S W to Bottom of Hill. Turn silencer on. **S**. Wave mirror. Walk to boatman. Ride boatman. As soon as you get off the boatman, **9q522z2 Kl22g. E**.

The Hedge Maze

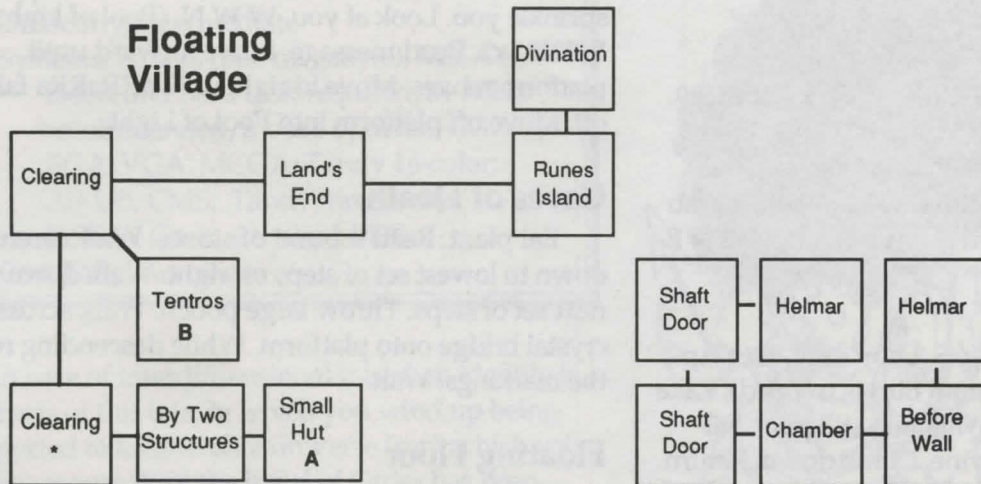
Walk into the paved, stone area. Exit **N** on the left path. **W**. Pour **9l3m2** on P.J. **W S**. Walk **N** using the left path. **N**.

The Castle

Walk near door. Unlock door with jewelled arrow. Walk into doorway. Pull rope. Wait until door appears on far wall. When even with door, type **j5mp**.

Mirrored Chamber/Helmar

E E. N through "solid" wall. When offered a weapon, choose **m37747**.

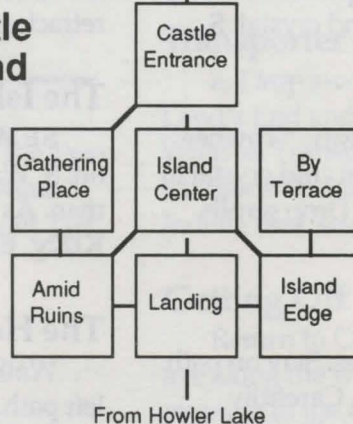


Castle

Map Key

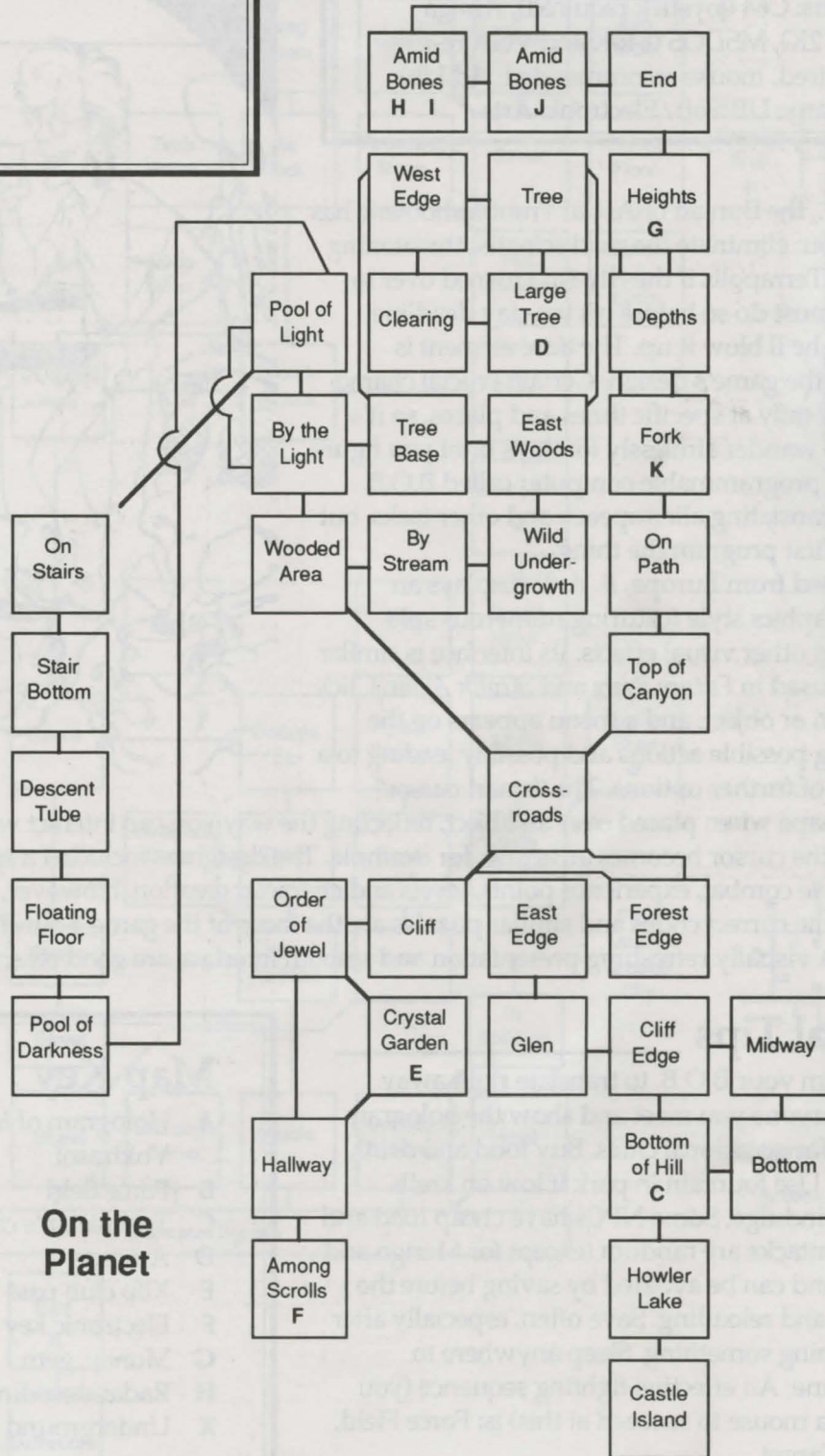
- * Bowl with popcorn in inventory
- A Axe, sword, cage
- B Golden tube, jar, sphere, frags

Castle Island



Map Key

- C Leaf, picture, mirror
- D Shell
- E Small pouch, large pouch, round crystal
- F Scroll, picture scroll
- G Plant
- H Silencer
- I Jewelled arrow
- J Kleeg
- K Slime



On the Planet

B. A. T.

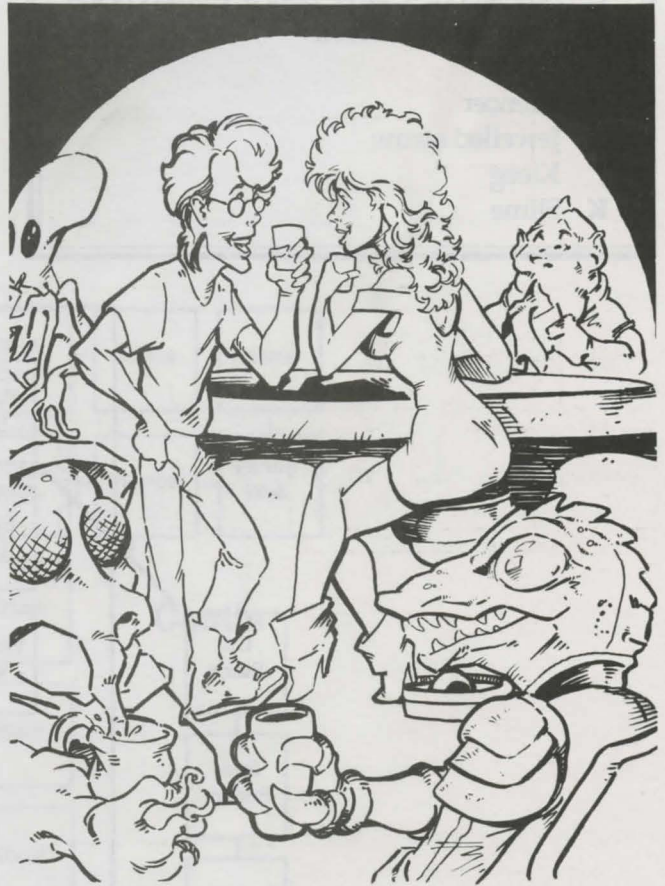
Type: Role-Playing Adventure
Difficulty: Novice-Intermediate
Systems: C64 (joystick required), Amiga (512K), MSDOS (640K and VGA required, mouse recommended; Ad Lib)
Company: UBIsoft/Electronic Arts

B. A. T., the Bureau of Astral Troubleshooters, has a job for you: eliminate the mad scientist threatening to destroy Terrapolis if the city isn't turned over to him. You must do so before his ten-day deadline expires, or he'll blow it up. The time element is integral to the game's design. Certain crucial characters appear only at specific times and places, so it's possible to wander aimlessly for days until you figure this out. A programmable computer called B.O.B. assists in translating alien speech and other tasks, but you must first program the thing.

Imported from Europe, *B. A. T.* displays an original graphics style featuring numerous split screens and other visual effects. Its interface is similar to the one used in *Future Wars* and *Stealth Affair*. Click on a person or object, and a menu appears on the spot, listing possible actions and possibly leading to a sub-menu of further options. The "smart cursor" changes shape when placed over an object, reflecting the way you can interact with the item. Hover it over a door, and the cursor becomes an arrow, for example. The designers included a space ship simulator, role-playing style combat, experience points, levels and character creation. However, finding the right people, acquiring the correct codes and similar puzzles are the focus of the game. Sound effects are fair, animation minimal. A visually refreshing presentation and smooth interface are good reasons to check this one out.

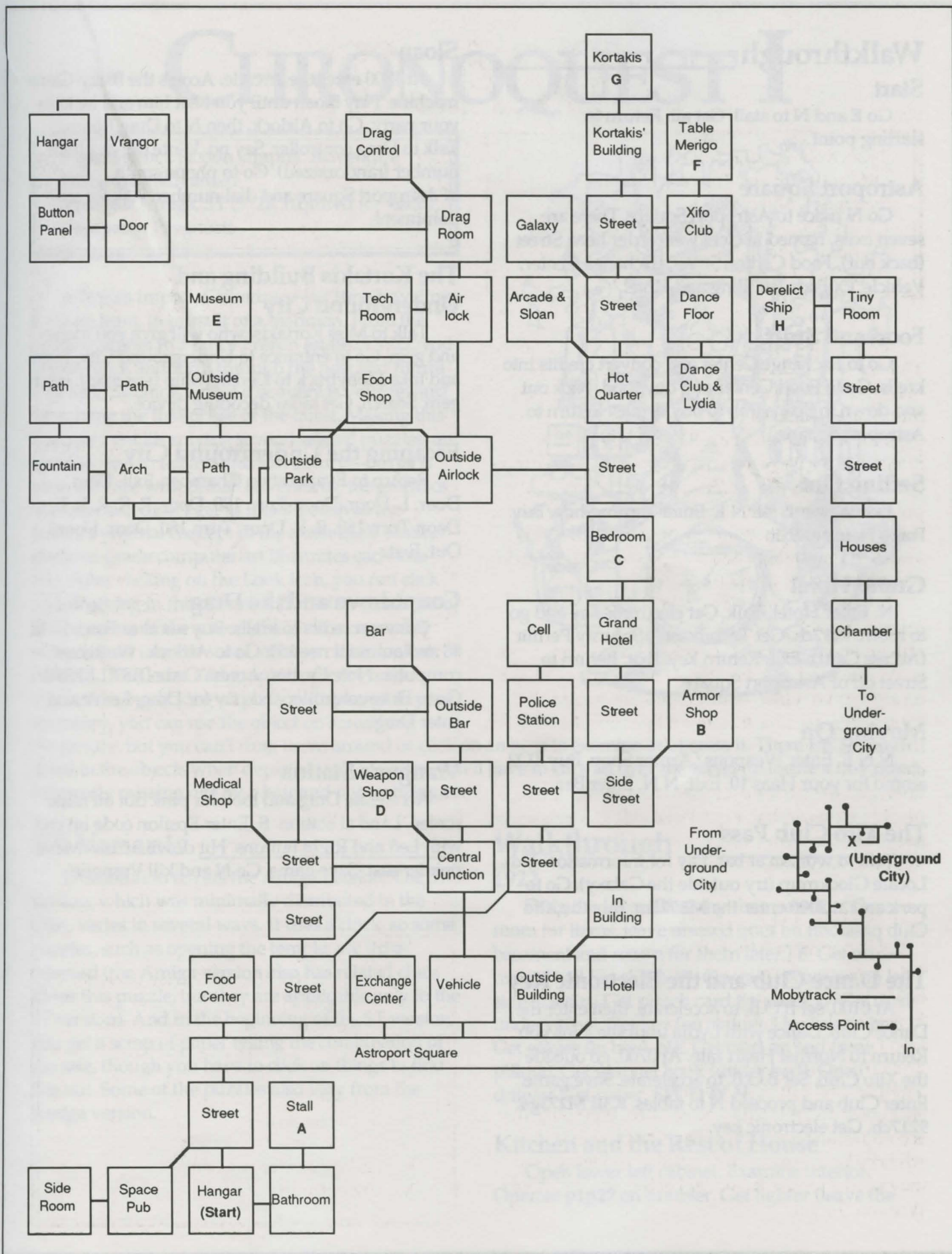
General Tips

Program your B.O.B. to translate right away. Talk to everyone you meet and show the hologram of Merigo for occasional clues. Buy food and drink as needed. Use fountain in park if low on krells. Don't overindulge. Some NPCs have cheap food and drink. All attacks are random (except for Merigo and Vrangor) and can be avoided by saving before the encounter and reloading. Save often, especially after accomplishing something. Sleep anywhere to advance time. An effective fighting sequence (you may need a mouse to succeed at this) is: Force Field, Weapon, Target.



Map Key

- A Hologram of Merigo, leaflet, Haas 10, Voktrasof
- B Force field
- C Technician's card
- D Ammo
- E Xifo club pass
- F Electronic key
- G Money, gem
- H Radar decoding device
- X Underground city



Walkthrough

Start

Go E and N to stall. Get all. Return to starting point.

Astroport Square

Go N twice to Astroport Square. There are seven exits, named in clockwise order here: Street (back out), Food Center, Street, Exchange Center, Vehicle, Outside Building and Hotel.

Food and Stuff

Go to Exchange Center and convert credits into krells. Go to Food Center and buy food. Back out and down to Space Pub to buy drinks. Return to Astroport Square.

Setting Out

Exit to Street. NE N E. Enter Armor Shop. Buy Force Field #8. Exit.

Grand Hotel

N. Enter Hotel. Talk. Get electronic key and go to room. **9217ch**. Get Technician's Security Permit (Access Card). Exit. Return key. Exit. Return to Street off of Astroport Square.

Moving On

N N E. Enter Weapons/Armor Shop. Buy TO2 ammo for your Haas 10. Exit. N N. Enter Bar.

The Xifo Club Pass

Talk to woman at bar. Pay for information. Exit. Locate Glockmup (try outside the Galaxy). Go to park and at 2000 enter the **M5925m**. Buy the Xifo Club pass.

The Dance Club and the Electronic Key

At 0100, set B.O.B. to accelerate, then enter the Dance Club. Dance with Lydia until she joins you. Return to Normal Heart rate. At 0700, go outside the Xifo Club. Set B.O.B. to accelerate. Save game. Enter Club and proceed N to tables. **K3ll M273g4. 9217ch**. Get electronic key.

Sloan

At 1300 enter the Arcade. Access the Bizzy-Game machine. Play Sloan until you beat him and he joins your party. Go to Airlock, then N to Drag Room. Talk to Drag controller. Say no. Write down phone number (randomized). Go to phone south of Astroport Square and dial number. Ask for appointment.

The Kortakis Building and Underground City

Talk to Miss Kortakis, who will give you money and gem. Go to entrance to Underground City. Enter and take Mobytrack to Derelict Ship (see map). Insert gem. Search. Get radar decoding device.

Escaping the Underground City

Return to Evaporation Chamber. Exit. Door. Door. L. Door. Door. Turn 180. Door. R. R. R. L. L. Door. Turn 180. R. R. Door. Turn 180. Door. Door. Out. Exit.

Countdown and the Drag

Convert credits to krells. Buy another Force Field #8 and ammo if needed. Go to Airlock. W. Access computer. Note Epsilon Access Code (RRRLLLRR). Go to Drag controller and pay for Drag. Leave and enter Drag.

Vranger's Station

Accelerate Drag and look for pink dot on radar screen. Land at station. S. Enter Epsilon code on pad with Left and Right buttons. Hit down arrow. Move pointer east. Save game. Go N and kill Vranger.

CHRONOQUEST I

Type: Science Fiction Graphic Adventure
Difficulty: Advanced
Systems: Amiga, ST (512K required for each)
Company: Psygnosis

A British import, *Chronoquest* is a time-traveling treasure hunt, in pursuit of a madman. From the opening scenes in a fancy French estate of 1922, you bounce back and forth through the past and future on a time machine whose discovery is your reward for solving the first phase of the quest. Making this discovery entails solving several related puzzles, an enticing way to tell an interactive story—but as is often the case with British adventures, the graphics and interface didn't get as much polish as the author's original concept of the quest itself. Static, medium-grade computer art illustrates each location. After clicking on the Look icon, you can click on something in the picture and read its description at the bottom of the screen. (Sometimes a smaller picture, inset into the scene, offers a closer look at the item.) The icons and graphics are not truly interactive; by clicking on an icon displayed in your inventory, you can use the object on something in the picture, but you can't drag items around or click on an item to examine or operate it. There isn't enough detail in the objects when depicted, and too often you'll have to click all over the screen to locate a tiny object, frequently missing one by a hair and not realizing it.

ST Variants

This solution covers the Amiga version. The ST version, which was minimally distributed in the USA, varies in several ways. It uses a clock, so some puzzles, such as opening the temple, are time-oriented (the Amiga version also has related clues about this puzzle, but they are applicable only to the ST version). And in the beginning of the ST version, you get a scrap of paper telling the combination of the safe, though you have to click on things to find this out. Some of the puzzles also vary from the Amiga version.



Walkthrough

1922

Drop the letter. (If at any time you don't have room for items, leave unused ones on floor in basement and return for them later.) E. Get ornamental ball (on shelf). W. Operate ornament on left side of stairs. Get punch card (in vase). U. Get card under carpet. Get key (on statue). Use key on box. Get gloves (in box). NE. Get card on bed (near pillow). Get grapnel hook (under bed). Open drawer. Get paper. SW D W N.

Kitchen and the Rest of House

Open lower left cabinet. Examine interior. Operate p1p27 on tumbler. Get lighter (leave the

money, which is useless). Get bottle. S E NE. Light lighter. U E. Get card in book. Get candle. Light candle. Unlight lighter. W D D E. Examine mirror. Pull switch. W U SW. Drop candle. Get ornamental ball, then drop it. Get candle. NE D E. Get fuses (in drawer). N. Drop grapnel. Operate fuses on fusebox. Pull lever. U. (To enter Explora, go down to exit, press button on control panel. To return to 1922 after completing a time zone, use card on control panel slot.)

Prehistory (Card from Urn)

You must bring the lighter. E. Get bone in hut. Get dried grass. NE E. Light lighter. Light grass. Drop grass. Unlight lighter. Get burning twig. Get stone. E S. Get punch card piece. Return to Explora and 1922. D S. Drop stick. N. Drop card piece. Get grapnel. U.

India (Card from Hall)

Bring the glove and bottle. W N. Wear glove. Get man's hand. Get note. S E E NE. Drop note. U. Wait. E. Use bottle. Get water. W U. Wait. SW W W N. Drop bottle. Get key. S E. Operate key. N. Get card piece. S W W. Get scroll. E E. Enter Explora and return to 1922. Drop card piece.

Egypt (Card from Bedroom)

Bring the grapnel, lighter and scroll. NE N N. Get amulet (in bushes). Press panel on wall in corresponding direction: N, NW, NE, NE. Go N. Get torch. N. Drop amulet. Light lighter. Light torch. Unlight lighter. N W. Throw grapnel. U. Push levers (from left to right): 2, 3, 4, 5. Get card and ring. Pull levers down. D N. Turn torch on right. D. Drop torch. S S SW. Go to 1922. Drop card piece.

Mexico (Card from Chapel)

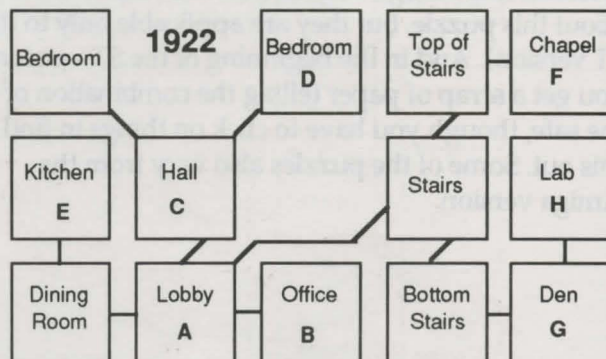
This time bring the ring and bone. E E. Get necklace in 9t5mp. W W W W. Give warrior necklace. E E N NE NE. Examine door. Turn statue. Get key. SW W W N N E NE NE N N NW NW NE E. Examine grass pile. Operate 73ng on slot. U U. Operate bone on right slot of door that appears. U. Operate key on box. Get card piece. D W SW SE SE S S SW SW SW S E E SW S. Return to 1922. Get other three card pieces.

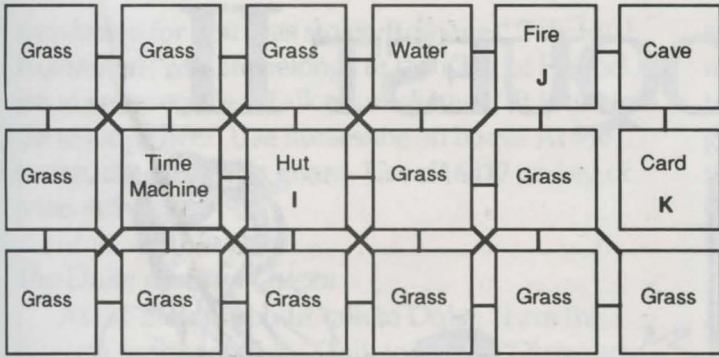
The Future (All Four Cards)

Bring the stone, glove, picture and scroll, along with all four card pieces. Push button on control panel (to the left). Examine room until guard opens door. Hit him in face with rock. Get his suit, gun and key. Wear suit. Wear glove. N W W N. Open box. Get torch. S E E E N N W. Open box on left side of machine. Get fuses. E. Push east door. Get suit. Wear suit. S S E. Put key in machine.

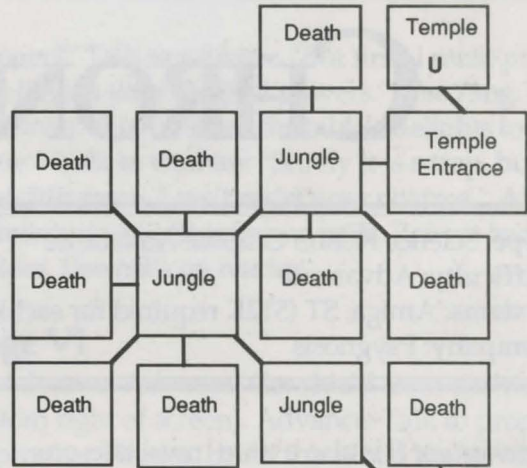
Map Key

- A Photo, letter, punch card
- B Ornamental ball
- C Punch card, key, gloves
- D Punch card, grapnel, paper
- E Lighter, money
- F Punch card, candle
- G Fuses
- H Time machine
- I Bone, dried grass
- J Stick, stone
- K Piece of card
- L Paper, key
- M Holy water
- N Piece of card, letter
- O Scroll
- P Amulet
- Q Torch
- R Piece of card, ring
- S Necklace
- T Key
- U Piece of card
- V Suit, gun, key
- W Torch
- X Fuses
- Y Suit
- Z Richard

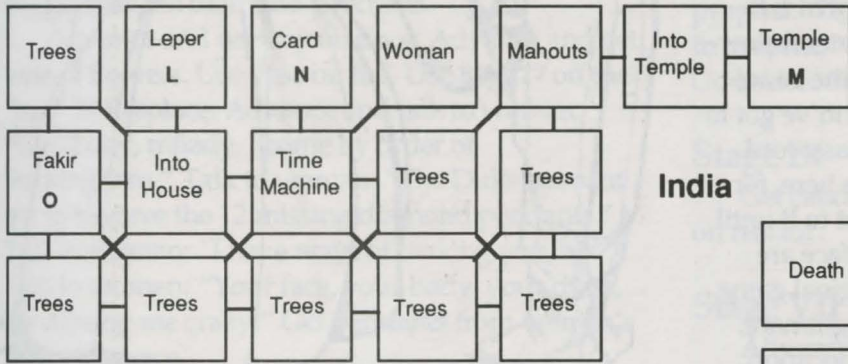




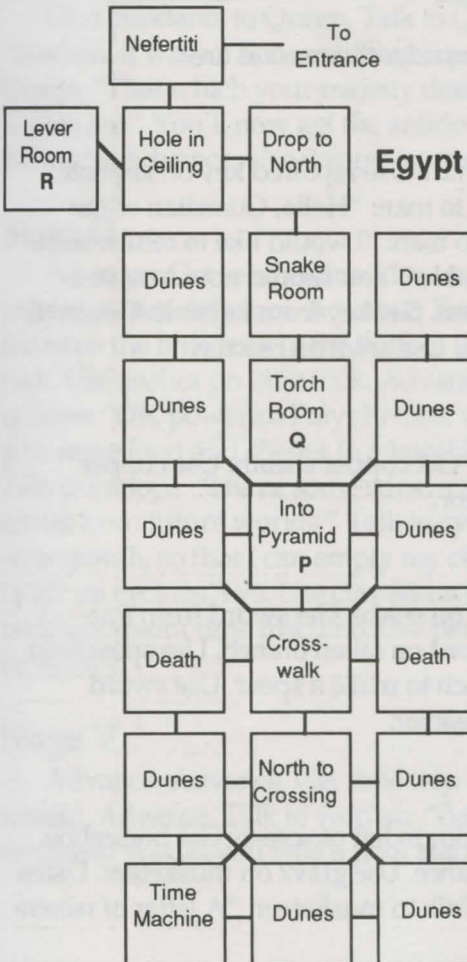
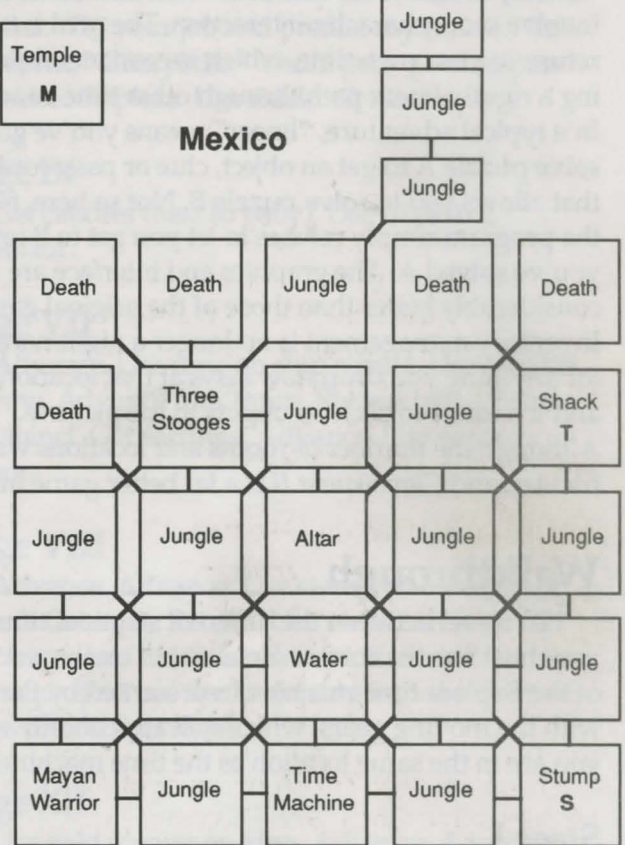
Prehistoric



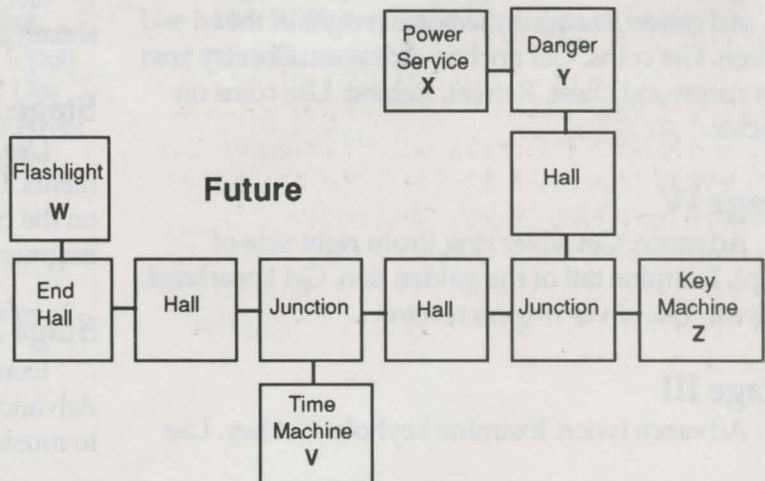
Mexico



India



Egypt



Future

CHRONOQUEST II

Type: Science Fiction Graphic Adventure
Difficulty: Advanced
Systems: Amiga, ST (512K required for each)
Company: Psygnosis

Chronoquest II is also a time-travel tale, one whose puzzles are even more time-oriented and involve more character interaction. The goal is to return to your own time, which necessitates following a rigidly linear path through other time zones. In a typical adventure, "linear" means you've got to solve puzzle A to get an object, clue or password that allows you to solve puzzle B. Not so here, for the program simply refuses to let you get to B until you've solved A. The graphics and interface are considerably better than those of the original game. Inventory management is no longer a nightmare, for anything you drop now stays at that location, and it's easier to click on objects in the pictures.

Although the number of rooms and locations was trimmed down, the puzzles themselves are trickier, and *Chronoquest II* is a far better game in every respect.



Walkthrough

To travel between the different stages of time, you must use the correct metal object on the reactor of the Explora time machine (represented by the icon with the moving gears, which will appear only when you are in the same location as the time machine).

Stage I

Advance. Examine the bottom right of the screen. Get coins. Get anchor. Advance. Get clay jar. Get rosewood chest. Retreat. Retreat. Use coins on reactor.

Stage IV

Advance. Get silver ring (from right side of ship). Examine tail of the golden lion. Get spearhead. Retreat. Use silver ring on reactor.

Stage III

Advance twice. Examine keyhole. Get key. Use

key on blacksmith. Use repaired key on keyhole. Advance. Talk to man: "Hello, Guardian of the Winds." Talk to man: "I would like to return home as soon as possible." You should now receive a wineskin. Retreat. Get key from keyhole. Get anvil. Retreat. Retreat. Use anvil on reactor.

Stage X

Get sword. Get copper sheath. Use copper sheath on reactor.

Stage XI

Use 9w478 on snake. Get sword from fragments. Use sword on fallen branch. Use spearhead on the cut branch to make a spear. Use sword fragments on reactor.

Stage XIII

Examine door to left of screen. Get horseshoe. Advance. Advance. Use gl4v2 on musketeer. Listen to musketeer. Talk to musketeer: "A letter of recom-

mendation for you was stolen from me." Talk to musketeer: "My life belongs to the King of France! I am at your service." Talk to musketeer: "It is not for me to judge her." Use horseshoe on horse. At the tavern, use sword on guard. Use **c116 j17** on keg of wine. Advance.

The Duke and the Queen

At the Duke's abode, talk to Duke: "I am the Queen's representative." Talk to Duke: "Diamond pendants for an ancient trunk, does this tempt you?" Give rosewood chest to Duke. Talk to Duke: "Milord, I beg you to believe me!" You'll now get a dagger and ten diamond pendants.

Advance and use key on door. Advance and get vase of flowers. Use vase on fire. Use **81gg27** on the "eye" in fireplace. Advance and talk to woman: "Good day, milady. I come by order of Buckingham." Talk to woman: "The Duke has sent me to retrieve the 12 missing diamond pendants." Talk to woman: "I have ways of making you talk." Talk to woman: "Your face, your body, your dress, are driving me crazy!" Get pendants from woman's neck. Advance.

Give pendants to Queen. Talk to Queen: "Madam, it was an honor without equal." Talk to Queen: "That which your majesty deems acceptable to give me." You'll now get the antidote ring. Advance. Advance. Use dagger on reactor.

Stage II

Advance. Get seashell (necklace is inside). Get pewter goblet. Advance. Advance. Examine cave. Examine the little rock to the bottom left of the big rock. Use anchor on little rock. Advance. Talk to cyclops: "Oh, powerful Polyphemus, would you give some food and shelter to a humble traveller?" Talk to cyclops: "I have some wine, a nectar that comes from future worlds." Talk to cyclops: "Open your mouth, so that I can empty my clay jar." Use **9p217** on cyclops' eye. Use clay jar on blood. Retreat back to Explora time machine. Use pewter goblet on reactor.

Stage V

Advance. Advance. Get rope (top left corner of screen). Advance. Talk to woman: "Beautiful sorceress! Would you feed a poor starving

stranger?" Talk to woman: "But first, I must protect myself from your magical powers." Use **73ng**. Talk to woman: "Let us share the table's delights together." Talk to woman: "Surely it is a trap, but what difference, I can't resist your charms." After the interlude, you'll get some nails. Retreat back to Explora. Use nails on reactor.

Stage VI

Advance. Advance. Get shield from skeleton (bottom right of screen). Advance. Talk to prophet: "O prophet Tiresias, drink this blood and reveal the perils that await me." Give clay jar of blood. Talk to prophet: "Do your job and predict my future." Talk to prophet: "Charybdis." You'll get a gold sceptre. Go back to Explora. Use shield on reactor.

Stage IX

Get candles (next to baby). Use **n2ck11c2** on reactor.

Stage VII

Advance. Use rope on ship's mast. Use **c1n8l29** on crew. Advance four times. Retreat twice. Examine cabinet. Get earrings. Advance. Use earrings on reactor.

Stage VIII

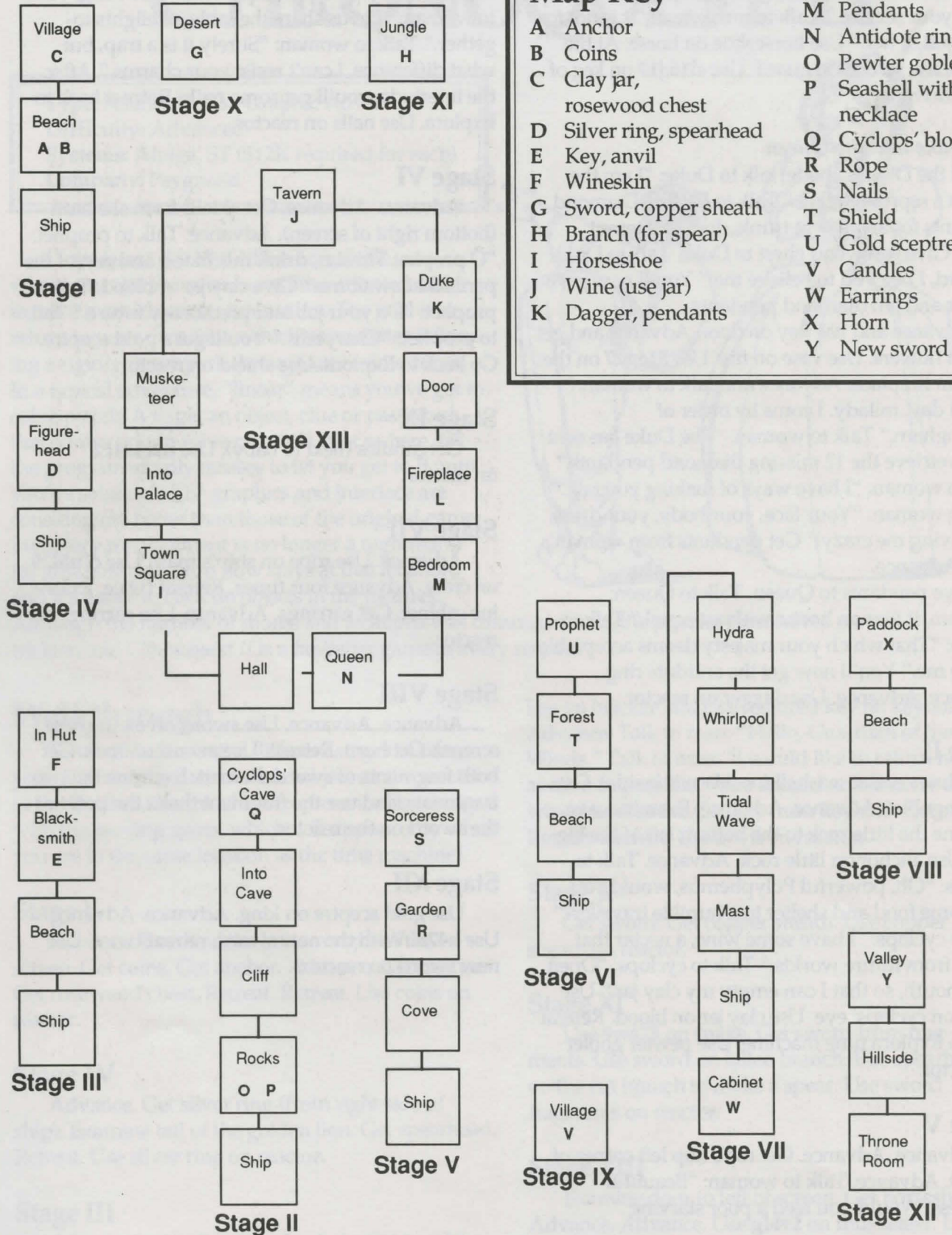
Advance. Advance. Use sword on ox (right of screen). Get horn. Retreat. Use sword on rock. Get both fragments of sword. Retreat. Examine the two fragments, and use the fragment that's the point of the sword on the reactor.

Stage XII

Use gold sceptre on king. Advance. Advance. Use **h47n**. With the new sword, retreat twice. Use new sword on reactor.

Map Key

- | | | | |
|---|-----------------------------|---|---------------------------|
| A | Anchor | L | Vase of flowers |
| B | Coins | M | Pendants |
| C | Clay jar,
rosewood chest | N | Antidote ring |
| D | Silver ring, spearhead | O | Pewter goblet |
| E | Key, anvil | P | Seashell with
necklace |
| F | Wineskin | Q | Cyclops' blood |
| G | Sword, copper sheath | R | Rope |
| H | Branch (for spear) | S | Nails |
| I | Horseshoe | T | Shield |
| J | Wine (use jar) | U | Gold sceptre |
| K | Dagger, pendants | V | Candles |
| | | W | Earrings |
| | | X | Horn |
| | | Y | New sword |



COUNTDOWN

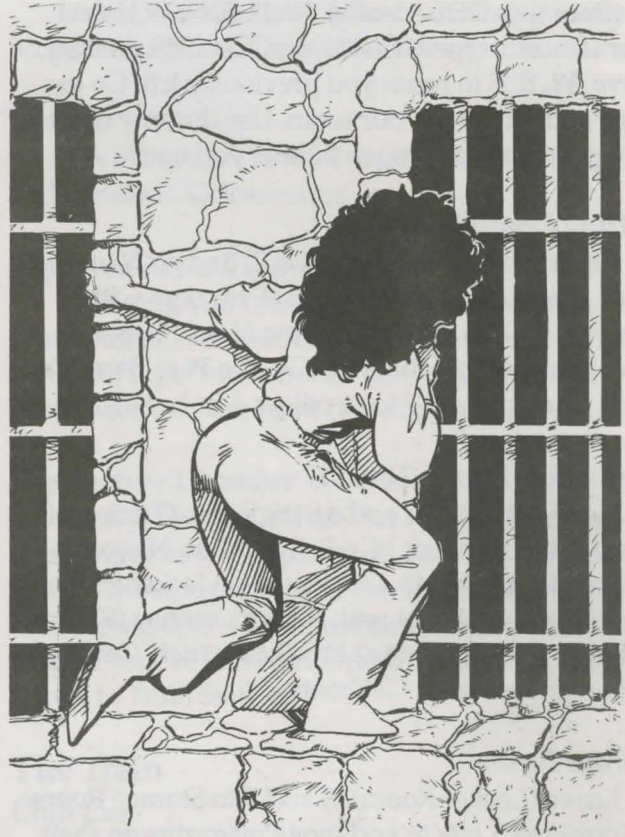
Type: Animated Adventure

Difficulty: Advanced

Systems: MSDOS (640K, VGA or MCGA required; hard disk and 8+ MHz recommended; mouse, joystick optional; RealSound, Ad Lib, PS/2 Speech Adaptor, Sound Blaster, MSound)

Company: Access

In this Ludlum-style thriller, you play a CIA agent whom the agency has framed for murder and locked away in the Sanctuary, a top secret mental asylum/safehouse. After escaping, you'll crisscross Europe in pursuit of an international terrorist group called Black December. A CAD device simplifies travel by reducing long trips to mere menu choices. The game excels graphically, using digitized videos of real actors, and the sound effects are equally convincing. Some graphics are interactive, allowing you to click on things to examine and use them. This aspect of the interface, however, limits the conceptual nature of the puzzles. Other drawbacks include a paucity of clues in the text and the inability to examine objects after you've picked them up. The remarkable use of cinematic effects makes this one worth checking out, however, if you want to see some amazing graphics and are willing to put up with the cumbersome interface.



Walkthrough

You start on Level 2 of the Sanctuary. After escaping from it, you reach new areas by travelling with the CAD device. These new areas are all small, consisting of a few locations and no mazes, so only a map of the Sanctuary is included here.

Escape from Sanctuary

In Your Cell

Look chart. Get cup, key #1 (under bed) and wire (over radiator). Use **c5p** to **g2t b5g**. Talk to window in door when guard appears. Use combination of Help, Pleasant and Hassle. Ask about all names on your list. Offer **b5g** to guard.

Escaping the Cell

Wait. Tray arrives. Get knife. Walk near window. Use knife on window. Go to window. E to second window. Open window. Go to window. Save.

Avoiding the Guard

The guard moves counter-clockwise and takes one minute to complete his circuit. Walk behind him and he won't see you. As the times will vary from location to location, you'll have to use trial and error to determine the best time to exit each room.

Avoiding Discovery

You have about six minutes after you leave your room before the guard will discover you are missing. Open door. Go to door. Try leaving this room when the timer says :25 (seconds). Walk E, N, W to first door to north. Open. Go to door. Get CPR dummy. Leave. W, S, E to room you previously left. Go to ledge and return to your room. Use dummy on bed. Now you'll have as much time as you need.

Getting Lenny to Talk

Return to hall (still on Level 2) and go N to closet. Get blanket and scissors. E to room with prisoner. Talk to intercom, using Help, Pleasant. Offer blanket. Ask about all. Go due W to Barney's room. Look picture. Move pillow. Get key #2.

The Locker Room (Level 1)

Go to NW corner and up the stairs. (Timing of guard is hardest here.) Go S, E and into N room (Lockers). L44k b1448. Use key #1 on locker #5. Get bag (which has wallet with ID card, money (\$3) and McBain's address). M4v2 t4w2l 4n b2nch. Get key #3. Use on locker #3. Get boots.

Storage Room

Leave (Locker Room). S and E to Storage Room. Get crowbar. Look at and move magazine on shelf. Use crowbar on box. Get hook with rope. Go down stairs to Level 3.

Operating Room (Level 3)

Go to the northeast Operating Room and get scalpel (near dart board). S to E door at end of east-west hall. Open toolbox. Get flashlight. W, N, W to office of Dr. Hashish.

Dr. Hashish and the Safe

Use scalpel on Dr. Hashish. Using Help, Pleasant, Hassle, ask about all (especially Fontaine). Look file cabinet/file. Look newspaper. Get key ring (on desk). Move p13nt3ng. Look writing. Move b44k "H4583n3". Open safe. Take money (\$2000).

Furnace Room

Down to Level 4. (You must have the flashlight.) Use key #2. Enter. Move coal. Get pick. Open box. Cut wires with scissors. Use pick on hole in east wall. Go to hole.

Catacombs

Go E, S to second tunnel, then W (note pit), S, W, N, E, N to center of catacombs. (See map.) Watch for mine shaft opening. Go to opening.

Wine Cellar

Look body. Look blood. Move crate. Look plaque: MCDXXXIII (1433). Look other plaque. Get rag. Use rag on other plaque. Use crowbar on crate. Get bottle. Move bottles in Rows 1 (1), 2 (4), 3 (3), 4 (3). Go to exit.

Escape

At the cliff, walk behind boulder, then N and E until hook gets caught on wall. (You must have the boots to climb this wall.) U. Use hook on top. Use keys on car.

Traveling

Travel by air to all locations to conserve time.

Mason's Apartment

Get battery (on TV). Look picture, desk, work. Move plant in kitchen. Get CAD. Open cabinet door #3. Get box with screwdriver, wire cutters and pliers. Get cracker (on table). Move pillow. Get key #4. Use on cage door. Use cracker on bird. Get key #5 (bird drops it on counter). Use key on desk drawer. Look drawer for CAD password (84lph3n).

The CAD

You can use the CAD now to get your E-mail and research names.

McBain's Apartment

Look bookcase. Get box with passport and money #3 (\$5000). Move 9h2lf. Look safe. Look glass. Get key #6. Look notepad. Get note. Look shield. Move shield. Use key on compartment with keyhole. Computer Center appears. Look switch. Move switch. Look CRT. Get plastic explosives. Use explosives on safe. Get dossier.

The CAD

Analyze note. Enhance until you can read name. Research new names.

Lisa Loomis

Help. Pleasant. Ask about all.

Rachel Akure

Help. Pleasant. Help. Offer dossier. Ask about. Offer cash (\$500). Get hypodermic dart.

In the Alley with the Fontaine

Walk to dumpster. Open. Go to dumpster. Use dart on Fontaine as he walks by. Talk to. Hassle. Ask about all. Travel.

Black December HQ

The Catapult and the First Guard

Save. Safe areas are to left of catapult or outside left cell. Saving will reset guard. To get rock: Walk-save-take-save-walk. Get catapult arm. Use on arm of catapult. Walk to tiny black lever on W side of catapult and move lever. Use rock on catapult. Save. Move lever when guard is entering room and is directly under right arch. Get rock.

Hallway Guard and the Hostage

Open door. Go to door at :15. Walk behind guard to East room. Wait. When guard moves to west, leave room and go N then E behind wall. Note TV monitor on wall. Type "use 2xpl493v2 on TV monitor". Wait. Enter when guard is at corner of East room (hostage) and moving north. Wait. Note safe in wall. Talk to hostage. Ask about. Get photo. Use CAD. Enhance wall on right (jackal). Travel.

Carlos

Bluff, Bluff, Pleasant, Help. Offer wine. Ask about. Offer cash (\$300). Get lockpick kit. Travel.

Black December HQ

Use lockpick on safe. Get message. Use CAD. Enhance. To disarm device, turn switches to position before cutting associated wire: blue, 3 o'clock; green, 9 o'clock; red, 6 o'clock. Cut in agreed upon order. Travel.

Venice and Golden Desire

Talk to bartender. Offer \$500. Look newspaper. E. Note 21/Blackjack machine, which you can play to win (or more often) lose money. Talk to Golden Desire (help, pleasant). Ask about. Talk to body-guard. Note dressing room door. Wait (until body-guard leaves). Go to dressing room. Get makeup kit. Get key #7 (over door). Use on jewelry box. Get key #8. Use on desk drawer. Get stationery. Use CAD.

Look table. Leave. Return to bar. Ask bartender about Buzz Brezhnev. Travel.

Buzz

Hassle, Hassle, Help. Ask about all, especially Scorpio and Jackal. Offer \$300. Get capsules. Travel.

Scorpio

Ask about all. Travel. E-mail. Lisa. Jack Quinn and Earhardt. Colosseum.

Captured in the Tiger Pit

Wait until you fall. Walk N and E into cage. Wait until tiger enters. Exit cage and m4v2 l2v27 4n w1ll. Get rope. Move bones. Get hook. Walk beneath window. Use hook on window.

The Torture Chamber

Look prisoner. Get rod. Get bag (with belongings). Move sack. Get postcard. Use CAD. Enhance to max. Move around until you locate the micro dot. Look newspaper. Get blueprints. Move stone next to right knee of Hakeem. Open/Go to door. E-mail. Travel to Train Station.

The Train

Club Car

Look newspaper. Scroll east to far end of passenger car. Look telegram. Get it. Continue E to compartments car. Enter room #1. Open right compartment. Look body. Look wallet. Go to room #3. Look chess set.

The Jackal

Enter room #4. Talk. Bluff, Hassle, Help. When Jackal leaves, put c1p95l2 3n f448. Leave. Enter room #5. Wait. Leave. Go to room #4. Get attache case. Open left compartment. Get tool. Leave.

The Cargo Car: Getting off the Train

Scroll east to Cargo Car. Keep walking. Look casket. Open casket. Use tool on casket. Open. Look inside. Get plastic explosive. Return to Jackal. Get clothes. Leave room.

Gina

Offer telegram. Bluff, Bluff. Offer attache case.

The Sewer: Gear Room

Go to west door. Get gear (near pulley). E. Use gear on shaft. Move switch. W. Go to channel. Go to walkway. Go to ladder.

The Sewer: Storage Room

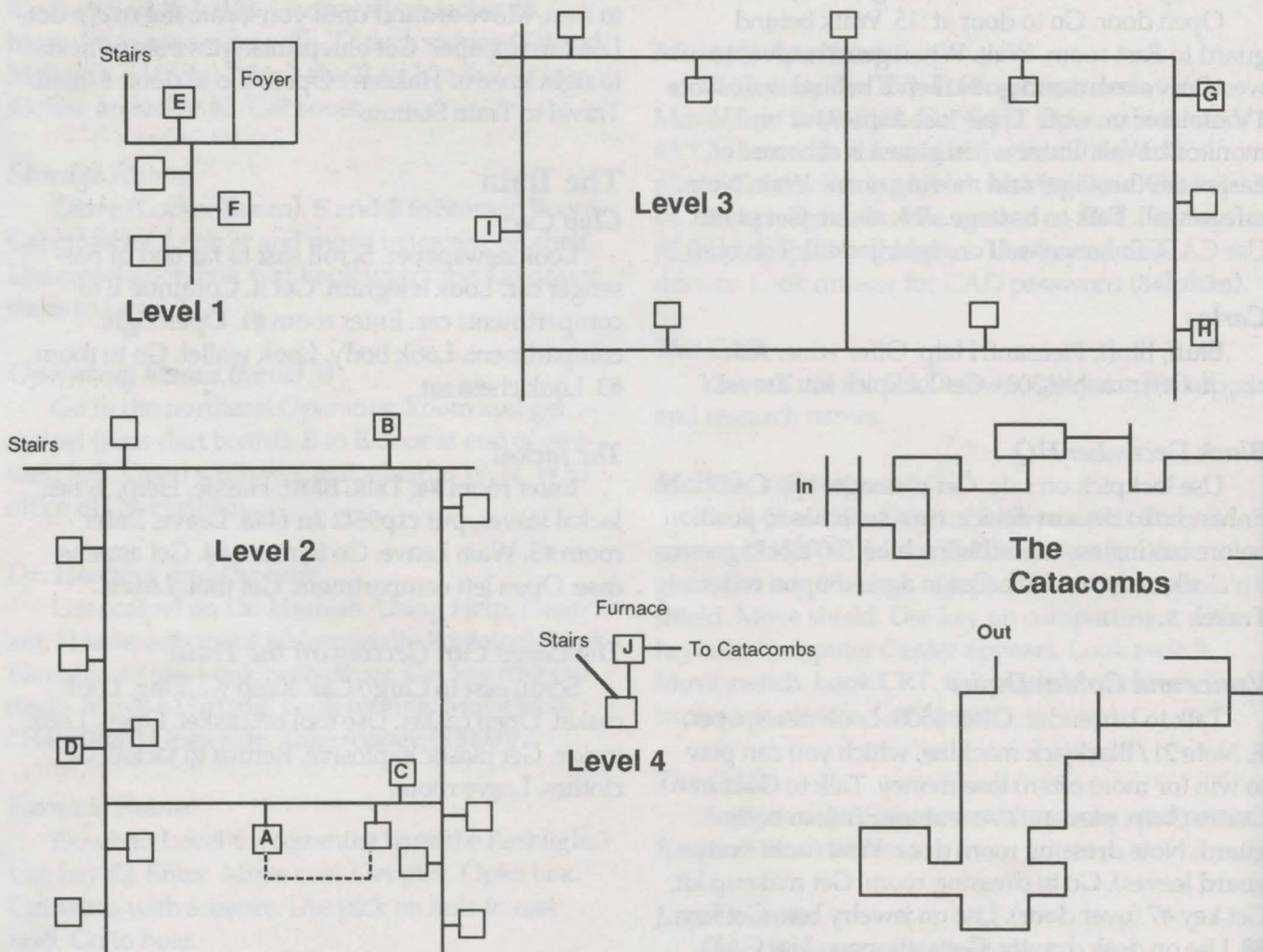
Use explosive on east door (stand back). E. Move elephant. Look stone behind elephant. Move stone. Save.

The Bomb

Look bomb. Use screwdriver on four panel screws. You now have 120 seconds to complete the following: Use screwdriver on red switch X2 (6 o'clock), blue X3, green X1. Use wire cutters on wires in this order: green, red, blue wires.

Map Key

- A Cup, key #1, wire, bug, knife
- B CPR dummy
- C Blanket, scissors
- D Key #2
- E Bag, wallet, ID card, money, McBain's address, key #3, mountain boots
- F Crowbar, hook with rope
- G Scalpel
- H Flashlight
- I Money, keyring
- J Pick



DEMON'S TOMB

Type: Illustrated Text Adventure

Difficulty: Intermediate

Systems: MSDOS (384K required, joystick and hard disk optional; no third-party sound board support)

Company: Mastertronic



This story revolves around twin brothers who, as high priests in an ancient civilization, summoned the mad god Darsuggotha. One of them was irrevocably corrupted by the visit, but the other found a way to banish the mad god from this world. That was then, and this is now: you, as the son of an archaeologist who died in the "demon's tomb," have to piece together the clues he left behind in order to prevent Darsuggotha's return.

Demon's Tomb has the feel of an all-text adventure, and the relatively few graphics are of low- to medium-quality EGA resolution. Still, there are numerous innovations in this British import, among them the ability to save a game in RAM as well as on disk, gamer-definable macros for frequently used commands, and an "exits" command that lists all the doors that lead out of the current location. The parser is very good, yet weak with pronouns. You can play the game in "menu mode," which uses a split-screen display with text and pictures on top, and a list of menu commands on the bottom. The puzzles are more logical than in most games from the USA, making *Demon's Tomb* recommended mainly for die-hard text adventurers.

Walkthrough

Prologue

Turn off torch. Take bag. N. Put bag in hole. Take bucket. W. Open coffin. Put all in coffin. E N. Take biro and polythene bag. S E. Take plaque. W W. Put plaque and biro in coffin. Take bucket and notebook. Put notebook in bag. Close bag. Put bag in water. Put bucket in coffin. Close coffin. Point at coffin.

Keeping Tomb Door Open

At Clearing, move small boulder. Take spike. W. Open door. Put spike in ground.

Secrets of the Notebook

Read notebook. Examine notebook. Rub impression with **ch17c411**. Read page. Open notebook. Look in notebook. Get old letter. Read old letter.

How to Get the Glove

At the Slippery Path, say, "Sam, get the glove." Take glove.

Getting to the Islands

At Wood Bridge, hit pole. Sam, get pole. Go to Winding Path and drop all. Go to marsh. Enter punt. Take pole. E N S. Exit punt. Read monolith. Enter punt. N E S. Say, "kw1h".

Getting the Coin

Go with Sam to Grassy Bank. Look in hole. Throw **w1t27** (in **b5ck2t**) in hole. (If he's not holding anything, Sam will kill the rabbit.) Take rabbit. Go to Pinnacle. Wear glove. Give rabbit to crow. Take coin. Examine coin.

The Sandy Track

Give bone to Sam. D.

Getting Through the Maze

At cave entrance, turn on torch. S W U U U U.

Searching the House

At the shrubbery, open window. E. Sit on chair. Examine desk. Put **b374** in hole. Move chair. Look (find and read documents). E E. Get key (to open church door). Examine panels. Knock on panels.

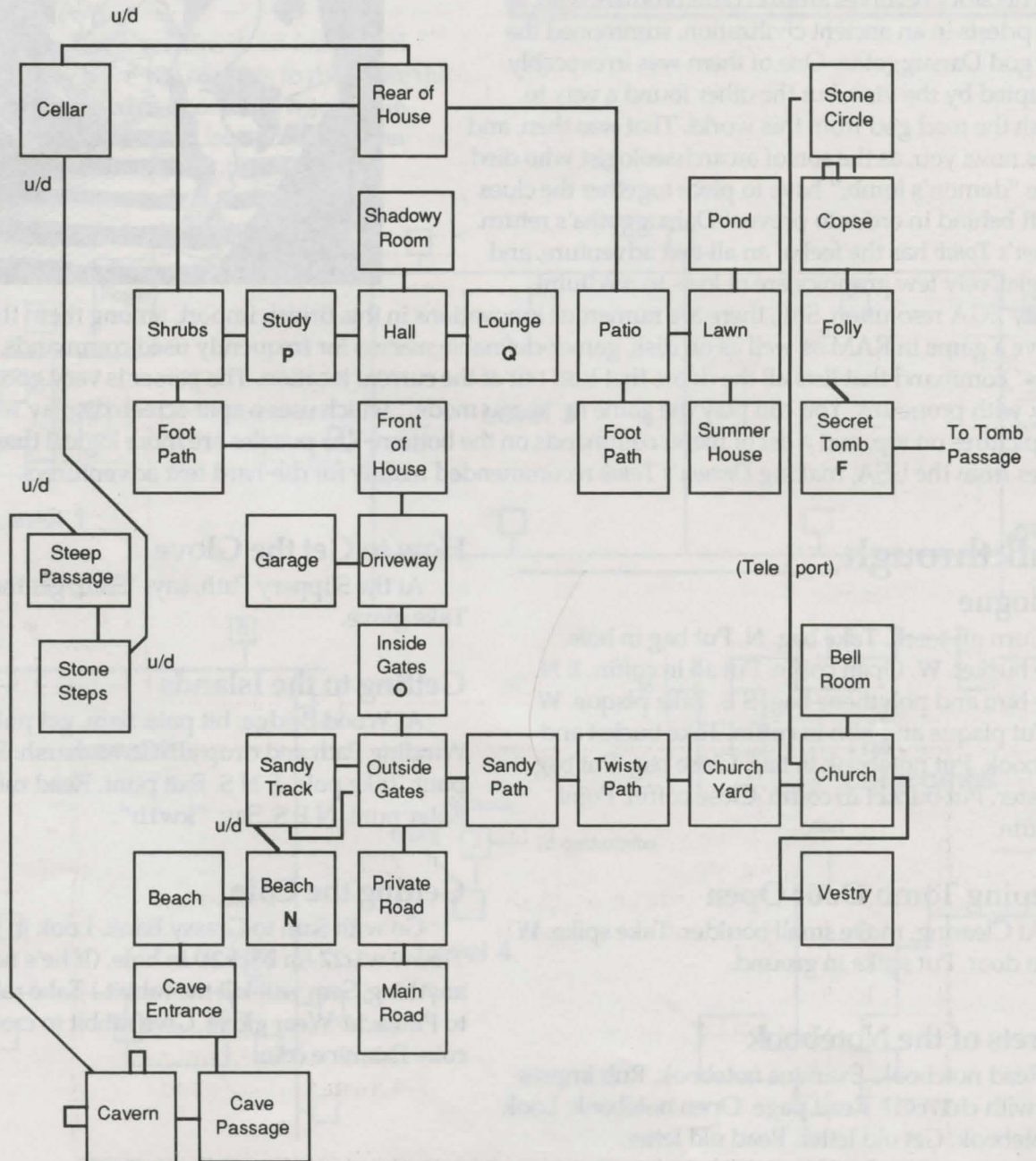
Move loose panel. Look in compartment. Get stone rod.

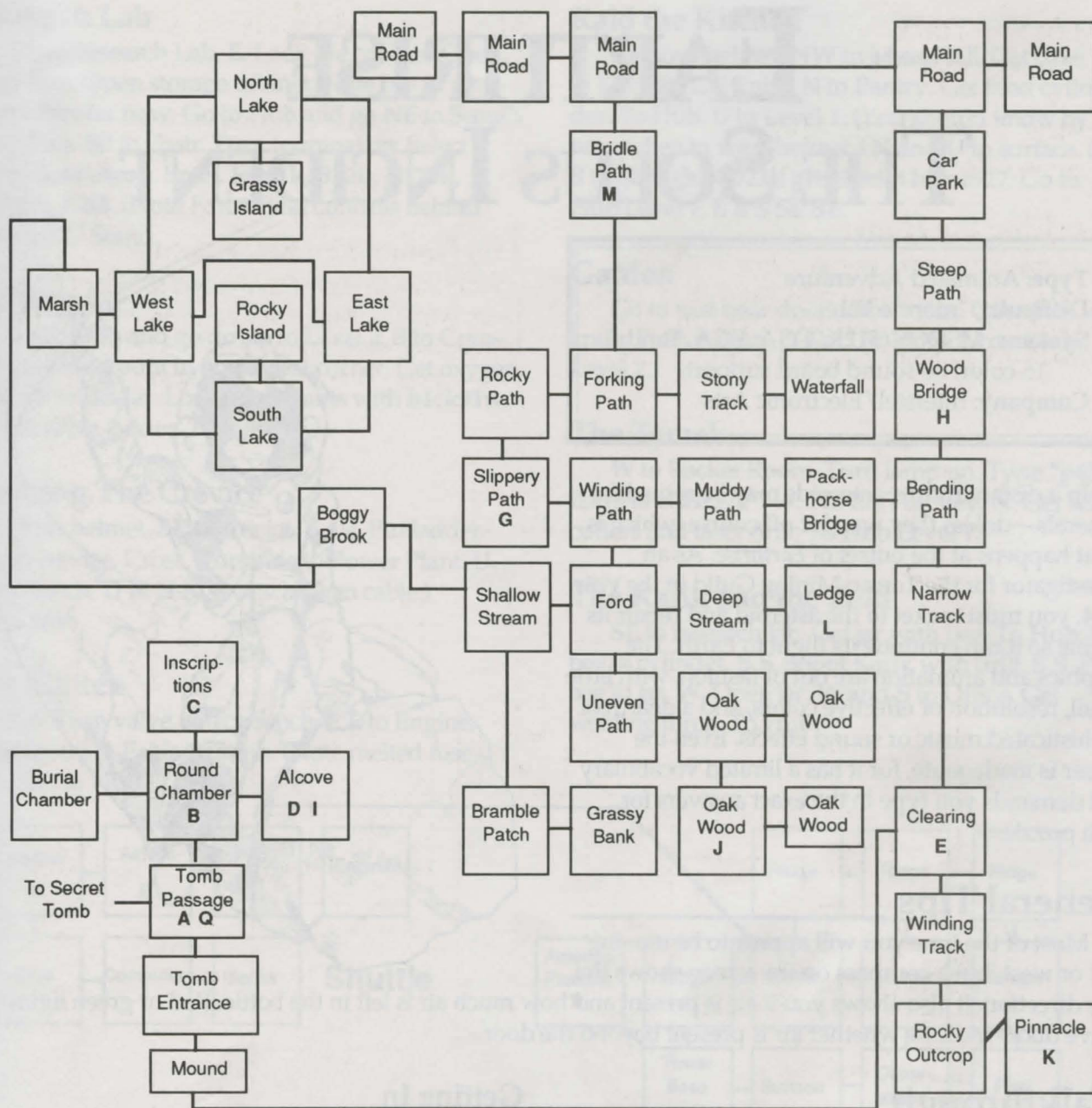
Getting Past the Duck

Leave Sam in the garage, or playing with the bone. Give **91n8w3ch** to duck.

End Game: The Bell Room

Tie knot in rope. Climb rope. Ring bell thirteen times with the **9t4n2 748**. Climb down rope. S W (through closed church door). S S D. Examine Thai. **Th3nk 1b45t** Thai. Show **pl1q52** to Thai.





Map Key

A	Torch and notebook, old letter, sleeping bag	J	Rabbit
B	Bucket and water, holey cloth	K	Coin
C	Biro, polythene bag, sandwich	L	Stick (not needed)
D	Plaque	M	Bone
E	Spike	N	Torn note
F	Charcoal (after fire)	O	Newsletter, grubby letter
G	Glove	P	Old book, parchment (don't read), documents
H	Pole	Q	Ornate key, stone rod
I	Punt		

EARTHRISE

THE SOLUS INCIDENT

Type: Animated Adventure
Difficulty: Intermediate
Systems: MSDOS (512K; CGA, EGA, Tandy
16-color; no sound board support)
Company: Interstel/Electronic Arts

In a distant future, asteroids may be mined for minerals—unless they wander off course, which is what happens at the outset of *Earthrise*. As an investigator for the Terran Mining Guild in the year 2034, you must rocket to the asteroid and repair its engine so it can continue its flight to Earth. The graphics and animation are out of fashion, with little detail, resolution or effective colors, and a dearth of sophisticated music or sound effects. Even the parser is inadequate, for it has a limited vocabulary and demands you type in the exact answers for each puzzle.

General Tips

Most of the time you will appear to be moving east or west, but a compass on the screen shows the true direction. It also shows you if air is present and how much air is left in the bottle. Red or green lights above doors indicate whether air is present beyond the door.

Walkthrough

Shuttle

U. Move to rack. Get air bottle. Go to panel. Call earth. Lie down on couch. Look panel. Push "open pod bay" button. Stand. D E E. Move near valve. Fill air bottle. W W U E. Look panel. Push "open cabinet" button. Go to locker. Get helmet. Wear helmet. E. Enter shuttle. W. Sit. Push "automatic flight" button.

Mine Shaft

Stand. Exit shuttle. E. Down ladder.



Getting In

E. Remove helmet. Look console. Push black button. S. Walk to console. Push "decontaminate personnel" button. Box to east will open. Walk to and get security badge. S E E (to Hub, Level 1). SW. Push 2. N.

Hub (Level 2)

You must "wear helmet" in all areas without air, indicated by red lights. Directions in the rest of this solution are compass directions. Wear helmet. N N N N E E. Push button on doors to open. Enter north room. Get hacksaw. Exit. E N. Get hammer. Return to Hub. Remove helmet. Take elevator to 1 (Hub).

Research Lab

SE to Research Lab. E. Look file cabinet. Open. Read files. Open storage cabinet. Note bee in jar. Leave him for now. Go to Hub and go NE to Security Office. Sit in chair. Turn terminal on. Select Biomed database. Enter **T6m1k, B72lt, K173k, G13tt2n, Z218**. (Note Force Field controls behind glass wall.) Stand.

Getting Air

Go to Hub and go down to Level 2. S to Cryogenics. Enter room in northwest corner. Get oxygen. S. Walk to ladder. Look. Cut chains with **h1ck91w**. Get portable ladder. To Hub.

Crossing The Crevice

Wear helmet. SE to crevice. Save. Put ladder across crevice. Cross. Continue to Power Plant. U. Get wrench. D N N N. (Note broken cable.) Go to Hub.

The Glitten

E E. Turn valve with wrench. E E to Engine. Note controls. E. Navigation. (Note melted fuse link.) Go to Hub.

Raid the Kitchen

Remove helmet. NW to Mess Hall. Get cake. N to Kitchen. Get knife. N to Pantry. Get food cylinder. To Hub. U to Level 1. (You should know by now when to wear helmet.) N and U to surface. Go S to Skylight. **B721k g1199** with **h1mm27**. Go to Hub Level 1. E E S SE SE.

Garden

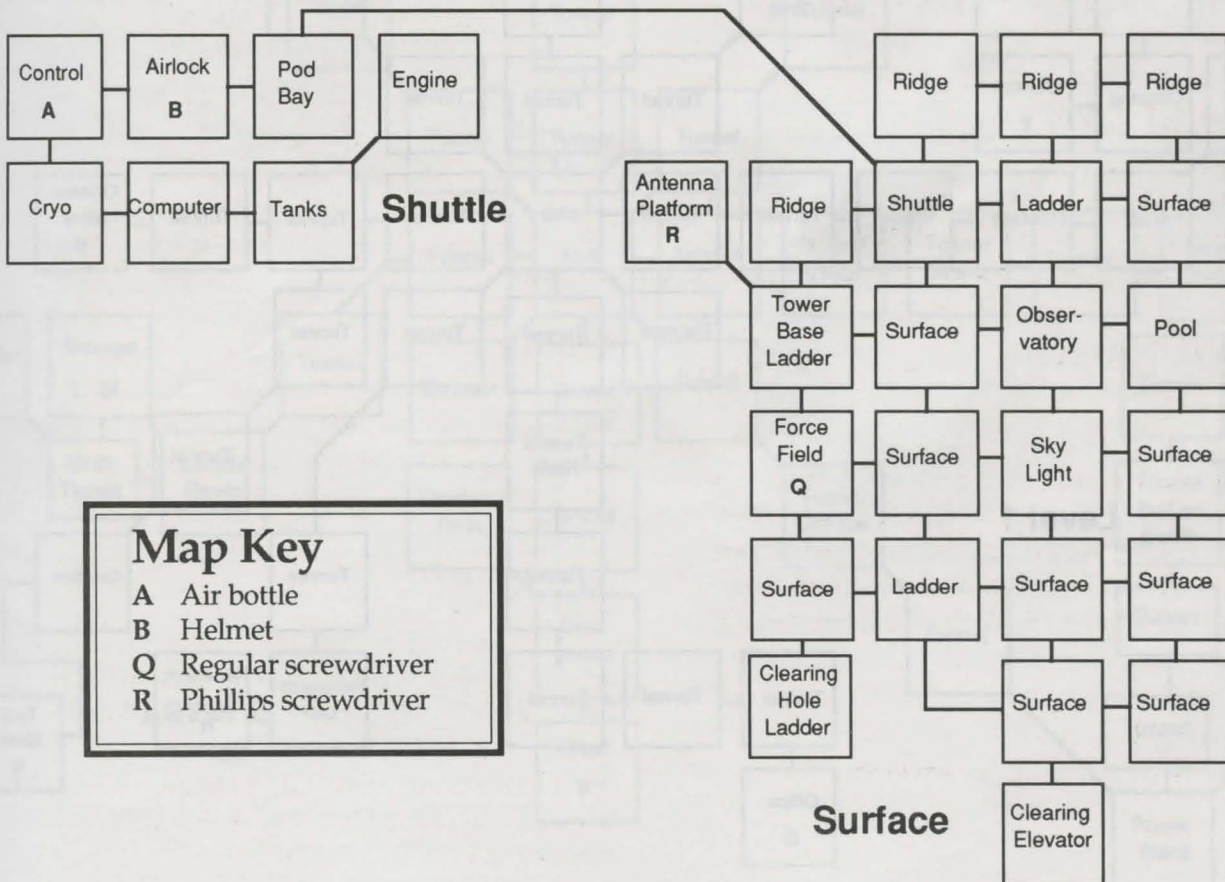
Go to east near door. Look vines. Cut vines with knife. Push button. E. Get UV lamp. Go to Hub Level 2.

The Tymak

W to Locker Room. Turn lamp on. Type "**p43nt 11mp** at **c721t572**". W. Hit ENTER key. N. Get wire cutters and laser drill. To Hub Level 1.

The Karik and the Zeld

SE to research lab. Get jar with bee. To Hub. Put bee in cylinder. S S. Shoot Karik with drill. S S. Put bee in jar. W. Open jar. W and S to Office. Get welding torch. To Hub.



Force Field

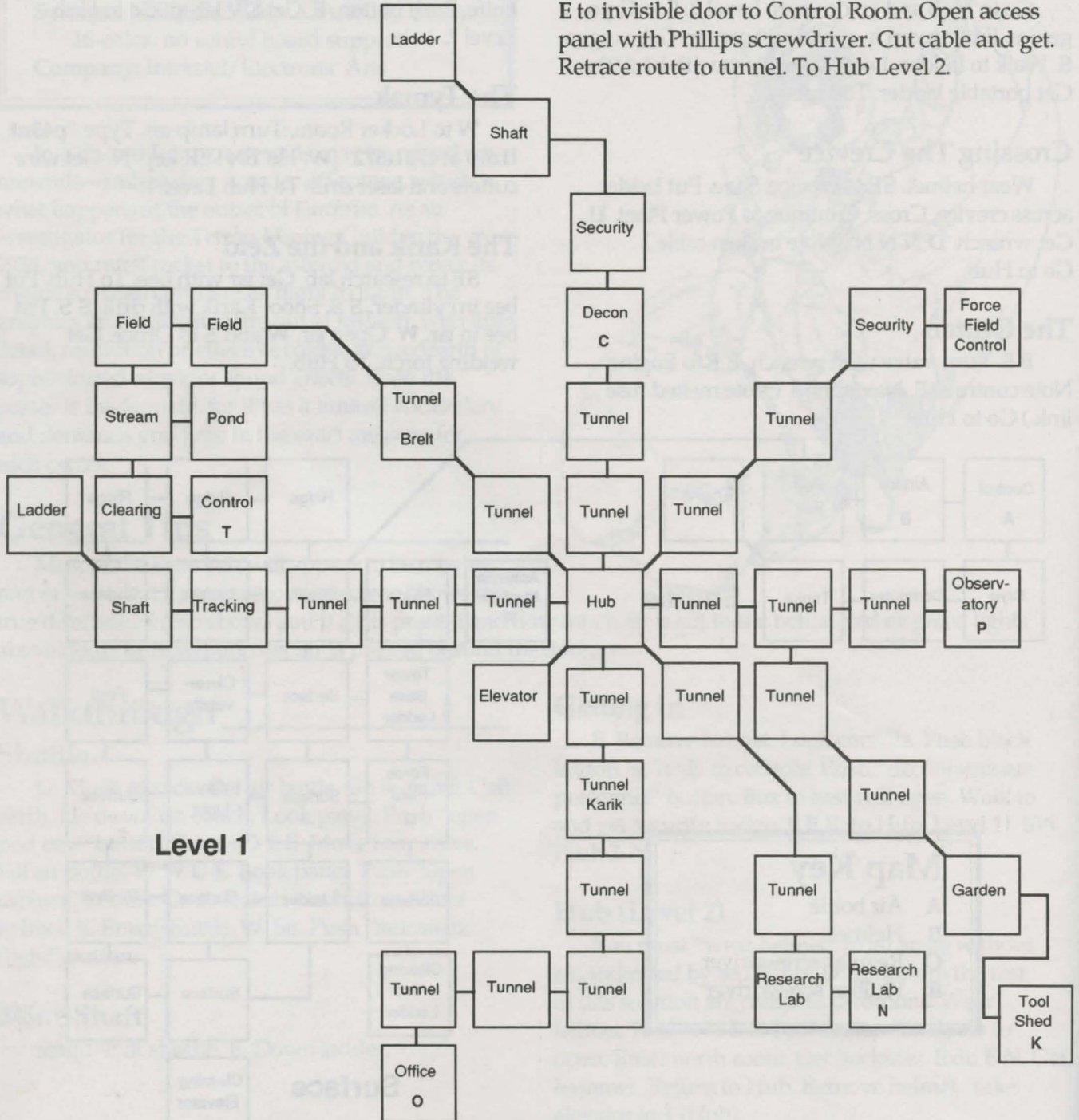
Go E to Observatory. Get field glasses. To Hub. NE to security. "7218 b5l12t3n b4178 th745gh gl19929". Note numbers (R3L1R6L4). Walk to door. "Shoot door with laser". "Fire laser through hole at panel". To Hub. W to ladder. U S. Look spacesuit. Get screwdriver.

The Radio Tower

N to base of tower. U W. Remove screw. E to panel. Push "open." W. Look inside. D. Look box. Enter combination you got from the bulletin board. "Turn dial right or left to #". Open box. Cut wires. U. Get screwdriver. To Hub Level 2.

The Brelt

NE to Gymnasium. Get electromagnet. To Hub Level 1. NW. Turn magnet on. NW to Field. S W S E to invisible door to Control Room. Open access panel with Phillips screwdriver. Cut cable and get. Retrace route to tunnel. To Hub Level 2.



Level 1

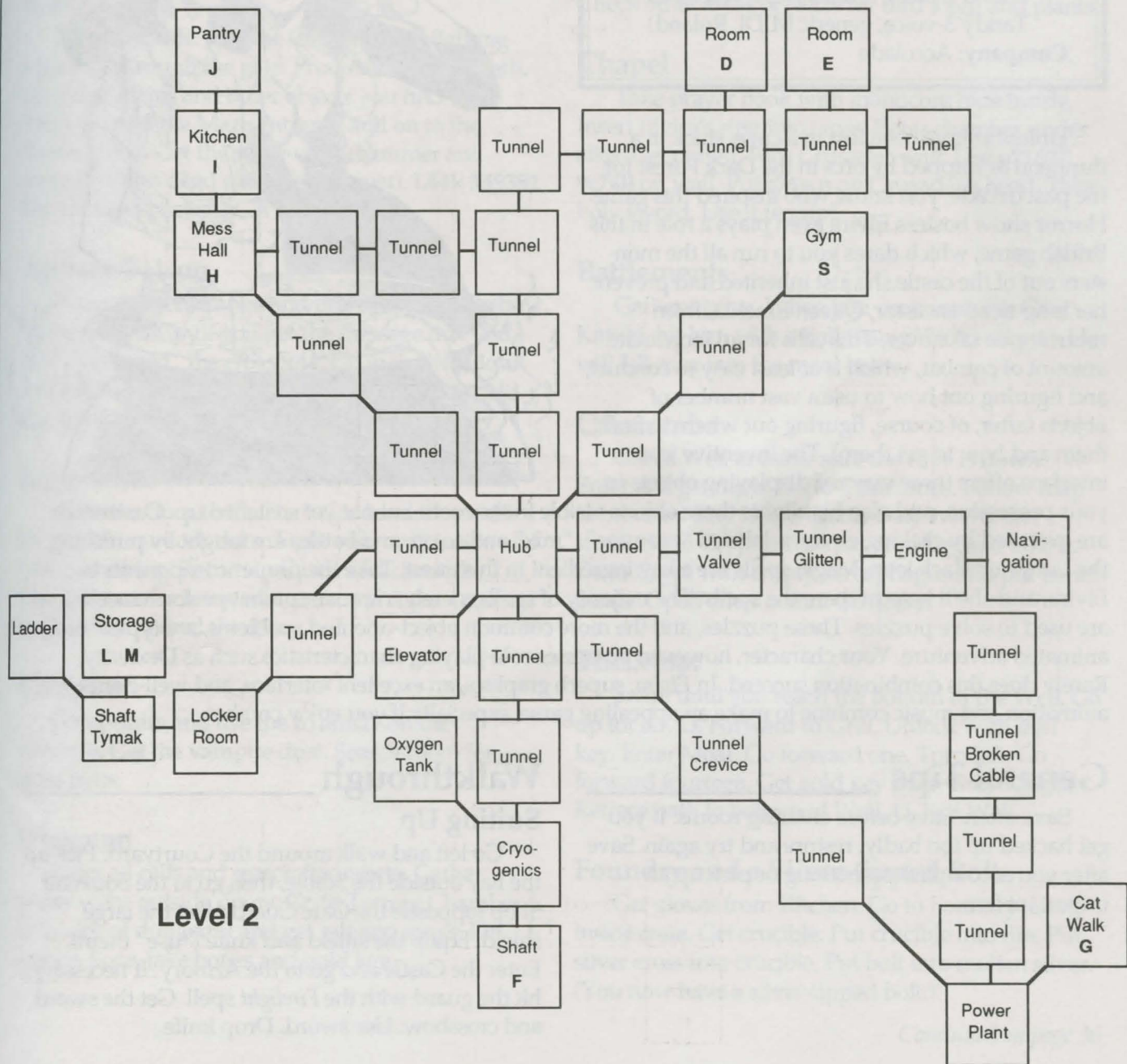
Time to Repair

SE to power plant. N to broken cable. Weld cable. Go to Hub. E to Navigation. Strip cable. Replace link. W to controls. Push button.

Going Home

Go to shuttle. Throw c1k2 at creature. In. Sit. Push return button. Stand. Exit shuttle. Go to communications panel and call earth. Lie down on couch. Push close. Push return. Stand. Down to Cryoroom. Lie down.

Map Key			
C	Security badge	J	Food cylinder
D	Hacksaw	K	UV lamp
E	Hammer	L	Wire cutters
F	Portable ladder	M	Laser drill
G	Wrench	N	Jar with bee
H	Cake	O	Welding torch
I	Knife	P	Field glasses
		S	Electromagnet
		T	Cable



Level 2

ELVIRA MISTRESS OF THE DARK

Type: Horror Role-Playing Adventure

Difficulty: Intermediate

Systems: Amiga, ST (one megabyte),
MSDOS (640K and hard disk required,
mouse and 8+ MHz or faster recom-
mended; EGA, 256-color VGA, Ad Lib,
Sound Blaster, Casio, PC, 3-voice PC,
Tandy 3-voice, generic MIDI, Roland)

Company: Accolade

Unless you've been lost in a cave, stuck in a dungeon or trapped by orcs in the Dark Forest for the past decade, you know who inspired this game. Horror show hostess Elvira even plays a role in this British game, which dares you to run all the monsters out of the castle she just inherited and prevent her long-dead ancestor, Queen Emelda, from returning to take over. This calls for an inordinate amount of combat, which is at least easy to conduct, and figuring out how to use a vast number of objects (after, of course, figuring out where to find them and how to get them). The inventive icon interface offers three ways of displaying objects in your possession, and also highlights those objects visible in the room but not yet snatched up. Commands are executed by clicking on icons labeled "examine", "mix" and so on, and battles are fought by punching the Lunge or Hack icon. Magic spells are a key ingredient in this quest. Take the proper components to Elvira, and she'll help prepare the spells. The majority of spells merely improve combat performance; a few are used to solve puzzles. These puzzles, and the more common object-oriented problems, are typical of an animated adventure. Your character, however, possesses role-playing characteristics such as Dexterity. Rarely does this combination succeed. In *Elvira*, superb graphics, an excellent interface, and well-done animation and music combine to make an appealing game, especially if you enjoy combat.



General Tips

Save often. Save before entering rooms. If you get hacked up too badly, restore and try again. Save after you accomplish something or pick up an important item.

Walkthrough

Suiting Up

Go left and walk around the Courtyard. Pick up the hay outside the Stable, then go to the Souvenir Shop (opposite the Gate Guard). Get the large shield. Equip the shield and knife ("use" them). Enter the Castle and go to the Armory. If necessary, hit the guard with the *Firelight* spell. Get the sword and crossbow. Use sword. Drop knife.

Mixing

Go to the Library and get the spell book. Go down to the Kitchen and give the spell book to Elvira (move it into room). Enter Pantry. Get jar of honey and white wine. Exit. Have Elvira mix up the *Herbal Honey* spell. Use it.

Upstairs

Go upstairs to bedrooms. Search *all* rooms for bolts. Avoid Vampire for now. Get prayer scroll from Bible in Blue Bedroom. Get laudanum from hole in Bathroom wall.

Garden Path

Exit the Castle. Exit the Courtyard by fighting your way through the gate. Proceed along the path, gathering plants and other objects you find (see map). Go past the Maze entrance and on to the Garden Shed. Get the silver cross, hammer and maggots (from dead gardener's throat). **L44k 3n9382 t3n**. Get seed packets. Get small key.

Archery/Falcon

Go to Archery Range and practice with crossbow (use crossbow) until you get the message that you have "mastered" the crossbow. Go to the Meadow and kill the Falcon with the crossbow. Get the gold key, bird's feather and bolt.

Ingredients

Go to the door to the Herb Garden and use the **9m1ll k26** to unlock door. Fight your way inside and take everything. Return to Castle and check the Living Room for ferns, monstera and stake. (You might want to read the diary.)

Vampire

Go upstairs and use the **h1mm27** on the Vampire. Get the vampire dust. Search room for more bolts.

Dungeon

Enter all cells and search for insects. Gather spider webs outside doors. Go to Torture Chamber (in center of dungeon) and get salt and tongs. Lift ring on floor, take bones and gold key.

Kitchen

Go to Kitchen and use **91lt** on cook. Elvira will reappear. Mix *Glowing Pride* spell. Face dumbwaiter. Try to enter. Give spell to Elvira. Get gold key. Mix up as many spells as you can.

Maze

Go to center of Maze. Use *Fire Dagger* spell or crossbow on Maze creatures. (But save at least two bolts for later.) Use *Fire Dagger* spell on Nest. Gather plants along the way. Search Nest for Elvira's ring and anything else the Maze creatures might have stolen from you. Go to Lily Pond and take all items. Check other areas of Maze for bird's egg and plants.

Chapel

Take prayer book with mantichore hide inside. Insert Elvira's ring into cross. Enter chamber under altar. Get crown. Face Crusader wall. Use **p71627 9c74ll** on wall. Put **c74wn** on Crusader's head. Take holy sword. Use it (equip).

Battlements

Gather up ivy. When you encounter the Grey Knight, hit him with a bolt (using the crossbow). He will fall over into the moat below.

Catacombs

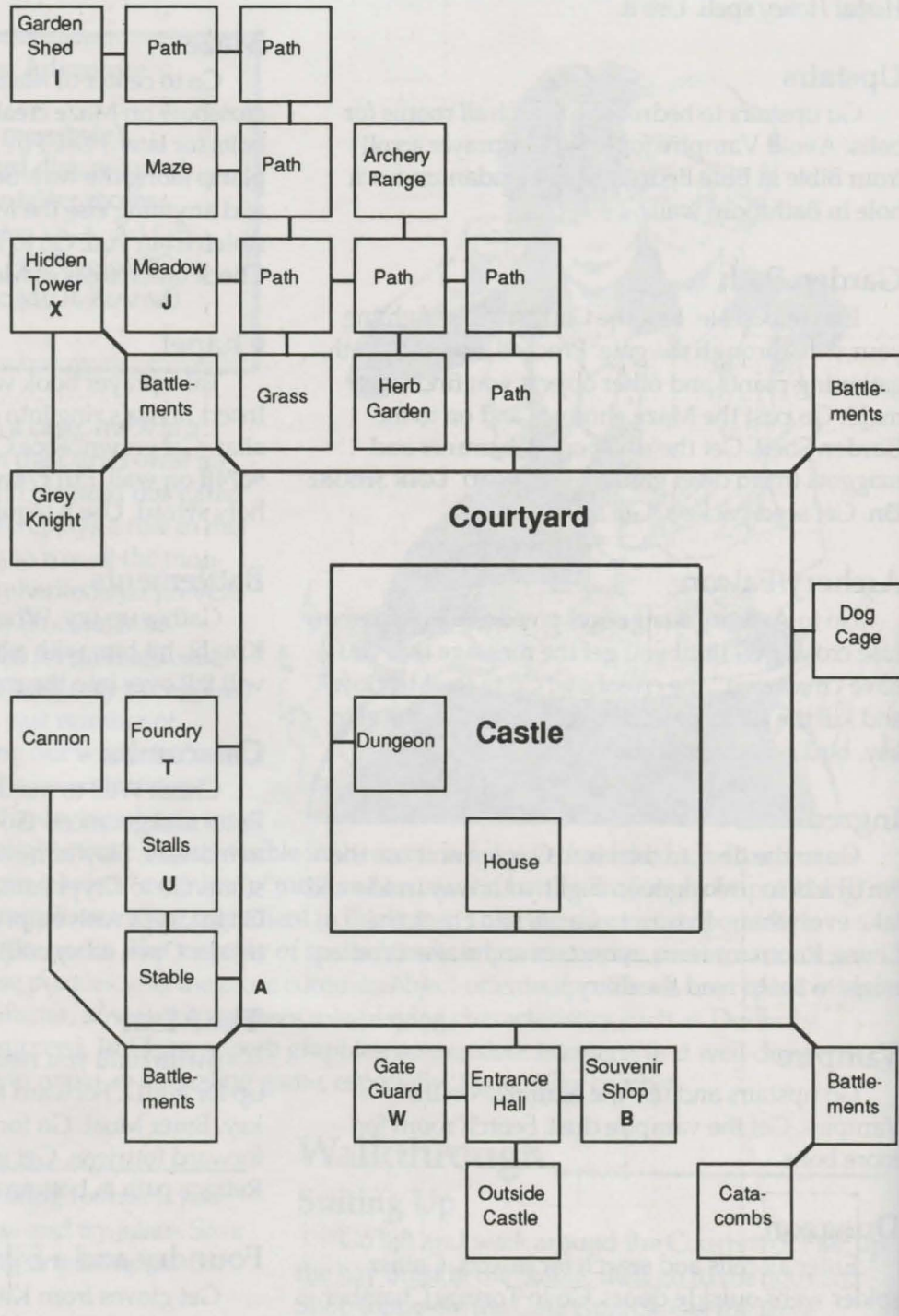
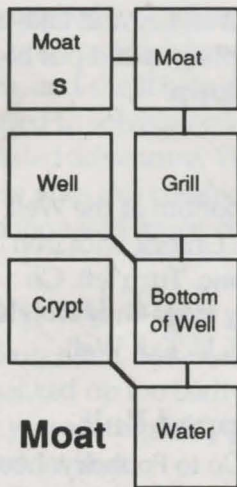
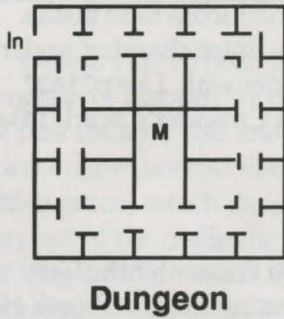
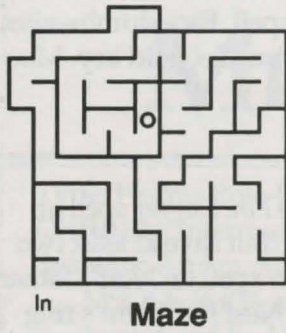
Check Well to make sure the rope is down. Enter and get moss. Go to Catacombs. Follow map to monster. Slay him with the **h4l6 9w478**. Get stone. Go to Crypt containing iron key and take it. Go to Crypt with empty sarcophagus and put bones inside. Open other coffin. Go down.

The Moat

Swim until you reach the bottom of the Well. Go up for air. **D**. Forward to Grill. Unlock with iron key. Enter Moat. Go forward one. Turn left. Go forward fourteen. Get gold key from Grey Knight. Retrace path to bottom of Well. **U**. Exit Well.

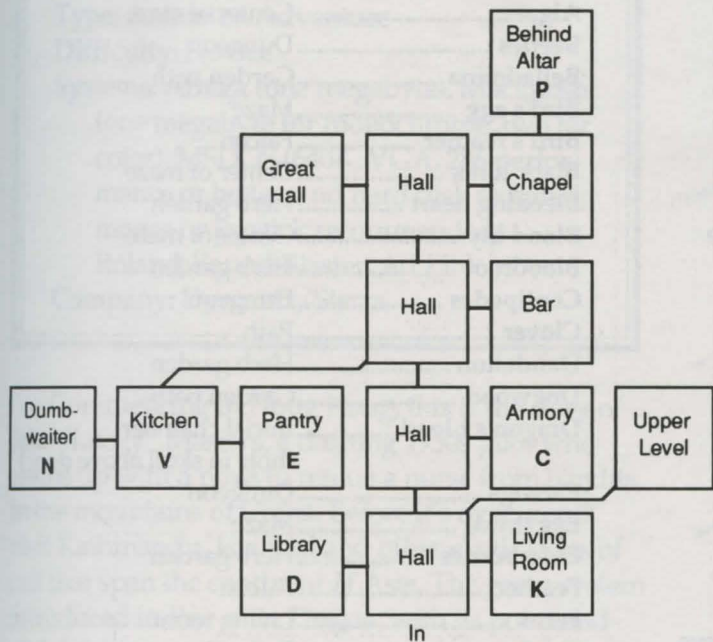
Foundry and a Silver-tipped Bolt

Get gloves from Kitchen. Go to Foundry. Look inside crate. Get crucible. Put crucible into fire. Put silver cross into crucible. Put bolt into molten silver. (You now have a silver-tipped bolt.)

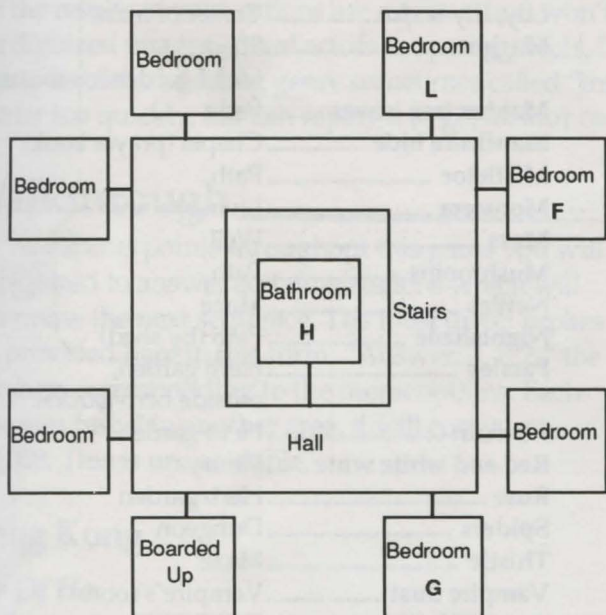


Map Key

- A Hay
- B Shield
- C Sword, crossbow, armor
- D Spell book
- E Honey, wine
- F Bolts
- G Prayer scroll
- H Laudanum
- I Cross, hammer, maggots, small key
- J *Key, feather
- K Stake
- L Vampire dust, bolts
- M *Key, salt, tongs, bones
- N *Key
- O Elvira's ring
- P Holy sword
- Q Monster (stone)
- R Iron key
- S *Key
- T Crucible
- U *Key, horse hair
- V Gloves, coal
- W *Key
- X Dagger, scroll, chest

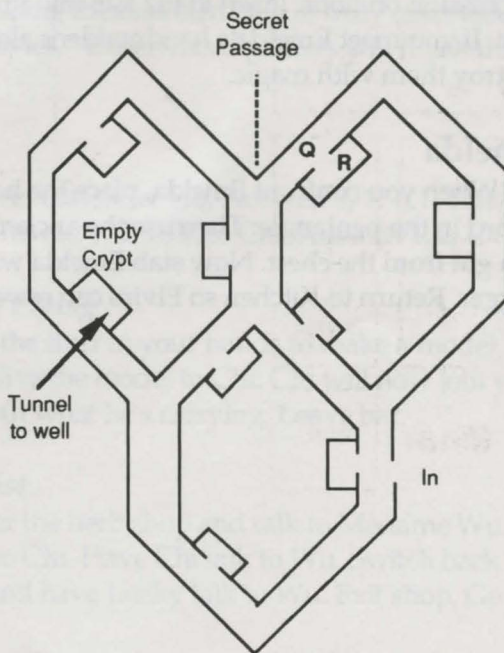


House: Lower Level



House: Upper Level

Catacombs



Werewolf

Go to Stable. Approach man. When he changes into a werewolf, use the silver-tipped bolt on him. Go to last stall. Take ring on wall. Take gold key. Replace ring. Get horse hair.

The Chest

Go to Kitchen. Use tongs to get coal in fire. Immediately go to Tower with the cannon and **l3ght f592 w3th c411**. Enter wrecked Tower. (Note chest.)

The Sixth Key

Go to Armory. Get armor. Consume *Strength* and *Dexterity* potions. Enter Gate Guards' Room. Use magic on captain to weaken him (*Palmight*, *Firelight*). Defeat him. Take bulletin off of bulletin board. Get sixth key.

Opening Chest

Go to wrecked Tower. Open chest by using keys in correct order (examine keys for wording: **P73m59, 92c5n859, T27t359, Q517t59, Q53nt59, 92xt59**). Open chest lid. Look inside. Take dagger and ancient scroll.

Secret Passage

Go to Catacombs. Consume wooden heart. Go to "Y" intersection of passages and look for stone impression on floor. Insert **9t4n2 k26** into impression. If you meet Emelda's handmaidens along way, destroy them with magic.

Emelda

When you confront Emelda, place the holy sword in the pentangle. Then use the ancient scroll you got from the chest. Now stab Emelda with the dagger. Return to Kitchen so Elvira can reward you.

Location of Ingredients

Absinthe	Bar
Aconite	Herb garden
Algae	Center of maze
Beetles	Dungeon
Belladonna	Garden path
Bird's egg	Maze
Bird's feather	Falcon
Black lotus	Center of maze
Bleeding heart	Herb garden
Blood lily	Center of maze
Bloodroot	Herb garden
Centipedes	Dungeon
Clover	Path
Dandelion	Herb garden
Dogwood	Garden path
Dragon's blood	Burial chamber (hole in skull above door)
Earwigs	Dungeon
Egg (bird)	Maze
Elderberries	Herb garden
Feather	Falcon
Ferns	Living room
Firethorn	Path
Flame flower	Path
Hawthorn	Path
Hay	Outside stable
Hellabore	Herb garden
Honey	Pantry
Horse hair	Stable
Ivy	Battlements
Laudanum	Bathroom
Lily, lily leaf	Center of maze
Maggots	Shed (dead gardener's throat)
Maiden tree leaves	Path
Manticore hide	Chapel (prayer book)
Mistletoe	Path
Monstera	Living room
Moss	Well
Mushrooms	Path
Nettles	Maze
Nightshade	Path (by shed)
Parsley	Herb garden, outside herb garden
Plantain	Herb garden
Red and white wine	Pantry
Rose	Herb garden
Spiders	Dungeon
Thistle	Maze
Vampire dust	Vampire's room
Webs	Dungeon
Wine (red and white)	Pantry
Witch hazel	Herb garden

HEART OF CHINA

Type: Animated Adventure

Difficulty: Novice

Systems: Amiga (one megabyte), Macintosh (one megabyte for monochrome, two for color), MSDOS (640K, VGA, 286 performance or better, and hard disk required; mouse or joystick recommended; Roland, Sound Blaster, Ad Lib)

Company: Dynamix/Sierra

Commencing in Hong Kong, this is the story of Jake "Lucky" Masters, a dashing 1930s pilot who teams up with a ninja to rescue a nurse from bandits in the mountains of China. Before it's over, you'll visit Kathmandu, Istanbul and other exotic ports of call that span the continent of Asia. The game system introduced in *Rise of the Dragon*, with its point-and-click interface and graphics created from videotapes of live actors, is harnessed in a story that is more entertaining and better balanced between dialogue and action. Numerous "Meanwhile" scenes, lustrous watercolor-style paintings digitized to serve as backgrounds, and an engaging stereo musical score add to the atmosphere of intrigue, giving this initially Indy-esque story a sense of character and charm all its own. At certain points called "Plot Branches," you are alerted that alternative solutions exist for a situation, but the results of your actions are minimal and won't affect the plot. While some companies are content to use digitized images of real actors as special effects, Dynamix is using them as elements in truly cinematic examples of the budding genre sometimes called "interactive movies." Experienced gamers will finish this one far too quickly, but can replay it to get all four conclusions.

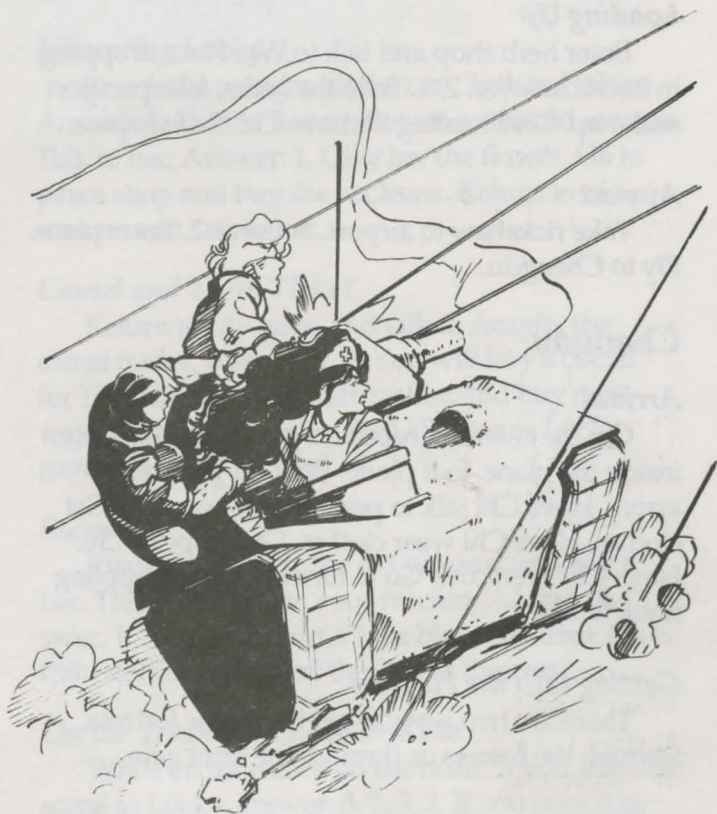
Walkthrough

At various points throughout this game you will be required to answer certain questions which will determine the next sequence. The most direct replies are provided here in this form: "Answer: 3, 1, 2," the numbers corresponding to the menu options. Each time you travel to another area, it will cost you \$20,000. This is unavoidable.

Hong Kong

Bar Of Ho

Leave dock and take rickshaw to town. Pick up the flyer that's blowing around. Enter bar. Exit NW



and talk to bartender Ho. Answer: 3, 1, 1, 1. Talk to goon. Answer: 1, 2. Talk to Chi. Answer: 1, 2, 1.

Fear Of Flying

Put the flyer in your hands to make a model plane. Give the model to Chi. Chi will now join you. Check out what he's carrying. Leave bar.

Herbalist

Enter the herb shop and talk to Madame Wu. Switch to Chi. Have Chi talk to Wu. Switch back to Lucky and have Lucky talk to Wu. Exit shop. Go to dock.

Hot Dung

Have Chi give the prune he's carrying to the sea gull. Switch to Lucky. Have Lucky take the gull dropping. Return to town.

Loading Up

Enter herb shop and talk to Wu. Place dropping in bowl. Answer: 2, 1. Take the herbs, fake passport and map. Give healing herbs to Chi. Exit shop.

Airport

Take rickshaw to airport. Answer: 2. Enter plane. Fly to Chengdu.

Chengdu

Arrival

Get the crowbar, rope and grappling hook from inside the plane. Exit plane. Wait for peasant to arrive. Have Chi talk to peasant. Answer: 2, 3. Get clothes. Have Chi wear clothes. Give rope to Chi. Have Chi lasso cow. Go to fortress. Give grappling hook to Chi.

Getting into the Fortress

There are two ways to get inside the fortress, through the sewers or through the front gate:

Via the Sewers. Go to the side of the fortress and give the crowbar to Chi. When the guard on the wall exits to east, have Chi use crowbar on grate. Enter the sewers. Have Lucky drop lighter. Move forward. Watch for a beam of wood on west wall. Have Chi take beam. Continue forward until you see hole in roof. Get lighter. Have Chi use beam on hole. Now skip down to **Inside the Fortress**.

Via the Front Gate. Have Chi enter main gate with cow. When he gets inside, have him put on ninja mask.

Inside the Fortress

Go to gatehouse. Get brass key. Enter palace. Go west to dining room and get rice wine. Go west to kitchen. Get both chickens. Pour wine into dog's bowl. (Note hole in floor, where you would have entered from the sewers via the grate.) Enter cook's bedroom and get butcher knife. Open door. Enter main hall. Check out Kate. (If Chi entered through the gate, he must now go to the fortress wall to pick up Lucky by attaching the rope to the hook and

throwing the hook over the wall.) Either way, you now proceed to **Fire Alarm**.

Fire Alarm

Go to gatehouse. Go to palace. Wait till guard exits west. Go to dining room. Knock over lamp. Go to kitchen, cook's bedroom, main hall. Bar door shut (click on right side). Have Lucky hold his gun. Shoot either cobra. Get Kate. Go N to balcony. Get cord off of drape and attach to railing.

Tank

Go to tank garage. Enter tank. Put key from gatehouse in key hole. Turn key. Press starter button. Play arcade sequence, or skip it and go to plane. Fly to Kathmandu.

Kathmandu: Freezing to Death

Talk to Ama. Answer: 2, 1, 3. Enter plane. Get blanket and tarp. Exit plane. Put blanket on Kate. Erect tarp. Give medicinal herbs and healing herbs to Kate.

Kathmandu

Ama's Hut

Talk sequence. Answer: 2, 2, 3. Exit Ama's hut.

Telegraph Office

Enter and talk to Nalini. Send telegraph to Lomax.

Junkyard

Enter. Get the cigar box. Talk to Kubla. Answer: 3, 1. Get siphoning hose. Leave.

Tavern

Go to tavern and talk to Bijaya, the bartender. Answer: 2, 1. Talk to Sardar. Answer: 1, 2. Exit.

The Lama

Visit the Lama. To his disciple, answer: 3. Talk to the Lama. Answer: 3, then 1 or 2. The Lama will pray. Exit Sanctuary.

Bojon

You can go see Bojon if you wish. Antagonize him, and he'll put Lucky in jail. Chi will escape. Have Chi talk to Ama. She will see that Lucky is freed.

Kate

Check up on Kate at Ama’s and see how she’s doing. Answer: 1, 3. Exit.

Next Day

At some random point you will be bopped on the head, or engage in a drinking contest with Ama. You might even end the day uneventfully. In any event you’ll lose a day.

Sanctuary

Return and talk to the Lama.

Tavern

Return to tavern and talk to Sardar again. Answer: 1, 3. Give your gun to Sardar. (Alternate approach: tell Kubla to remain with parents. Answer: 2, 2. Go to Ama. Kubla will be there. Put the chopsticks on the cigar box, put the coins on the cigar box. Now, give the toy cart to Kubla. Return to junkyard and read note.

Istanbul

Istanbul Airport

Talk to the mechanic. Exit the airport. Chi will remain behind. Exit city gates to Main Street. Go E to Side Street and have Lucky enter the British Officers Club.

Officers Club

For fun, you can save the game, have Lucky talk to Hoji, the bartender, and buy drinks until drunk. Then use the phone to call Lomax. To get on with the game, restore and tell Hoji you would like to use the phone. Call Lomax while sober. Answer: 2, 2, 1.

Arrested

After leaving the Officers Club, you will be arrested and taken to Nabob’s palace. Have Kate enter the pawn shop and talk to Kasim. Sell locket. Answer: 1, 3, 1. This will get you 75 shekels.

Shell Game

Save. Play the shell game until you have at least 200 shekels. Each time you win, exit the shell game and save. Restore if you lose. (You can also continue to play until you have broken the bank.)

Palace

Head for the palace and talk to the guard. Go to the side of the palace and talk to the old woman. Note the barred window (too high to reach). Exit and return to city gates.

Liberating Lucky

Knock the oranges off the cart. Talk to Hakim. Answer: 1. Get the flower. Return to the old woman. Talk to her. Answer: 1. Give her the flower. Go to pawn shop and buy the hacksaw. Return to old woman and talk to her.

Camel and Train Ticket

Return to city gates and talk to Acayib, the camel trader. Answer: 2, 2. You will buy a camel for 100 shekels. Go to train station and buy one-way ticket to Paris using the U.S. money Lucky gave you.

Escape

Return to Almira, the old woman, and talk to her. This will result in your rescuing Lucky. Answer: 1, 1. Go to airport. Plane blows up. Exit. Go to train station and board the Orient Express.

On the Train: As Lucky or Kate

While on train click on the heart. If you play the scene as Lucky, answer: 3, 2, 3, 2. If you play it as Kate, answer: 1, 3, 3. Assuming you’ve done everything correctly (especially talking to Kate on the train and dealing with Lomax), you’ll get the best conclusion, in which Lucky gets his check, marries Kate and Chi lives. There are several others.

Location of Key Objects

Honk Kong	Flyer
Dock	Gull, gull dropping
Herb Shop	Healing herbs, medicinal herbs, fake passport, map of fortress
Plane	Crowbar, rope, hook, blanket, tarp
Outside Fortress	Clothes, cow
Tunnel under Fortress	Beam
Gatehouse	Brass key
Dining Room	Rice wine
Kitchen	Chickens
Cook’s Bedroom	Butcher knife
Balcony outside	
Main Hall	Cord
Junkyard	Cigar box, siphoning hose
Istanbul Gates	Flower, camel
Pawn Shop	Hacksaw, 75 shekels
Train Station	Ticket to Paris

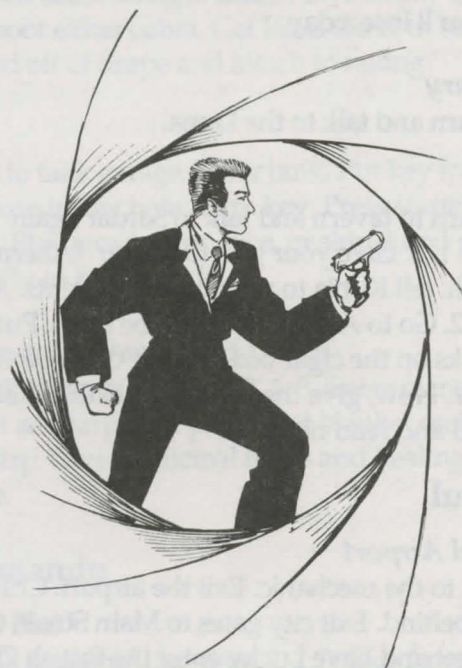
JAMES BOND THE STEALTH AFFAIR

Type: Animated Adventure

Difficulty: Intermediate

Systems: Amiga, ST (512K), MSDOS (512K; CGA, EGA, Tandy, MCGA and 256-color VGA; Ad Lib, Roland and Sound Blaster; mouse and hard disk supported and recommended)

Company: Delphine/Interplay/U. S. Gold (ST version)



A "technological sequel" to *Future Wars*, this French spy story was modified to feature James Bond when it was imported to the USA. (In the ST version, Bond doesn't play a role: the original European program, not Interplay's version, is distributed in this country by another company.) It employs the same clever interface, in which menus pop up on the screen, so you can play solely with the mouse; convenient keyboard shortcuts also come in handy. The plot challenges you, as Bond, to recover stolen plans for a Stealth bomber, a mission that takes you around the world.

It's not as humorous but more involved than *Future Wars*. Many of the puzzles are based on interactive graphics that require you to click on objects in the pictures. The pictures were improved, so you don't have to struggle as much to find the correct place to click on things. Graphics take on a more cartoony look than the elegant style of *Future Wars*, and the sound effects and music are outstanding on all versions.

General Tips

In addition to the traditional and enjoyable role-playing puzzles and exploration, *Stealth* uses frustrating arcade sequences interspersed with animated cut scenes. Save your game before every animated sequence. you can accelerate ("+"), or decelerate ("-") the action to make the arcade sequences easier to complete. Save the game often, and label the saved files intelligibly.

Walkthrough

Getting past the Guard

Examine newspaper box. Examine coin return

slot. Use coin on coin slot. Examine newspaper, noting which country is making peace talks (G27m1n6). Enter bathroom.

In First Bathroom

Enter stall. Operate briefcase. Take American passport. Examine American passport. Take currency (in passport). Take pen. Examine calculator. Take unused passport. Use unused passport on opening of passport falsifier. Select nationality on falsifier to G27m1n6. Operate enter button. Operate briefcase. Return to lobby. Use new passport on customs official.

Getting the Baggage, Leaving the Airport

Speak to welcome hostess. Examine telegram she gives you. (Note name and flight). **W**. Use airline ticket on guard. **W** to baggage claim. Examine bags until you find Martinez' bag. Take the bag **E** to bathroom.

The Second Bathroom

Enter stall. Operate baggage. Examine razor. Operate razor. Exit stall. Use electric cable on electric socket. Use **b1gg1g2** on **b3n**. Exit bathroom. **W**. Use new passport on customs official. **W** to taxi sign. Wait and enter taxi.

Downtown

W. Enter bank. Use currency on bank clerk (twice). Exit. **E**. Use coins on florist. Take red carnation. Use red carnation on James. Go to park. Sit on bench. Wait until you are given the key. **E**. Enter bank. Use card and key on bank clerk. Go to vault. Use key on safe 2475. Take little box. Examine envelope. Take envelope.

Escaping the Cave

Examine the ground. Operate ground. Use ropes on piece of metal. Examine rock wall until you feel a fresh breeze. Operate pickaxe at different points on east wall until you notice it having an effect, and repeat until you have cleared a passage. Exit cave. Save game. Complete arcade sequence to return to land. (Come up for air before you suffocate halfway through the third screen.)

Back on Land

Go to the beach. Speak to the man twice. Use coins on man. Go to hotel lobby. Speak to the receptionist. Take stairs to top floor, last door at the end of the hall. Operate door.

Escaping a Deep Six

While on the boat, operate bracelet. When you reach the bottom of the sea, save. Operate bracelet. Swim next to girl. Operate girl. Swim for surface.

Searching the Palace

After negotiating the arcade maze, operate hall door. Examine statue. Operate statue's arm. Use little box on safe door. Operate validation button. Operate up and down buttons, watching little box to tell

which numbers are part of the combination and the order they're in. Once you have the correct number for the column, operate lock combination to proceed to the next column. After entering last number, operate validation button. Take little box. Operate lock combination. Examine envelope. Take envelope.

Boat Chase

Save. Avoid rocks until you're beside bad guy, then crash into him. In second arcade sequence, avoid bad guys until you reach the sub.

Deep Sea Diving

Follow small schools of fish to get across screens safely. On sea floor, examine seaweed. Move close and operate **921w228**. **E E E**. Examine palm tree. Operate tree. Operate button. Enter tunnel. Operate porthole.

Escaping the Cage

After everyone leaves, use pen on lock. Use watch on wall twice (once for the left wall, once for the far right wall). Climb across line until in front of grill. Operate grill.

Getting Past the Bathroom Soldier

After the mazes, operate soldier. Take clothes, boots, laces, napkin. Examine sink. Take glass. Use laces on soldier. Use napkin on soldier.

Getting Past the Thumbprint I. D.

Go to the storage room. Operate and examine all drawers. Take blank stamp and laces. Use laces on James. Go to quarters. Examine clothes. Take mission instructions. Operate garbage disposal. Take lifeboat. Go to northeast corridor (officer will send you to get a glass of water). Return to quarters. Use **g1199** on **f45nt13n**. Go to officer's station. Use **f5ll g1199** on **4ff3c27**. While he's **873nk3ng**, take stamp on desk. Return to quarters. Use stamp on ink pad. Use inked stamp on mission instruction. Return to northeast corridor. Examine thumbprint I.D. Operate cigarette case. Examine cigarettes. Operate cigarette with **b152 73ng**. Use **c3g172tt2 p1p27** on **g1199**. Use fingerprint on fingerprint I.D.

The Guard behind the Glass

N N. Use authorized mission on mailbox. **N**.

Map Key

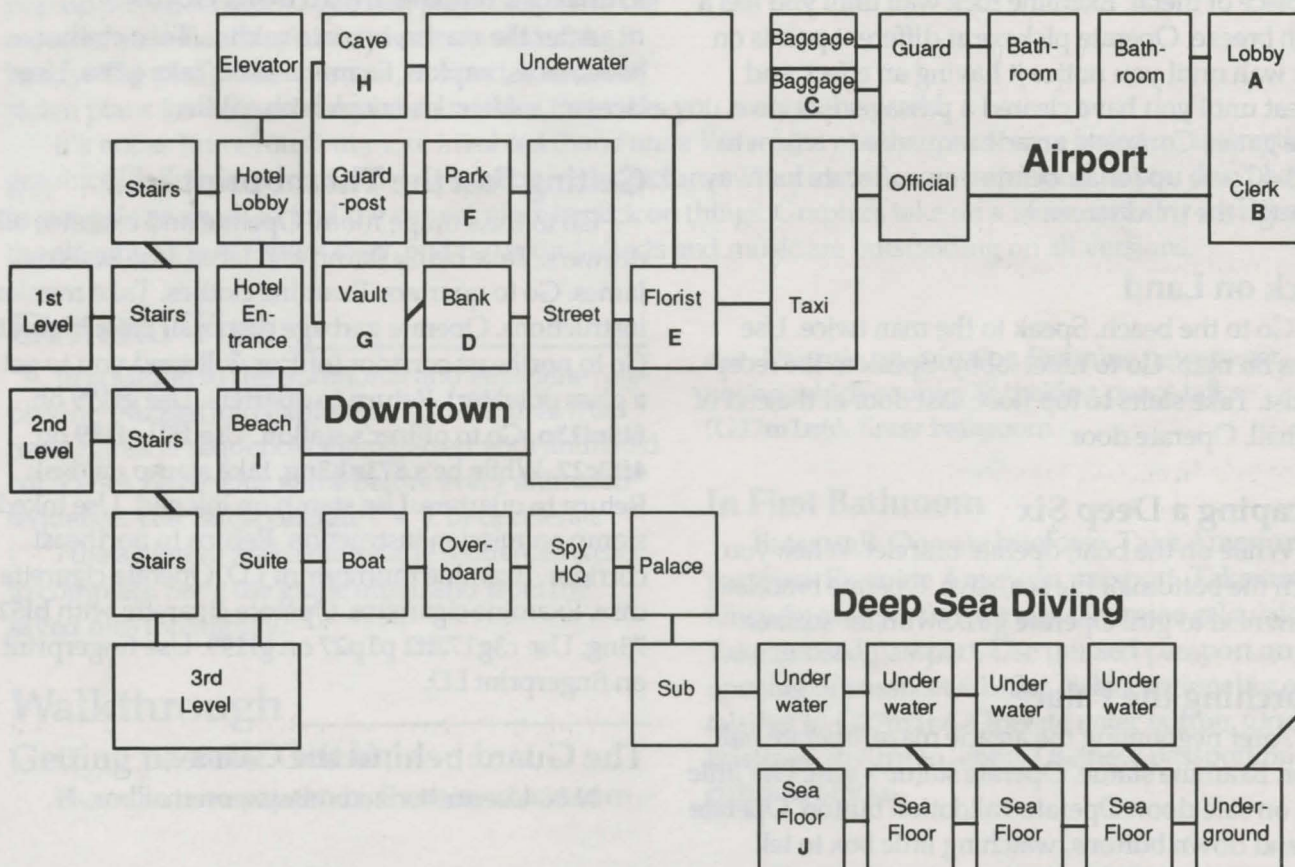
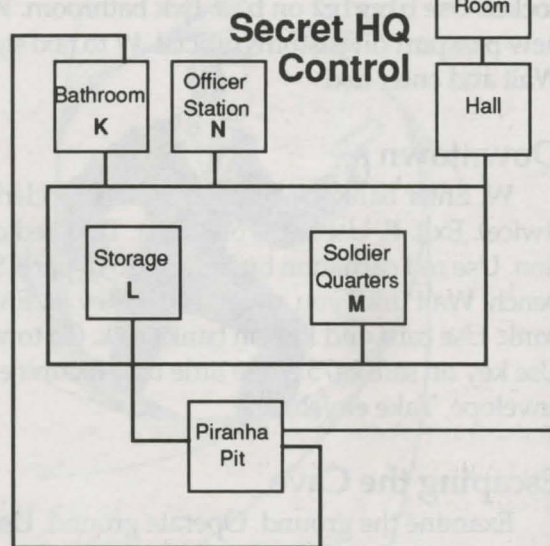
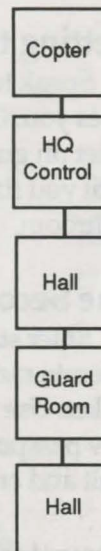
- A Coin
- B Telegram
- C Baggage, razor, razor cable
- D Coins
- E Red carnation
- F Key, card
- G Little box
- H Pickaxe
- I Bracelet
- J Elastic band
- K Clothes, boots, laces, glass, napkin
- L Laces, blank stamp
- M Mission instructions, lifeboat
- N Validation stamp

Endgame

Use electric cable on electric plug. Operate razor. Use razor on t719hc1n. N. After island surfaces and razor speaks, use c3g172tt2 with 728 73ng on c4mp5t27. Operate Otto. Use compact disc on CD player. N.

Endgame II

Use 2i19t3c b1n8 on bomb. When falling, operate lifeboat.



KING'S QUEST V

ABSENCE MAKES THE HEART GO YONDER

Type: Animated Adventure

Difficulty: Advanced

Systems: Amiga (one megabyte), MSDOS (640K and 286 or 386 required, with at least two floppy drives; hard disk recommended, mouse and joystick optional; Ad Lib, Roland, Sound Blaster, Game Blaster)

Company: Sierra



After a long rest, King Graham once again stars in the series that launched the era of animated adventuring. This time he is up against the evil wizard Murdock, who has magically absconded with Graham's entire castle, where his family just happened to be at the time. Elves, princesses, bears and all the fairy tale-type characters for which Roberta Williams' games are so well known once again populate the land of Daventry, which is illustrated with 256-color VGA graphics for the first time. This also marks the first Sierra quest that lacks a parser; an icon bar is accessed to execute all commands. The puzzles and story are not as polished as the graphics, music and new game system, but this is still a must-quest for everyone who gives a hoot about Daventry and King Graham!

Walkthrough

Around Town

Sorcerer's House and the Prince

Walk to the Prince. Talk to the Prince, then walk to town.

Town

Walk up to the man fixing the wagon and talk to him. Then enter the tailor shop. Return to the street. Take the coin. Look in the **b1772l** and take the **f39h**. Walk to the bakery. Enter and buy a pie. Walk to the beehive.

Beehive

Throw **f39h** to the bear and walk to the tree. Take the honeycomb, then take the stick and walk to the anthill.

Anthill

Throw stick at the dog, then walk to the inn.

Inn

Walk to the haystack on the west side of the inn and search it. The ants will come and help. Take the golden needle and walk to the beehive.

In the Desert

To the First Oasis

From the beehive, walk to Oasis Three, which is five locations to the west. Drink. (You can walk through seven or eight desert locations before dying of thirst.)

Oasis Three

Take water and walk to the shoe (two W and one S). Take shoe and walk to Oasis Two (three W).

Oasis Two

Take water and walk to Oasis One (two E and three N).

Oasis One

Take water. Hide behind the rocks. (Watch how bandits enter the temple.) Walk to Oasis Two (three S and two W).

Oasis Two

Take water and walk to the Bandit Camp (three S and one W).

Bandit Camp

Take water, enter small tent and take staff. Leave tent and walk to Oasis Two (one E and three N).

Oasis Two

Take water and walk to Oasis One. Take water and walk N to temple. Save. Use staff to enter.

Temple

Ignore treasure and look next to the door. Quickly take bottle and coin, then leave temple. (Restore saved game if you get trapped inside.) Walk S to Oasis One.

Oasis One

Take water, then walk E eight locations to the Gypsy.

Back to Town

Gypsy

Walk up to the man. Give him the g418 c43n, then enter the gypsy wagon.

Inside the Wagon

Get the amulet and leave the wagon. Go to the Warning Sign.

Warning Sign and Dark Forest

W217 1m5l2t and walk N W E to Dark Forest. Walk N to the Witch's House.

Witch's House

Give b7199 b4ttl2 to the witch. Enter house. Open the trunk on the north wall and take the spinning wheel. Look at the light and take the key. Open the drawer on the west wall and take the pouch. Open the pouch to get the emeralds. Leave the house and go to the tree with the door.

Tree with the Door

Use the key to open the door. Get heart. Walk to the Elves.

Out of the Woods

Throw 2m271l8 on the g745n8. Use h4n26c4mb t4 m1k2 1 9t3ck6 9p4t on the g745n8. Throw another 2m271l8 on the g745n8. Throw another 2m271l8 on the g745n8 (near honey) and the Elf will get caught. Talk to Elf. Follow him. Walk into the Elf hole.

Elf Tunnels

Take shoes and enter the tunnel on the east wall (this will return you to the Warning Sign).

Warning Sign

Walk to the tree with the harp. Give heart to the tree and get the harp. Walk to the gypsy.

Gypsy and Gnome

Take the tambourine (after gypsies have gone) and walk to the gnome. Give the spinning wheel and take the marionette. Walk to the bakery.

Bakery

Stand to the east of the bakery and throw the shoe (from the desert) at the cat chasing a rat. Walk to town.

Town: the Tailor Shop

Give the golden needle to the man and get the cloak. Leave the tailor shop and go to the toy store.

Town: the Toy Store

Give the marionette to the man and get the sled. Leave the toy store and go to the cobbler.

Town: the Cobbler

Give elf shoes to the man and get the hammer. Leave the cobbler and go to the inn.

Town: the Inn

Enter inn and walk up to the man (you get thrown in the cellar).

Inn: the Cellar

Rat chews the ropes. Take the rope and walk to the door. Use the hammer to open the door. Open the door to the kitchen.

Inn: the Kitchen

Open the door to the cabinet on the north wall and take the lamb. Exit through the west door and walk to the snake. Use the **t1mb4573n2** to scare the snake. Walk up the mountain path.

The Mountain Path

Cold, Hungry, Attacked by Wild Animals

When you get cold, wear the cloak. When you get hungry, eat the leg of lamb (once only). Walk up the mountain path until you come to a chasm. Throw the rope to the rock outcropping. Climb the rope. Look at the waterfall, and you will see rocks that can be crossed. Use the hand icon to jump across rocks. Cross logs using the travel icon. Continue up the path.

The wolves take Cedric. You will come to a short hill after the spot where the wolves took Cedric. Use the sled to slide down the path and across a narrow path. After walking up the path, you will find a hungry eagle. Give **l1mb** to eagle. Continue down the path. The wolves take you to Queen Iceabella.

Queen Iceabella and the Yeti

Pl16 h17p. Queen Iceabella tells you to kill the yeti. The wolf will take you to the yeti cave. Walk up to the yeti cave and **th74w** the **p32** at the yeti. Yeti dies. Walk to the back of the cave and use the hammer to take the crystal. Return to the wolf. The wolf returns you to Queen Iceabella. Queen Iceabella will release you and Cedric. The wolf will lead you down the mountain.

From where the wolf leaves you, go S. Walk across the ice field to the vertical cliff, and start to climb the rocks. You will be captured by a two-headed bird.

Two-Headed Bird

The bird takes you to its nest. Take the locket. The eagle saves you and drops you on the beach.

The Beach

Take the iron bar. Walk to the N.

Boat

Use beeswax to fix the boat. Get in boat. Sail one location S and four E to Harpies Island.

Harpies Island

Harpies capture you. **Pl16 h17p** for harpies. Take fish hook. Pick up injured Cedric. Take shell (on beach near the boat). Sail boat four W to the boat house.

Boat House and Hermit

Ring ship's bell and give shell to hermit, who heals Cedric. Mermaid leads you to Murdock Island.

Murdock Island

On the Beach

Near the boat, take fish. Walk up the steps. Use **c769t11** to get past the dragon statues. Walk up to the castle. Walk to the west side of the castle and use iron bar to open grate. Enter the dungeon by using the hand icon.

The Dink in the Dungeon

Walk S, then make right turns until you meet Dink. Give **t1mb4573n2** to Dink. Get hairpin. See maze map for route to the exit. Unlock door with hairpin. Open door and enter pantry.

Pantry

Open cabinet on west wall and take peas. Walk N into kitchen.

Kitchen

Talk to girl. Give locket to girl. Talk to girl. Walk E.

First Floor

Do not play organ. Avoid cat. Walk around first floor until you find blue guard (usually in dining room near east wall). Throw **p219** at guard. Look for cat. Throw **f39h** at cat. Put cat in **2mpt6 p219 b1g**. Walk around first floor until you find blue guard again. Guard will capture you and put you in a cell.

Cell

Look into mouse hole. Use **f39h h44k** to get cheese. Girl opens hole in wall. Follow girl through hole into dungeon. Then follow girl back to kitchen. Open door and walk up to Murdock's study (through his bedroom).

Study

Look at book on desk. Note spells in book. Look

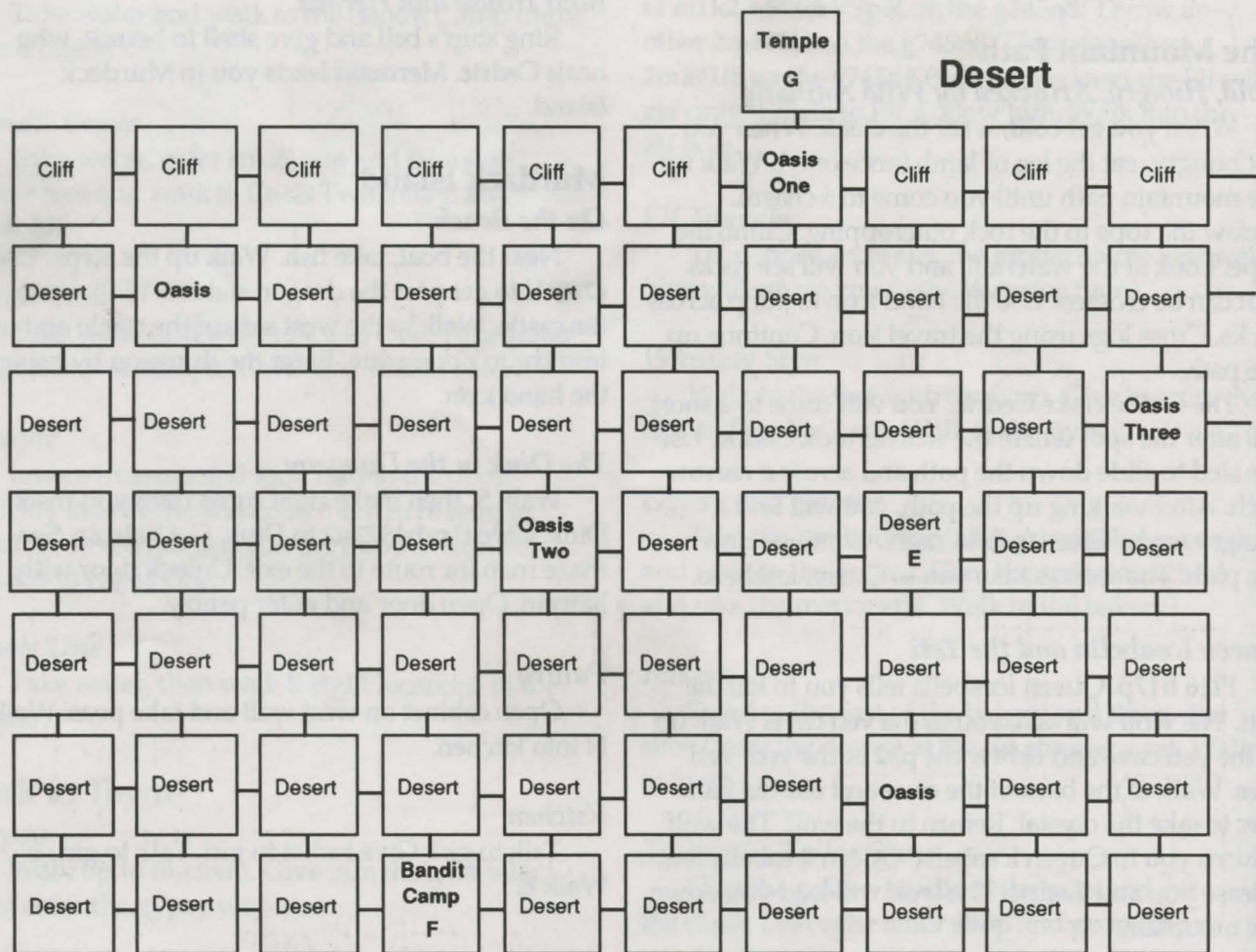
into bedroom. Murdock will go to sleep on bed. Walk into bedroom.

Bedroom

Take wand. Go into lab.

Lab

Walk up spiral staircase to balcony. Walk to east side of balcony. Put Murdock's wand on machine. Put Crispin's wand on machine. Put **ch2292** on machine. Take Crispin's wand. Murdock changes into a flying insect. Use Crispin's wand: select **t3g27** spell. Murdock changes into a dragon. Use Crispin's wand: select **71bb3t** spell. Murdock changes into a cobra. Use Crispin's wand: select **m4ng4492** spell. Murdock changes into fire. Use Crispin's wand: select **713n** spell. Murdock dies, and everyone goes home.

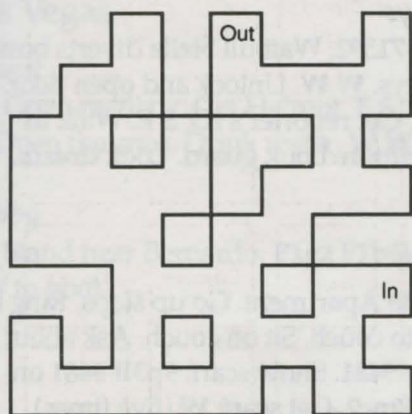
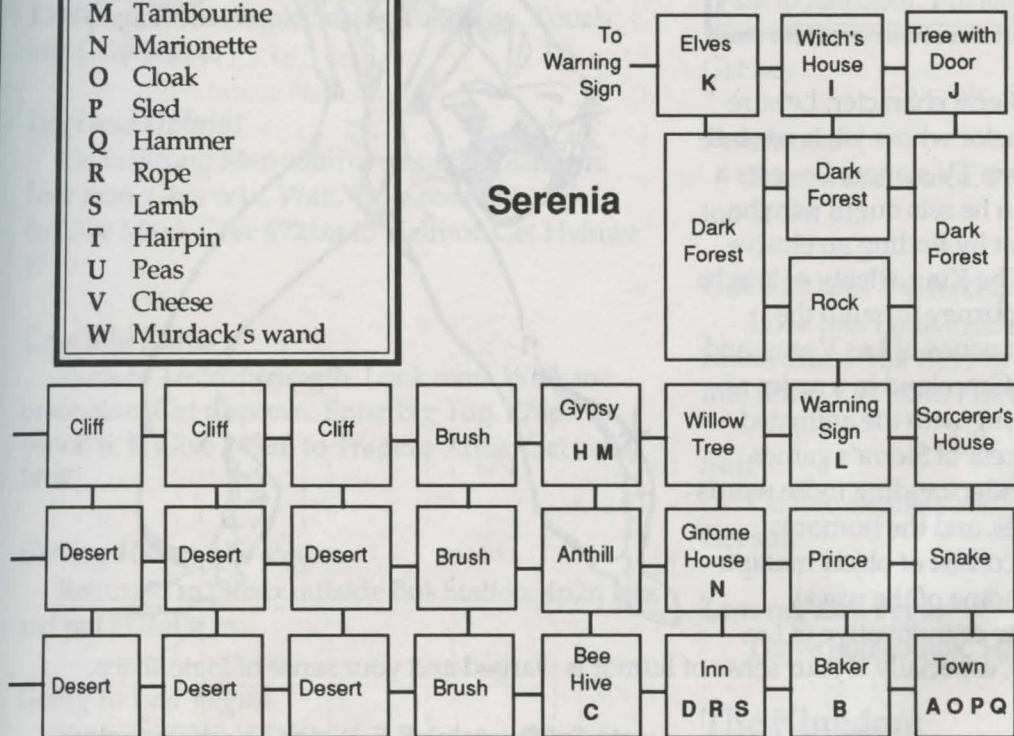


Map Key

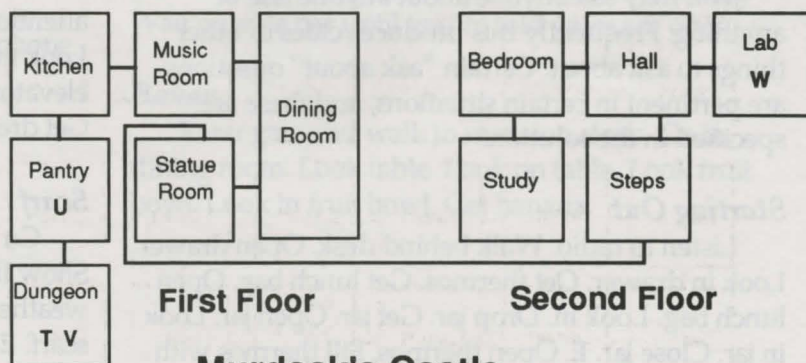
- A Coin, fish
- B Pie
- C Honeycomb, stick
- D Golden needle
- E Shoe
- F Staff
- G Bottle, coin
- H Amulet
- I Spinning wheel, key, pouch, emeralds
- J Heart
- K Shoes
- L Harp
- M Tambourine
- N Marionette
- O Cloak
- P Sled
- Q Hammer
- R Rope
- S Lamb
- T Hairpin
- U Peas
- V Cheese
- W Murdock's wand

Items whose locations are not mapped:

- Crystal (in yeti's cave)
- Locket (in two-headed bird's nest)
- Iron bar (on beach after bird drops you off)
- Fish hook, shell (on Harpies Island)
- Fish (near boat on Murdock Island beach)



Dungeon Maze



Murdock's Castle

LES MANLEY

SEARCH FOR THE KING

Type: Animated Adventure

Difficulty: Intermediate

Systems: Amiga (one megabyte), MSDOS
(640K required, mouse optional; Ad Lib,
CMS, Roland, Casio, "generic MIDI")

Company: Accolade

Les is reminiscent of a Sierra character, Leisure Suit Larry. A bungling bachelor whose job is rewinding videotapes at a small-time TV station, Les gets a shot at fame and glory when he sets out to win the station's promotional contest by finding an elusive rock 'n' roll star known as The King. Plenty of laughs will litter your trail as you journey through the streets of New York, to the casinos of Las Vegas, and on to The King's version of Graceland in a series of full-screen graphics that, along with the animated characters, are also reminiscent of Sierra's games. The parser is far smarter, understanding more words and more complex sentences, and the humor is original. Puzzles primarily consist of object manipulation and interacting with some of the wacky characters. There is little new or innovative in *Les*, but you'll find a lot to enjoy, especially if your sense of humor is warped and your sense of logic sharp.



Walkthrough

New York

In General

You may ask anyone about anyone else or anything. Frequently this produces clues or other things to ask about. Certain "ask about" questions are pertinent in certain situations, and these are specified in the solution.

Starting Out

Listen to radio. Walk behind desk. Open drawer. Look in drawer. Get thermos. Get lunch bag. Open lunch bag. Look in. Drop jar. Get jar. Open jar. Look in jar. Close jar. E. Open thermos. Fill thermos with

water (at fountain). E E. Watch TV. Walk to desk and stand near keys.

Getting the Keys

19k boss for 71392. Wait till Stella diverts boss's attention. Get keys. W W. Unlock and open door. N. Look in toolbox. Get reporter's ID. S E. Walk to elevator. Press button. Look guard. Look dream. Get dream.

Scarf

Go to Outside Apartment. Go up steps. Ring bell. Show ID. Walk to couch. Sit on couch. Ask about weather. Ask for 9481. Show scarf. 9p3ll 9481 on scarf. E. Cl3mb f2nc2. Get scarf. W (five times).

Circus

In General

To enter areas, stand near a person or object and "look man/object." If you get a "not a good spot" message, move around until you find a good spot.

Circus Pass

W. (Outside trailer) Knock on door. Ask for work. S. Get shovel. Work. Drop shovel. N. Knock on door. Talk. Ask for ticket. E.

Madame Zarmooska

Walk near wagon. Look wagon. Walk on steps. K399 Zarmooska. Look candle. Take wax. Touch lizard. Take card.

Luigi and Helmut

Go to Strong Man southwest of the platform. Look man. Give w1x. Wait. Take rosin. N (to Little Man). Give 8721m to Helmut. Get Helmut. W.

Cape and Lions

Walk to Test-o-Strength. Look man. Walk to concession. Get popcorn. Enter Big Top. 874p p4pc47n. E. Give 7493n to Trapeze Artist. Get cape. W W.

Getting Helmut to Vegas

Return to m131b4x outside Bus Station. 4p2n b4x and put H21m5t in.

Going to Las Vegas

Return to Test-o-Strength. Look man. 9t1n8 4n p11tf47m.

Las Vegas

Desert

Open mailbox. Get Helmut. E S. Answer phone. N. Open thermos. Drink water. W W N.

Lobby

Stand near Bernardo. P1g2 F1b51459. NW to pool.

Pool

W. Sit on lounge. Look woman. Wait. Get sunglasses.

Typical Room

E E E E to elevator. Enter. Press button. E N.

Bathroom

Look sink. Get floss. Exit bathroom. Look sign. Get sign. Turn sign over. Look sign.

Skeleton Key and Maid

Go near cart. Look cart. 93t on b28. Wait. Stand. Walk to hall door. Put sign on door. Walk near cart. Wait till the maid turns her back while making bed. Get key.

Penthouse

Return to elevator. Press button. W, then N to top of hot tub.

Hot Tub and the Receipt

Look tub. Look inside tub. Look drain. Look inside drain. T32 f1499 to Helmut. L4w27 Helmut into drain. Get 82nt11 f1499.

Suit

Go into cleaners and give receipt to Susie. Get suit.

Leaving Las Vegas

Leave hotel. Look. H3tchh3k2.

The Kingdom

Closed Gate

S. Walk to building in northeast corner. Bump into building and walk E until you're outside Red's Bar. Enter phone booth. Wear suit. Enter bar. Sing. Wait outside bar until you're told gates are open.

Banana

Enter gate and walk to mansion steps. Go to dining room. Look table. Look on table. Look fruit bowl. Look in fruit bowl. Get banana.

Secret Passage

Go upstairs to bedroom. Walk E to wall. Open **b57215**. Look in. Press button. Wait. **9l382 84wn p412**. Wait. Release **p412**.

Kitchen

Walk to east side of counter. Open counter. Walk inside and go to east side. Look under counter. Get bread. Peel banana. Make sandwich. Exit through door to dining room.

Alarm

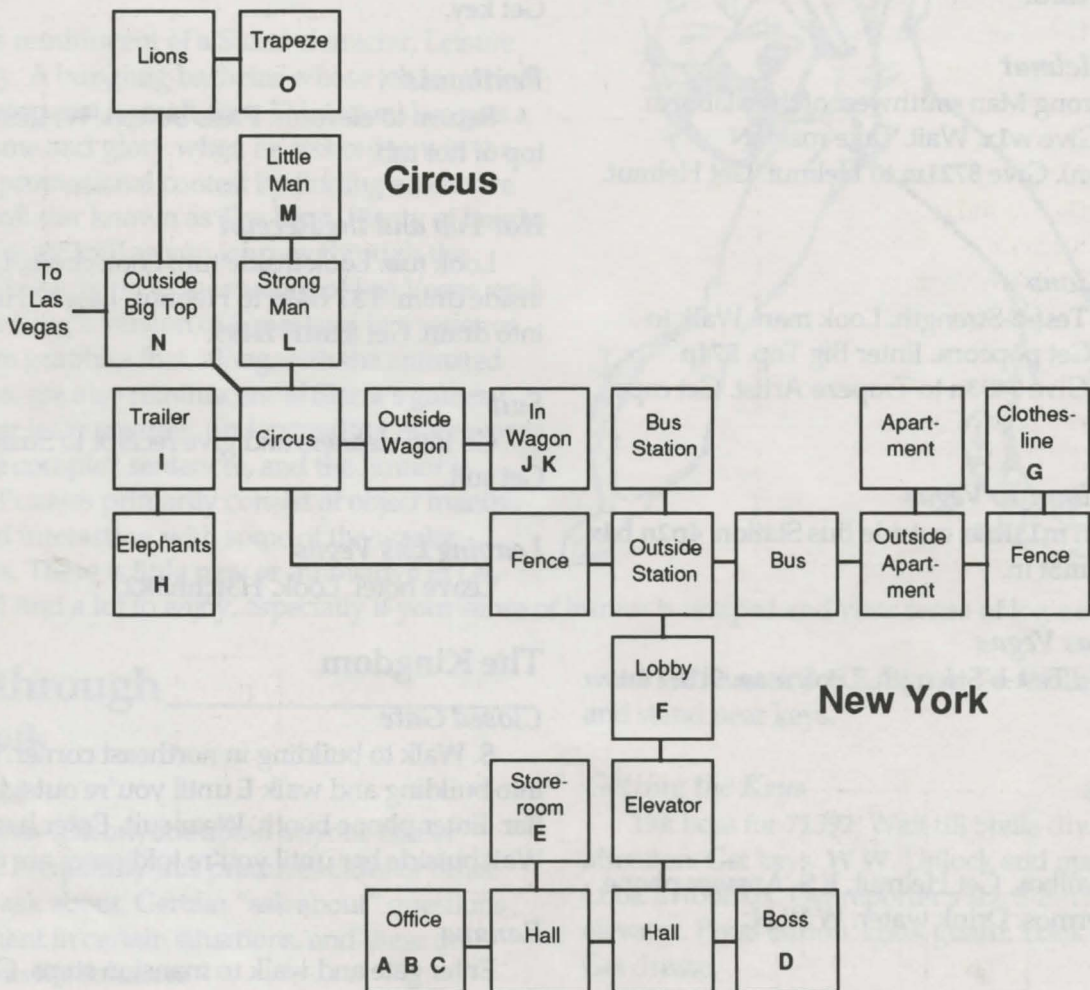
Stand on bearskin rug. Look inside mouth. Put **H2lm5t** in **m45th**.

Trophy Room

Walk behind rope. Get guitar. Look guitar. Fix guitar with **fl499**. Look case. Get microphone.

Last Act

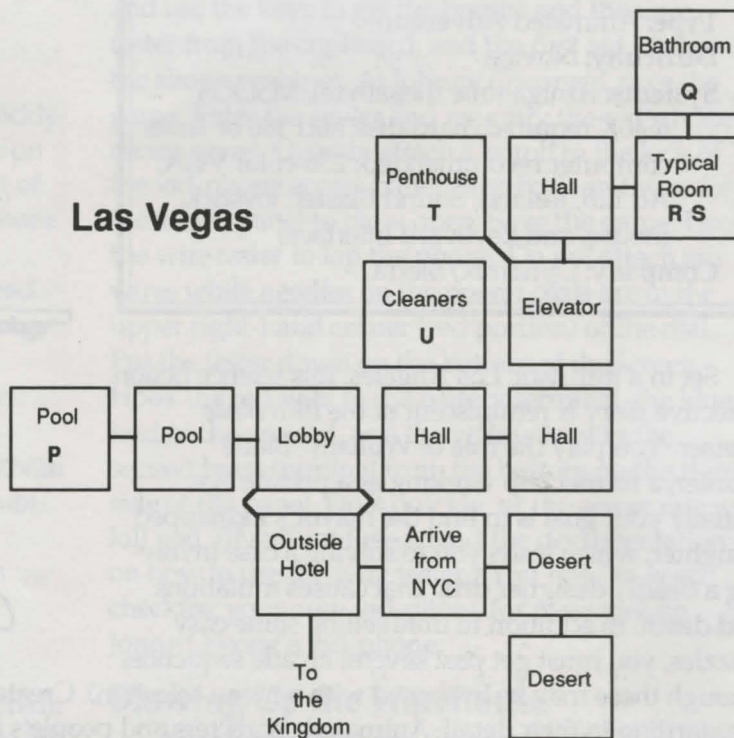
Return to Red's Bar and go inside. Sing. Sit back and watch the show.



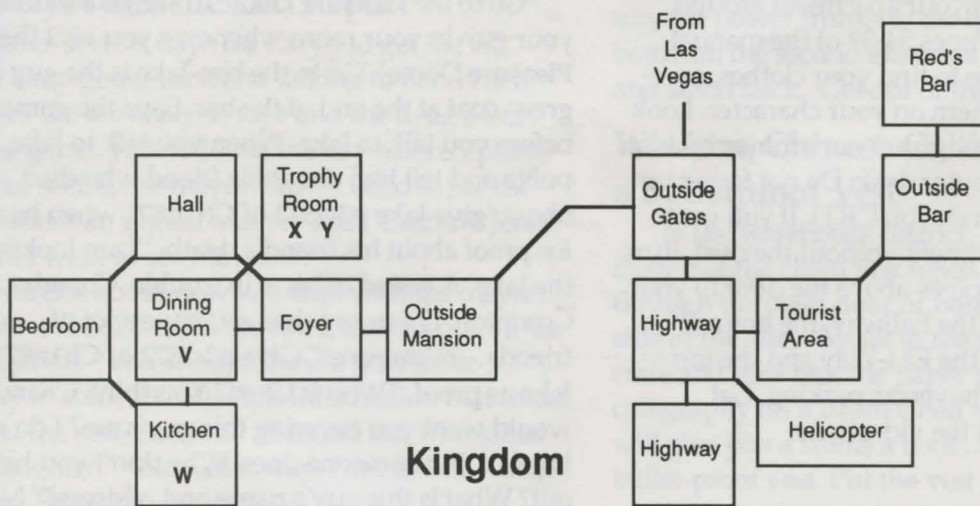
Map Key

- A Lunch bag
- B Jar of peanut butter
- C Thermos
- D Keys
- E Reporter's ID
- F Dream
- G Scarf
- H Shovel
- I Ticket
- J Wax
- K Resurrection card
- L Rosin
- M Helmut
- N Popcorn
- O Cape
- P Sunglasses
- Q Dental floss
- R Sign
- S Skeleton key
- T Receipt
- U White suit
- V Banana
- W Loaf of bread
- X Guitar
- Y Microphone

Las Vegas



Kingdom



RISE OF THE DRAGON

Type: Animated Adventure

Difficulty: Novice

Systems: Amiga (one megabyte), MSDOS (640K required, hard disk and 386 or faster computer recommended; 256-color VGA; Ad Lib, Roland, Sound Blaster; joystick, mouse, and keyboard interface)

Company: Dynamix/Sierra

Set in a futuristic Los Angeles, this science fiction detective story is reminiscent of the film *Blade Runner*. You play the role of William "Blade" Hunter, a former cop working as a private eye. Initially your goal is to find the mayor's kidnapped daughter, which leads you to solving a case involving a deadly designer drug that causes mutations and death. In addition to unravelling some easy puzzles, you must get past several arcade sequences (though these may be bypassed with a menu selection). Created by digitizing hand-painted art, the graphics are startling in their detail. Animated characters and people's faces are equally impressive, and the music is also top-notch. The interface employs a cursor that changes shape to reflect the nature of the object over which it is moved, and many items can be examined and used by clicking on them. While the story and graphics are superb, this is an easy game that is over too quickly for experienced adventurers.



Walkthrough

Getting out of the House in the Morning

You find yourself in your apartment around noon on July 31, 2053. Pages 34-39 of the manual give the basics on where to find your clothes, overcoat and gun and put them on your character. Look under the pillow for your gun. Your ammo clip is on the left side of the computer desk. Do not forget to take your ID card (from slot on CRT). If you get locked out of your apartment without the card, turn the steam valve on the pipes above the door to your apartment and wait. In the hallway, the bottom elevator button goes to the EM-Way and the top button goes to the roof hovercar parking. Get Chandra's picture from the vid-phone.

Jake

Go to the Pleasure Dome to see Jake (but leave your gun in your room whenever you visit the Pleasure Dome). Go to the bar. Jake is the guy in the green coat at the end of the bar. Save the game before you talk to Jake. When you talk to Jake, be polite and tell him about his friend who died. Show/give Jake p3ct572 of Ch1n871 when he asks for proof about his friend's death. "I am looking for the Jake. A friend of his is in trouble. Chandra Compton. Let us say that you have a lot of friends...minus one." Give p3ct572 of Ch1n871 to Jake as proof. "Who is Chen? You think Chandra would want you covering this guy's ass? I do not know... But someone does. Why don't you help me out? What is this guy's name and address?" Now that you have made a "friend" of Jake, return to him often without your guns and you can get important

hints and advice. If you make the mistake of checking your gun with Slen and Arreis at the Pleasure Dome, get a claim check for it. Be nice to Slen and Arreis at all times. Give Slen the candy bar when he says, "Nice piece. Be a pity to lose it," and get the claim check.

Chen Lu's

Save game at the entrance to Chen Lu's. Quickly enter the apartment and magnify the vid-phone on the right hand portion of the media wall in front of you. Remove Chen Lu's ID card from the vid-phone and leave the apartment. Save game. Return to Chen's apartment after the police have gone. Read Chen's vid-phone messages. Write down the last four numbers of Chen's gun permit. Search the bathroom carefully. Check the bathroom counter. Push the dragon's right eye. Input the last four numbers from Chen's gun permit (**z274 92v2n 92v2n tw4**, typed in as numbers, not words) as the combination to the safe behind the dragon in Chen's bedroom. Take the drug patch and other objects from the safe.

Karyn at City Hall

Buy roses (use ID card, which doubles as a credit card). Visit Karyn in the hall of records. Go to the left of the alley. Go into city hall after paying homage to the shrine on the left of city hall. Talk to the receptionist. Ask to see Karyn. **G3v2 74929** to Karyn. Give Karyn Chen's ID card and the **875g p1tch**. Ask Karyn to run a lab report. Be nice but firm. Karyn will also give you keys to the cabinet above the sink.

The Mayor and the Lab Report

It takes several days for Karyn to get the lab report. Keep going back and talking to her. When you have the lab analysis tape and the drug patch, save the game. Talk to Jenni, the city hall receptionist, about seeing the mayor. Say: "I need to see the mayor about an urgent matter" and "Dammit Jenni! Tell him I want to see him now!"

Be careful about how you deal with the mayor. Give him the MZT tape. Threaten to walk out on the investigation: "You should show a little more courtesy to someone who has information that could cost you the next election." "I found out who killed your daughter." "No effin' way. I am finished with this crap. Show me the door."

Take the L. A. P. D. pass from the mayor for the armory. Get the rifle from the wall in the police

armory (first hallway to the right behind Deputy Van Halen). Give Van Halen your pass.

Jonny Qwong's Sewer Phone

If you have not done so, go to your apartment and use the keys to get the bombs and the wire tester from the cupboard, and the first aid kit from the shower cabinet. At Johnny Qwong's, save the game. Enter the sewer and magnify the vid-phone access panel. Quickly attach a bomb to the lock of the vid-phone access panel. Step back and wait for the access panel to blow open. Save the game. Use the wire tester to tap the phone. Do not attach any wires while needles on the power dials are in the upper right-hand corner (red portion) of the dial. Put the tester down on the bottom of the screen. Hook the red wire to the battery terminal, the blue lead to the ground, and the yellow lead to the second brass terminal from the bottom on the right side of the panel. Do it quickly, or the sewer rats will kill you. (If still confused, read the documentation on how to use the wire tester.) You need to keep checking your own vid-phone for messages on Jonny Qwong's vid-phone.

Blowing Up the Warehouse

After tapping Johnny Qwong's vid-phone, ride the EM-Way and get off at city hall platform. Walk forward till you reach sidewalk where the bum and flower shop are located, then go right into the warehouse district. In the warehouse district, attempt to go through the wire fence gate at the lower right-hand portion of the screen. After looking through the door to the warehouse, magnify the power trunks to the left of the truck. Put a bomb on the second electrical trunk from the left and stand back. Get out of there.

Wisdom, Chinese Calligraphy and a Bulletproof Vest

In the warehouse district, go to the first alley to the left of the chain link fence. Save the game. Go through the open door or hole in the wall on the left side of the alley. Speak to the old man sitting on a crate and give him the paper with the Chinese calligraphy on it (from Chen's safe). The old man will give you a stone, a book, a fortune cookie and a bullet-proof vest. Put the vest on under your coat and listen to the words of wisdom. Take notes.

Meanwhile: the Mafia Makes Its Moves

A lot of things will be happening "meanwhile." Jake will disappear from the Pleasure Dome. The Mafia will put out a contract on you, kill Jonny Qwong, kidnap Karyn, threaten you and all your friends and family, and deploy a strike team with a hovercar and assault rifle to the reservoir. You may have to kill time until you receive a vid-phone message from Jake.

Jake's Phone Call

Jake will phone to meet you, probably at the warehouse district at 8 p.m., August 4. Arm yourself with a gun, preferably an assault rifle, before going to meet Jake. When you arrive, there is an arcade sequence. Save your game. If frustrated by the arcade scene, you can bypass it by selecting the "win arcade" option from the menu. Jake will give you Snake's ID card.

The Reservoir

Deng Hwang will deploy strike units to the reservoir between 7 p.m. and 10 p.m., August 4. Be sure to arm yourself with a gun and wear a bullet-proof vest. You will need to shoot about five characters from the reservoir scenery. They are deployed near the truck on the left, at the tree line on the right, behind the hovercar, and at the top left of the screen where the top of the reservoir meets the skyline. Use the space bar while holding down the right mouse button.

DH Enterprises

You can bypass the reservoir by using Snake's ID card on the guard at the gate near the EM-Way, or you can fly the hovercar to the roof of DH Enterprises and take the elevator down to the lobby. Save your game.

In the lobby, you need to gain access to the security room by getting past a very sensitive and suspicious receptionist. Say that you recognize the receptionist. Make a date with the receptionist. To get into the room, offer her a movie and a dinner. If necessary, arm yourself with the napent, as you would arm yourself with a rifle or pistol, and shoot her with it.

In the security room, do not open any doors. Magnify the security panel. Move the "break lock" key to the "on" or up position and turn off all the other locks. Push the button number "III," then push the buttons under the colored lights in this

order: yellow, red, purple, blue, white, blue, red, yellow, purple, yellow, red, purple, blue, white, red. Push the "off" or bottom button above the colored lights in the manual override section. This button lets you turn off the electronic gate to the left of the roof parking elevator. When the field is off, the green electrical field will disappear.

Rescuing Karyn

Enter the deactivated electric door from the lobby. Napent the receptionist if necessary. Rearm with the assault rifle. Save the game. Enter the janitor's closet, which is the first door on the right side of the screen. Open the electrical panel doors at the back of the room. Pick up the screwdriver from the sink. Use the screwdriver on the bottom electrical panel. Put the screwdriver into inventory. Get the wires from the electrical panel. Go through the left hand red door and place the wires over the unmagnified Karyn. Magnify the collar on Karyn and disconnect the wires from the collar. You must beat the clock on the wall if you are to save Karyn and yourself. Go down the stairs at the end of the hall.

Beating Bahumat

You get a chance to save your game before the final confrontation with Bahumat. This is an arcade combat sequence. You must work your way past three guards and fire to reach Bahumat. A bulletproof vest is no protection against fire. If frustrated, you can bypass the arcade sequence by selecting "win arcade" from the frustration menu, and view the endgame animated sequence.

Locations of Key Items

No map is necessary for this solution. Vital objects are found in the following areas:

Your Bedroom and Kitchen. Clothes, overcoat, photo, ammo, ID card, Fisto bar, wire-tester kit, mini-bombs

Your Bathroom. First-aid kit, napent

Outside City Hall. Roses

Bureau of Records at City Hall. Keys, tape about MZT

Chen Lu's. Chen's ID card, patch, Fisto bar, scroll

Mayor. L. A. P. D. security pass

Armory. Assault rifle

Chang Li. Bullet-proof vest, tome, agate talisman, fortune cookie

Warehouse. ID card

Janitor's Closet at DH Enterprises. Screwdriver, wires

THE SECRET OF MONKEY ISLAND

Type: Animated Adventure

Difficulty: Novice

Systems: Amiga (one megabyte), ST (one megabyte), MSDOS (640K required, 10 MHz, hard disk and mouse or joystick recommended; Roland, Ad Lib, Sound Blaster; CGA, EGA, 16-color VGA, 256-color MCGA)

Company: Lucasfilm Ltd./Electronic Arts

This tale of a young wanna-be pirate named Guybrush Threepwood was one of 1990's top adventures, winning "Best Animated Adventure" of the year from *QuestBusters* and "Best Game Play" at the Computer Game Developers Conference. Guy is out to save his true love, the Governor, from the ghost of an evil pirate, but must first become a pirate by passing three trials, each nearly substantial enough to qualify as a stand-alone adventure. In addition to excellent visuals and sound effects, *Monkey Island* boasts an offbeat sense of humor that keeps you laughing every step of the way. Even though it's an easy quest, all adventurers will enjoy a visit to this island, a getaway that is emphatically recommended.

Walkthrough

Three Trials

Scumm Bar

Enter the bar, go E behind the curtain and talk to the three pirate captains. Ask them about grog and the three trials. Wait until the cook leaves the kitchen, then enter the kitchen. Get the meat and the pot. Go E to the dock and get the fish. If the bird is eating the fish, go to the far right and lower part of the dock and hit the enter key to flip the bird in the air. Race over and get the fish before the bird flies back.

Getting Money

Exit the village by going E at Lookout Point. Go to the fork where two trails join directly north of Lookout Point. Go to the clearing east of the fork. Go



toward the light of the circus. Talk to the Fettucini Brothers, and agree to be shot from a cannon. Show them the p4t.

Back in Town

Take the money, go to the store and buy a shovel and a sword. Buy a treasure map from the citizen at the intersection. Go back to the intersection and get a chicken from the Voodoo Shop. Go to the Men of Low Moral Fiber and say you like rats. Talk about the circus. Agree to take a copy of the PTA minutes for two pieces of eight.

First Trial: Mastering the Sword

Exit the city by going E from Lookout Point and travel to the house on the southeastern part of the island. Give the fish to the troll. With Captain Smirk, train for swordfighting. After you train, go to the

intersection west of the fork and wait. Pirates walking from one place to another will fight you. Make a list of insults and comebacks. Each insult has a corresponding comeback, and these comebacks are effective only when used with the correct insult. You must first hear an insult or comeback while fighting a pirate before you can use it. Once you have heard them, they become part of your insult or comeback inventory and can be used while fighting.

You must plan your fights so you can use the insults to learn the comebacks. Before you will be ready to beat the Sword Master, you have to learn all four basic insults and comebacks and all sixteen intermediate insults and comebacks. As soon as you have a complete list of 20 insults and 20 comebacks, go to the store and tell the storekeeper you want to see the Sword Master. Follow him when he leaves to talk with her. The storekeeper is going to the forest to the north of the fork via Lookout Point. The intermediate comebacks work with the Sword Master's insults. You have never heard her insults before, but they are similar to the intermediate insults. Try to match them up. If you cannot, a list is provided below. Once you beat the Sword Master, return to the three captains and show them the "prize" she gave you, then go on to the next trial.

List of Master Insults and Comebacks

- Insult* I've got a long sharp lesson for you to learn today.
Comeback And I've got a little tip for you, get the point?
- Insult* My tongue is sharper than any sword.
Comeback First you'd better stop waving it like a feather duster.
- Insult* My name is feared in every dirty corner of this island.
Comeback So you got that job as a janitor after all.
- Insult* My wisest enemies run away at the first sight of me.
or I usually see people like you passed out on tavern floors.
Comeback Even before they smell your breath.

- Insult* Now I know what filth and stupidity really are.
Comeback I'm glad to hear you attended your family reunion.
- Insult* I've got the courage and skill of a master swordsman!
Comeback I'd be in real trouble if you ever used them.
- Insult* I will milk every drop of blood from your body!
Comeback How appropriate. You fight like a cow.
- Insult* No one will ever catch me fighting as badly as you do.
Comeback You run that fast?
- Insult* If your brother's like you, better to marry a pig.
Comeback You make me think somebody already has.
- Insult* My last fight ended with my hands covered with blood.
Comeback I hope you have learned to stop picking your nose.
- Insult* You are a pain in the backside, sir!
Comeback Your hemorrhoids are flaring up again, eh?
- Insult* Every word you say to me is stupid.
Comeback I wanted to make sure you'd feel comfortable with me.
- Insult* There are no clever moves that can help you now.
Comeback Yes there are. You just never learned them.

Remember that these insults are useless to you until you learn them in battle, when they become part of your inventory of insults and comebacks.

Second Trial: Mastering the Art of Thievery

Go to the fork in the road and enter the forest. Pick up a **p2t1l** from the **621l4w f14w279**. Use the **p2t1l** on the **m21t**. Go to the Governor's man-

sion. Give the **875gg28 m21t** to the dogs. Enter. Inside, immediately go through the right door. A “cut scene” follows, in which you get some gopher repellent.

Getting a File

Go buy some breath mints from the storekeeper (you must talk to him to get them). Go talk to Otis in the jail and give him the breath mints. Talk to Otis. Give gopher repellent to Otis. Get cake. Open the cake, and you will find a file.

Mansion

Go back to the mansion. If the dogs wake up, you will have to get the meat from the Scumm Bar kitchen and the petal from the yellow flowers, as before. Go through the hole in the wall and watch the “cut scene.” When Fester tosses you in the ocean by the pier, pick up the idol and sword, walk to the ladder and climb out.

Third Trial: Treasure Hunting

At the Scumm Bar, talk to the captains and show them the idol. Look at the map you bought. The dance steps are directions through the forest, from the fork to the treasure. The directions back, right and left refer to the directions that you must go off the screen to follow the map. Back means go back off the screen by a path in the back part of the screen. Right and left means exit the screen by the right or left hand path.

As you enter the forest, take the back path. On the next screen, take the left path. On the next screen, take the right path. Then go left, right, back, right, left, back and right to see the “X”. Dig at the “X” and read the signs, plaques and monuments. Return to where the captains were (they will have departed).

Mustering a Ship and Crew

Getting a Ship

Go to Stan’s Used Ships. Talk to Stan about credit. You want the big blue ship at the end of the dock, the one that sailed back from Monkey Island with an all-monkey crew.

The Shopkeeper’s Safe

Go to the shopkeeper and ask for credit. Leave, then return and say you have a good job. When he opens the safe, watch closely and write down the

combination by counting the clicks and noting the directions clockwise and counter-clockwise the safe lever is being turned. Get rid of the shopkeeper by telling him you want him to go talk to the Sword Master. When he leaves, open the safe and take the letter of credit.

The Combination Revealed

The combination is four left, four right, three left, one right, and open. Left means counter-clockwise; right, clockwise. If unsuccessful, reset the safe handle and try again.

Keyboard commands are the easiest way. Pull the handle four times (by clicking on “pull” or pressing the “Y” key on the keyboard, then click the left mouse button or press the enter key with the arrow on the handle) four times. Push the handle four times (by clicking on “push” or pressing the “S” key, then clicking the left mouse button or pressing the enter key with the arrow on the handle). Pull the handle three times. Push the handle one time. Then open the door (not the handle) (press “O,” or hit left mouse button to click on “open”). Do it incorrectly, and you will have to push and or pull the handle repeatedly until a unique click is heard, which signals that the handle is reset and you can try again.

Bargaining with Sam

Take the letter of credit to Sam’s. Do not give Sam an offer until you ask him about extras, and tell him they are junk and you don’t want them. Threaten to leave, but come back. If you leave and come back immediately, the bargaining generously starts up at the price you were at when you left. Make a low offer of \$1000 to \$2000 and raise it slowly. Keep softening Sam up while bargaining. You can get the blue ship for about \$4200, and Stan will still call you a sucker!

Your Crew

You can raise a crew of three: the Sword Master, Meathook and the prisoner Otis. Recruit the Sword Master by telling her that the Governor was kidnapped. Free Otis by getting all five clay mugs in the Scumm Bar. Then go into the kitchen and use one mug on the keg of grog with the spout and the skull and crossbones on it. The mug will melt, and you must use the **m21t3ng m5g** on a **g448 m5g** before it turns to a shapeless mass. Act fast when

the mug turns from just melting to critical, or you will have to start the mug routine all over again at the Scumm Bar, where the cook has an unlimited supply of mugs.

Otis and Meathook

When you get to the jail, use the **g74g** on the lock and free Otis. Otis will flee, joining you later. Meathook lives on the island off the far northeast corner of the island. Take a chicken with a pulley from the shop just to the left of the citizen. Climb the ladder to the platform at the shore and use the chicken on the cable to get to the island. Tell Meathook about the kidnapping of the governor. Impress him by opening the door and taunting the parrot. Go back to the dock, where Stan and your crew of three will meet you.

Sailing to the Island

Aboard the Sea Monkey

Explore the ship and collect everything you can find. Read the captain's log in the desk drawer of his cabin. Get the key from any box of cereal in the cupboard in the galley. (Look at the prize, and it will become the key.) Use the key on the cabinet in the captain's cabin. Take the chest out of the cabinet. Open the chest. Look at the chest. Take the recipe and the cinnamon sticks from the chest.

Cooking Your Way to the Coast

Into the large pot on the stove in the galley, put the **c3nn1m4n**, **b721th m3nt9**, **j4ll6 74g27 (t4p 4f th2 m19t)**, **3nk**, **w3n2**, **75bb27 ch3ck2n**, **g5np4w827** and **c2721l**. If you did it right, the pot will react violently, you will sleep and awake off the coast of Monkey Island.

Save the game. Get the small pot from the galley for a helmet, rope from the hold for a fuse, gunpowder from the hold, and the feather from the captain's cabin. Use the rope on the back end of the cannon, the gunpowder on the front end. Light the feather, stand near the muzzle of the cannon and use the pot.

Monkey Island

On the Beach, Getting Three More Bananas

Get the banana. Notice the boat. Head to northwest corner and go to northwest beach. Get note. Look. Go to fort north of volcano. Get spyglass and rope. Pull the cannon. Get the gunpowder and

cannonball. Head **E** to the fork in the river. Get rock. Get memo. Look at both. Get flint. Walk across bridge and go **E** to the footholds. **U**. Pull **p73m3t3v2 17t** to farthest left position. Push it three times to the right (aiming at banana tree). Go to footholds up. **U**. Use spyglass. Push rock. **D**. Read memo. **D**. Cross bridge.

Explosion

Note dam. Use gunpowder on dam. Use flint on cannonball. Go to pond. Get rope. Read memo. Go to crack. Use rope on tree. Walk to stump. Use rope on stump. Walk to oar. Get oar. Go to first beach. Get two bananas.

Exploring the Beach and Clearing

Walk to boat. Row **E**. Go to beach. Notice bottle with the message. Check out the clearing if you haven't already. Continue **E**, then **N** in your boat until you spot a beach. Go to beach. Read note. Go to village.

Village

Walk **W** to big stone head. Get two bananas from bowl of fruit. Walk **E**. In the guest hut, get the skull. Open loose board. Get banana picker. Walk to hole.

Monkey Grounds

Return to your boat and row back to the beach with the banana tree. Enter jungle. Go to monkey. Give all bananas to monkey. Look monkey. Walk to clearing. Go **E** to fence. Pull nose on left totem pole. Move away. Walk to opening in fence. Walk **E**. Get wimpy little idol.

Getting the Banana Picker and Monkey Head Key

Get in your boat and head back to the cannibal village. Tell the cannibals that you'll give them anything. Give them the idol. Enter guest hut and get the banana picker. Start to leave, and Toothrot will arrive. Give the banana picker to him, and he'll give you the monkey head key. Leave the village and return. Talk to the cannibals until the word "head" is mentioned. Give the leaflet to the cannibals, and you'll get the head of the navigator and the necklace.

Catacombs

Return to the monkey head and use the key on its ear. Enter the mouth. Use head. When you stop at a junction, look at the head. It will spin, then look in one direction, which is the direction you should go.

Ghost Ship

After reaching the ledge above the ghost ship, talk to the head. Ask for necklace. Keep saying "please" until you get it. Use the necklace. Walk to the ship. Go **W** through the door. Use **c4mp199** on key. Go down the hatch and **E**. Get the ghost feather. **W**. Use **f21th27** on feet of sleeping crewman twice. Get the bottle of grog. **E**. Use the key on the hatch. Walk to the hatch. Use grog in dish. Get cooking grease (glob of grease). Return to the deck. Use the glob of grease on the brig door. Open the door. Enter. Get ghost tools. Return to cargo hold and use the tools on the crate. Get the voodoo root. Leave the ship. Exit.

Wedding and Ghosts

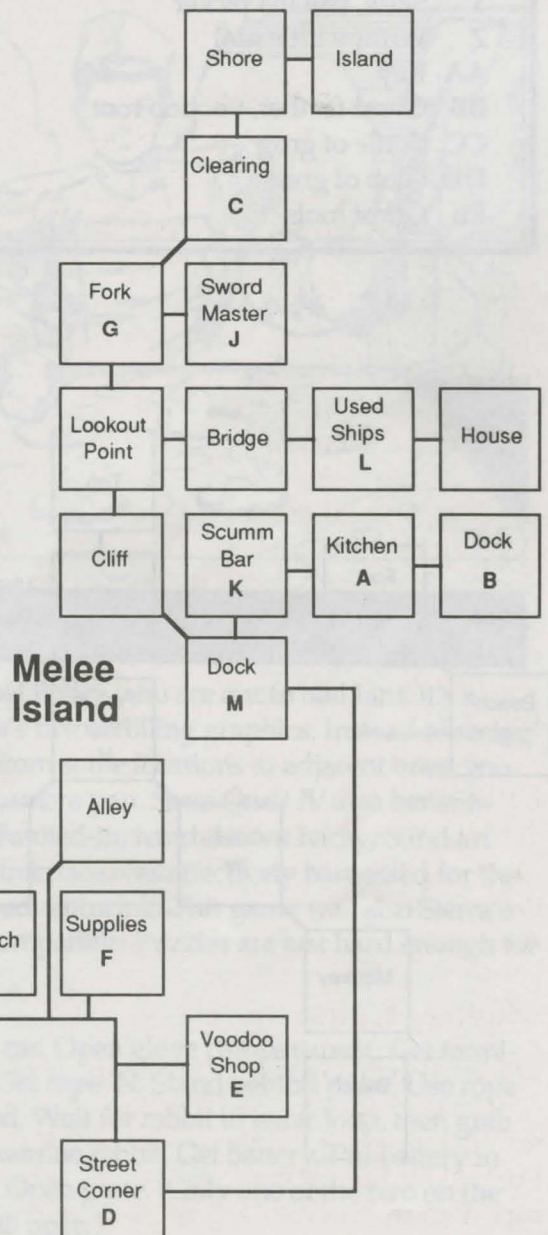
Return to the village and give the root to the cannibals to get the magic seltzer bottle (root beer). Leave. When you're back on Melee Island and a ghost appears, use the root beer on him. Head for the church. When you encounter the next ghost, use the root beer on him. At the church, talk, saying "stop wedding." Then use the root beer.

LeChuck

At some point while you're being knocked around by LeChuck, you'll wind up at Stan's Used Ships. Get the bottle of root beer that fell from the grog machine and is on the ground. When you get a chance, use it on LeChuck.

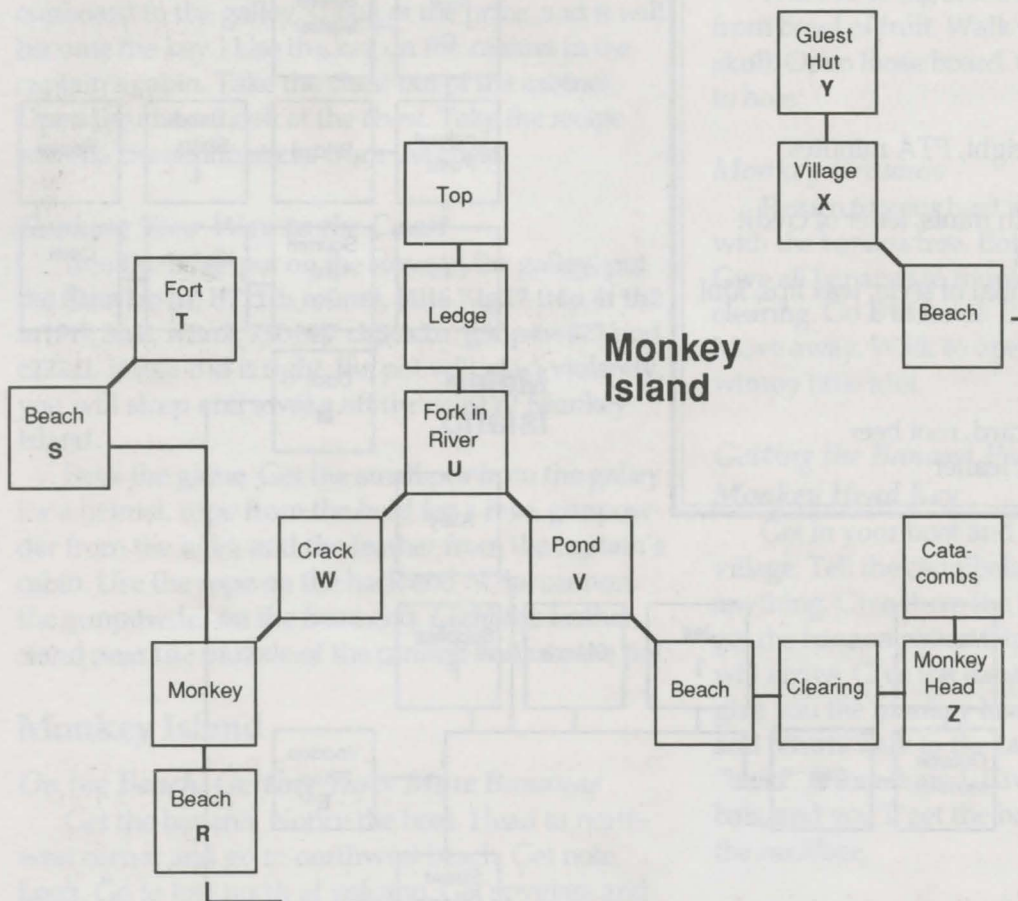
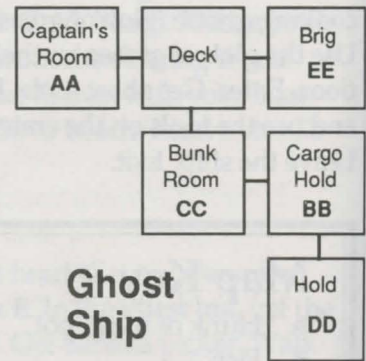
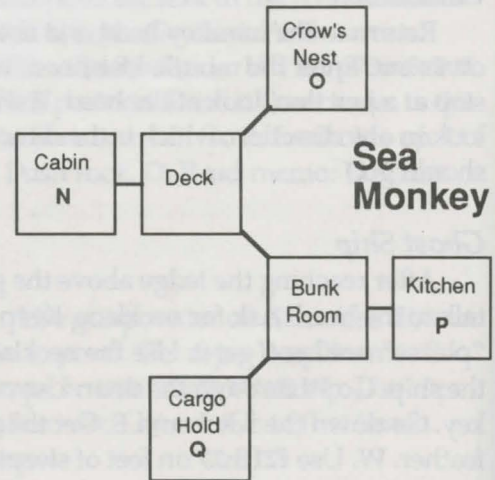
Map Key

- A Hunk of meat, pot
- B Fish
- C Money
- D Map, two pieces of eight, PTA minutes
- E Rubber chicken
- F Sword, shovel, breath mints, letter of credit
- G Yellow petals, t-shirt
- H Staple remover, manual of style, wax lips, idol
- I Cake, file
- J T-shirt
- K Five mugs
- L Compass, business card, root beer
- M Pamphlet, brochure, leaflet



Map Key

- N Dusty book, bookmark, feather pen, ink, cinnamon stick, piece of paper
- O Jolly Roger
- P Cereal, prize, small key, small pot
- Q Rope, fine wine, gunpowder
- R Banana, two bananas
- S Note
- T Spyglass, rope, gunpowder, cannonball
- U Rock, memo, flint
- V Rope
- W Oar
- X Two bananas, monkey head key, head of navigator, necklace, magic seltzer bottle
- Y Skull, banana picker
- Z Wimpy little idol
- AA Key
- BB Ghost feather, voodoo root
- CC Bottle of grog
- DD Glob of grease
- EE Ghost tools



SPACE QUEST IV

ROGER WILCO AND THE TIME RIPPERS

Type: Science Fiction/Comedy Animated
Adventure

Difficulty: Intermediate

Systems: Amiga (one megabyte), MSDOS
(640K, 286 performance & hard disk
required, mouse or joystick recom-
mended; 256-color VGA/MCGA, EGA,
CGA, Tandy 16-color; Ad Lib, Roland,
Sound Blaster, PS/1, Game Blaster)

Company: Sierra

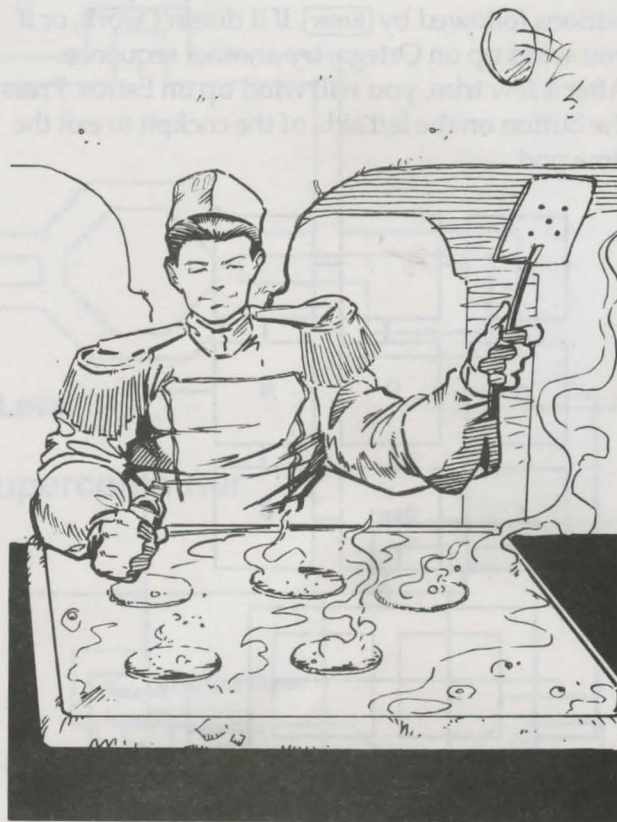
Once again Roger Wilco is rocketing through space, but in this quest he also travels through time. The story commences with a lengthy cinematic-style introduction that shows some of Vohaul Sludge's henchmen abducting Roger outside a bar. Vohaul, who managed to escape death in *Space Quest III*, is preparing to exact his revenge, when suddenly a pair of time travellers rescue Roger. Sent flying through a "rip in time," he finds himself in *Space Quest XII: Vohaul's Revenge II*, where discovery of a time machine permits him to hop between several

more installments in the series, always one step ahead of the Sequel Police who are out to nail him. It's a hilarious parody of sequels and science fiction that employs Sierra's first scrolling graphics. Instead of seeing the current picture replaced with a fresh one when Roger moves from some locations to adjacent ones, you witness a smooth transition that gives the same effect as a movie camera pan. *Space Quest IV* also benefits from Sierra's new "cinemagraphics" presentation style, offering scanned-in, hand-drawn background art and the smoothest animation ever. The *King's Quest V* "all icons" interface was effectively harnessed for the second time, and clearly points the way to the future of animated adventuring. This game was also Sierra's first that detects and allows you to use extra memory in an IBM-compatible. Puzzles are just hard enough for a veteran, but not too difficult for novices. Recommended.

Walkthrough

Xenon

If at any time the cyborg enters the room, leave before he notices you; return by a different route. **W.**



Examine car. Open glove compartment. Get terminal. E E. Get rope. N. Stand behind pillar. Use rope on ground. Wait for rabbit to enter loop, then grab rabbit. Examine rabbit. Get battery. Put battery in terminal. Open grate. (Only one of the two on the screen will open.)

Sewer

Get jar (acid). Lift blotter. Open hatch. Enter hatch. **W S**. Before you leave the screen, green slime will ooze out of the vent. Wait until it's close, then use the **j17** on it. Continue **S** before it eats you. **W**. Use ladder. Exit sewer. **E**. Enter **11n83ng g217**.

Vohaul's Fortress

W. Use time pod before the guards notice you. Write down the symbols on the display: these are the coordinates for Xenon. Press any sequence of six buttons followed by **[Enter]**. If it doesn't work, or if you wind up on Ortega, try another sequence. After a few tries, you will wind up on Estros. Press the button on the left side of the cockpit to exit the time pod.

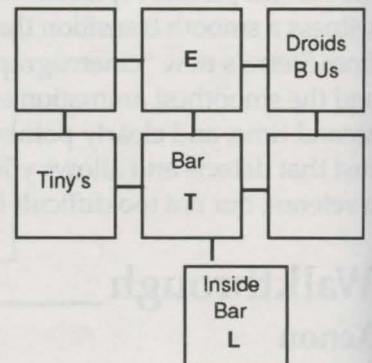
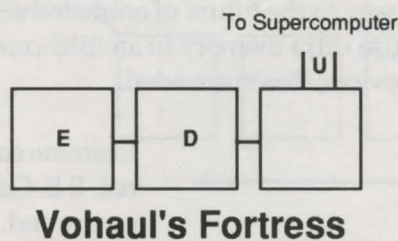
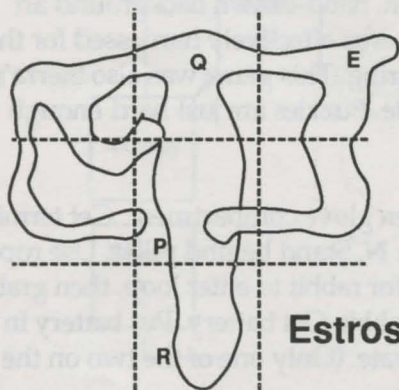
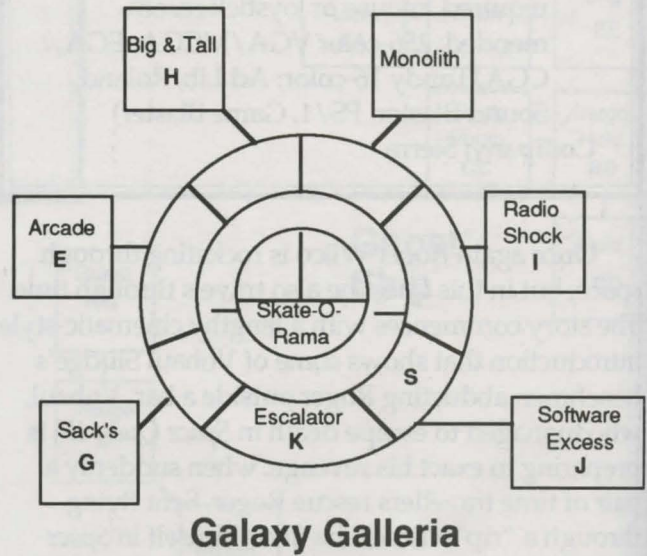
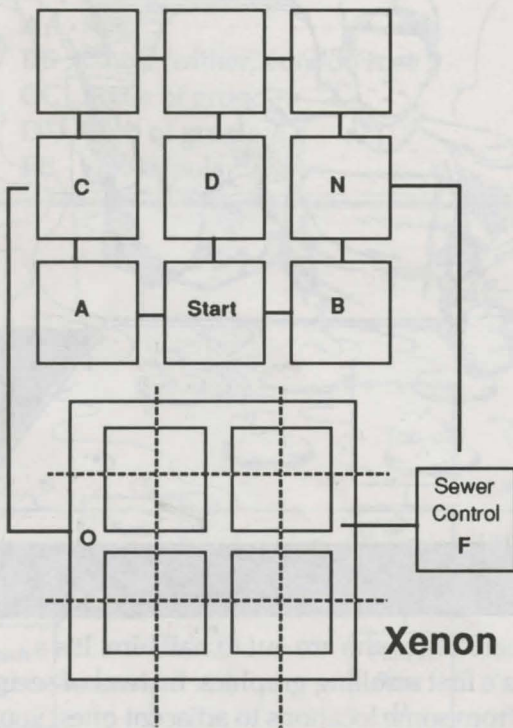
Estros

You can't get any farther until the inhabitants notice you. Going **W S N E S** should be enough to make the pterodactyl take you back to its nest. If not, wander around until it does. Once there, search guard. Exit via gap in southeast wall. Enter submarine.

Sea Slug

As soon as your hand has been released, press the button on the armrest. (If you don't have a mouse, you may need to slow down the animation speed in order to move the cursor there in time.) Grab oxygen tank. Throw it into the slug's mouth.

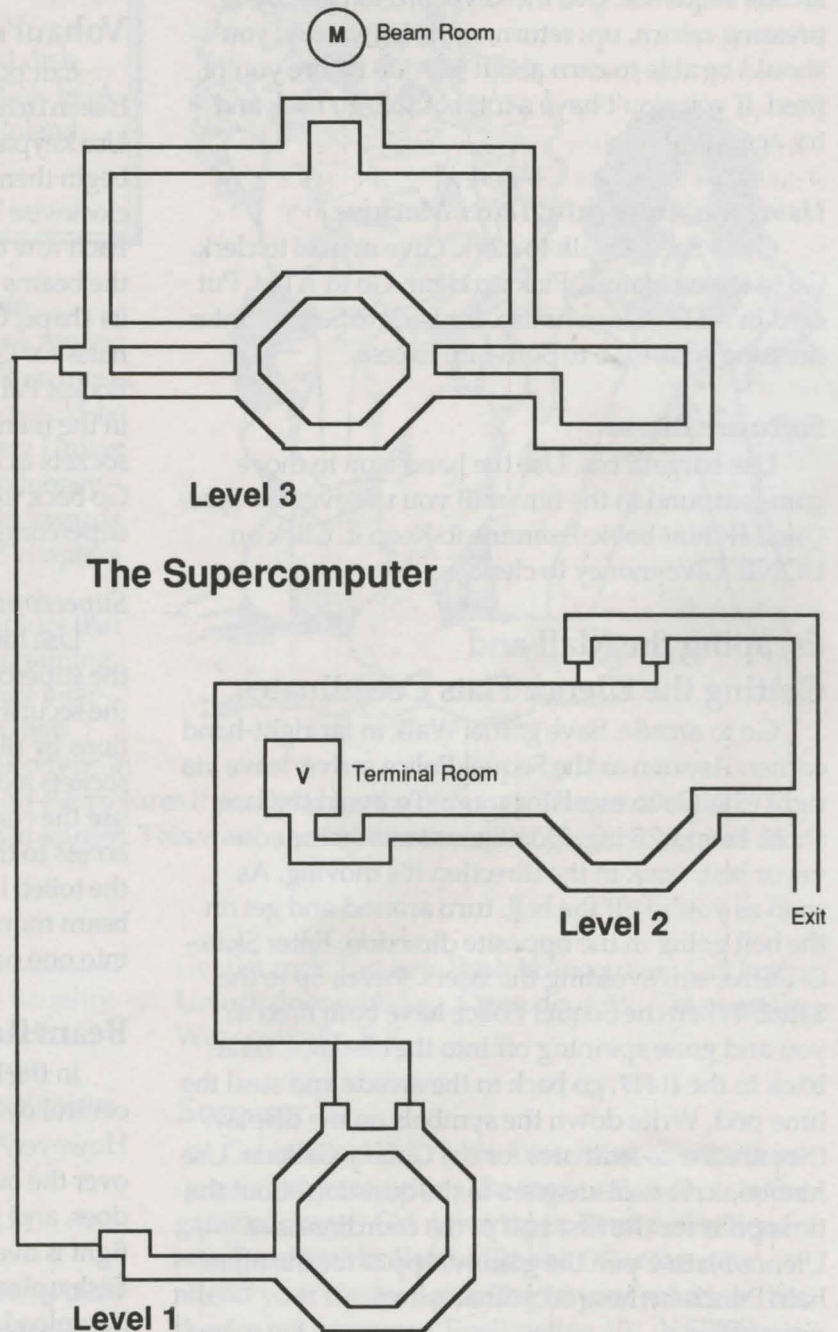
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Map Key

The areas marked with dotted lines on maps of Xenon and Estros indicate borders of individual locations.

- A Wrecked car, PocketPal
Portable Terminal
- B Rope
- C Tank, unstable ordnance
- D Shuttle
- E Time pod
- F Glass jar
- G Dress
- H New boots & trousers
- I PocketPal adaptor plug
- J *Space Quest IV* hint book
- K ATM card, cigar
- L Matchbook
- M Diskette
- N Loose grate
- O Ladder
- P Latex Babes of Estros
- Q Pterodactyl
- R Submarine
- S Automatic teller machine
- T Bikes
- U Invisible beams, keypad
- V Programming screen



Galaxy Galleria

Get cashcard. Go to ATM. Use card in machine. (It won't work, but you have to try.) Go to Big & Tall. Talk to clerk. Give money to clerk. Go to Monolith Burger.

Monolith Burger

Talk to clerk (twice). Accept job. Choose the arcade sequence. Use the keyboard to play; by pressing return, up, return, right repeatedly, you should be able to earn about \$20-\$30 before you're fired. If you don't have a total of \$65, go back and try again.

Using the Automatic Teller Machine

Go to Sack's. Talk to clerk. Give **m4n26** to clerk. Go to the escalators. Pick up cigar. Go to ATM. Put card in ATM. Clean house. Go back to Sack's. Enter dressing room. Go to Software Excess.

Software Excess

Use bargain bin. Use the hand icon to move games around in the bin until you uncover the *Space Quest IV* hint book. Examine it. Keep it. Click on DONE. Give money to clerk.

Escaping the Mall and Getting the Ulence Flats Coordinates

Go to arcade. Save game. Walk to far right-hand corner. As soon as the Sequel Police arrive, leave via right exit. Go to escalator room. To avoid the laser shots, keep moving. Don't just stand on the conveyor belt; walk in the direction it's moving. As soon as you're off the belt, turn around and get on the belt going in the opposite direction. Enter Skate-O-Rama, still avoiding the lasers. **9w3m 5p** to the **84m2**. When the Sequel Police have both fired at you and gone spinning off into the distance, **f141t b1ck** to the **f1447**, go back to the arcade and steal the time pod. Write down the symbols on the display: they are the coordinates for the Galaxy Galleria. Use hint book. Reveal answers to the question about the time pods for the first half of the coordinates of Ulence Flats. Open the **g5m w71pp27** for the other half. Punch in these coordinates and press **Enter**.

Ulence Flats and the Bikers

Exit pod. S. Enter bar. Talk to aliens. When they throw you out, kick their bikes. Whenever a biker tries to run you down (from this point until you leave Ulence Flats), jump aside immediately before impact. Do not jump too soon. Go back to the bar. Get matchbook. Go to time pod. Enter the coordinates for Xenon. Press **Enter**.

Vohaul's Fortress (Again)

Exit pod. E. E. Use **1c38** on lock. Enter tunnel. Use **m1tch29** on **c3g17**. **B14w 9m4k2 84wn t5nn2l**. Use keypad. Entering three-digit numbers (you can begin them with 0) will cause the beams to rotate clockwise by the number of degrees you indicate. Each row controls a different pair of beams. Make the beams vertical. N. Examine socket. Remember its shape. Go back to the time pod. Enter the coordinates for Galaxy Galleria. Go to Radio Shock. Buy Pocket Pal adaptor plug (under Electronic Gadgets in the menu.) Choose the shape that matches the sockets in the supercomputer. Plug it into terminal. Go back to the time pod, and from there back to the supercomputer.

Supercomputer

Use hint book. Read answers to question about the supercomputer. Go to terminal room, avoiding the security droids. If necessary, check their positions by plugging your terminal into any of the sockets along the way. Once in the terminal room, use the combination from the hint book to gain access to the screen. Drag the security droid icon to the toilet. Drag the brain icon to the toilet. Go to the beam room. On the way over, plug your terminal into one of the sockets.

Beam Room

In the fight scene here, you have some control over your actions with the arrow keys. However, you don't seem to have much control over the outcome. Just advance whenever Roger Jr. does, and you won't fall off the edge. When the fight is over, go down the ladder. Put disk in drive. Disk upload. Beam upload. Select Roger. Beam download.

SPELLCASTING 101

SORCERERS GET ALL THE GIRLS

Type: Graphic Adventure
Difficulty: Intermediate
Systems: MSDOS (512K required, hard disk recommended, mouse optional; CGA, EGA, 16-color VGA & MCGA; Ad Lib, Roland, Realsound)
Company: Legend / MicroProse

Infocom veteran Steve Meretzky, whose *Planetfall* and *Leather Goddesses of Phobos* rank among the classics of all-text adventuring, has written one of his wackiest yet. *Spellcasting 101* is about a would-be wizard who gropes his way through Sorcery University and, via a magical surfboard, travels to looney places like The Island Where Time Runs Backwards to solve even loonier puzzles. Divided into chapters that give the feel of true interactive fiction, *Spellcasting* is illustrated with dazzling graphics that are brought to life through a variety of entertaining sound effects and music. The point-and-click interface, designed by another Infocom veteran, Bob Bates, is the best in the business. You can also type in sentences, as in an all-text game, and turn off the pictures if you long for the old days. The puzzles and warped sense of humor are pure Meretzky madness. This was Legend Software's first game. It became an instant hit and is highly recommended.



Walkthrough

This solution was based on the game's naughty mode, but can be used with nice mode as well. On the maps, you'll see lines that extend from locations on the various islands; these indicate your point of arrival when traveling there on the surfboard.

Port Gekko

Naughty. Verbose. Open desk. Get note, application, hay. Open left window. Open right window. Get application. Throw hay out left window. Jump out left window. (Alternate method: go N from bedchamber. Open door. Get potty. Open grate. D.)

Get flat rock. Get key. Push beancounter. Get key. Unlock door with key. Open door. W. Get overalls. Wear overalls. E E.

Sorcerer U.

Get in line. Wait. Wait. (You must answer three questions by consulting the registration form in the game package.) Get newspaper. Read news. Read arts. Read sports. Read editorial. (You can now attend your classes according to your schedule, but they're not necessary. *Spellcasting 101*, however, is interesting and introduces the game's magic system, so that class should be attended.) Then go to Meltingwolf Hall.

Meltingwolf Hall

Wait several turns so you can read the information. Cast the *Bip* spell when the professor asks you to do so. You should read the newspaper every day to see that something is going wrong. It takes a few days in game time for the school to be attacked, so after doing the following necessary tasks at the **Fraternity Parties** and **Dinner with Tickingclock**, wait around or explore until this happens. A few notes on time: you should sleep after 10 p.m., which will take you to about 8 a.m. the next morning. The two fraternity parties don't start until 8 p.m., and you should have dinner with Professor Tickingclock in his suite when he says to do so. (Remember to sleep and save your game often.)

Go to the Professor's Office, and he'll tell you about dinner tomorrow night at 7:30. Go to the Library and read sign. Examine statuette. Get popular book. Read it. **D W SW** (to Tappa Kegga Bru). Wait until 8:00.

Fraternity Parties

(Tappa Kegga Bru) Look. Wait. (You'll get *Skonn* spell box.) Open box. Read spell book. **NE NW** (I Phelta Thi). Wait. (Gretchen approaches.) **SE S E** (Your Room). Put Gretchen on bed. Make love to Gretchen. Search Gretchen. Sleep. Get all. Read note. **W SW** (Boat Dock). Unlock door with key. Open door. **NW** (President's House). Get box. Open box. Read spell book (*Frimp* spell). Examine case. Examine appliance. **SE E** (Frogkisser Hall) **NE**. (Spellcasting 101 class) Keep waiting until class is over. Cast *Bip* spell when asked. **W** (Bat Guano Hall). Get newspaper. Read news. Read arts. Read sports. Read editorial. Wait until 4:00. Wait until 7:15. **S U**.

Dinner with Tickingclock

Sit. Eat pheasant. Drink wine. Examine surfboard. Make love to Hillary. **E**.

Wait until 10:30. Sleep. Get all. **W N**. Get newspaper. Read news. Read arts. Read sports. Read editorial. **E U**. **9k4nn 9t1t52tt2**. Climb **9t1t52tt2**. Get box. Open box. Read spell book (*Kabbul* spell). **D D SW SW**. Wait until 3:00. (School is attacked. Read everything carefully; you are now alone on campus.) Get all. **NW SE E NE E**.

Simulation Lab (After Attack)

Sit in chair. (This will take you to the spellcasting practice simulation. You will notice three new spells in your spell book and a sword in your inventory. If you have tried the simulation before the school is attacked, it is treated as a school exercise; when you come out of it, you will be graded, but the spells will be gone. After the attack, there is no one around to grade you, and you will keep the three new spells. If you don't follow these steps exactly, because you look at other things or read your spell book, you won't have time to do everything. If that happens, stand up and sit down again.) *Gub* tree. *Zem* me. **S**. Kill dragon with sword. *Vai* ivy. **U**. Pull lever. Open chains. Open trap door. **W**. *Frimp* trap door. Open trap door. **D**.

Maize Rooms

Map the rooms by the letters on the walls, then follow the path that spells "This way out," which is **SE S E E SW W S W W D**. Get box. Open box. Read spell book (*Dispar* spell). **U NE N N N U SW U**.

Getting and Using the Surfboard

Dispar surfboard. Get surfboard. Get box. Open box. Read spell book (*Blubba* spell). On the surfboard are a left dial, which can be set to numbers from 1 to 15, and a right dial with animal names on it. These correspond to the Fizzbottle Ocean Map in the game package. By turning the two dials to coordinates matching a location on the map, standing on the board in water, and pressing the red button, you can travel to the six other areas needed to complete the game. **D SW**. Save.

Island of Lost Soles/Souls

Put surfboard in water. Stand on board. Turn left dial to 6. Turn right dial to tick. Press button. Wait. Wait. (You will land on the island.) Read sign. (The object of this sequence is to use the *Kabbul* spell to restore the eighty lost souls to their former human forms. Almost every object on the island is a lost soul, and their descriptions give clues to the people's real names. Some are obvious; others, difficult. If you get stuck, wait and a nymph will appear to give you a little help.)

Meadow. *Kabbul* Blaise, Charlotte, Charlie, Bernie, Bea (or Ashby). **NE.**

Forest. *Kabbul* Dawn, Woodrow, Gail, Leif, Ernest, Wolfgang, Robin. **S.**

West of House. *Kabbul* Jim, Peg, Jack, Carmen, Mikey, Belle, Matt, Dolly. **S.**

Riverside. *Kabbul* Bridget, Brooke, Sandford, Clifford, Rod, Barb. **N.** Open door. **E.**

Living Room. Examine pedestal. Open safe. *Kabbul* Kitty, Adlai, Ty, Adam, Buck, Penny, Jules. Read statement. *Kabbul* Nicholas. Read document. *Kabbul* Wilhelm, Willie, Wilma, Wilbur, William, Wilton, Pierre, Will. Inventory. **E.**

Kitchen. *Kabbul* Waldo, Patty, Stu, Ricky, Sherry, Pat, Frank. **U.**

Attic. *Kabbul* Bo (or Beau), Bill, Kermit, Bunny, Teddy, Tom, Knute. **D W D.**

East Cellar. *Kabbul* Archie, Hardy, Lucy, Dusty, Gabby, Betty, Lacey, Connie, Goldie, Daisy. **S.**

Sound Studio. *Kabbul* Mike, Humphrey, Carol, Blair, Cy, Winnie, Melody. Read cheery note. *Kabbul* Noel. **NE.**

British Aisles. *Kabbul* Gaylord, Lulu, Lucille, Laurie (or Lori), Billy, Bobby. **W.** Get big key. Save.

Island Where Time Runs Backwards

Get on board. Turn left dial to 4. Turn right dial to pig. Press button. Wait. Wait. Wait. You land on the island. (This section is tricky. you play a Goldilocks-type character in a play, but you start from the end of the scene. Everyone else talks backwards, and your commands have to be typed in reverse order. In other words, you have to type a command that would have caused the text right above it to appear. Be careful: any mistake causes a time paradox and you'll die.)

Drop waybread. **S SW.** Jump out window. Wait. Wait. Get in small mudbath. Get in medium mudbath. Get in large mudbath. **U.** Eat small bread. Eat medium bread. Eat large bread. Make love to small concubine. Make love to medium concubine. Make love to large concubine. (In nice mode, you play chess with nuns.) **E.** Open door. Read sign. **NW.** Examine pedestal. **N.** Give box to director. Get off board. Open box. Read book (*Bunderot* spell). Save.

Island of Amazon/Horny Women

Get on board. Turn left dial to 8. Turn right dial to slug. Press button. Wait. Wait. Wait. (You'll have to drop some items here in the boat yard, or you'll get a "you are carrying too much" message.) **SW.** Make love to Ursula. Open hope chest. Get shoes. Wear shoes. Look under bed. *Frimp* bed. Get bonnet. Wear bonnet. **U.** Open closet. Get gown. Remove cloak. Wear gown. **U E S.** Get all. Wear lipstick. **N NE.** Remove lipstick. Remove gown. Remove bonnet. Remove shoes. Wear cloak. Save.

Restaurant at the End of the Ocean

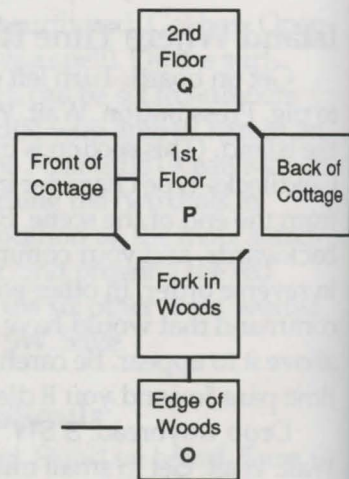
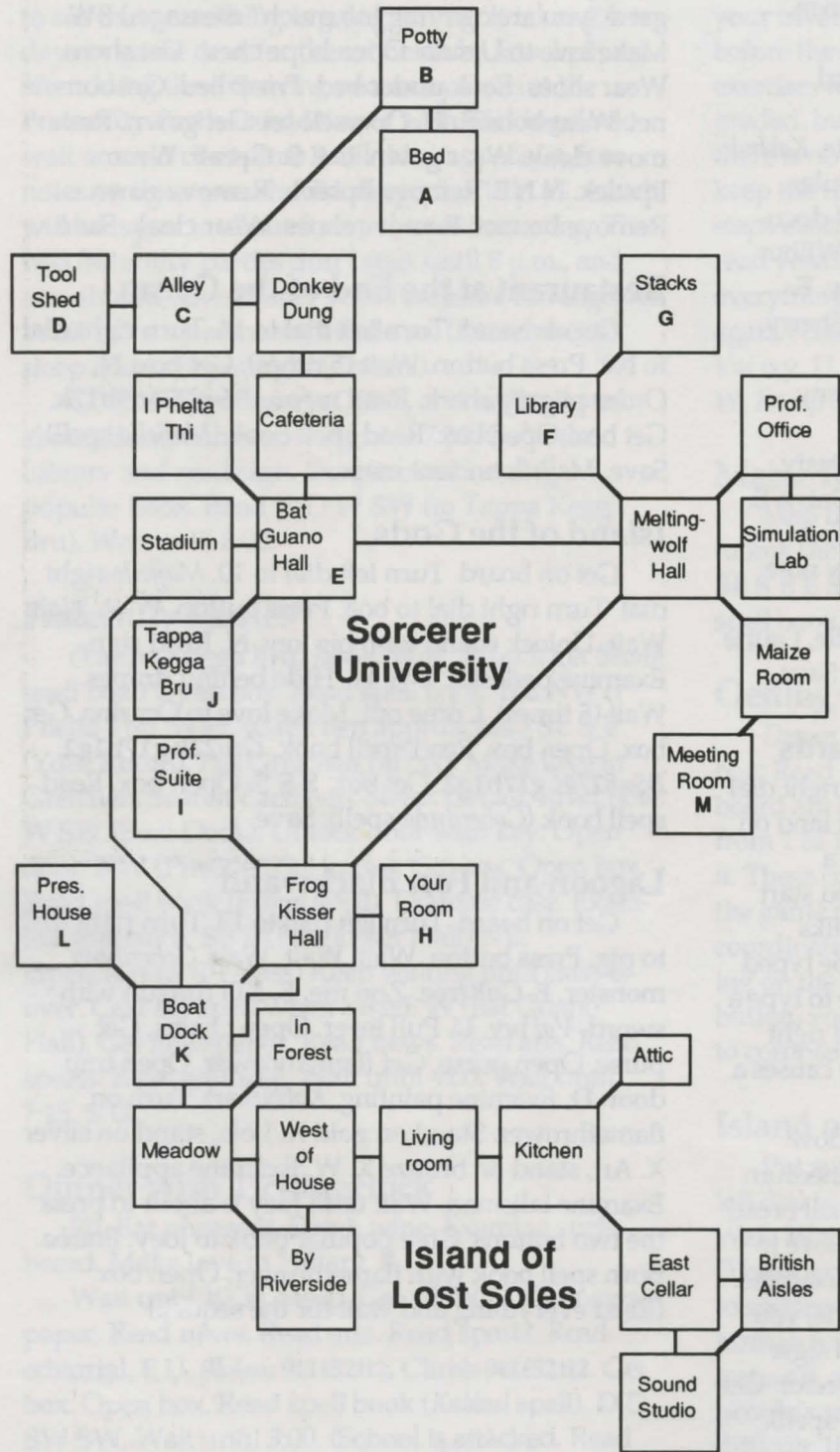
Get on board. Turn left dial to 14. Turn right dial to bat. Press button. Wait (5 times). Get box. **N.** Order pygmy shark. Read menu. **B5n8274t 9h17k.** Get box. Open box. Read spell book (*Majjello* spell). Save. *Majjello* ancient map.

Island of the Gods

Get on board. Turn left dial to 10. *Majjello* right dial. Turn right dial to boa. Press button. Wait. Wait. Wait. Unlock island with big key. **N.** Read sign. Examine pedestal. **E W W.** Hide behind drapes. Wait (5 times). Come out. Make love to Ocarina. Get box. Open box. Read spell book. **Gw22k g17b1g2. B5n8274t g17b1g2.** Get box. **S S S.** Open box. Read spell book (*Goberduna* spell). Save.

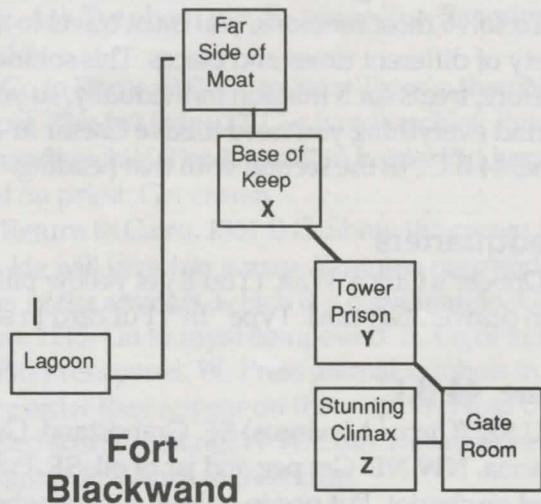
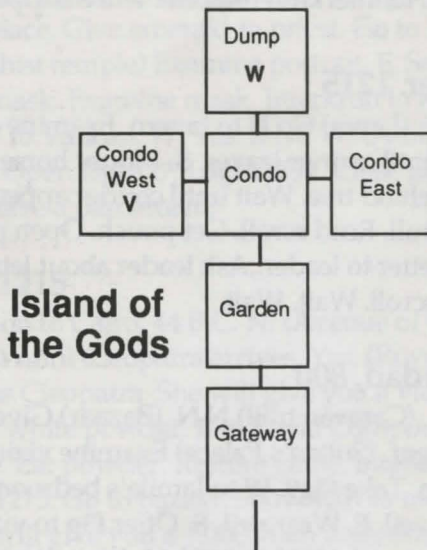
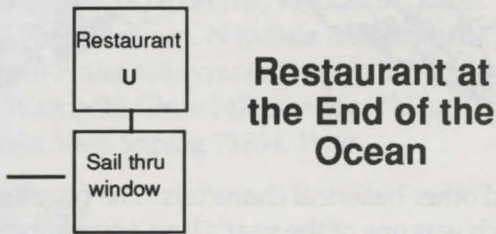
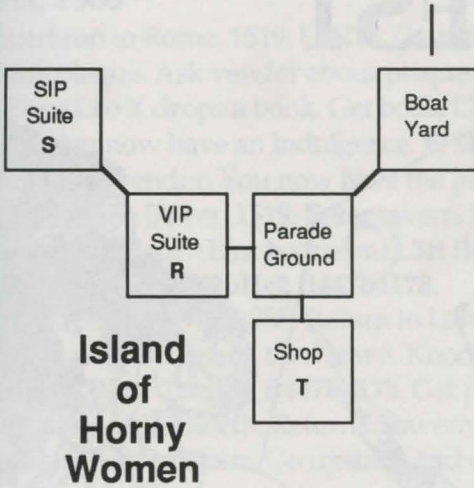
Lagoon and Fort Blackwand

Get on board. Turn left dial to 13. Turn right dial to pig. Press button. Wait. Wait. Wait. *Goberduna* monster. **E.** *Gub* tree. *Zem* me. **S.** Kill dragon with sword. *Vai* ivy. **U.** Pull lever. Open chains. Get purse. Open purse. Get flamethrower. Open trap door. **D.** Examine painting. *Kabbul* art. Turn on flamethrower. Stand on gold X. Lola, stand on silver X. Art, stand on bronze X. **W.** Examine appliance. Examine talisman. Wait until Joey is about to press the two buttons. Give popular book to Joey. *Blubba.* Burn spell book with flamethrower. Open box. (Read everything and wait for the sequel.)



Map Key

- A Note, application, pile of hay
- B Potty, grate, spider
- C Cart, horse, flat rock, key
- D Overalls
- E Newspapers
- F Statuette, popular book
- G Spell box
- H Key from Gretchen
- I Pheasant, wine, surfboard, spell box
- K Skull, skull
- L Spell box
- M Spell box
- N Big key (after restoring all 80 lost souls)
- O Spell box (from director)
- P Waybread, concubines or nuns
- Q Mudbaths
- R Hope chest, shoes, bonnet
- S Gown
- T Lipstick, sword, magazine, pomegranate
- U Pygmy shark, spell box
- V Spell box (from Ocarina)
- W Garbage, spell box
- X Ivy, atomic dragon
- Y Purse, flamethrower
- Z Sorcerer's appliance, spell box



TIMEQUEST

Type: Illustrated Text Adventure

Difficulty: Advanced

System: MSDOS ((512K; mouse optional, hard disk recommended by QB; Realsound, Roland, Ad Lib, Sound Blaster)

Company: Legend/MicroProse

Written by Bob Bates, who did Infocom's *Sherlock Holmes* and *Excalibur*, the puzzles in this time-travel tale embody the spirit of classic all-text adventures like *Zork*. It starts in the twenty-first century, when a renegade employee of the Temporal Corps uses a time machine to rewrite history by subverting ten key events in a way guaranteed to wreck civilization. You must travel back and forth through time to undo the damage, then capture the villain. The interface and graphics are like Legend's first game, *Spellcasting 101*. Some spot animation brightens a few scenes, but the sound effects and music do more to enhance the story as you hop from ancient Mexico to medieval England and across Europe to interact with Hitler, Genghis Khan, King Arthur and other historical characters. The puzzles, prose and surprise ending are the highlights of *Timequest*, which was one of the year's best adventures—and also one of the toughest. Highly recommended, it's the best time-travel adventure of all time.



Walkthrough

To solve most missions, you must travel to a variety of different times and places. This solution, therefore, treats each mission individually, so you can find everything you need to save Caesar in Rome, 44 B.C., in the section with that heading.

Headquarters

Drexler's Office. Wait. (You'll get yellow pill.) W. Open drawer. Get card. Type "In". Put card in slot.

Rome, 44 B.C.

U SE. (Circus Maximus) SE. Grandstand. Get foccaccia. NW NE. Get peg and jar of oil. SE. Put wheel on chariot. Put peg in hole. Put oil on wheel. Climb into chariot and wait until races begin. After winning the last race you'll be taken to the Imperial Box. Wait. Wait. Ask for w721th. Wait. Get sword.

Kill lion with sword. Get bracelet. Examine bracelet. Return to Interkron (bracelet will disappear).

Dover, 1215

SE. (Lawn) Go N to tavern. Examine courier. Wait until courier leaves. S. Mount horse. W. Forest. NW behind tree. Wait until courier appears. SW. Get scroll. Read scroll. Get pouch. Open pouch. Give letter to leader. Ask leader about letter. NW. Read scroll. Wait. Wait.

Baghdad, 800

W. (Caravan trail) N N. (Bazaar) Give f4cc1cc31 to beggar. (Sultan's Palace) Examine vizier. Nod. Harem. Take f3g9. W to Jamila's bedroom. Get green veil. E. Wear veil. S. Offer f3g to vizier. N W. Remove veil. H382 5n827 b28. Wait. Wait. Wait. Get 9l3pp27. Wait. Out. Show 9l3pp27 to Sultan. The Sultan will give you a turban.

Dover, 1588

Interkron to Rome, 1519. **U NW**. (Vatican) Examine plaque. Ask vendor about plaque. **W**. Wait until Pope Leo X drops a book. Get book. Give book to pope. You now have an indulgence. **E**. Show indulgence to vendor. You now have the plaque.

Interkron to Dover, 1519. Enter tavern. **N** to landing. Open door. (East bedroom) **L3ft f1447b4178**. Put plaque in cache. **72p1c2 f1447b4178**.

Interkron to Dover, 1588. Return to Landing. Check out west bedroom, then leave. Knock on door. Open door. **B4w. 72m4v2 f1447b4178**. Get plaque. Show plaque to Elizabeth. Return to tavern. Wait until Drake goes upstairs. Go upstairs and check out west bedroom.

Dover/Rome, 1940

Go to Dover, 1940. Wait until Churchill is broadcasting. Wait until Churchill puts cigar into mouth. **G71b c3g17**. Wait until Churchill finishes and leaves. Get the lighter. Go to Rome, 1940. **U SE**. Read graffiti. **N** to museum. **N** to Sala del Mappamondo. Wait until Hitler tells you to "hop to it," then type **d21n**. Wait until Churchill mentions "cigar" in his broadcast, then **5np15g 71834**. Wait.

Rome, 452

Interkron to Peking, 1361 B.C. **N** to Tientan Park. **E E**. (Burial cave) Read tablets. Sit on bench. **M283t1t2**. Stand. Get basin. **P457 w1t27** into statue's mouth. Get emerald. **S**. Interkron to Peking, 452. Go to marketplace. Give emerald to priest. Go to Peking, 800. (Buddhist temple) Examine portrait. **E**. Sanctuary. Take mask. Examine mask. Interkron to Rome, 452. **U NW** to Vatican. **W**. Yes. **E NE W**. (Attila's tent) Wait. Open **l3ght27**. **L3ght f592**. Close **l3ght27**. You now have a parchment.

Peking, 1215

Interkron to Cairo, 44 B.C. **N**. (Avenue of the Dead) Wait until Cleopatra arrives. Yes. (Royal Palace) Kiss Cleopatra. She will give you a vial containing white powder. **E** to Royal Compound. Save game. Eat powder. Restore game. Interkron to Baghdad, 1215. Go to bazaar. Show **v311** to merchant. He will give you a 1,000 yuan note, one drachma and the password **t4w27 g1t2**. Interkron to Peking, 1215. Exit shrine. You'll be waylaid by

Genghis Khan, who asks you to open gates. Return to shrine, then go **N N**. Say **t4w27 g1t2**. (Parade ground) **N E E W W**. (House of One Thousand Pleasures) Show yuan to madame. Girls, follow me. **E S**. Yes. Open gate.

Mexico, 1519

Interkron to Dover, 1361 B.C. Exit shed. **W** to Stonehenge. Sit in Sighting Stone. Wait until Druid shows up. Ask Druid about Stonehenge. Interkron to Dover, 1588. Enter tavern. Show **p17chm2nt** to sailor (who is Shakespeare). You'll get the helmet. Examine the helmet.

Interkron to Mexico, 452. Temple. **E** to maze. Examine footprints. Follow footprints (**NE, NW, E, NE, SE, W, SE, S, S, S**) to closet. Read graffiti. Retrace steps. Interkron to Mexico, 800. (Temple) Use above directions to return to closet. Get Quetzlcoatli costume. Retrace steps. Interkron to Mexico, 1361 B.C. Wear costume. Out. Wait until you're in the pot. **P43nt** to the **95n**. Wait for **2cl3p92**. Jump out of pot. Take all. Out. You now have the flint knife. Wear costume. Interkron to Mexico, 44 B.C. Note mural. Put **h2lm2t** on pillow. Go to Mexico, 1519. Note mural. Wait until Montezuma leaves.

Rome, 1798

Interkron to Peking, 1940. Exit shrine. Wait until molotov cocktail is dropped. Get cocktail. Examine cocktail. Examine liquid. Examine ether.

Interkron to Cairo, 1361 B.C. **N W N** to riverside. **E**. Give cradle to girl. (Royal compound) Examine baby. Ask Tut about gift. Examine Tut. Examine amulet.

Go to Rome, 800. Go to Saint Peter's, then **N** to chapel. **72m4v2 9t4pp27**. Get handkerchief. Put **2th27** on handkerchief. Put **9t4pp27** in bottle. Put handkerchief on priest. Get crown.

Return to Cairo, 1361 B.C. Show the crown to Tut. He will give you a map. Examine map and note order of the animals, which is a combination. Go to Cairo, 1215. Go to royal compound. **S**. Light lighter. **S**. (Pit) Press panel. **W**. Press animal symbols in the same order they appear on the map. **W**. Note U-shaped strut in ceiling. **W W**. Look through crevice. Get ankh. **E**. Return to Interkron.

Interkron to Rome, 1798. **U**. Get rock. **SE**. Throw rock through window. Wait until Napoleon addresses you. Show **m1p** to Napoleon. Yes. Show **1nkh** to Napoleon. He will return the map and give you a pass. Examine the pass.

Rome, 800

Interkron to Dover, 1798. Enter tavern. Show **p199** to Nelson. Get boarding hook. Interkron to Cairo, 1798. Note broadside. Go to royal compound. Show **p199** to guards. **S**. Light lighter. **S W**. Press animal symbols in the same order they appear on the map. **W**. Take pin out of turban. Tie turban to hook. **Th74w h44k** at strut. **W**. Napoleon will take the crown. Return to royal compound. Return to Interkron.

Interkron to Rome, 1940. Return to museum. Examine card. Get crown. Read engraving. Go to Rome, 800. Return to chapel. Put crown on altar. **S**. Wait until coronation.

Lt. Vettenmyer's Messages

Conch Shell

Interkron to Dover, 1361 B.C. **SE S**. Cliff. **S**. (Rocky Shore) Get conch shell. Go to Peking, 44 B.C. **N E N**. Blow conch shell. You will be given the Emperor's seal.

Jade Bar

Go to Peking, 1798. **N** to Tiananmen Square. Show seal to eunuch. You'll get a huge box. Keep opening the box within a box until you have the jade bar. Examine the jade bar.

Chalk

Interkron to Dover, 44 B.C. Exit Shed. **S**. Get chalk. Cairo, 800. Avenue of the Dead. Show chalk to man. Read message.

Badge

Baghdad, 1519. Bazaar. Buy dates. **NE**. Examine mule. Examine ear. Whisper in ear. Take tether. **SW NE W E**. Drop tether. **W**. Get dates. Girl, get in urn. Put dates in urn. **E**. Take tether. **W**. Whisper in ear. **W**. Wait until soldiers arrive. Baghdad, 1588. Bazaar. Take badge. **NE**. Read graffiti.

Others

Rome, 1215 Listen to pope.
 Peking, 1588 Temple; listen.
 Cairo, 452 Pyramid.
 Cairo, 1519 Tomb.
 Cairo, 1588 Pyramid.
 Dover, 452 Runes on sword.
 Dover, 800 Tavern wall.
 Baghdad, 1361 Courtyard; **U**; Hanging Gardens; examine vines.
 Baghdad, 452 Ruins; jug.
 Baghdad, 1798 Examine magic carpet.

Significance Of Messages

Arrange messages in order by the number that's in each. The **f379t l2tt27** of each sentence spells out Vettenmyer's location and how to get in. (**Z2k2 3n t4w27 916 219t**.)

The Key

Visit the Academy in Rome, 1361 B.C. Sit on log and talk to old man. Repeat this sequence in each time period in order of time: Rome, 44 B.C., Rome, 452, Rome, 800, etc. In 1940 you will be given the Temporal Key. (You must take it, then he will give it to you.)

The Tower Of Babel

Interkron to Baghdad, 1361 B.C. **W S**. (Ishtar Square) **W**. Courtyard. **U**. (Hanging Gardens) Examine vines. Return to Ishtar Square. **916 219t**. (Tower of Babel) **E**. Climb on right platform. Wait until you hear someone coming up the stairs (this is you when you entered the tower). Climb on left platform. Put key in keyhole. Climb on right platform. Note the number that your future version shouts out (this is random). Wait until Vettenmyer asks you for a number between 0 and 100. Say (number). Wait until Vettenmyer turns his back to you. Type: Kill Vettenmyer, then step on control. Say (number).

Academy

Look or wait until Vettenmyer dies and old man is shot. Talk to old man. Get cloak. Wear cloak.

Addendum

This is not necessary for completing the game, but you can get ten more points in Mexico, 1215. Enter the maze. **NE NW E NE U**. Wear costume. **S**. Cut thongs with flint knife. If you examine the altar you will see another message.

TRIAL BY FIRE

QUEST FOR GLORY II

Type: Animated Role-Playing Adventure

Difficulty: Intermediate

Systems: Amiga (one megabyte required),
MSDOS (640K required, 8+ MHz and hard
disk recommended; VGA, EGA, CGA,
MCGA, Hercules, Tandy; Ad Lib, Roland,
Sound Blaster, PS/1, other synthesizers;
mouse and joystick optional)

Company: Sierra

After Sierra discovered a board game company had trademarked a title similar to their *Hero's Quest*, they decided to call the sequel by another name, *Trial by Fire*. Instead of a medieval European setting, it takes place in the Far East, where you visit the twin cities of Shapeir and Raseir. The Sultan's evil brother has deposed the governor of Shapeir and threatens to take over the land unless you can stop him. As before, this quest combines logical puzzle-solving with attribute and skill development and combat, making it one of the few such hybrids to succeed. The Fighter, Thief and Magic-user have different ways of solving puzzles, so you can replay the game several times. The "type in the words" interface and full-screen graphics are typical of Sierra pre-*King's Quest V*, but this is among their best releases to date and is highly recommended.



General Tips

Character Creation

For a good Fighter, add 20 points to Strength and 10 each to Vitality, Agility and Weapon Use. For a Magic-user, add 35 to Magic and 15 to Intelligence. For a Thief, add 15 to Agility, 5 to Weapon Use, and 10 each to Strength, Climbing and Dodge. One effective combination is a Fighter/Magic-user: using a Fighter character, add 15 to Strength and 5 each to Magic, Weapon Use, Intelligence, Agility and Vitality.

Character Development

As in *Hero's Quest*, you need to repeatedly practice your skills. If you are a Fighter, you should concentrate for a few days on nothing but fighting at the Guild, then going to the Inn, resting for an hour, returning to the Guild, and repeating this process. The Thief should also practice daily to increase his skills. Be sure to practice all your combat moves and sign your name in the log at the Guild. A Magic-user should buy all spells he doesn't already have from the Magic Shop. The Thief should buy several daggers from the Weapon Shop, a magic rope from the Magic Shop, and finally some oil from the Apothecary.

Combat

All characters you will fight have some sort of pause or stutter before they actually make their offensive move. Watch for it, dodge or parry, then make your offensive move.

Walkthrough

Shapeir

While in Shapeir, there are three things to do in no particular order, but you must do them before day 17. They are listed immediately below.

Otherwise, just follow the day-by-day instructions. Each character type solves certain puzzles in different ways; this solutions covers them all.

Before Day 17

Visit Aziza. Aziza lives at the alley off of Shmali Tarik. Knock on her door, then answer the questions as follows: 1: your name, 2: Rakeesh, 3: fight with demon, and 4: Aziza. Always share tea with her, and when you are ready to leave her home, always type farewell and do not stand.

Visit the Dervish. To get unlimited dinars, go five S, then three W from Shapeir's gate. When you see the Dervish, take his beard. Return to Shapeir and give the whirl to Keapon in the Magic Shop. *Cheat: You can repeatedly type "give whirl," and he will continue to give you 15 dinars each time.*

Visit the Fortune Teller. The astrologer lives on the south end of Tarik of Stars. When you enter, ask him about your future. Tell him "Spielburg" when he asks. Ask him about money, then give him a donation.

Day 1

Leave the inn and walk straight to the end of Dinar Tarik. Exchange your money 15 gold pieces at a time. Return to the plaza and buy a map and compass from the man. When directed to walk to a place in the rest of this solution, use the **Ctrl R** option and click on the location (on an IBM; see your reference manual for other versions).

Fighters must go to the weapon shop in the Fighters Plaza and buy the fine sword. Thieves should have at least 10 daggers for their quest. While in the Fighters Plaza, pick up an extra

waterskin from the leather worker. Magic-users should go to the Magic Shop in the Fountain Plaza and buy any spells they lack. A Thief should buy the magic rope in this shop.

Day 2

Go S from the Gate Plaza and ask the man about a saurus and its price. Do not accept his offer until he reduces the price to 5 dinars. Thieves and Fighters should go to the Fighters Plaza and practice on the rope to raise Agility. To successfully complete this, take a step forward, and save the game if you don't fall. Repeat this until you reach the end of the rope. At sunset, watch Sheema dance in the inn.

Day 3

At sunset, watch Omar speak.

Day 4

Practice on the rope in the Fighters Plaza. You will need to prepare yourself for battle with the Fire Elemental on this day as well. To learn of it, go to 1z3z1 (see **Before Day 17** for directions) and ask about Elementals, contrary elements, containers and the Fire Elemental. Next go to the Apothecary and ask Harik about the Fire Elemental and flame. Buy 1 packet of incense from him. Furthermore, you will need a container, so buy the the lamp in the Fountain Plaza. Finally, fill your water flasks in the fountain.

Day 5

Upon entering the Gate Plaza, you will find the Fire Elemental. Immediately use the **3nc2n92** and move your hero N. When you have gone far enough, drop the lamp. Next weaken the Elemental with the **w1t27** and take the lamp.

Day 6

Nothing specific.

Day 7

Collect your reward from Rakeesh in the Guild.

Day 8

It is now time to prepare yourself for battle with the Air Elemental. Go to Aziza and ask about the Air Elemental. You will need to get a container, which is the **b2l14w9** from the weapon shop. The

Fighter must arm-wrestle Issur for it. The Thief must use his rope, then take it from the wall, but only at night. The Magic-user can cast *Fetch* on it, also only at night. You can get the contrary element of dirt from the **p4tt27** in the Fountain Plaza.

Day 9

Go into the Palace Plaza and prepare yourself for battle. The Fighter must force his way toward the Air Elemental, then drop the dirt into the funnel. The Thief should use his rope, then drop the dirt into the funnel when he's over the Elemental. The Magic-user should do the same, casting *Levitate* to rise above it. Finally, use **b2ll4w9** to capture the Elemental.

Day 10

Nothing specific.

Day 11

Go to Aziza and ask her about the Earth Elemental. Go to the Fighters Plaza and buy a cloth bag from the clothing worker. The Fighter must go to the Guild Hall and get **945lf47g2** from Rakeesh. The Thief will need to go to the Apothecary and buy **p4w827 4f b57n3ng** from Harik. First, however, all classes can ask him about the Earth Elemental and earth. At night, watch Omar speak.

Day 12

Walk into the streets of Shapeir and you will meet the Earth Elemental. The Fighter must fight it with **945lf47g2** and kill it. The Magic-user must cast **Fl1m2 817t** at it. The Thief must throw the **p4w827 4f b57n3ng** onto it. When it has crumbled to pieces, take the Elemental.

Day 13

If you are a Fighter, be sure to check the Guild to receive your note from the EOF. Regardless of character type, purchase an extra waterskin from the leather worker in the Fighters Plaza.

Day 14

Go to the Fountain Plaza and immediately drop the waterskin. Next, use the **137 2l2m2nt1l**, then take the filled waterskin. Go to the Palace Plaza and get the pin from the Katta. The Fighter must again check the Guild to receive his note from the EOF.

Day 15

Fighters go to the Guild and receive the final note from the EOF.

After sunset, go to the east end of Askeri Darb. Enter the open door, and when chained, try to break the chains. When the man comes in, use the right arrow key to dodge until you reach your weapon. Fight the man, but don't kill him when you knock him down.

Day 16

Go to Aziza and meet with her and your saurus. Buy any final, supplies you might need such as pills, oil and food, and be sure to fill your waterskins. At sunset, listen to Omar.

Tips for Traveling in the Desert

Always visit the oasis when your waterskins run out, or to take a rest and drink. When you see a dead body on the ground as you enter the area, be careful. This is merely an illusion created by a brigand, and he will soon attack. If you manage to kill a scorpion, take its tail and sell it to Harik in the Apothecary. Ghouls' claws can also be sold to Harik.

In the Desert

Getting a Dispel Potion

Task One

From the entrance to Shapeir, walk three screens **W**. To get the feather, the Fighter should move the rock and then take the feather. The Thief must use his rope, then take the feather. The Magic-user must do the same by casting *Levitate* to rise high enough.

Task Two

After you have defeated the Earth Elemental, ask Aziza about Julunar. Then, from the entrance to Shapeir, move five screens **E**. When you see Julunar, give her water, then the Earth Elemental. Tell her about Spielberg and about the Earth Elemental. Type "**9h4w 1ff2ct34n**." Finally, say "Julunar" and get the fruit.

Task Three

Go to the Apothecary and give the feather and the fruit to Harik, and he will make you a dispel potion.

A Thieves' Guide to Shapeir

When at the money changer, make the Thief sign. On the second day, go to her and ask her about the job she has for you. At midnight of that day, go to the alley off Rani Tarik and sneak, then pick the lock. Once inside, take the tea service and then oil the hinges on the closet. Open the doors and search the closet. Close the doors, then leave. Return to the money changer on Day 3 and sell her the two items.

For your second job, go to the weapon shop at night. Sneak, then pick the lock. Once inside, shut the door. Oil the anvil and give it a good shove. Open the trap door and pick the lock on the box. After taking the money, close the box, then the trap door, and return the anvil to its original position. Open the door and leave.

Raseir

Day 27

Note: Raseir's map is exactly like Shapeir's, only the compass directions are reversed—North and South switch, East and West switch.

Talk to Ferrari in the inn when you get to Raseir. At sunset, return and talk to him again. You must pay Ugarte for his information. Then ask him about water, fountain and prophecy. After darkness falls, stay out of the streets. Sleep at the Inn. Your room is behind the bar on the left.

Day 28

From the Gate Plaza, walk due S to the Fountain Plaza. Go to the south end and witness what happens. After it is over, walk back toward the inn. When you see the Harem Girl, follow her back to her room. Give her all she asks for, but before giving her your spare set of clothes, ask her about Khaveen, Ad Avis and Harem. Again sleep at the Inn. When you awaken, walk into the Gate Plaza.

A Thieves' Guide to Raseir

On Day 28, make the Thief sign to Ferrari in the Blue Parrot Inn. He will tell you of a job he has for you. At nightfall that evening, walk S from the gate plaza to the open window in the fountain plaza. Use your rope to get inside, then sneak over to the cabinet. If you make a noise, stop walking; resume after Khaveen goes back to sleep. Oil the hinges on the case, then pick the lock. Open the doors, take the

falcon, close the doors and sneak back over the window. Return to the inn and give the falcon to Ferrari.

Day 29

When you find yourself in the dungeons, you must first show your pin to the katta. To open the gate, the Fighter must force it, the Magic-user must cast *Open*, and the Thief must pick the lock with the pin. Take your equipment from the table, then crawl through the hole. When you get out, walk around until you meet Ad Avis.

The Forbidden City

Use the **m37747** to open the door. Rub the lamp when you enter, then walk W.

Air Room

To cross the river, go to the northern part of it and time your jump so that you land on the log. To make it easier, change the arcade difficulty level to easy. Jump off the log when you get near the land. To stop the wind, the Fighter must **f47c2** the rocks down; the Magic-user must cast **F47c2** on it. To stop it as a Thief, use your **l4ck p3ck9** on it. Climb the stairs and cross over to the east. On the cliff, be careful not to fall off, and walk through the open door.

Fire Room

Pour water on yourself, then walk through the room, being careful not to step into the molten part. After your water evaporates, pour more on yourself until you manage to exit through the western exit.

The Statue of Iblis

At the door, say "Suleiman" (the one who bound Iblis—check the history section of your manual). Don't touch any of the treasure; just walk through the gate. When Ad Avis takes the statue, go to the stalactite and take the ring. Wish for any two attributes you want, but on the third wish, ask for transport.

Back at Raseir

Quickly walk **S**. If you are a **Fighter**, you have no choice but to kill the guards and then force the gate open. The **Magic-user** must cast *Dazzle* on the guards, then cast *Open* on the gate. If you are a **Thief**, as soon as the top patrolling guards face east, use your rope. When you climb up, walk **W**.

Inside the Palace

The **Fighter** must jump down and fight Khaveen. When he disarms you, say “no,” then kill him when you disarm him. Force the door. Once inside, avoid combat with the statue, then run and kick over an unlit candle. Make your way to the left of the screen, then run toward Ad Avis.

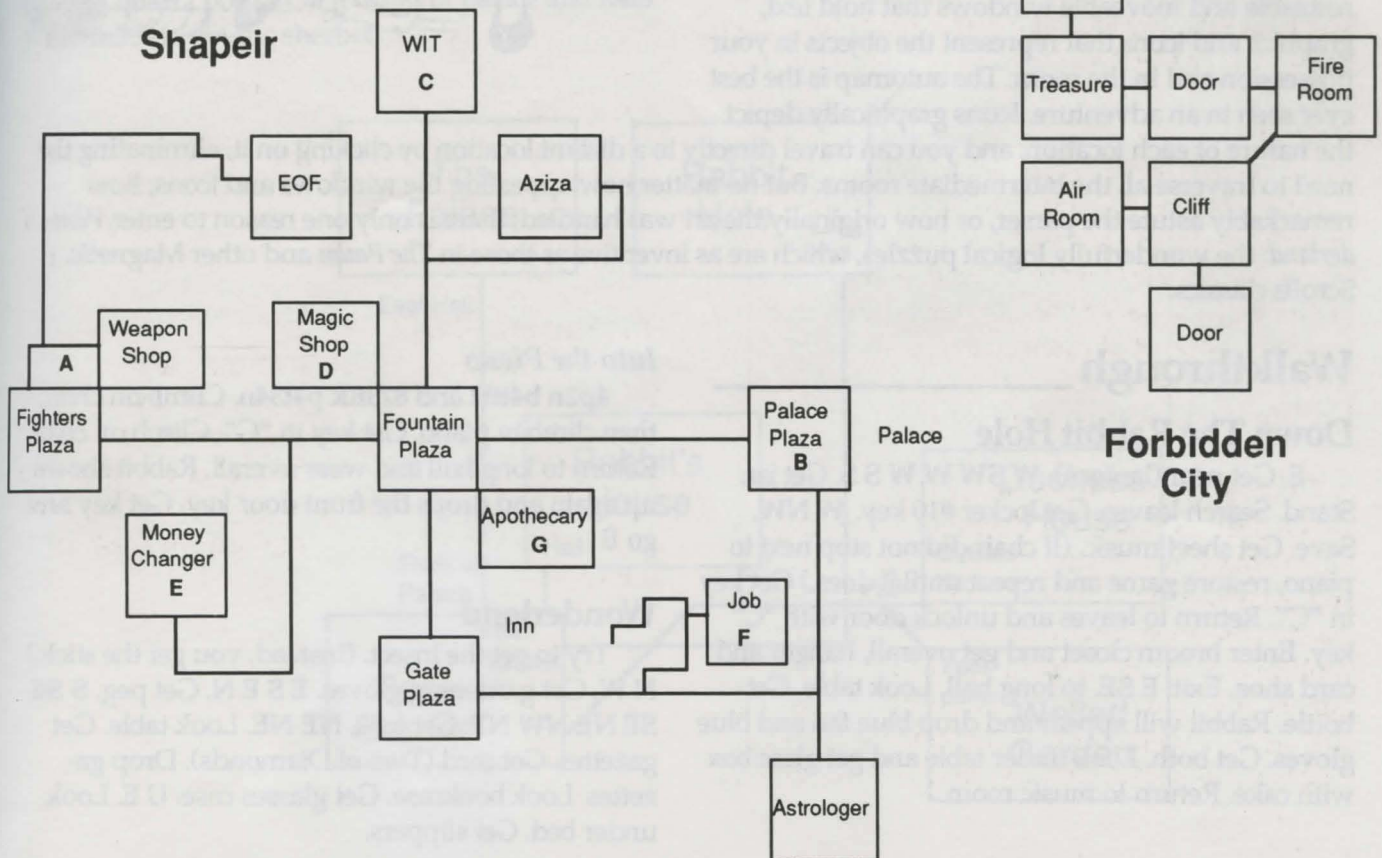
The **Magic-user** must cast *Levitate* to get down, then cast *Calm* on Khaveen. At the door, first cast *72v27911*, then cast *Open* on it. Cast *Trigger* on the statue, then cast *F47c2* on an unlit candle. While Ad Avis is talking, move left. Cast *Force* on the wall so that it bounces off the wall and knocks over the liquid in the brazier.

When the **Thief** leaves the women, walk **S** to hide behind the fountain. Move left when the top guard is facing left, then move left again as the guard leaves the screen on the right. Outside, use your rope and go across. Throw a **81gg27** at an unlit candle, and then carefully walk **E**. Every time Ad Avis says something to you, duck instantly. When you reach the second pillar, hit him with daggers until he falls.

Map Key

The map and this list of objects provide a general idea of the locations in Shapeir:

- | | | | |
|---|---------------------------------------|---|----------------------|
| A | Bellows, daggers, fine sword, job two | E | Thief's jobs |
| B | Pin | F | Tea service, emerald |
| C | <i>Reversal</i> spell | G | Oil, pills |
| D | Magic rope, spells | | |



WONDERLAND

Type: Illustrated Text Adventure

Difficulty: Intermediate

Systems: Amiga, ST (one megabyte),
MSDOS (640K required, hard disk, 8+
MHZ & mouse recommended, joystick
optional; EGA, 256-color VGA, Tandy,
Hercules, MCGA; Ad Lib, Roland; hard
disk recommended, 5.25" & 3.5" disks in
different packages)

Company: Magnetic Scrolls/
Virgin Mastertronic



Based on the Lewis Carroll story, this British quest casts you as Alice. Your main goal is to find cards that will enable you to escape the Queen of Hearts and her infamous trial by a jury that is certainly not composed of your peers. The graphics and animation are fair, the sound effects and music adequate. It's the interface and the puzzles themselves that stand out. *Wonderland* employs a better windowing system than *Windows 3.0*, with separate, resizable and moveable windows that hold text, graphics and icons that represent the objects in your possession and in the room. The automap is the best ever seen in an adventure. Icons graphically depict the nature of each location, and you can travel directly to a distant location by clicking on it, eliminating the need to traverse all the intermediate rooms. But no matter how appealing the windows and icons, how remarkably astute the parser, or how originally the art was handled, there is only one reason to enter *Wonderland*: the wonderfully logical puzzles, which are as inventive as those in *The Pawn* and other Magnetic Scrolls classics.

Walkthrough

Down The Rabbit Hole

E. Get pear (lantern). W SW W W S S. Get jar. Stand. Search leaves. Get locker #10 key. W NW. Save. Get sheet music. (If chair did not stop next to piano, restore game and repeat until it does.) Get key in "C". Return to leaves and unlock door with "C" key. Enter broom closet and get overall, hanger and card shoe. Exit. E SE. to long hall. Look table. Get bottle. Rabbit will appear and drop blue fan and blue gloves. Get both. Look under table and get glass box with cake. Return to music room.

Into the Piano

4p2n b4ttl2 and 873nk p4t34n. Climb on chair, then climb in piano. Get key in "G". Climb on chair. Return to long hall and wear overall. Rabbit shows up again and drops the front door key. Get key and go E.

Wonderland

Try to get the insect. (Instead, you get the stick.) N W. Get gardening gloves. E S E N. Get peg. S SE SE NE NW NE. Get fork. NE NE. Look table. Get gazettes. Get card (Two of Diamonds). Drop gazettes. Look bookcase. Get glasses case. U E. Look under bed. Get slippers.

Into the Duchess' Kitchen

Wear slippers and garden gloves. Put peg on nose. Enter dumb waiter. Pull rope. **W**. (In kitchen) Get knife. Open cupboard and get jug, then close cupboard. Examine table and get glass key. **E**. Pull rope. **W**. Drop slippers. Go to dining room and unlock cabinet with glass key. Get the pass. Return to front garden.

Front and Back Gardens

Open glasses case and get small lens, then drop case and peg. Untie clothesline and get line. Unlock door with front door key. **N N**. Get pink egg and proceed to back garden. Search compost heap with fork and get Eight of Diamonds. Drop fork and enter shed.

Into the Rabbit's Bedroom

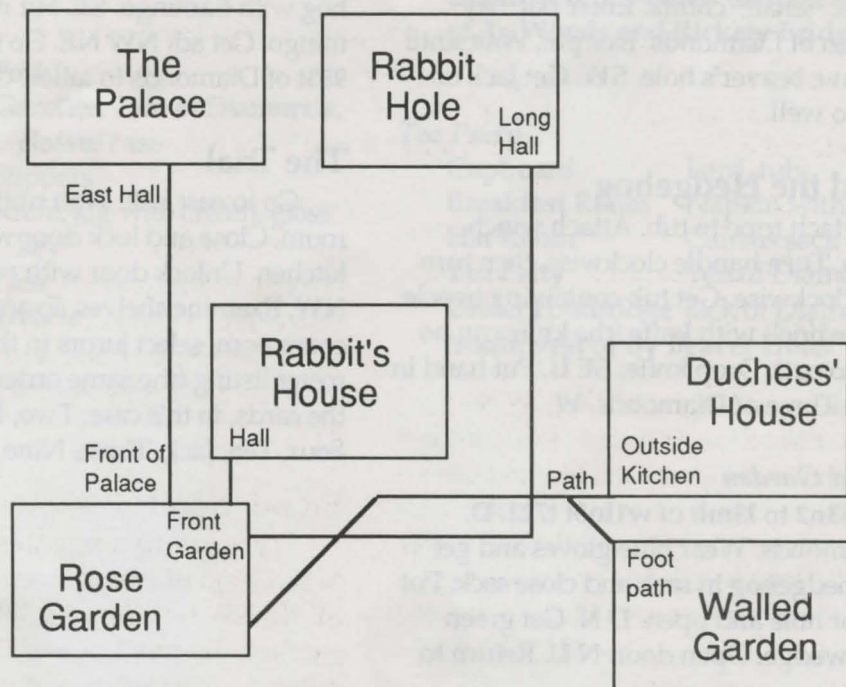
P5t h1ng27 in **v392**, then **p5ll h1ng27** and **4p2n v392**. Reenter house and go upstairs. Look in laundry basket and get pouch. Open clock and get Six of Diamonds. Put sheet music under door. Put hanger in keyhole. Remove sheet music and get bedroom key. Drop sheet music. Unlock door with key and enter bedroom. Note ink well. Look chest and get pink gloves. Look bed and get pink fan. Look shelf and get quartz bottle. Go to front of palace and **h4l8 j17** in **m39t** to get the sherbet.

Palace

Enter palace and show pass to guard. The Rabbit will appear. Give him the pink gloves and the pink fan. He will give you the paint brush. Enter guard room and unlock locker #10 with #10 key. Get #3 key and unlock locker #3. Get Seven of Diamonds and #7 key. Unlock #7 locker to get the boots. **W W**. Drop boots. Get coat of arms and drop. Get hook. Go to conservatory. Turn handle clockwise, then turn handle counterclockwise to get the winch handle. Go to kitchen and get steak and recipe. Read recipe. **D**. Unlock door with key on chain. Leave the palace.

Exploring

Proceed **S** to chestnut tree and get pouch. Pour cream (in jug) into saucer and get the sugar. Drop jug. **S S W W**. Throw stick. Give steak to dog. Get silver key. Go to elm tree, then to giant mushroom. Give **9h27b2t** to caterpillar. Cut right side of mushroom with knife four times and get "small" chunks. Put these into your right-hand pouch. Cut left side of mushroom twice for "big" chunks and put in left pouch. Return to palace.



Throne Room and Queen's Bedroom

Go to central hall. If you get the message "you're carrying too much," leave most items here and return to get them when needed later. Go to throne room and stand on Queen's throne. Eat **b3g ch5nk 4f m59h744m** and pull the bell pull. **S** to get King of Diamonds and red key. Go upstairs to Queen's bedroom and look under pillow to get the wooden twig key. Go to bathroom and open cabinet. Get the large lens and nail varnish remover bottle. Go up the ladder to the royal observatory and get the Four of Diamonds.

Telescope

Put large lens in large end. Put small lens in small end. Turn telescope **SE**. Eat "big" chunk of mushroom. Look through telescope. **C1492 262 n4t 593ng** telescope. Look through telescope again. Turn telescope **S** and **SW** and look through.

The Mad Hatter

Leave palace and go to well along the wiggly-waggly path. **NE NW W SW SW**. Enter beaver's hole. Open hatch. **U**. Get lard (in tub) and tub. Open door. **E S**. Fold napkin to get the breadcrumbs (*don't drop*). **E**. Get canvas sack. **W**. Open door. **S W**.

Into the Teapot

Climb onto table. **21t 9m1ll ch5nk** of **m59h744m**. Get onto pot. Eat "small" chunk. Enter pot. Say anything. Get Ten of Diamonds. Exit pot. Wait until normal size. Leave beaver's hole. **SW**. Get Jack of Diamonds. Go to well.

The Well and the Hedgehog

Get rope. Attach rope to tub. Attach winch handle to winch. Turn handle clockwise, then turn handle counterclockwise. Get tub containing treacle. **SE SE NE**. Move brick with knife (the knife can no longer be used to cut). Drop knife. **SE U**. Put hand in hole and get the Three of Diamonds. **W**.

Into the Walled Garden

T32 cl4th29l3n2 to **l3mb** of **w1ln5t t722**. **D**. Get Nine of Diamonds. Wear blue gloves and get hedgehog. Put hedgehog in sack and close sack. Put hook in trapdoor hole and open. **D N**. Get green bottle. Remove wedge. Open door. **N U**. Return to Central Hall.

The Rose Garden

Get boots and go to old tree via the secret passage. Unlock door with silver key. Enter. Open curtain and unlock tiny door with "G" key. Open door. Eat "small" chunks twice. **W S**. Paint trees with brush. Get bag of flour. **W S SE W S**. Wake gryphon. By the sea. Wait around until you hear entire conversation. Return to garden path. **W**. Wear boots. **N**. Get Five of Diamonds. **N**. Unlock door with wooden key. **N**. Drop boots.

Croquet Equipment (Flamingo)

Go to rabbit's bedroom. Dip brush in varnish remover to clean. Drop varnish remover. Dip brush in ink well. **P13nt 2gg** with brush. Go to elm tree. Open **q517tz b4ttl2** and **873nk p4t34n**. Put **2gg** in mouth. Wait. Put **b721kf19t 2gg** in nest. Wait until you shrink. Wait at least ten times. Open box and get cake. Eat cake. Get the flamingo.

Playing Croquet

Proceed to the palace kitchen. Give ingredients (green bottle, sugar, flour, lard, treacle and napkin containing breadcrumbs) to cook. Catch key twice to get the crystal key. **E**. Unlock crystal chest with crystal key. Get the invitation. Go to south of duck pond and wait until the crowd arrives. Show invitation to guards. **SW**. Wait until game begins. Open sack. Get hedgehog, then drop it. Hit hedgehog with flamingo. **SE**. Hit hedgehog with flamingo. Get ad. **NW NE**. Go to tailor's house. Give **953t** of Diamonds to tailor. Get the pantry key.

The Trial

Go to east hall. Wait until guards are in guard room. Close and lock door with red key. Go to kitchen. Unlock door with pantry key. Open door. **NW**. Examine shelves. Examine tray. Get tarts. In courtroom, select jurors in the same order as jury roster listing (the same order in which you collected the cards, in this case: Two, Eight, Six, Seven, King, Four, Ten, Jack, Three, Nine and Five).

Locations

Because the game includes such detailed auto-mapping, only the general areas are represented on this map. The names of the rooms that connect adjacent areas are found beside the connection. Objects found in each area are listed below.

Rabbit Hole

Grove	Lantern
Well	Jar
Passage	Locker and \$10 key
Music Room	Sheet music, key in "C", key in "G"
Broom Closet	Overalls, hanger, card shoe
Long Hall	Bottle, blue fan, blue gloves, glass box with cake, front door key

Rose Garden

By Palace Gates	Stick
Palace Grounds	Gardening gloves
Front Garden	Peg, small lens, clothes line
Front of Palace	Sherbet
Chestnut Tree	Pouch, sugar
By River	Silver key
Rose Trees	Bag of flour
Duck Pond	Five of Diamonds
Under Hedge	Ad
Tailor's House	Pantry key

Duchess' House

Path southwest of	
Outside Kitchen	Fork
Lounge	Gazettes, Two of Diamonds, glasses case
Duchess Bedroom	Slippers
Kitchen	Knife, jug with cream, glass key
Dining Room	Pass
Well	Treacle

Rabbit's House

Kitchen	Pink egg
Back Garden	Eight of Diamonds
Landing	Pouch, Six of Diamonds, bedroom key
Rabbit's Bedroom	Pink gloves, pink fan, quartz bottle

Palace

East Hall	Paint brush
Guards Room	#3 key, Seven of Diamonds, #7 key, boots
Central Hall	Hook
Conservatory	Winch handle
Kitchen	Steak, recipe, crystal key
Tunnel	King of Diamonds, red key
Queen's Bedroom	Wooden twig key
Bathroom	Large lens, nail varnish remover
Royal Observatory	Four of Diamonds
Cellar	Green bottle
Banquet Hall	Invitation
Pantry	Tarts

Walled Garden (south of Duchess' House)

Giant Mushroom	Small chunks, big chunks
Tree House	Three of Diamonds
Walled Garden	Nine of Diamonds, hedgehog
Top of Tree	Flamingo

(southwest of Walled Garden area, southeast of In Woods and Rickety Bridge)

Tea Party

Cupboard	Lard, tub
Breakfast Room	Napkin with breadcrumbs
Hat Room	Canvas sack
Tea Party	Ten of Diamonds
Under Footbridge	Jack of Diamonds

(southwest of By Beaver Hole)

BANE OF THE COSMIC FORGE

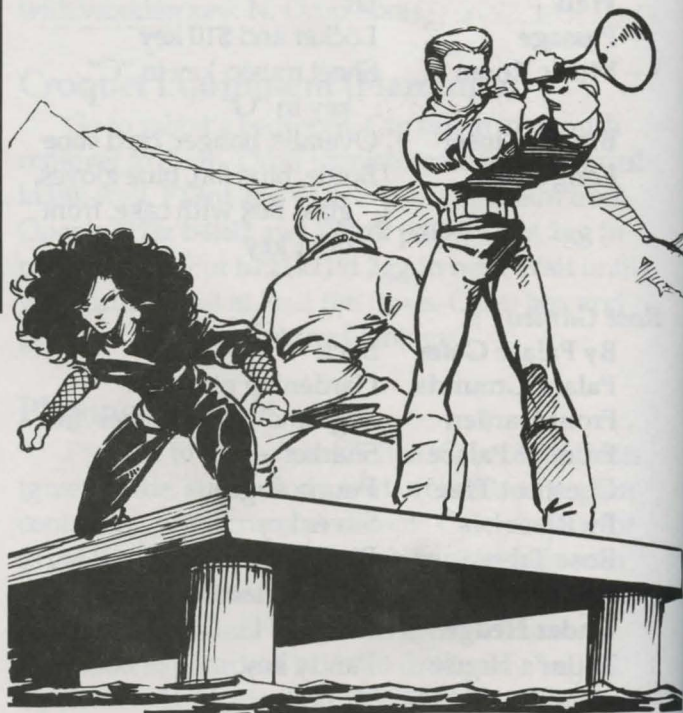
Type: Fantasy Role-Playing

Difficulty: Advanced

Systems: Amiga (512K), MSDOS (640K required; Hercules, CGA, EGA, VGA/MCGA, mouse and hard disk optional), Macintosh (one megabyte require for black and white, two for color)

Company: Sir-Tech

Winner of *QuestBusters'* coveted "Best Quest of the Year" for 1990, D. W. Bradley's *Bane* represents the new generation of *Wizardry*. The dungeons and monsters were graphically upgraded, and the story unfolds intriguingly as you delve into a mysterious castle and its environs in search of the Cosmic Forge—a magical pen whose every scribed word comes true. The icon-enhanced magic and combat systems stay true to the *Wizardry* tradition: you'll spend more time battling monsters than solving puzzles, but the puzzles you do face are deviously designed and delightful to the veteran role-player. Fully animated, the monsters are well-rounded and fleshed out, not shown as flat figures on the screen. And they're briskly animated, with startling 3-D effects. A difficulty setting adjusts the number and strength of the monsters, but doesn't affect the puzzles. Sound effects are digitized, so you can hear the creaking doors and wailing monsters even without a sound board. With bracing animation and an intricate yet quickly mastered game system, *Bane* is a compelling if not outright addictive experience that will attract new questers to the *Wizardry* legend while more than satisfying the legions of veterans.



General Tips

After the castle, this quest grows more linear. Save the game at the end of each major section, since if you stray too far from the path you may have to start over. Duplicate your saved games and keep them in another directory or floppy disk. Many doors can be opened with a *Knock Knock* spell or by a proficient Thief, if you don't have the correct key.

Character Creation and Advancement

A good party consists of a Ninja, a Monk, a

Samurai, a Bishop, a Bard and a Ranger or an extra spellcaster. The Bard is not a requirement, but only a Bard can use various magical instruments that are scattered throughout the game. The only skills you need add points to are magical abilities, *ninjutsu*, *kirijutsu*, and for your Ranger, *scouting*. All other skills are automatically improved during combat.

Gaining levels: Always explore each level completely; it's usually a good idea not to proceed to the next area of the game until your characters are able to easily kill all the monsters in the current section (they get much stronger at each new level in the maze).

You will not find much armor for the martial arts-type characters until the end game, but because of their critical hit and natural armor class abilities, they are still a great asset to any party. All diaries are read from the items menu, by using them while another item (like a ring) is equipped. The best way to tell if an item is important is to try to drop it: the program won't let you drop an item that you need.

Walkthrough

Castle: Level 1

After entering the maze, you must advance a Mage a few levels to obtain a *Knock Knock* spell; one fighter's strength should also be increased to a high level. Most of the action here involves opening all doors to find monsters and treasure. First recover the chests (B), then open the gate in the north wall (use the **92c72t b5tt4n** just **219t** of the **g1t2**). Inside, search for the key of Ramm (C).

Basement: Level 1

After exploring the first level, descend via either set of stairs to the west. Get the jailer and dungeon keys (A and E). Then get the cheese (B). Use the cheese at (C), then follow the passageway and get the Snoopcheri (D).

Southwest Tower

Take the Snoopcheri to L'montes at the top of the southwest tower (not shown on maps but reached by stairs in the corner of Level 1). Talk to him (say "**B214v28**" or "**9n44pch273**"), give him Snoopcheri and ask about the treasure. He'll give you a silver key.

Basement: Level 1

Visit Queegueg (N), buy the mystery oil and talk to him (**G31nt M45nt13n**). He'll give the password (**9k2l2t4n c72w**) to enter the pirate's den at (I). Go there and get the hook (use silver key on grate).

The Book of Ramm

Climb to Level 2 of the castle and get the spade key (A) and the king's diary and gold key (B). Descend to the second level of the basement via (O) on the first level of the basement, and use the gold key at (A). Push buttons at (B) to close pits (push the one outside the door last, so you can get the Book of Ramm (C)).

Ramm Altar

On Level 2 of the castle, you'll find an altar (C). See Book of Ramm for instructions, or press: **h218, h218, 47b, 9t1ff, 47b** to open a secret door. Jump down the pit (after opening door at altar) and continue north.

Get the dungeon key (E). Get the pick (J) and dig through the caved-in passage (K) and explore this area. Get the bell key (P). Use the dungeon key to open doors (F) and get decoder ring (G). (You use the decoder on deadman's log (H) to get password (already provided above) for Queegueg (**9k2l2t4n c72w**).)

Castle: The Belfrey

Get back to Level 1 of the castle and ascend either set of stairs in the west. Continue up into the belfrey, swing across it on the bell rope, use bell key and get the heavy rope.

On to Giant Mountain

Return to the altar, go down again. At (L), join the rope and the hook, and use them to cross the chasm. Continue down the passage and press the elevator button (M). You'll wind up at (A) on Giant Mountain. Go to the stairs (I) and enter the mines.

Mines

On Level 2, get the miner's chisel at (A). Fight rubber plants at (B) until you have three rubber strands. Use one strand on another to make a rubber braid. Use the third strand on the braid to make a rubber band. At (E) on Level 1, get the miner's key, which will unlock most doors. Then go to Level 4 and use the chisel on the crystal wall at all four places marked (C), talk to the ghost of Xorphitus and get the wizard's ring and key (D).

Giant Mountain, the Drawbridge and Catapult

After exploring the mines, go up one of the stairs in the west and find the drawbridge controls at (C) on Giant Mountain. To lower the bridge, use the mystery oil, then enter the following combination of buttons: **91f2t6, P5mp, C43lw71p, T7599, 91f2t6, W3n827**.

Cross the bridge and explore all new passages. Go back across the bridge, descend the stairs, and

go up the next set of stairs. Get the broken sprocket (E) at the catapult. Take the sprocket to the dwarf (F) on Level 2 of the mines and pay him to fix it. Now go up again and use the rubber band, along with a boulder and the sprocket, to fix the catapult. Save your game and fire: latch, wind and release. If you don't hit, reload your saved game and try again. (You can get boulders by fighting giants. Or you can find them by climbing the mountain's northeast side. Get at least two.) Cross the drawbridge and at (D) climb to the top of the mountain and kill the twins (use *Armor Melt*). Ascend another level, kill the Guardian of the Rock and get the ruby eye.

Return to the place you killed the twins, go N and W, then push the button to open the chute. After jumping down the chute, you land at (J) on Giant Mountain. Use the miner's pick at (F) and take the stairs at (G) to the pyramid.

Pyramid

Use the maps to go up and down stairs to reach different parts of each level. On Level 1, kill the gloop (A) and get the sticky glob. Then use the stairs to get the empty sack (B) on Level 1. Go to Level 3 and push buttons (A) and (B). Return to Level 1 and push button (C), then go to (D) and use the gloop glob on any alcove. When the chest gets stuck, open it and get the bone key. Return to the pyramid entrance, go to (H) on Giant Mountain, and use the empty sack to fill it with sand.

Now for the idol. From Level 1, go downstairs to Sub-Level 1. Use the bone key at (A). Press buttons (B) and (C), then go through the secret door at (D) and push that button to deactivate the boulder trap. Go to (E) and down the pit to Sub-Level 2.

On Sub-Level 2, push buttons (A), (B) and (C). The last one shuts off trap at (D), so you can head N, then W through secret door and push button at (E). Then go E to (F). Save the game. Use the bag of sand to get the idol (exchange bag for idol, like in the first Indiana Jones film). Push button (G), which takes you to Sub-Level 1, then hit button (F) and (G). Take stairs up to Level 3.

On Level 3, use the Idol to open the gate (C). Go through and up to Level 4 to meet the Queen of Amazulu (A) on Level 4. Say "no" about coming for the rock; give her a boulder, or any other useless

item. Buy foot powder from her pal, use it and go to (B). Fight the fire god and get all items, including another ruby eye.

Skull Door

Return to the castle basement Level 1 and, via stairs at (O), go to Sub-Level 2 of the basement. Use the wizard's key at (D). Open all the chests; you'll get the spire key (E) and useful items. Now return to the castle and go to the stairs northeast of the fountain. Go up and use the spire key, then the spade key to open doors and get the Horn of Souls. Return to the skull door on Sub-Level 2 (F) and use the ruby eyes. (You can open a door to the wizard's cave by hitting the wall with a stick at (G).) Go through the skull door to the River Styx.

River of Death

This area is not mapped here. The river flows north to south and wraps around. The big island in the middle is the Isle of the Dead; the small one is the Isle of the Keep. On the east bank is the Isle of the Damned; on the west, the Isle of the Lost. The Tomb area is below the Isle of the Dead. Beneath the Isle of the Damned is the Hall of the Damned.

Start by walking to the runes and blowing the Horn of Souls. Pay the ferryman and get off at the Isle of the Damned. Just east of the place where you land, you'll find the Key of the Damned and Book of the Damned. Use the book, then use the key to open the rows of doors north and south of this spot.

In the room south of this spot, slay the beast and get the Minos Key and the first cylinder of ash. A second cylinder of ash is found in the room northeast of your landing spot. Don't use the raft (north of your landing spot) yet. Use the Minos Key to open the gate due east of the place where you found the Key of the Damned. (Next to the stairs here are recuperative fountains for Health, Spell and Stamina points.) Descend.

Go E and get the tomb key, then open all the gates to the north and south, which lead to the tombs. Search them all, especially the one in the northern area's northeast corner, for the Book of Sirens. Read it and note the words.

Now ascend, board the raft and go to Siren's Cove. When the sirens sing, answer, "Tis madness

makes us free.” (Other responses, obtained from the Book of Sirens, may be required.) You’ll get the water wings. Board the raft and return to the Isle of the Damned.

Use the water wings to explore other parts of the river. On the west bank of the river, northwest of the Isle of the Dead, get the fishing line and hook and merge them. Go **S** downstream to the red “x” in the river, then one **N** and three **E** and fish to get Davy Jones’ locker, which contains the east exit key and other useful artifacts.

Go to the Isle of the Lost (west side of the river) and go **N** through the secret door, turn right, then cast *Knock Knock* to open the door to the south. Go back through the secret door and search in the corner due south of it to find the Key of Lost Souls. Go back through the secret door to the locked door and use that key to open it and get a third cylinder of ash. On the Isle of the Keep, the four-square island in the river, you can buy more effective weapons from Mai Lai. (After this, you may want to go up the eastern stairs to the swamp and help the caterpillar. It’s not necessary, but the incense can be useful in the next section.)

Under the Isle of the Dead

Blow the Horn of Souls to call the ferryman (from the spot where you got off his boat). Give him all three cylinders of ash. He’ll give you the Key of the Dead. When he returns one cylinder, use the Key of the Dead to unlock the door at the north tip of the Isle of the Dead. Descend to the lower level. The healing fountain north of (O) should be your main staging area down here.

Open the gate (A) with the cylinder; use incense if you have it. Save the game after getting past (B). Cast *Silence* on sea hag (C). Get skeleton key at (D) and open door with it at (E). Get drow key at (F) and use at (G). Get weapons for Elven Ranger at (H), then find key of knights at (I). With key of knights, unlock door at (J) and get weapons for Lord or Knight.

Say **B1n2** at (K) and get key of queens at (L). Get key of valkyries at (M) and use at (N) to get Valkyrie weapons. Push button and enter secret door to get Samurai weapons. At (O) use key of queens, go **S**

into the room and get the key of evil and the silver cross (have first character equip it). Push button to open door southeast of (P). Unlock gate at (P) with key of evil. Go **N** to (Q) and meet Rebecca. The vampire (R) will then toss you in jail.

Prison

Use the Dagger of Ramm on the eastern door. After the battle, take the stairs up to the forest. (You may also use mushrooms from the caterpillar to grow small and escape, though the way to get them from the swamp is not covered in this solution.)

Forest

Search the ship (A) and get wooden stakes (B). Get tinker bell at (C). Use tinker bell at (D) and get clues from queen (ask “Where is **D2lph3?**”). At (E), use the miner’s pick to get four pieces of rock. Search for button at (F), push it and get holy water at (G). See Delphi at (H) and reply, “We are **f19c3n1t34n,**” and, “We are **83v3n1t34n.**” You’ll get the Staff of Aram. Equip Dagger of Ramm and goat’s mask and go to (I).

Temple of Bane

Remove goat’s mask. Equip Staff of Aram. Go **N** and cross chasm (A), then unequip staff. At (B), get key of decision. You may use it to unlock either of the two gates to the east or west. Your choice won’t affect the outcome; in this solution, the east gate is opened first. The map included here does not reflect minor variations that will appear in the halls and doors as you progress through this maze.

Use key of decision to unlock the east gate (C). Walk to (D) and you’ll be teleported to (E). Go to (F) and get the key of first test. Use it to unlock the east gate (G), then go to (H) and return to (B). The key of quandary will now be there.

Unlock the west gate and go to (I), where you’ll be teleported to (J). Walk to (K) and you’ll be ported to (L). Move to (I) and you’ll be teleported to (J) again. Walk to (K) once more and you’ll get the key of finality. Unlock the gate to the west with it, then go to (H). Walk to (A), and you’ll confront Xorphitus. After this battle, say, “**B1n2 4f th2 C49m3c F47g2.**” Then go to (B), **N** through the secret door, and down the chute.

Beneath the Temple of Bane

Equip all members with *pole and staff* skill with the holy stakes (from the ship in the forest) and mirrors (the rocks from the Rock of Truth). Give the holy water to characters with *throwing* skill. Also equip the silver cross to your fastest character. When you meet the vampire (B), use the cross, throw the water and finish him off with the stakes. A *Death* spell sometimes works on Rebecca. To read the diary of the king, equip the ring of stars and use it on the diary. This yields the password for the gate at (C): **th2 h1n8 4f 829t3n6**.

The Bane of the Cosmic Forge

There are several different endings to the story. To experience them all, save the game before you continue. The password at the gate is: **th2 h1n8 4f 829t3n6**. For the first ending, take the pen (D) and use it; for the second, continue through the door; for the third, continue even further.

The Castle

Level 1

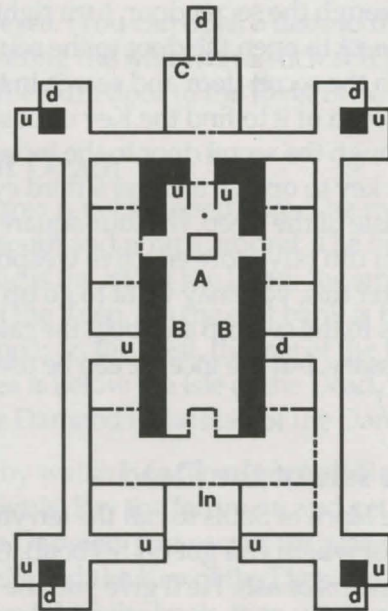
- A Fountain
- B Chests
- C Key of Ramm (search)
- u The left stairs go up to chrome keys (use spade key)
- u The right stairs go up to horn of souls (use spire key and spade key)

Level 2

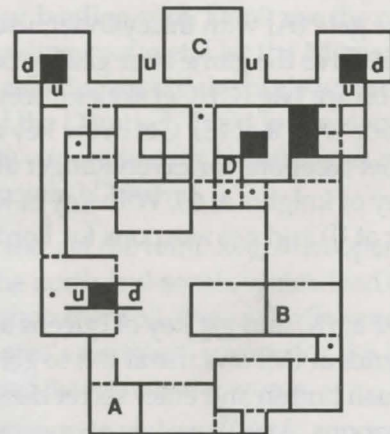
- A Spade key
- B King's diary, gold key
- C Altar of Ramm
- D Dagger of Ramm

Map Key

- u Up
 - d Down
 - Spot that should be stepped on
- Gray areas in **Giant Mountain, Pyramid and Forest after Prison** are areas that will kill you if you enter them.



Castle: Level 1

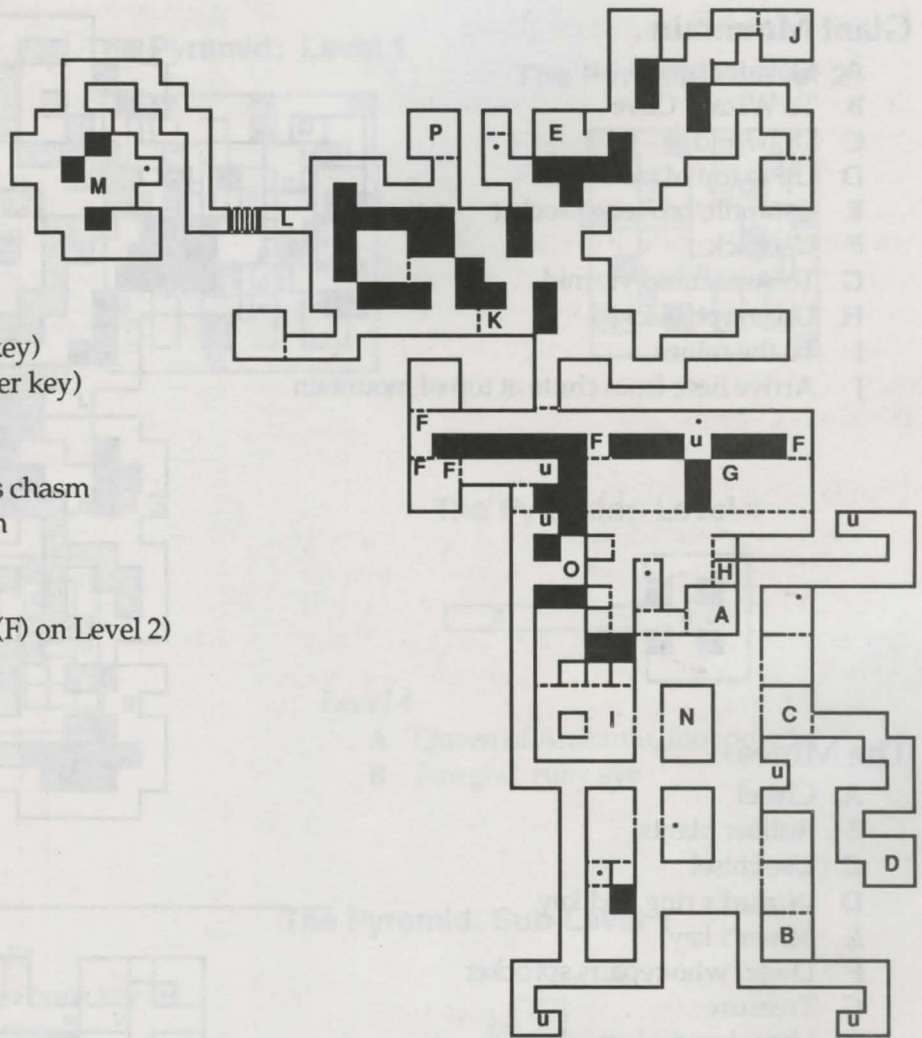


Castle: Level 2

The Castle Basement

Level 1

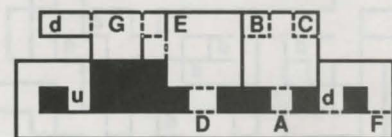
- A Jailer key
- B Cheese
- C Use cheese
- D Snoopcheri
- E Dungeon key
- F Use dungeon key
- G Decoder ring
- H Deadman's log (use jailer key)
- I Pirate's den, hook (use silver key)
- J Miner's pick
- K Use pick
- L Join rope and hook to cross chasm
- M Elevator to Giant Mountain (Cavern and Mines)
- N Queequeg
- O Stairs down to skull door ((F) on Level 2)
- P Bell key



Castle Basement: Level 1

Level 2 (Skull Door)

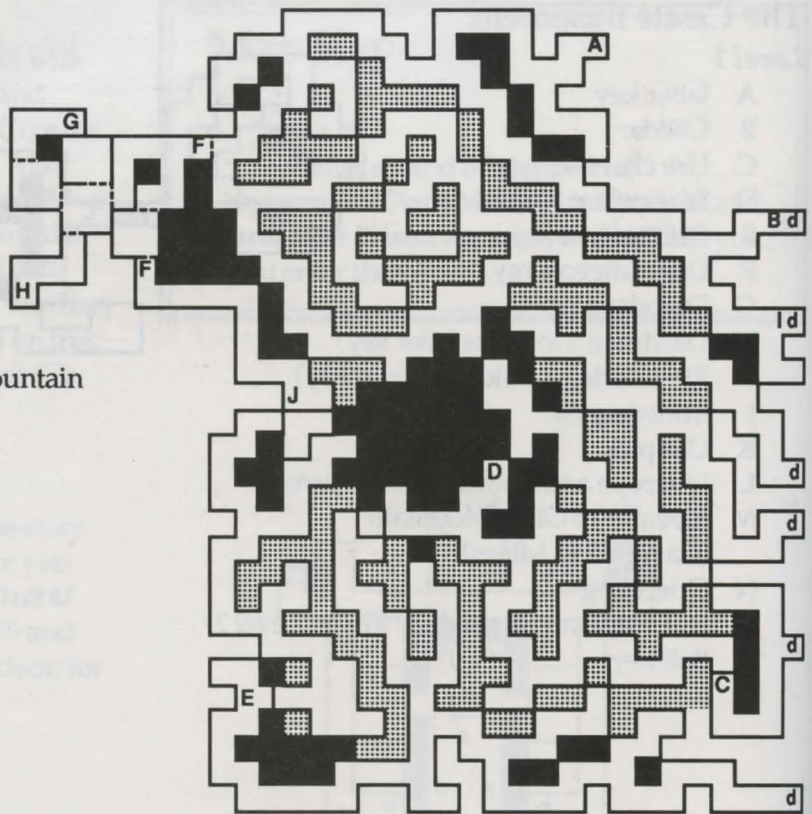
- A Use gold key
- B Button
- C Book of Ramm
- D Use wizard key
- E Spire key
- F To River Styx (use two ruby eyes)
- G To Wizard Cave (hit wall with stick)



Castle Basement: Level 2 (Skull Door)

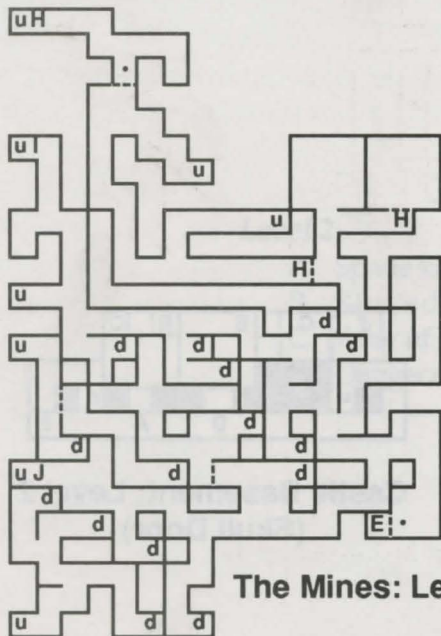
Giant Mountain

- A Elevator up
- B To Wizard Cave
- C Drawbridge
- D Up to top of mountain
- E Catapult, broken sprocket
- F Use pick
- G To Amazulu Pyramid
- H Use empty sack
- I To the mines
- J Arrive here from chute at top of mountain

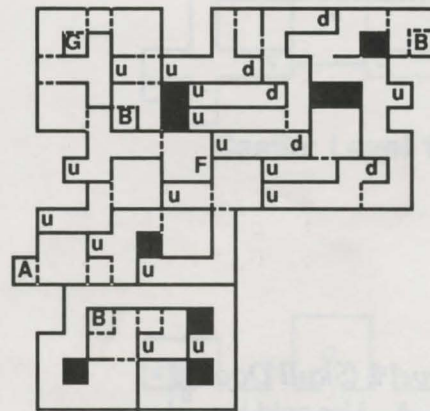


The Mines

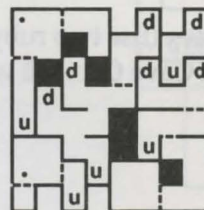
- A Chisel
- B Rubber plants
- C Use chisel
- D Wizard's ring and key
- E Miner's key
- F Dwarf who repairs sprocket
- G Treasure
- H Use wizard's key
- I First arrive from Giant Mountain



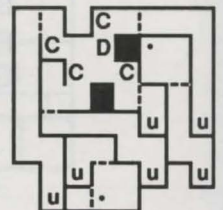
The Mines: Level 1



The Mines: Level 2



The Mines: Level 3



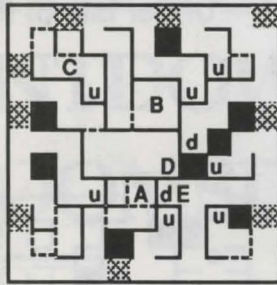
The Mines: Level 4

The Pyramid

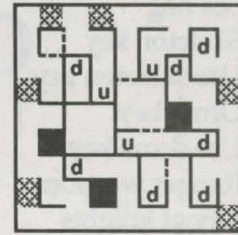
Level 1

- A Gloop (glue)
- B Empty sack
- C Button
- D Bone key
- E Arrive from Giant Mountain

The Pyramid: Level 1



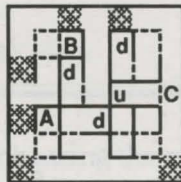
The Pyramid: Level 2



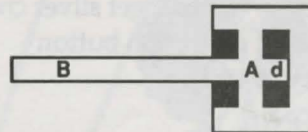
Level 3

- A Button
- B Button
- C Use idol

The Pyramid: Level 3



The Pyramid: Level 4



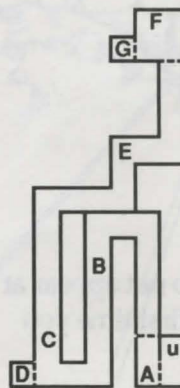
Level 4

- A Queen of Amazulu, foot powder
- B Fire god, ruby eye

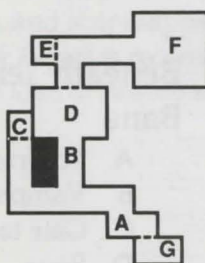
Sub-Level 1

- A Use bone key
- B Button
- C Button
- D Secret door, button
- E Pit (to Sub-Level 2)
- F Button
- G Button (to Level 1)

The Pyramid: Sub-Level 1



The Pyramid: Sub-Level 2

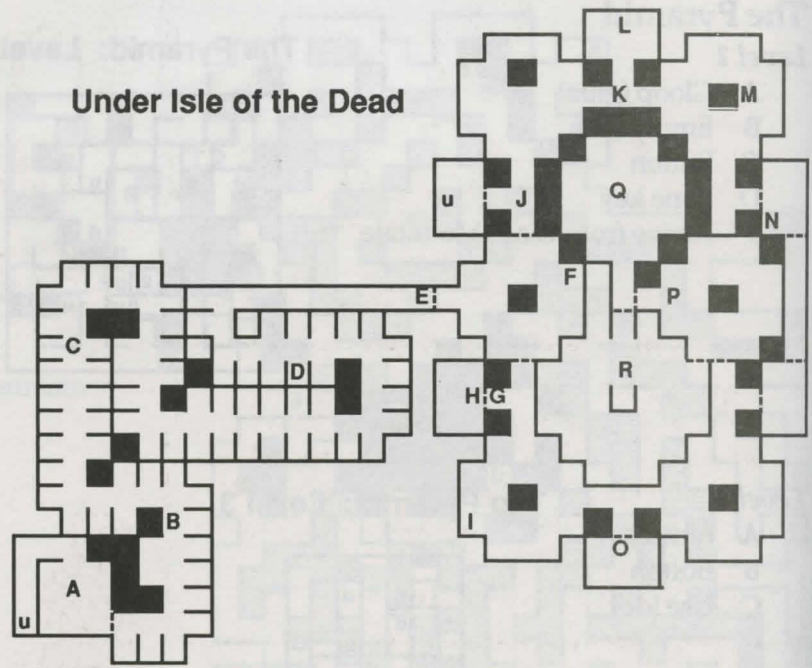


Sub-Level 2

- A Button
- B Button
- C Button
- D Trap
- E Button
- F Idol
- G Button (to Sub-Level 1)

Under Isle of the Dead

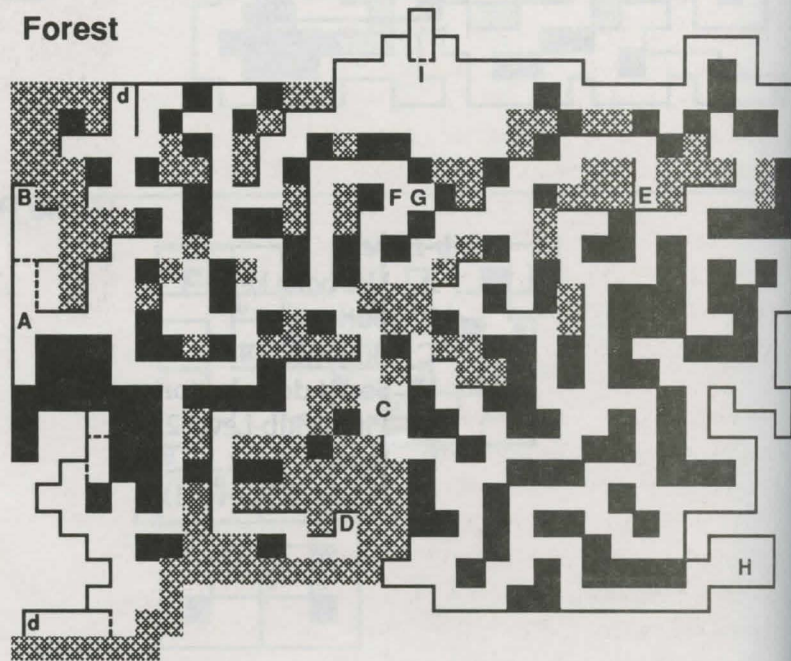
- A Use cylinder on gate
- B Rockfall
- C Sea hag
- D Skeleton key
- E Use skeleton key
- F Drow key
- G Use drow key
- H Ranger weapons
- I Key of knights
- J Use key of knights
- K Say "Bane"
- L Key of queens
- M Key of valkyries
- N Use key of valkyries
- O Use key of queens, get silver cross and key of evil, push button
- P Use key of evil
- Q Rebecca
- R Vampire



The Forest

- A Ship
- B Wooden stakes
- C Tinker bell
- D Faery queen
- E Rock of truth
- F Search for button
- G Holy water
- H Delphi
- I To Temple of Bane

Forest

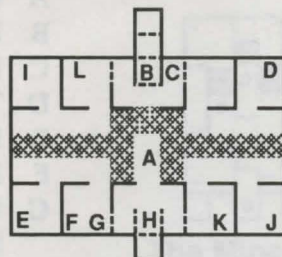


Temple of Bane

Objects in parentheses do not appear at their indicated locations the first time you visit those places.

- A Chasm; (Xorphitus)
- B Key of decision; (entrance to chute and end game)
- C East gate
- D Teleport to E
- E Teleport from D
- F Key of first test
- G Gate
- H One-way doors to left and right
- I Teleport to J
- J Teleport from I
- K Teleport to L; (key of finality)
- L Teleport from K

Temple of Bane



Beneath Temple of Bane

Beneath Temple of Bane

- A To/from Level 1
- B Vampire
- C Gate to Bane
- D Bane



BUCK ROGERS COUNTDOWN TO DOOMSDAY

Type: Science Fiction Role-Playing

Difficulty: Easy puzzles, advanced combat

Systems: C-64, MSDOS (640K and hard drive or two floppy drives required; CGA, EGA, Tandy-16 color, VGA/MCGA 256-color; Ad Lib)

Company: SSI/Electronic Arts

After fine-tuning and enhancing the role-playing system and "engine" used in their *Advanced Dungeons and Dragons* series, the SSI Special Projects team modified them further as a vehicle for their first science fiction RPG presented in the *AD&D* style. *Buck Rogers* also became their first to sport 256-color graphics and support the Ad Lib sound board.

The story, set in the year 2456, unfolds in a more substantial and satisfying way than in the *AD&D* games. Instead of playing the role of Buck Rogers, you meet him while blasting your way through space to destroy the Doomsday Laser. (Naturally, he joins your party.) Then you wheel through a series of mini-quests on Mars, Venus and other galactic hot spots.

Needle guns and grenades may replace swords and spells, but battles are still fought in familiar fashion. Yes, even though it's got more puzzles than the *AD&D* games, *Buck* still emphasizes the combat side of role-playing. Unlike *Starflight* and *Hard Nova*, you don't get to fly a ship, and the relatively few puzzles involve passwords, keycards and variations on these types. Full-screen graphics occasionally illustrate major events, and automapping is permitted in some areas. *Buck Rogers* is recommended for science fiction aficionados and combat fans, especially those who drool at the idea of possessing massive arsenals of exotic weaponry and armor.



General Tips

The numerous mini-quests and alternate scenarios that are not essential to winning the game are not discussed in this solution.

Character Creation

You need two Warriors and one each Rocket Jock, Medic, Rogue and Engineer. Strength is only important in melee combat. Place the Warriors and Rocket Jock in the front, followed by the Rogue, Engineer and Medic in the rear, except in the spy ship, where Warriors should be in positions one and six for moving through the air vents.

Combat

Spreading your Warriors out when up against explosive area weapons is a good tactic, but characters with little *maneuver in zero-G* skill may be unable to disperse. During combat, each character's turn begins with a *maneuver in zero-G* skill check. The characters that fail this check may be limited to two or three movement points for the turn, and explosive area weapons will be used by the enemy if your group is within the range of the area (2/3 radii).

Almost every enemy combat robot (combot) has a heavy explosive missile weapon that can damage your characters if they are in the same area as the combot. Where robots or characters with explosive grenades are in attacking formations, hit the space bar to disable auto mode, then use heavy explosive missile weapons to keep these powerful characters from using their devastating weapons.

Dazzle grenades can be rendered totally useless with protective goggles. Characters without goggles may be blinded. Stunning can last from two to seven rounds and is quite as effective as magical *Sleep* spells or *Stoning*, but can be counteracted by a Medic with high *treat stun/paralysis* skill. Magical *Stink Clouds* are replaced by gas grenades. There is no 100% effective defense during combat against the effects of the fast acting poison of the secondary ECGs found in the game.

The only set of battle armor with fields in the game is obtained in the later stages by clearing a mining outpost of ECGs just before the last battle on Mercury. The extra -2 points in AC will certainly help. *Cheat: Buck has a Lunarian smartsuit, a gun, a*

rocket pistol and other gear you may want. Save your game to an open game slot and duplicate these items using a simple technique in the training menu (also from c:\buck\save directory in DOS, you can use copy chrdatx7.stf chrdatx4.stf if Buck is in character slot 7 when you save, 4 is the character you want to equip with Buck's gear, and x equals the save letter to which you saved your game).

Walkthrough

Chicagorg

Go S and deal with the random groups of RAM warriors with lasers, smart suits, dazzle bombs and glasses. Strip the warriors of equipment. The manual control room must be retaken from RAM and the controls turned on. Go S through the center doors, then E along the corridor and turn N at the first corridor. Go through the first door on the east. Charge the technician and jump on the grenade (10 points of damage) with your healthiest man. Do not be too anxious to win this one. Keep exploring and having random encounters while saving to different slots on the save disk. Stay away from the control room as long as you can in order to build up experience. You need to be strong for the next scenario. Train and go up levels in the HQ at the Sanctuary III base after the Chicagorg.

Spy Ship

Buy poison antidotes prior to this encounter. Save often, for you can die at any point. You will not be able to train or leave this ship once you have boarded, and you must complete this part of the game before you can get a ship of your own. There is a sick bay but no training facility here. This ship is inhabited by the most fearsome monsters in the game except the combots. The ECGs are deadly at the secondary stage level. They can render you unconscious with one lucky bite. First-level characters need good armor and high dexterity to survive.

Upon entering the complex, immediately go up the air shaft in the northwest corner of the level to Level 6. On Level 6, go S, then E and enter the north door at the end of the corridor. Get the datacomp recorder and the poison antidote. Go through the door on the east wall of the room where you found the datacomp recorder, into the sick bay. Use the autosurgeons on the characters until you find the

infected person (they itch and eventually turn mad and die) with the sigma code of a95151 or a22151. Get the salve. Take the air duct (NW map corner) up to Level 9.

On Level 9 go **W** and **S** through the door in the west wall. Walk to the east console, then the west console. Read what Scot.dos has to say. Go to the air shaft (NW map corner) and down to engineering (Level 1). On Level 1, go **S** and **E**. Take the eastern staircase of the two staircases on the south wall. Go down to Level 0. Walk **W** until the end of the corridor and get argon gas. Go back to the air shaft on Level 1, and go up to Level 3.

On Level 3, go **E S E**, through door in east wall, then **N** through north door. Turn **W** with corridor, go through west door, and attach the argon canisters to the life support system. Go back to the air shaft on Level 3, go down to Level 1, and go **S** to the engineering panel on the west wall. The characters must hold their ground, and the ECGs will be killed by the gas. Go back to the air shaft and go up to Level 9.

On Level 9, go **E**, then **S**, then through the south door, and up the staircase to Level 10 (Ship's Control). There go **N** to the wall and deactivate self-destruct, go **W S W** through the door in the west wall, and shoot the third-stage ECG. Go back to Salvation III, train, and you have a RAM cruiser of your very own to fly around the solar system.

RAM Asteroid Base near Ceres

You need a rope and demolitions equipment to rescue the trapped children. The asteroid base has two levels, four docking bays, and four elevators. There are medical labs (C) on Level 1 where the team can be healed. You can find information about the Mars base at (D) and (E).

Just south of Docking Bay 2 (A), you'll meet Milo Phillips. Do *not* attack Milo. Follow his directions **W** and **S** to Elevator 2 (B) and go down to Level 2. On Level 2, the children are at the bottom of the elevator shaft (H). Blast the door with demolitions. Information on the Mars RAM base is in either computer room (I) on the two north-south corridors. Very high *programming* skill and/or the password (8N1), plus Milo's key card are needed to access the information and reveal the password needed to get to Mariposa Three.

On Level 2, a key card (J) can be found either to the northwest or southeast of Elevator 2 (H). More information on the laser weapon is at (K). With the password and the key card, go back to any of the computer rooms (I). Use the password and key card to gain access to the computer and search with a Programmer.

To save the children and exit the base, go to the elevator shaft (H) and use the rope to climb back up. On Level 1, you can save the poisoned gennies (F), or go to Docking Bay 3 (G), exploring rooms as you go. Put the children on the rescue shuttle and go back to Docking Bay 2 (A), which is three bays to the west of Docking Bay 3 (G), and depart the base in your space ship.

Talon's Pirate Ship

You will be captured by Talon's pirate ship immediately after you leave the RAM asteroid base. You are imprisoned on Level 5, in the middle cell on the bottom row. You need to use *open locks* skill or *bypass security* skill several times to open the door, or Buck will rescue you. Allow Buck to join your group. *Cheat: Save the game, and duplicate Buck's weapons, armor and equipment.* (If you have a Rogue who has *hide in shadows* skill, you can hide and avoid the random encounters with pirate patrols.)

In a holding cell just west of the corridor outside your cell is a cache of useful equipment.

Use the connecting tunnel in the center of the ship to access the fifteen levels of the ship. Go to Level 10 and set a demolitions charge just inside the only door on the west wall that's a bit outside the connecting tunnel (it's the galley). This charge will disable the security communications systems wiring, which passes through the galley wall here.

Now go to the engineering level, which will be less heavily guarded due to the demolitions charge. Disable all seven engineering consoles located to the west, north and east of the connecting tunnel. Go back up to Level 11 and exit the boarding tube to the east back to your own ship. The armory on Level 12 (the only door on the south wall) contains ordinary weapons and requires *bypass security* or *open door* skills. The captain's quarters on Level 12 (the only door in the west wall of Level 12) can be opened by Buck; the terminal in the captain's cabin will give you deck plans for the ship. The terminal

will also suggest setting the demolitions charge in the galley on Level 10. Return to Sanctuary III and train at HQ.

Mars Wilderness

Your ship will land in the southwest corner of the Mars wilderness map. There are two important places to visit on this map. The Desert Runner village is in the circular valley surrounded by mountains in its far southeast corner. The Mars RAM base is found at the north-northeast edge of the wilderness map.

Desert Runner Village

Go immediately to the village and try to convince the chief of the raid by RAM on the village. Do not attack or retreat from chief Tuskon. Once one character challenges the chief twice, the chief will acknowledge a grudging respect for the team's courage. When RAM attacks, join up with bands of Warriors to more effectively fight off the invaders. Also search the buildings for people being attacked by RAM warriors and to help rescue people from being trapped in the burning buildings. Keep searching, fighting and rescuing until you have at least one damaged red passcard and one good green passcard.

You may leave at any time after the Runners howl. If you have impressed the Desert Runners, Tuskon will join your group in their attack on the RAM base. Before entering the base, you must rendezvous with Tuskon just southeast of the base and the large mountain ridge, near a large blue stone.

Mars Base Gradivus Mons

You must destroy the scale model of the Doomsday laser on Level 4. There are five levels to the base: levels 0, 1, 2, 3, and 4. While in the base you can monitor the computer consoles for information from the data base or about base security. You can turn off the alarms by filing a false security report.

If you are with Tuskon when you enter the base, you start on Level 0. Go N through the two doors and follow the passage around to the NE and S. Follow the corridor around to the second security door on the east wall (the door that is the furthest west) and use the green passcard to gain entry. You may be able to *bypass security* or use a demo charge

to gain entry, but the keycard is neater.

If you enter without Tuskon on Level 1, you will need a green key card, *bypass security* or a demolitions charge. All green units are eight-member squads, so when the computer asks, tell it you lost two men if you have six men. Red units are six-member squads.

Regardless of where you entered, find the hoist shaft in the southeast part of the central bank of rooms surrounded by corridors. Blow the hoist shaft door with a demo charge and climb up to Level 2. Exit the elevator. Go through the door in the north wall of the room, then go W through the door and to the intersection and get the white passcard just beyond the door.

Go back through the door you just came in and take the door to the south, then the door immediately to the east and open the vault with the **wh3t2 p199c178**. Take the **b152 p199c178** from the open vault and return to the hoist shaft. Enter the hoist shaft and climb up to Level 3. Exit the hoist shaft, enter the hoist shaft and climb down. This should activate the lift, which will rise. Jump on the top of the lift and ride it to Level 4.

Fight the technicians on Level 4 for the laser. When the laser overheats, ride the lift in the hoist shaft back down to Level 0 and exit the base the same way you came in (or would have come in) with Tuskon, (see above). Return to your ship and leave Mars for Sanctuary III.

Venus Wilderness

Your ship will land in the southeast corner of the Venus wilderness map. There are four important locations here: the acid lake, the Lowlander village, the space elevator ruins and the RAM base. After the lowlanders help defeat some RAM soldiers, let their leader, Leander, join the party. Save the game. Go to the acid lake and use *befriend animal* skill on the acid frogs, and you'll have powerful allies in the wilderness encounters. If unsuccessful in befriending the acid frogs, reboot the previous save game and replay the sequence until you do. Go to the Lowlander Village.

Lowlander Village

Go to the village in the northwest corner of the wilderness map. Automapping should work here.

Upon entering the village, go through the door to the east of the entrance. Use *pickpocket* skill to relieve the sleeping guard of his keys. Waking the guard results in a battle with combots. Go to the door to the west of the entrance and release the acid frogs. Go to the room west of the acid frog stockade and get the bag of acid frog food. Exit the acid frog stockade, and enter the building directly to the north of the stockade. Give the frogs the acid frog food and you'll acquire powerful allies in your random encounters with RAM assassination teams in the village.

Go to the large building inside a fence in the northeast part of the village. Enter the hut and the room within. Search for a trap door to the basement and find the room in the basement. Take the Lowlander baby into your group. You can not leave the village or complete the Venus section of the game without the baby. He will not be harmed by any conflict, but it's a good idea to equip him and Leander with RAM arms and armor.

Go to the furthest northeast part of the village to meet with the wounded villagers climbing over the wall. Go to the large administration building in the far southwest portion of the town and go into the building as far as you can through five doors to find a medical supply kit. Trade the kit to the wounded in the northeast of town for a map. Leave the town the way you came in.

Venusian Space Elevator Ruins

The ruins are directly to the south of the Lowlander village and can be reached by following the sound of marching feet in the wilderness. Enter the elevator and work your way to the south until you find stairs down to the next level in the southeast portion of the ruins. On the next level, work your way to the south of the corridor you find yourself in. Enter the fourth door south along the east wall of the corridor. Interrogate the RAM technician for the key to the security door in the south wall of the corridor. Tie up or kill the RAM technician. Exit through the door you just entered, turn **S** and use the key to open the security door.

Go **E** and **N** and enter the first door to your west. Go directly **W** across the hangar to the western wall and go **N** through two doors. Go **W**, **S** then **W** until you find the glider self-destruct box. Take it. Go back out the doors through the hangar and back into the corridor to the east of the hangar. Go **N** to find the

detonator keycard. Destroy the gliders and work your way out of the ruins the way you entered. You will need to use *climb* skill to get out, due to the explosion. Go **S** and search the large peaks along the southern edge of the wilderness map for the RAM base.

Venus RAM Base

Use *hide in shadows* skill to attempt a sneak approach to the base without encountering RAM patrols. The base has four levels. Follow map to the elevator (L) in the northeast corner of the base. Go to Level 3, work your way around from the elevators in the northeast to the room in the far northwest corner of the level.

The scientists will direct you to Landon who is searching Level 4 for an escape tunnel. Return to the elevator and go to Level 4. From the elevator, go **S** four spaces and meet Landon. (If you do not have the baby, Landon will send you back for him.) Landon will tell you that the retinal lockpick is located on Level 1 (M). Get the retinal lockpick. Return to Landon on Level 4. Find the secret door by going three spaces **N**, three spaces **W** (through a door), and one space **N** (through a door), then fighting the acidium.

After the battle with the acidium, go **W** three spaces through the secret door and return to Landon. Return to the scientists on Level 3. Return to Landon on Level 4 for a reward. Exit the base the same way you came in. Return to your ship and return to Salvation III.

Mercury Mariposa III Merchant's Area

Go to Mercury and use the password from the asteroid (8N1) to bypass the blockade of ships around the colony. The first area you encounter is the merchant's area on Mercury. Once you enter the security doors you can not go back, so your party should build up their experience and levels as much as possible. (Try exploring the ports and space stations to gain extra levels or equipment.) Mariposa has a lot of combots, so each member of the team should have high-level Lunarian weapons and heavy weapons such as plasma throwers and rocket launchers. Armor should be at the minimum Lunarian smartsuits or heavy battle armor with fields.

Once inside the base, go through the Mercurian security door to the E (you need the **b152 p199c178**). After talking with Wilma, go N to the wall, W to the wall, then N through the door to Marat's Bazaar. Immediately walk E. Feed the parrot and get the password **B19t31l2**. Go one step E, one step N and talk to Scot.dos. Go S, get the rope and go through the door to the east. Follow the corridor around to the NE and join the crowd beyond the two doors. Use *disguise* skill on the party. Go along with the crowd until you reach the third door, which is facing south. Go through the door and go N through Holst Plaza. Go through the north door in Holst Plaza, and follow the corridor around through another door and on to a door in the east wall into the core.

Mariposa Base

There are several levels to the zero-gravity core, and you can use them to travel between the levels of the base. (You enter the core on Level 1.) On Level 1 (Copper Level), exit the western door in the north wall of the hallway surrounding the core. Go W to the wall, go S until you encounter a security robot doing maintenance. Save the game. Use the character with the highest *pickpocket* skill to get the copper coin. If unsuccessful, reboot and try again, or fight the robot for the coin.

Return to the core and climb up (never go down!) to Level 2, the Silver Level. Enter the door on the north wall of the corridor surrounding the core. Go E one step, go S four steps through the door, and go through the door in the west wall of the room. Go S one step, then go through the door to the east. Search the room until the silver coin surfaces.

Return to the core and go up to Level 3, the Gold Level, and exit the core. Save the game. Go through the eastern-most door in the south wall of the corridor surrounding the core. Use the character with the highest *bypass security* skill to remove the gold coin from the plaque. If he fails, either reboot from last save and try again, or battle the robots.

Return to the core and climb up to Level 4, the Sun King Level. Exit the room surrounding the core, go N, then move E through a door until you can go north again. Walk N through the next two doors. Tell the Sun King you speak French (453). Tell the Sun King you will help him take over the Doomsday Laser. The Sun King will deactivate the weapons in

the core and assist the team for now. Return to the core and climb up until you can climb no more, to the Security Level.

Mercurian Finale

Exit the core on the Security Level and go N to the far north wall around to the east. Go W down the corridor to the emergency doors and the emergency stairs. Use *demolitions charge* on the doors, setting off the alarms. Enter the stairs and go up two levels to the Weapons Control Level. Exit the stairs, and go E until you can go south and west down a corridor. Go S to the second door on the west side of the corridor. Enter this door to the station's power plant.

Use the character with the highest *repair electrical* skill to adjust the power boards and cut power to the laser. Exit the room and go E until you can go no more, then go S through the door to the south, using the retinal lockpick. Save the game. Go S and E and enter the first door to the south for the big final battle.

The battle is with a large number of combat gennies, combots and RAM technicians. If unsuccessful in the battle, reboot from the last save and try again.

After the battle, start the self-destruct sequence and return quickly to the emergency stairs. Go down one level on the stairs to the Escape Pod Control Level. Exit the stairs, follow the corridor around to the southwest and southeast. Enter the third room on the south side of the corridor, where Scot.dos will clear the security for your departure. Go back up the corridor one door to the west and go through the door, go down the short hall and enter the second door.

Map Key

Asteroid Base: Level 1

- A Docking Bay 2
- B Elevator 3
- C Medical labs
- D Information about Mars base
- E Information about Mars base
- F Poisoned gennies
- G Docking Bay 3

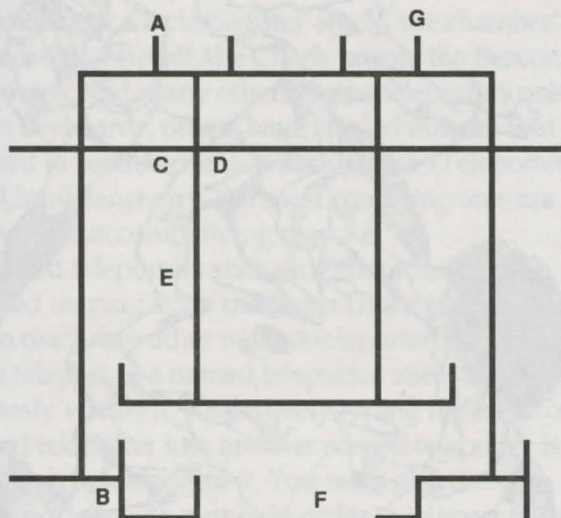
Asteroid Base: Level 2

- H Children in shaft
- I Computer rooms
- J Keycard
- K Information on laser

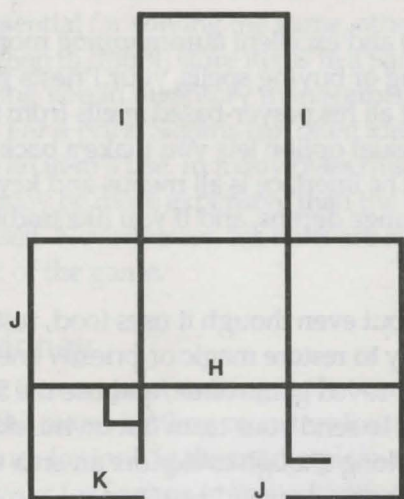
Venusian RAM Base

- L Elevator
- M Retinal lockpick

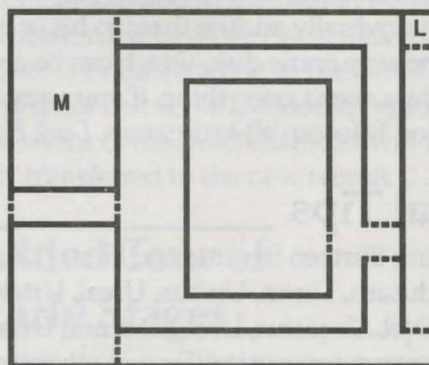
Asteroid Base: Level 1



Asteroid Base: Level 2



Venusian RAM Base: Level 1



THE DARK HEART OF UUKRUL

Type: Fantasy Role-Playing

Difficulty: Advanced

Systems: Apple (128K), MSDOS (256K required; Hercules, CGA, EGA, VGA, MCGA; no sound board support)

Company: Broderbund

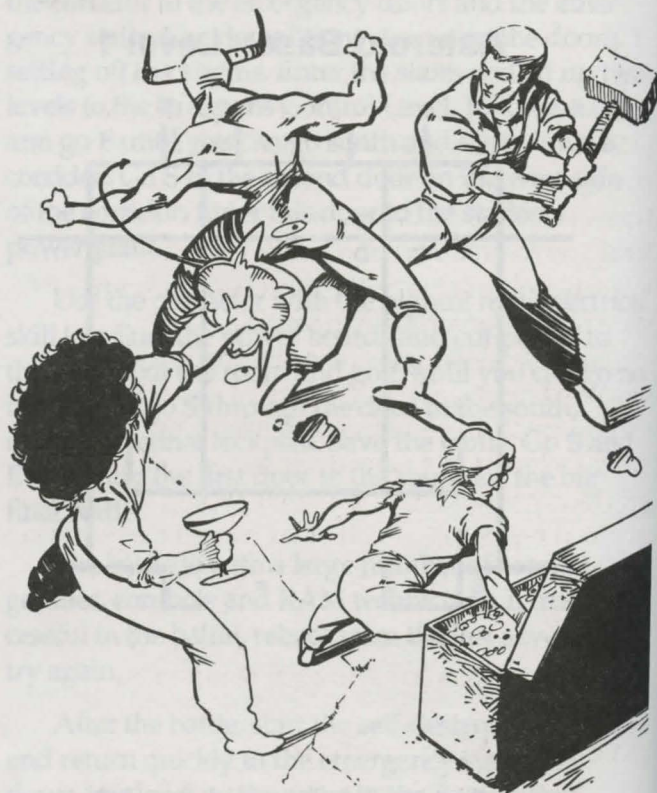
Uukrul, pronounced Oo-cruel, is a monster. A very bad monster. You must kill Uukrul. Not just kill him, but smash his obsidian heart. With a stone hammer. This means finding the chalice where it's hidden as well as the six stone hearts that, assembled into a key, unlock the chalice. As if that's not enough, you must then rescue Mara and trigger a device that will destroy Uukrul's legions of monsters. Your four-character party explores some creatively structured mazes, which are set up like crisscross layers of a mountain and are called Sanctuaries rather than levels or mazes. Graphics are reminiscent of *Bard's Tale*, and combat scenes mix aerial and first-person graphics.

There's not as much going on visually as in other recent role-playing games, but the puzzles (lots of riddles and figuring out "which key opens which door") and excellent automapping more than compensate. The spells will seem familiar, but instead of learning or buying spells, your Priests pray to one of five deities in order to work their magic. And a Priest can cast all his prayer-based spells from the start, rather than gradually adding them to his or her arsenal. An unusual option lets you make a back-up of your party on the save game disk, which can be a great quest-saver. The interface is all menus and keystrokes. If great graphics aren't everything, if you want to plumb some strange depths, and if you like traditional *Wizardry* and Infocom all-text games, *Dark Heart* is calling to you.

General Tips

There are thirteen Sanctuaries: Urtas, Urtasar, Urmor, Urtusam, Urtan, Urshas, Urtal, Urtehl, Urzhut, Urqol, Urqastur, Uroqlamn and Urtaszal. In a Sanctuary, you can rest, teleport to other locations, and store up to eight items in a cache. Each Sanctuary has a west door and an east door. The west door goes back toward the beginning of the maze; the east door goes deeper into the maze.

There are better ways than resting to gain hit



points, but even though it uses food, resting is the best way to restore magic or priestly energy. Back up your saved game often, and use the Sanctuaries as bases to send your team out on missions. Venture out just long enough to explore an area without dying, then return and rest.

To store multiple parties on a hard drive, you must create different parties. Having multiple back-ups of the same party is possible only if you play on floppy disks. The program disk is copy protected, but you can make as many copies of the scenario

disk as you want. You can use DOS to make multiple saves of the same party by using the copy command and making "game.*" into "game1.*" and so on (Copy c:\uukrul\game.* c:\uukrul\game1.*).

Teleporters

Each Sanctuary has a teleport station to the south of it, and many special locations have teleport stations: the Marketplace, the temples of the four gods, the Magic Circle, Sagaris' study, the chamber of the Medal of Recall, the Chaos prison, the Beacon control area, and many others. Some teleporters use type-in keyboards, others have labeled buttons that send you to predetermined destinations. (Teleporters in the Urqol Sanctuary, the most confusing one, are shown in the accompanying map.)

Named teleporters share one characteristic not described on page 25 of the *Player Guide*: they can be used to reach any other named teleporter. You cannot teleport to a named teleporter until you have previously visited it. And merely typing the name of a named teleporter into another named teleporter is not enough to teleport to it. You must also directly face teleporters with names in order to teleport back to them from other named teleporters at a later time. Button teleporters have no such requirement.

Inventory Management

You can carry eighteen items and 500-600 food. Items dropped in the maze are lost forever. Some are absolutely essential for solving the game, others are worthless. When in doubt, store items in a Sanctuary cache. Assisting you in inventory management is the sage Sagaris. For a price, Sagaris can often identify and describe an item's use. In many cases this information may be more expensive than the worth of the item itself. Nevertheless, his hints are an essential part of the game.

Making Money

There are four ways of making tonk, or money: finding it in the maze, battling monsters for treasure, trading treasure for tonk in the marketplace and performing tasks for Sagaris (a limited option).

Combat Strategy and Character Development

There are a few set encounters, so mark them on

the game's excellent automapping system. You can repeatedly defeat the same group of bad guys for money, treasure and experience. If your party is weak or poor, this may be the only way to move up enough in wealth and levels to take on the next group of bad guys. Between Urshas and Ureal Sanctuaries is a room with spiders that are not too difficult for Level 10 characters. This battle gives you about 500 tonk per encounter, and about 100 experience points to be divided among your heroes.

Avoid autocombat mode, for you cannot turn magic off or turn priestly powers on, so your Magician's spells will be exhausted, while a fully charged Priest cannot invoke even the weakest god's help.

Practice helps your Priest and Magician advance in their arts. Proficiency in the arts increases with the awarding of Rings in temples and in the Magic Circle. Use of priestly and magical powers provides experience in the arts. Gaining levels also help Priests and Magicians advance, but are only one part of a complex system of gaining proficiency in the arts. Visit the temples and the Magic Circle often to advance more rapidly.

Combat need not always be to the bitter end. If your party can make their way across the room to another exit, you can leave the room or general area, bypass the conflict and still get to your destination.

Replacing Dead Characters

If one of your characters is killed, check out the characters waiting to join you in the Guild Hall next to the mortuary in the marketplace. As your characters advance in level and arcane power, the characters waiting to join you in the Guild Hall also gain in these attributes. If a Level 13 Priest dies, you will find three Level 13 Priests waiting in the Guild Hall. Interview them before you reboot the game. All of the possessions of the dead character will be automatically transferred to the new recruit.

A Guided Tour of the Early Stages

This orientation will help you get started, develop and equip your characters, and familiarize yourself with key locations. (Because the game features such excellent automapping, maps are provided only for Urqol and the end game.)

Your band enters the city via a long corridor that

ends with a secret door. The one-way door is revealed by tracing its outline. After entering the first room, move ahead to the pillar, turn right and enter the first Sanctuary, Urtas, to set up a safe haven and a base of operations.

Leave the Sanctuary by the East door and enter a room. Take the southern door on the east wall of the room. This will take you to a room with two more doors (not counting the one through which you entered). Take the northeast door and follow the corridor to the second Sanctuary, Urtasar. Each time you enter a Sanctuary, save and back up the game, and rest if necessary to restore hit points, psychic energy and virtue.

To the Marketplace

Exit the Urtasar Sanctuary to the east. When you reach a T-intersection in a north-south corridor, take the eastern branch to the marketplace. The first market area houses the blacksmith, who repairs broken weapons (except Magical ones,) and the store where Magical items, treasure, armor, weapons and food are bought and sold.

Leave the 6 x 6 square room through the northeast door and take the next corridor to the north. Straight ahead you will find the Borasal teleporter (and a stone heart). Teleport to Urtasar and back up the game. From Borasal, go **S** one space, **W** one space, **N** three spaces (through a door), **W** three spaces and follow the corridor around and down the stairs to the temple.

The Temple

At the crossroads, take the southern fork to come into the temple area shaped like a cross. Ufthu is to the north, Drutho to the east, Golthar to the south and Fshofth to the west. At the four-way crossroads in the large room of the temples of the gods, take the south corridor (straight ahead). At the fork in the road, take the east fork to the Boramis teleporter. Teleport to Urtasar Sanctuary and back up the game.

The Magic Circle

Teleport back to Boramis, go back to the crossroads and take the western fork (still on the temple level). This will take you down the stairs to the Magic Circle of Magicians. Go through the door to the left just before the door to the Magic Circle and find the Alariq teleporter. Teleport to Urtasar and back up the game. Now you can go to a Sanctuary

and enter the market, temples and Magic Circle via teleporters to heal, trade and seek advancement in the arcane arts.

Sagaris the Sage

Teleport to Borasal. Go **S** out the door and turn **E**. Go out the 6 x 6 north door on the eastern wall. Go left up the stairs and follow the corridor around to Urmor Sanctuary. To get to Sagaris, leave Urmor by the east door and go **E**. Take the first door **S** to the stair. Go through the east door in the room at the bottom of the stair. Go through the east door in the next room. Go down the stairway in the north part of the room.

At the bottom of the stair, follow the corridor around to the room to the east and turn **S** out the southern door of the room. Go down the stairs and into the room to the east. Exit the room via the door to the south. Go down the stairs to the **W**. Follow the corridor to a cavern and at the far end of the small cavern take the stairs down. Go **S** and then follow the corridor **E**. At the dead end take the door to the south. From this room take the door to the south. Follow the corridor **W** and **S**, through a door, then **E** to Sagaris' study.

Go to the teleport, teleport to Urmor and back up the game. From the Sagaris teleport, go **W**, then **S**. Follow the caves around to the **S**, then **W**, then **N** to the stairs down to Urtasar Sanctuary and back up the game.

Walkthrough

A small area precedes the first Sanctuary, Urtas. Run your staff around the outline at the end of the first passage to make the secret door appear. The one-way door opens into a large entrance hall, where the central pillar has a secret door on its north side. The secret door contains a key that unlocks a grate in the northwestern section. Beyond the first grate, you will find a key to unlock the second grate in the southwest.

Sanctuary Urtas

On the east wall of the entrance hall, you will find Urtas. Leaving Urtas by the east door, you find a hall with seven doors. This is the Hall of the Ancients. The southern door on the eastern wall leads on to Urtasar. The other doors lead to small adventures and treasures, none of which are essential.

To the south is an area with spinners, which can't be mapped with the game's auto-mapping feature. You must continually pause to get your heading in order to map the area. To the northeast is an area with lots of bats. A treasure can be found to the south behind a secret door. The southern door on the eastern wall leads to Urlasar, an encounter with a wolf and a vision of Mara.

Sanctuary Urlasar

In this region are the shops, the four temples and the Magic Circle. When you reach the marketplace, you can find a few encounters in the storage area to the west. In the meeting room is a secret door with a valuable gem. There are two hearts in this area, one in the Crypt below the Temple, the other behind the locked grate near the Borasal teleporter.

After unlocking the grate north of the Borasal teleporter, you must cast the *Hayamoq* spell to open the secret door and get the heart. If you have a silver ring of knowledge, you could also use the *Altis* spell. (You might have to cast *Altis* two or three times.)

The Temple in Urlasar

The temple area is arranged in the shape of a large cross with temples at the points of the cross. Visit each temple. It's beneficial to burn incense in the temples before the altar. Priests may be awarded a Ring upon visiting temple altars. These are awarded according to experience in praying to the temple god (anywhere in the game). The awarding of the next higher Ring of power is not related directly to the attainment of levels awarded in the Sanctuaries. Visiting the temples often may result in faster acquisition of rings.

Each temple has a secret door and treasure. The room back of Fshofth's temple contains the Kris of Resting. The battle for the Kris is difficult. Don't try it unless your party is at least up to seventh level. To exit this room, stand in front of the mural, summon Fshofth, and then genuflect.

The Catacombs

In the temple, stairs lead down to the catacombs. The catacombs contain a lot of spinners and one-way doors. Catacombs are small and must be mapped manually, so always check your headings. In the catacombs you must battle an armed skeleton to get an iron key, which opens a grate in the Crypt. Behind the grate is a secret door hiding a stone heart.

Use your sword to search for the heart, which is in a corpse. A second key can be found in this area if you map it carefully.

The Magic Circle

South of the temple is a zig-zag passage leading to the Magic Circle. Inscriptions on the walls in the Magic Circle tell you about the six hearts you must collect. In the Magic Circle you will find teleporter Alariq. The small room in the center is where rings are awarded to the Magician. Rooms off the Magic Circle have minor treasures and encounters. You will want to return here often to get more Rings, as higher Rings give your Magician higher Magical powers. Rings are awarded on the basis of experience in casting spells in the five areas of the Arcana. The awarding of magical Rings in each of the five Arcane areas is not directly related to the attainment of levels in the Sanctuaries.

Sanctuary Urmor

This expansive area, composed mainly of caves and a training area, offers few encounters. There is a large treasure in the Thieves' Den. Find the key-shaped room with key-like tiles on the floor and search for a bas-relief of a large key on the wall; explore the handle to obtain the chrome key. You will have to fight the thieves to get the treasure. Spend the money from the treasure on better armor and weapons.

Sagaris

Near the end of the caves you will find teleporter Sagaris. The Sage Sagaris is just south and west of the teleporter. Sagaris will send you on a quest to retrieve a certain item for him, which is located past the Sanctuary Urlusam. Be very careful with hit points, magic points and poison, as you are a long way from safety on this mission.

Sanctuary Urlusam

Urlusam is composed of caves, mostly running east to west, with smaller sections to each side, including the Pool of Testing. Exiting the east side of Urlusam takes you to a north-south passage. Orcs with very few treasures are in the south. Via a large cavern, go N to the next Sanctuary. There is a secret door hidden opposite each light in this large cavern. Ignore the secret door that leads into blackness, as it goes nowhere.

Some rooms have treasures. Use Search at each step to find the many secret doors. The bats are bad here; run when you can. The cavern narrows, and you come to an oak door. To the south you can find the puzzle that leads to Sagaris and the Pool of Testing.

There are five button teleporters and a five-letter riddle with clues given in inscriptions and sketches on the walls. For the first teleporter by the hangman sketch, press button "C." Press button "A" on the second teleporter. Press button "D" on the third teleporter. Press button "C" on the fourth teleporter. If you want to back out, press "? A C". The answer to the riddle is **f13th**.

From the fifth teleporter, a secret door leads into the room of Sage Sagaris. You must say **f13th** to open another secret door to the Pool of Testing. Your Priest must reach into the Pool to get a small black object. Sagaris takes it and give you the Wand of Potency, which helps open secret doors. Search the cavern to find the Elfin Chain Mail, excellent armor for your Priest.

Sanctuary Urran: The Medal of Escape and Heart Three

The most important thing east of Urran is the Medal of Escape. It will teleport you back to the location where you find it. Next to the medal is the teleporter Melas. To obtain the medal and stone heart number three, go E from Sanctuary Urran into a large room with 25 doors. Take the middle door in the north wall and go N two steps, then turn around and take three steps, to avoid a spinner. Take the elevator to the room with the heart.

Return, then take the east door in the northeast corner of the room. Follow this path to an empty room five by five squares in size; it smells of ozone and is full of traps. To cross the room safely, move: **N, W, W, S, W, S, W, S, S, E, E**. Once you get the medal and visit the teleporter Melas, you can return as often as you like for another medal. Medals can be used only one time and are not replenished immediately after each use. Often you must wait a long time to get another medal from the box, so use the medal sparingly.

To get to Urshas, walk E straight through the room with 25 doors into a second room of 20 doors. Continue E to the next Sanctuary. You can explore north and south to try and find Kiriy's tomb and get a Scrying Mirror, but it's not worth the trouble.

Sanctuary Urshas: Areth's Plaque

East of Urshas is the dragon and puzzle region, shaped like a large diamond. The Kauri mirror is in the most northern central region. When you look into the mirror, you will see Uukrul mocking your team. It is important to have your Priest stand in front of this mirror and say the prayer of **K55714th**; otherwise you will be unable to defeat Uukrul. Solve the puzzles here, and you'll get Areth's plaque. Areth's plaque bears a legend you need to know to enter the Throne Room of the Palace.

Climbing down a hole in the floor of the center of this large diamond takes you to an area shaped like a crossword puzzle. At the end of each word corridor, you will be asked a question. The answers to the crossword puzzles are: (1) **F713l**, (2) **3n9382**, (3) **N228**, (4) **871g4n**, (5) **T22th**, (6) **H5m**, (7) **2ng71v2**, (8) **Kn22**, (9) **19h** (10) **5n827f44t**, (11) **72n45nc29**, (12) **3c3cl28**.

These answers will open secret doors that have patterns of diamonds and squares on the wall. This inscription tells you how to use the answers: "Where diamonds outnumber squares, use top symbol, converse use lower." When you reach the Rhombus Room buttons, push 1, 2, 1, 1, 1, 2, 2, 1, 2. This lets you into the Dragon Room at the bottom of the Diamond. A heart and a valuable treasure are here. You will need a strong party to get the treasure. When your party gets stronger, you can come back to Urshas or Ureal Sanctuary to retrieve the treasure, as long as you do so before Uroqlamn.

Sanctuary Ureal and the Dark Heart

The main effort here is to get Uukrul's Dark Heart, which requires six of the stone hearts. East of Ureal is a grate, which is opened by pulling a chain. The signs on the wall read "Altis." There are four sets of stairs off the main passage, where the four keys are found. You must use the spell *Altis* to find the four keys. When you get into an area, cast a *Lentis* time spell, followed by a *Talis* spell, then walk around until you find the secret door. If you don't get the four keys, you will have very bad encounters.

Soon afterward, you enter a foyer with three passages out of it; if you have the four keys, use the left passage. You can open the central secret door by using the secret word. The word can be obtained by mapping the area and "connecting the dots" according to the colored hammer marks found on the floor

in the area between Ureal and the secret door (the word is "W478").

The Dark Heart is hidden behind a room with rotating squares, and you must position them correctly in order to gain access. When you get to the grate guarding the room, go around to the other side and set the levers as follows; Up 1, 3, 4, 5, 8; Down 2, 6, 7. To get the Heart you will need six of the eight stone hearts from the maze. (The others you can obtain after you kill Uukrul.) If you enter the room, go E, S, S, E, E, N, N, W, N, E, E, S, and E. If you don't have six hearts, return to Urtehl when you get them. Put the six hearts into the six clamps to release the Dark Heart of Uukrul.

Sanctuary Urtehl

East of Urtehl is a small but nasty six-level pyramid. Each level is smaller than the one below it. When you enter the pyramid from Urtehl, you enter a foyer by using a copper circle, or ring. Search the east wall, enter the secret door and get a card of Moving. Give the card of Moving to your Magician and enter the circle. You will teleport to the second level.

The second level has four halls, with a room in the center of each. Each room has four doors. Trying all of the combinations of pushing the buttons, four combinations per device, will get you four keys and the second card of Moving. If you are stuck in a room, wave the card in the air and it will return you to the foyer.

Give two cards to the Magician and enter the copper circle to teleport to the third level. Go to any of the four devices and select option 3, which will send you to the fourth level. Unlock the four doors with the four keys and get two more cards. Give the Magician all four cards and enter the copper circle to teleport to Level 5. Search for a secret door on the west wall and get the last card. Give the five cards to the Magician and enter the copper circle to go to Level 6. Go E to the next Sanctuary, Urzhut. You will have an encounter with some monks carrying a Globe of Blood that shows the past. Avoid them if you can. Keep the cards of Moving, which you will need later. (They may only be used by the Magician.)

Sanctuary Urzhut

The area east of Urzhut is a large region. You will be far from safety most of the time. As you leave Urtehl, you pass through passages of red, wet clay.

Several times the clay will clog up the passage after you pass. Just before the control rooms is a secret door providing a way back to the area before the clay.

The control rooms have been vandalized by Uukrul. Go to the northern control room and search out a secret door to receive a key. Go to the main control room and use the key to open the grate. Set the turbine gates so that A and B are closed and C is open. Go to the carriage control panel and type 9t7361 to bring the carriage to you. Go to the eastern alcove in the room north of the grate and find the secret door to the teleporter. Push teleporter button 2 or 3 to get to the second teleporter. At the second teleporter, push button 4 to get to the third teleporter. At the third teleporter, push button 5 to get to the fourth teleporter. Take the hole down. Take the second hole down. Find the secret door. Mara will give you the password 817n5th.

Hammer Time

You have to fight a demon to get the Obsidian Hammer, needed to kill Uukrul. It is broken and must be fixed at the Forge in the marketplace. To get back to the teleporters, return to Level 3 by typing 3, then look for a secret door in the southwest corner to get to 2 at 2. Type 1 to get back to teleporter 1. Enter the carriage, which will take you across the river to the other terminal. As you leave the eastern terminal, you have a fire demon to fight. Use Water Elemental to help.

Go E to Urqol.

Sanctuary Urqol

Before getting started here, teleport back to Borasal to get the hammer repaired. Then go to Melas to get another Medal of Escape, and to Sagaris to get things Identified. Urqol is a very closely packed region in the shape of a cube 7 X 7 squares in length and width, and 7 levels high. When you enter, go to the northwest corner, step on the plate and use it to teleport to the southeast corner of the seventh floor. Go through the north door down through the hole to 6th level; go E, then N, jump over the hole, then go N, then W.

Stop and type 2-1-3 to open doors on the fifth level, then go S and E to the hole and jump across to the east. Use the trap to reach Level 5. Go E and S up through a hole in the ceiling to Level 6. Go to next hole in ceiling up to Level 7. Go N to grate; if

you have the key, use it. Otherwise, use the access code: **Q411739**.

If you need another heart and the key, drop through the hole you are jumping across on the sixth level after tripping the levers. On Level 5, go to the northeast hole and down to get the heart. Return to Level 4 by going through the trap. Go **S** to get the key. You can use the teleporter **C** to get to **A** on Level 2. You can then go to the plate in the northwest corner of Level 1 and back to Level 7. Note: you must fight the Necromancer, or he will make the heart vanish. (To understand Urqol's teleporters, look at the accompanying map and note that each teleporter will take you to two different places: A to B and D; B to A and C; C to A and D; D to B and C.)

Sanctuary Urqastur

East from Urqastur and just before the Palace lies a difficult region, the dwelling place of Uukrul's legions. Get out of here as soon as possible. Soon after arriving, you will be trapped into a fight with a devil. This encounter follows your being caught in a teleport trap, which teleports you to an area with a teleporter and a black slab. The slab contains a heart, which you need.

When you take the heart, a devil appears. After defeating the devil, you get a key that will let you through to the teleporter. At the teleporter, push button **X** and you will be teleported back where you started. Look for a secret door in the service area, where you will find enchanted plate armor. To get back to Urqaster, you can use a secret door north of the room in which you arrive. You must use the teleporters to get to the service area and Hearthall.

There are acrostic puzzles around the walls. Use the first letter of each word in the first puzzle, the second letter of each word in the second puzzle and so on. First inspect runes; each letter is given however taken. The second may break stone, as its words unveil secrets. Like prayers, your strong third sign allows past mysteries. Though thou seekest four, thou failest: **F372l3ght**, **H217t9t4n2**, **K1573gl199** and **55k75l**. When you reach Hearthall, you will discover a center room shaped like a hammer. Walk counterclockwise around this room, and you will be jolted inside. Use the above words on the four secret doors, and behind the last door you will find a heart.

Sanctuary Uroqlamn

Just east of Uroqlamn is a very complex and small area that contains the codes needed to set the beacon and fight Uukrul. This is the great Palace of Adron, now the domain of Uukrul. Just east of the Sanctuary, go through a secret door into a room hung with tapestries. The room has six squares inlaid with silver stars. You fight some Necromancers and win Adron's Die. Next to the real door is a secret door, which leads to a control panel: type **3** six times, then type **2**. Go back into the silver star room. The silver stars will be twinkling.

The Code Machine and the Beacon

Go to the square with three twinkling stars. Casting Adron's Die teleports you to a large cavern. Watch out for black runes, which can damage your party. Go **E**, then **N** to meet Sagaris. Sagaris leads you to a secret area containing two teleporter units. One is called Suraqis, and the other has four buttons: **1**, **2**, **3** and *****. Pushing button **1** takes you to the code machine, which gives you the codes for the beacon. The code machine requires three inputs: the Code, the Command and the Key. Codes are north **VGAK**, east **XBHW**, south **LFPW** and west **BPKQ**. The commands are north **Divide**, east **Add**, south **Subtract** and west **Multiply**. The keys are north **6**, east **72**, south **18** and west **5**. The code machine will then give you the beacon activating codes. The beacon activating codes are north **1231**, east **3144**, south **1344** and west **3325**.

To get to the arming control area, go back to the room just east of the Uroqlamn sanctuary. Stand in the area of the floor with the five twinkling stars. Throw Adron's Die. Then go **E**, **E**, **N**, **S**, **W**, **N**, **E** and **E** to get to the arming mechanism. Enter the numbers. If gargoyles challenge you to answer riddles, you must answer correctly: two fates were joined when I was forged: **H1mm27**; three hands hold the beacon: **91g1739**; four gods are joined in my supreme will: **P7329t**. Five of the Arcana are now in my hand: **M1g3c31n**.

The Fight with Uukrul

From the Hall of Pillars, the two passages going east lead to Uukrul's Throne Room. They are guarded by Phoenixes who ask riddles: I am one of the darkness, once of the light: **55k75l**; six faces are bound in my solitary form: **1874n**; pity poor Areth, the last of the fools: **3 W3ll 75l2**. Save the game.

Now you must fight Uukrul. Uukrul can vanish at will. Give the hammer to your Warrior. Give the Obsidian Heart to another character. As soon as you get close to Uukrul, smash the heart to the ground. Now he must stay and fight. Call a Fire Elemental and box Uukrul into a corner to kill him. Cast a *Resentel* spell to prevent magical damage. On the west wall are two secret doors. One has a code book, the other a stone heart. You can plunder his treasury, but instead go on to Urxaszal.

Sanctuary Urxaszal

As you leave Urxaszal, Sagaris assigns the final task of freeing Mara and firing the Beacon. One person should have all five cards of Moving.

Chaos

Use the teleporter Chaos to get here. You find a sixth card here that lets you use the copper ring. Conventional mapping is impossible. Use graph paper and make note of various landmarks. There are six gateways in Chaos. This lists the gateways with the title N.E.S.W. that appear on the pillar: (1) A-Dur-Ren-Kul-Sal (2) B-Dor-Bir-Kul-Tus (3) C-Osa-Tek-Rud-Sun (4) D-Dur-Hut-Ter-Sul (5) E-Dor-Lor-Ran-Dur (6) F-Sal-Dur-Kul-Ren.

As you enter, you will see directly ahead a grate containing Mara's body. Don't go directly to it; work around the edges. As you move, your heading changes, so check and correct your heading after each move. Go too far south, you will emerge in the north; too far east, and you come out in the west. Also, there are areas in the northwest sector of a large block that always puts you into one of the button teleporters. You can go back and back again.

The key to success lies in the button teleporters. From the Chaos teleporter you can always reach one. In the teleporter you will see the numbers 1, 2, 3 and 4. To return to Chaos, use number 3 and go S. If you map, you'll see that each time you type a number, you are in a different room with four doors.

By typing 2 and going S, then E, you can get the sixth card of Moving. By typing 2 and going E, then W, you can get the key for the grate to Mara. Give all six cards of Moving to the Magician and go to the copper ring, which teleports you to another area.

To Free Mara

Use this sequence and accompanying map to unlock the cage. Note the holes in the ceiling. When

under the one marked A, you are told that the sequence is starting. You must complete the sequence in 18 steps. From A, go S one, then W one to the hole V, above you. Continue W to C. Then go N one or two steps, until you are under L. Go one more step N, then E until under R. Go S and pass under E. Continue S until you hit Y and have taken a total of 18 steps.

Go to Mara. Take away her amulet to break the spell. Go to the teleporter Beacon. Sagaris meets you there. If you freed Mara and armed all quadrants of the Beacon, recite the last line of the Prayer of Lighting (Lairian) to detonate the Beacon.

Other Sanctuaries

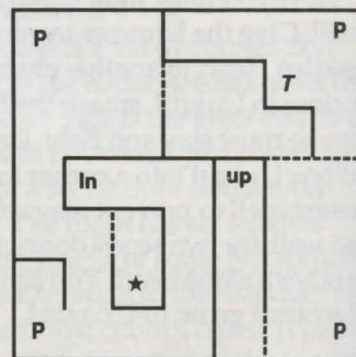
The others are not mapped here, but their most important contents are listed below. See the corresponding section above for details on an item's precise location in the Sanctuary and how to get it. Sanctuaries containing hearts are marked with an asterisk.

Outside Urtas	Key
Urtas	Hall of Ancients, treasure
*Urtasar	Two stone hearts, teleporter Alariq, marketplace, blacksmith, store, temples, treasure, Kris of Resting, Magic Circle, gem, iron key
Urmor	Large treasure, teleporter Sagaris, Sagaris the Sage
Urtusam	Pool of Testing, treasure, five button teleporters, small black artifact, elfin chain mail
Urtan	Teleporter Melas, Medal of Escape, elevator,
*Urtashas	Stone heart, Kauri mirror, Areth's Plaque, valuable treasure
*Urtreal	The Dark Heart, four keys
Urtelhn	Five cards of Moving
Urtzhut	Control rooms, button teleporters, password, Obsidian Hammer
*Urtqol	Stone heart, key, teleporters, Necromancer
*Urtqastur	Two stone hearts, black slab, enchanted plate armor
Urtqclamn	Adron's Die, control panel, code machine, teleporter Suraqui, one button teleporter, Uukrul
Urtxaszal	Sagaris
Chaos	Mara

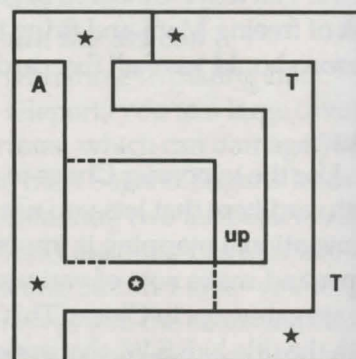
Map Key

Urqol

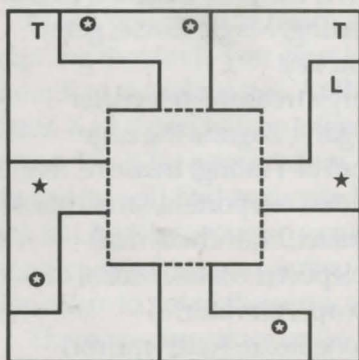
- A-D Teleporters
- G Grate
- K Type 2-1-3 to open doors on Level 5
- L Room lurches north
- N Necromancer
- P Portal
- T Trap
- T Bottom of trap on next level up
- X Access code for Level 7 grate
- g Giant key for G
- ★ Ceiling exit
- ⊙ Floor exit



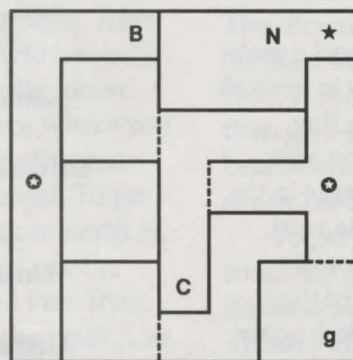
Level 1



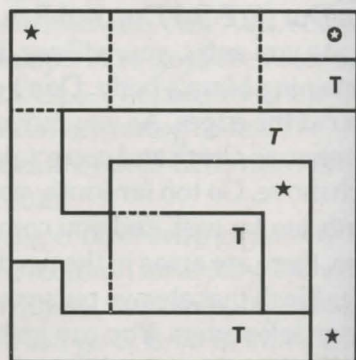
Level 2



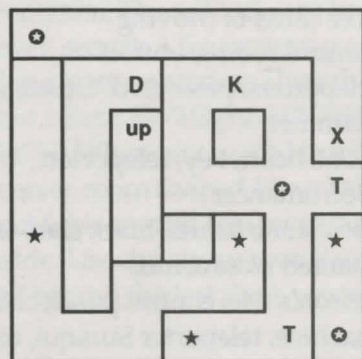
Level 3



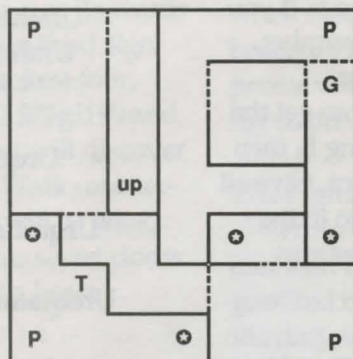
Level 4



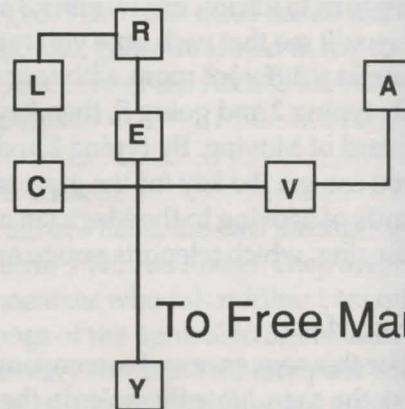
Level 5



Level 6



Level 7



DEATH KNIGHTS OF KRYNN

Type: Fantasy Role-Playing

Difficulty: Intermediate

Systems: Amiga (one megabyte required),
C64, MSDOS (512K and VGA required,
640K for Tandy graphics or mouse; mouse
and joystick optional, hard disk recom-
mended; Roland, Ad Lib, CMS)

Company: SSI/Electronic Arts

A sequel to *Champions of Krynn*, *Death Knights* employs the same game system used in that and SSI's other "gold box" AD&D games. The story picks up with a celebration of the victorious battle at the conclusion of *Champions*. Sir Karl, who died there, has been turned into an undead fiend who leads a horde of death knights out of the sky to attack the party-goers. Soon you learn of the Rod of Omniscience, which you must recover before an evil goddess uses it to ravage the land of Krynn. Along the way, you'll discover lots of mini-quests and plot twists typical of the AD&D series, but few real puzzles.

This is the first AD&D game that allows a character from the previous game to keep his equipment and magic gear when he is transferred into the sequel (though you can create new characters with which to play *Death Knights*). It offers automapping and autocombat, which is fortunate, because those activities compose 94% of the action. In addition to the mouse, you can use hot keys and menus to give orders to your six-member party as they fight tactical combat in battle after battle after battle. The full-screen graphics that illustrate some events are still average, and there's no music except during the titles. Sound effects are fair. Hard-core fans of SSI's AD&D games will enjoy this combat-intensive quest.

General Tips

Character Creation and Development

A good party consists of at least two Knights, two Clerics, two Mages (one White, one Red), a Ranger and a Kender Thief. These races and classes can be combined in many ways, but avoid too many dual-class characters. Create all new characters when you begin the game, so that you can modify their hit points. The extra hit points will pay off in the long run. It also helps to create Fighter/Mages, but they



advance more slowly. Paladins are just fighters that can turn weak undead. Don't create even one: an extra Knight is much more effective. If you choose to make two Knights, make one a Knight of the Rose and the other a Knight of the Crown. The Crown will gain levels faster, but the Rose can control NPCs.

Dwarves are a valuable race because they can be raised from the dead, unlike Elves. They make great fighters, and Dwarf Rangers are very effective because Dwarves and Rangers get bonuses when fighting monsters bigger than men.

Be patient when rolling a character's stats. The ideal character should have at least 18 Strength and Dexterity. Don't worry about other stats unless they are very low. You can raise them if you wish. You must modify your characters before you start adventuring, or they will be permanent.

Alignment of characters only matters when choosing which god a particular Cleric worships. Majere is the most helpful god because your Cleric will be able to turn undead two levels higher, which is very important in this game. To worship him, the character must have a good alignment.

Depending on the graphics of your computer, a character's name may be highlighted if he/she has enough experience points to gain a level. If yours does not, check your appendix, or visit training halls as often as possible. At the same time you may want to change your Knight's order.

Cheat: Duplicating Powerful Items

Save your game as "A," then as "B". Trade each character's powerful items to one character. Remove all your characters from saved game "B". Load saved game "A". Remove one of your characters. Add the character who has the items you want duplicated. Trade them to a different character. Add the character that you removed.

If the character you remove from "A" has the same name as one removed from "B", the one from "A" will overwrite the one from "B". This process may be repeated as many times as you want. If a character from "B" is added to party "A" and has the same name as a character in party "A," the process may not work.

Magic

With any spell, make sure you know its range and effects, so that you don't harm your characters. Memorize your spells every chance you get. Immediately scribe any scroll you read. If you can't scribe it, you don't have enough experience. Spells not listed here are of little value. All Druid spells are very weak and worthless. The effects of the moons described in the manual are non-existent, so ignore them.

Useful Clerical Spells

- 1st Level** *Cure Light Wounds, Detect Magic*
- 2nd Level** *Hold Person* (doesn't work well on non-human monsters), *Silence 15' Radius* (cast on weak monster that is near a strong enemy Mage, and make sure it doesn't affect you)
- 3rd Level** *Dispel Magic*
- 4th Level** *Cure Serious Wounds*
- 5th Level** *Cure Critical Wounds*
- 6th Level** *Heal*
- 7th Level** *Restoration, Resurrection* (or you can simply reboot for the same effect)

Useful Mage Spells

There are many more Mage spells than Clerical, so be careful when you choose. These are the best Mage spells:

- 1st Level** *Charm Person* (cast only on humans), *Magic Missile, Read Magic* (for scrolls), *Enlarge* (right before a set encounter)
- 2nd Level** *Stinking Cloud, Mirror Image* (helpful for weak Mages)
- 3rd Level** *Blink* (helpful for weak Mages), *Dispel Magic* (counters *Hold Person*), *Fireball* (be careful not to damage yourself), *Haste* (only use in major battles, such as those involving Death Knights), *Lightning Bolt* (will bounce off walls), *Slow*
- 4th Level** *Charm Monster, Confusion* (use on weak monsters), *Ice Storm, Minor Globe of Invulnerability* (good defense against Fireballs)
- 5th Level** *Cone of Cold* (make sure your Mage is in front), *Fire Touch* (cast on strong warrior before battles), *Hold Monster* (doesn't affect strong monsters), *Iron Skin* (helpful for weak Mages)
- 6th Level** *Globe of Invulnerability, Death Spell* (most powerful monsters are immune, so use on weak monsters)

7th Level *Mass Invisibility* (helpful before major battles), *Delayed Blast Fireball* (affects practically all monsters, even skeletal warriors)

8th Level *Mass Charm* (effective on all but undead)

Combat

Combat is the most important part of the game. Arrange your characters so that the stronger ones are in slots one, two and three. The first three should be Fighters, Rangers or Knights and should be given the best armor. Put Thieves, Clerics and Mages in the rear.

A good front line consists of two Knights and a Dwarven Cleric/Ranger. Behind your warriors, include your Red Mage/Fighter (#4 slot), your White Mage/Cleric and a Kender Cleric/Thief. In this formation, your Mage/Fighter will step in and fight if needed, or he can help the front line by barraging the monsters with spells. Your Kender will taunt the monsters into berserker rages and laugh at them while he drills them with stones. A Kender with a hoopak can also kill monsters that are stunned, magically held or sleeping.

Wilderness Battles

Most encounters are in cities, but you will meet groups of undead while traveling in the wilderness. Your party is usually 15-20 squares away from the enemy at the outset of the battle. Be cautious in these situations, because not all characters have the same movement factor. If the enemy notices one of your characters lagging behind, they'll surround him.

To prevent this, check the stats of all your characters and find the one with the lowest movement. When you advance your party, move at the speed of your slowest character. If this is too slow for you, you can wait for the enemy and hit them with spells. Depositing excess steel at a bank is helpful.

You will also find that a monster sometimes gets a free swing at you when you approach. That means they are guarding. To turn the tables, stop two or three squares away from the monster and guard. When he gets close enough, your character will get the free hit. You might also be allowed a free hit when a monster moves away from a block adjacent to one of your characters. Monsters can hit you from

behind if *you* move away, so *never* turn your back to a monster.

Some Winning Strategies

Attacking on a diagonal improves your chances of hitting a monster. Take out Mages and Clerics first, because one lucky spell can turn an easy battle into a nightmare. Evil Fighters are very sensible monsters: if you surround a small group of them, they will surrender. Stronger foes should be eliminated first. Try to position a Thief behind monsters to backstab and a Fighter in front to keep their attention. A sleeping or held monster can be used as a shield. Moving diagonally can take one move or two; to save moves, move diagonally whenever possible. In auto mode, turn Magic Off so magic users don't waste spells.

Monster-Specific Tips

Black Mages and Evil Priests and Patriarchs are the toughest opponents. Black Mages usually have good saving throws and low hit points. Hand-to-hand combat is their weakness. Make sure that you hit them every round to interrupt or prevent them from casting spells. Against Evil Priests or Patriarchs, use *Ice Storms* or *Fireballs* to damage everyone on every round. You must interrupt them or they will cast *Slay Living*.

Fighting Undead

Most battles will be against undead creatures. Death Knights should be surrounded with Fighters and attacked with magic weapons. They are immune to practically all magic, so cast *Haste* on your Fighters and chop the foe to pieces.

Skeletal warriors are immune to most spells except the *Delayed Blast Fireball*, and take one-half to one-third damage from edged weapons. When fighting them early in game, use maces and bashing weapons to kill them one by one. Surround one, kill it and move on to the next. In this way you avoid taking damage from monsters with only 1-5 hit points left.

Nightmares are usually encountered from a distance, so hit them with *Fireballs* before they get close. When they do get close, use a *Haste* spell and fight them hand-to-hoof. Undead dragons and rocs are immune to most magic, and they don't hit very often. Hand-to-hand combat is best. Spectres are

probably the most dangerous undead, possessing excellent THAC0s and drain levels. If you can't turn 'em, burn 'em. Do not try to fight them hand-to-hand.

Against vampires, cast *Gaze* and *Drain Levels*. Hit them with *Magic Missiles*, or you may end up fighting your own characters. Avoid hand-to-hand combat. Zombies can be turned, and you can save spells by fighting them hand-to-hand. They don't hit often, and they have weak armor classes.

Iron golems should be hit with *Lightning Bolts* to slow them, and then hacked to tiny little pieces. Swords under +3 are useless against them, and fire spells should not be used. Avoid undead beasts until your team is at least 12th level. Then use maces and bashing weapons; *Haste* spells are also helpful.

Walkthrough

Gargath Outpost

In the first battle, use *Fireballs* against the nightmares. When they are gone, hack your way through the undead warriors (use maces and staffs). You get a Ring of Protection if you assist in healing the wounded. After the battle, talk to the commander on the second floor of the building in the middle of the keep. When you've finished your duties, return to the commander. Speak to Sir Thom (to learn of the Dream Merchant), then go to Kalamán. You can rest at the inn here, and the only bank in the game is in Gargath.

Kalamán

Talk to the commander (just south of the northeast corner), then visit the Dream Pavilion (just south of the northwest corner of the bazaar). (If you find the note about the kidnappers' meeting, you can attend it at the place you see "Bazaar" on the map of Kalamán.) Talk to commander. Go to Cekos.

Cekos

Cekos—where you can buy magic arrows and hornet darts—is overrun with Draconian guards. Don't drink or eat in public here, or you may be poisoned. A copper dragon, Igorf, will join the party here and can be a useful member. The woman you meet upon entering town will give you a +2 staff and an amulet if you say you'll rescue her daughter; do so, and you'll get some gems, too. Then search the border buildings as quickly as possible to find a

key (northeast corner) and a man dressed in gold to the northeast (make a deal with him). Enter the large building (the kitchen) in the center of town and continue through it into a smaller room to the north. Use the key on the west "wall." Go down the stairs and prepare for a battle with four large blue dragons. After freeing the girl, liberate the prisoners upstairs. Leave town.

Vingaard

Stay on the town's main road until you see a sign with a half-closed eye, the Dream Merchant (A on the map provided here). Go in. Have dream. Go back in. Ask about dream. Rest. Go back in. Help with dreams. (*Fireballs* and *Lightning* work great against hellhounds.)

Go N and along the main street to the candle shop (B). Enter, buy candles and follow red doors. Ignore the whispers. Talk to Sebas (C) and offer to give your life. Go to the High Clerist's Tower.

High Clerist's Tower

Fight your way through the tombs, where you will meet Durfey in the northeast area. Let him join. Enter the tunnel via stairs in the southwest corner. Use maces against undead warriors, and make sure to turn wights before they drain you. When you reach the enemy Knight in the southcentral section of the maze, relieve him of his sword. Soth cannot be killed permanently. For extra experience, explore side tunnels and kill giant zombies. Leave. Return to Sebas (D) in Vingaard, then leave town and go northwest to the Dragon Pit.

The Dragon Pit

Follow the map to the altar (A) and search for armor and scrolls. Then find Sir Karl (B). Prepare for battle with dread wolf, then follow him north. Turn the wights and maneuver your best fighter next to the dread wolf (C) and cast *Haste* on your Fighter. If you get lucky you should be able to kill it without losing any characters. After the battle, rest and go E to (D). Kill the death dragon (D) with *Magic Missiles*, *Flamestrikes* and *Fireballs*. Keep your distance. Get the Dragonlance and plunder the dragon's horde (E). Leave. Use the rope (F) to cross the hole and exit.

Vingaard and Kalaman Again

Go back to Sebas (D) in Vingaard, but he won't be there. Instead, you'll be attacked. After the battle, exit and return to (D). Get the earring. Go to Kalaman. Give earring to Commander Daine in northwest corner. Use Dragonlance on dragon, and follow screams into bazaar. Get iron key from Ariela's body. Wander the southwest corner until a man gives you a message. Go to Dulcimer.

Dulcimer

Go to the east exit and agree to help spectre (A). Go to Mayor's office (B) and try to get rid of spectres with *Fireballs*; the lich is actually pretty weak. Immediately after you destroy the lich, dig up its phylactery (C) in the center of the garden. Check out the northwest corner for a battle and some good weapons and scrolls.

Voice Wood

Go through the east exit in Dulcimer (after slaying the lich in Dulcimer and talking to the knight in Kalaman about Voice Woods). Go S, E and N to the statue of Paladine (A) and leave an offering. Go W one, N one, E to a battle with wizards (B). Then head E, S and E to a door. Don't fight the sprites, just move through them until you get a message (agree) and the rod (C). Leave.

Dargaard Keep

The password is 82n3991. If you wish to leave the keep before completing the game, destroy the drawbridge cables. Go due N to the welded doors, then W and S. Get key from maid (A), go through the south door, then N to the servant's quarters (B) and use her key to unlock the door. Take the secret passage due north of the door and smash the orb (C).

Leave the orb room and roam this level to find four patrols that must be destroyed in order to free the servants from the commander's service. Return to the servants (B) and get the skull, but don't use it yet. Totally explore the rest of the level. (Don't eavesdrop on chanting Priests, or you will not get the two-handed sword.) Take the stairs (D) in northeast corner (you must possess the Rod of Omniscience).

Dargaard Keep: Level 2

The second level has a few very difficult battles. As soon as you get up the stairs, there are at least three battles with spectres, one with flesh golems and another with a Death Knight. Use the lever at (A) to open portcullis (B), the lever at (C) to open portcullis (D). You may safely rest in any cell (E). After the first row of cells, go E and N to Sebas (F). Attack Clerics (G) who are casting spell that turns the people into rats. After the battle, go to (H) and have a Mage read the book to free the people from rat form. Exit into the hall and defeat the Clerics at (J). You can find important magic items and armor hidden beneath some linens at (I). Return to Level 1.

Level 1 and the Graveyard

Now use the skull in the indentation behind the throne (D). There is nothing of value in the cemetery, but you can get a lot of experience. You emerge in a building in the northeast corner. Go W to the building in the northwest corner and smash the gem that the gravedigger is wearing. Get the shovel, go E outside the door and dig to get the good wards. Walk the perimeter of the cemetery, replacing the four evil wards with good ones. If your party isn't strong enough, leave Dargaard now and go to the next few places to earn more experience points; otherwise, skip the next few sections and proceed with Level 3.

Need More Experience Points?

At this point you may need more experience points to survive Level 3. There are many places to do this. The map in the Adventurer's Journal shows several places: Cerberus, Quazzle, Throtl and Turef.

Cerberus

Destroy the zombie giants by the door of the town hall. Talk to citizens. Zackary isn't in his home, but you'll find him in the gypsy tent in the southeast corner of the marketplace. Return to the town hall, then claim your treasure (weapons and armor) at the armory. (The Cerberus map, incidentally, is exactly like the Dulcimer map.)

Quazzle

This Gnome village is overrun with undead beasts. Leave the museum quickly, for it holds nothing of value. Head straight for the square building in the northwest corner. Kill the dark Mage and his beasts and you will have saved the town.

Throtl

Throtl is basically the same as it was in *Champions of Krynn*, except the temple is gone and the catacombs caved in. When you first enter, head E. Follow the leader until you reach the center of the map. Go N. The leader/priest is in the northwest portion of the keep. Explore the west half until you find the corpse that the woman was looking for. Then go SW for a few more battles. You can find a good bow and +2 arrows in the town vault.

Turef

Turef is a dwarven village that has been overrun by evil Mages. Help the Dwarf find the boar and let him join your party (don't get the boar, in the northeast part of town, until ready to leave, or he will quit the party). Enter the first building on the left and talk to the old man. Search buildings on the north side of the town, but don't go near the center. When you find the dragon, take the shield (it contains the book). Give it to the old man. See the locksmith, due south of the tavern. Buy key #88. Go to the south side of town and find the tavern. Find trapdoor (northwest corner). Use trapdoor and save magistrate to free the town and get some gems. You can also earn points by defeating soldiers at the entrance of the town square, and it's worth the time to recover Sir Karl's cursed weapons by slaying the dragons and Mages.

More Places to Earn Points

Five places you may visit aren't on the map. They offer very short mini-quests. On the shore of the sea to the north is a wrecked ship full of undead and weapons. In between the death dragon's lair and Vingaard is a farming village where an evil meteorite has struck. Just to the northwest of Gargath, on the opposite side of the mountains, is a Dwarf who poses some tests. If you pass them, he gives you a Girdle of Giant Strength. Several answers to riddles are: **73ng**, **w1t27** and **t3m2**. North-northwest of Vingaard, on the river, is a ship of

Kuo-Toa who are taking peasants as slaves. On the very southern edge of the map is a large lone tree. It is the Earth Tree, and if you destroy the wyndlasses, fire minions, wraiths and wights, you will save the Tree and gain experience points.

Dargaard Keep: Level 3

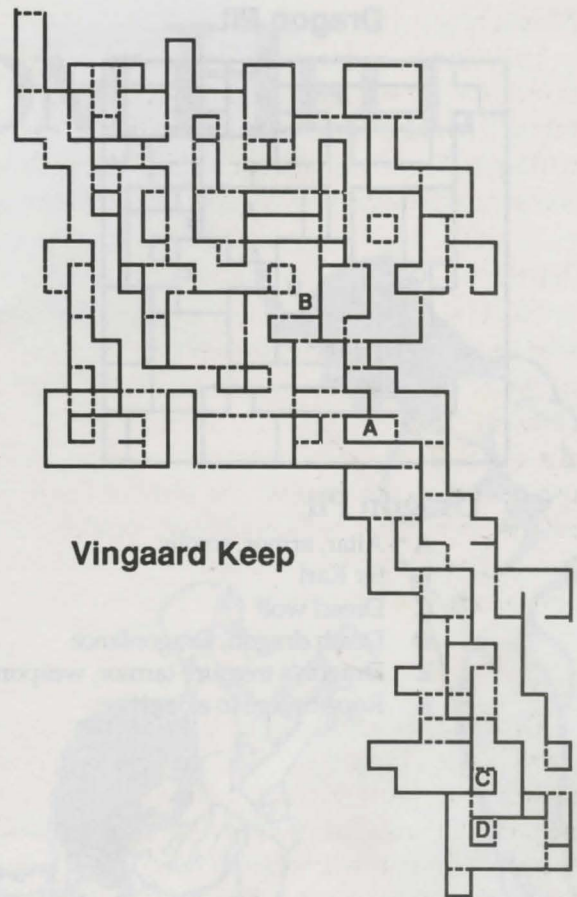
When most of your non dual-class characters reach 13th or 14th level, you are ready to attempt the third level of Dargaard Keep. Save the game often. You enter at (A). Go through the south door at (B), the middle door at (C) and the west door at (D). Don't use the doors at (X). Instead, follow the gray line on the map. When you reach the door with the animated statues (E), attack them. They are iron golems. If you don't kill them before you enter the door, they'll be behind you in the next battle. Concentrate on spectres, then go E through the door. Undead Durfey (F) can't drain you; kill him.

The next battle (G) is against Soth, five Death Knights, and five iron golems. There aren't any random encounters on this level, so rest and memorize a lot of defensive spells. *Fire Resistance*, *Mirror Image*, *Iron Skin*, *Bless*, *Protection from Evil* and *Globe of Invulnerability* are all quite useful. When you reach the square just before the battle, cast *Haste*, which is the key to the entire battle. Save the game before the battle. Death Knights are immune to almost everything, so attack them first in hand-to-hand combat. When the Death Knights and Soth are gone, use *Lightning* to slow the iron golems, then destroy them with magic weapons. Plunge the Rod of Omniscience into Soth's chest, then dive through the other portal.

ESCAPE FROM

Vingaard

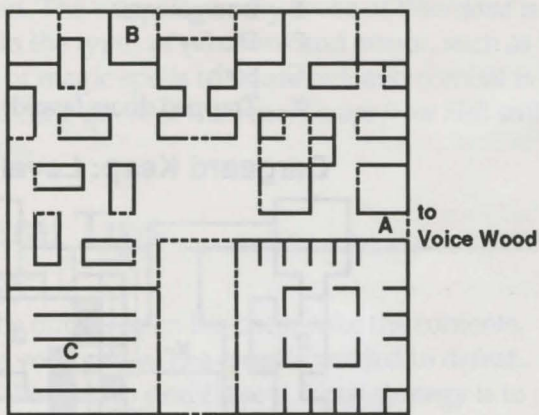
- A Dream Merchant
- B Candle shop
- C Sebas
- D Earring



Vingaard Keep

Dulcimer

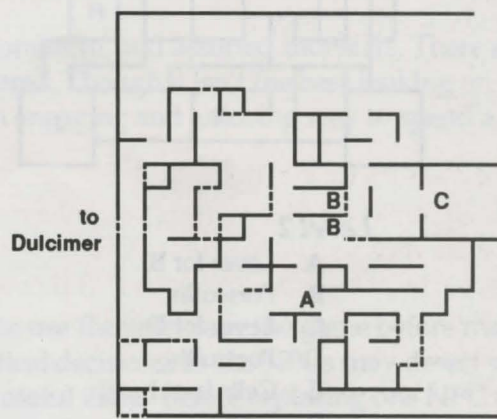
- A Spectre, message
- B Mayor's office
- C Lich's phylactery



Dulcimer

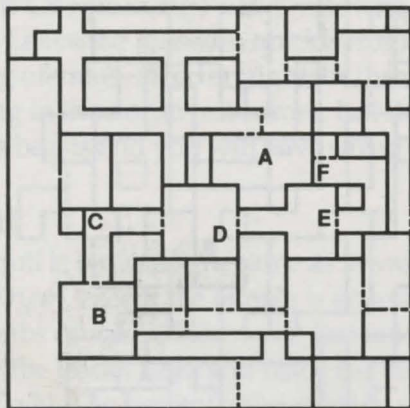
Voice Wood

- A Statue of Paladine
- B Wizards
- C Rod of Omniscience



Voice Wood

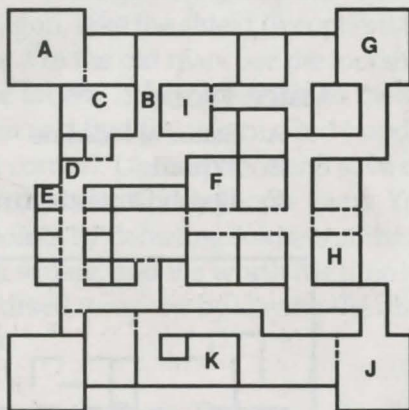
Dragon Pit



Dragon Pit

- A Altar, armor, scrolls
- B Sir Karl
- C Dread wolf
- D Death dragon, Dragonlance
- E Dragon's treasure (armor, weapons)
- F Rope bridge to exit pit

Dargaard Keep: Level 2



Level 2

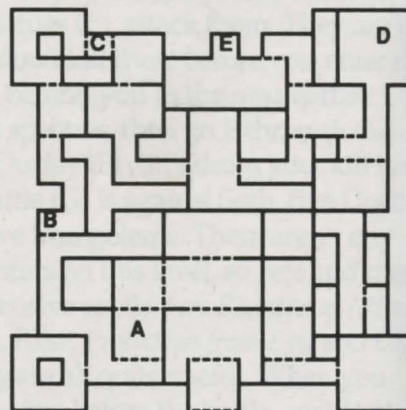
- A Lever for B
- B Portcullis
- C Lever for D
- D Portcullis
- E Cells (rest here)
- F Sebas
- G Clerics casting spell
- H Magic book
- I Sturm Brightblade battle
- J Weapons and magic gear
- K Stairs to Level 3

Dargaard Keep

Level 1

- A Maid, key
- B Servants' quarters, skull
- C Orb
- D Stairs to Level 2
(Rod of Omniscience is required)
- E Secret door to graveyard (use skull)

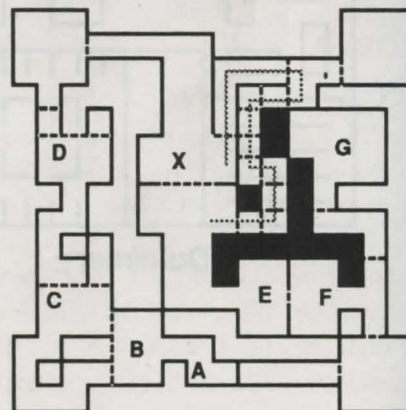
Dargaard Keep: Level 1



Level 3

- A Entrance from Level 2
- B Three doors (use south one)
- C Three doors (use center one)
- D Three doors (use west one)
- E Iron golems
- F Durfey
- G Soth
- X Trapped doors (avoid)

Dargaard Keep: Level 3



ESCAPE FROM HELL

Type: Weird Role-Playing

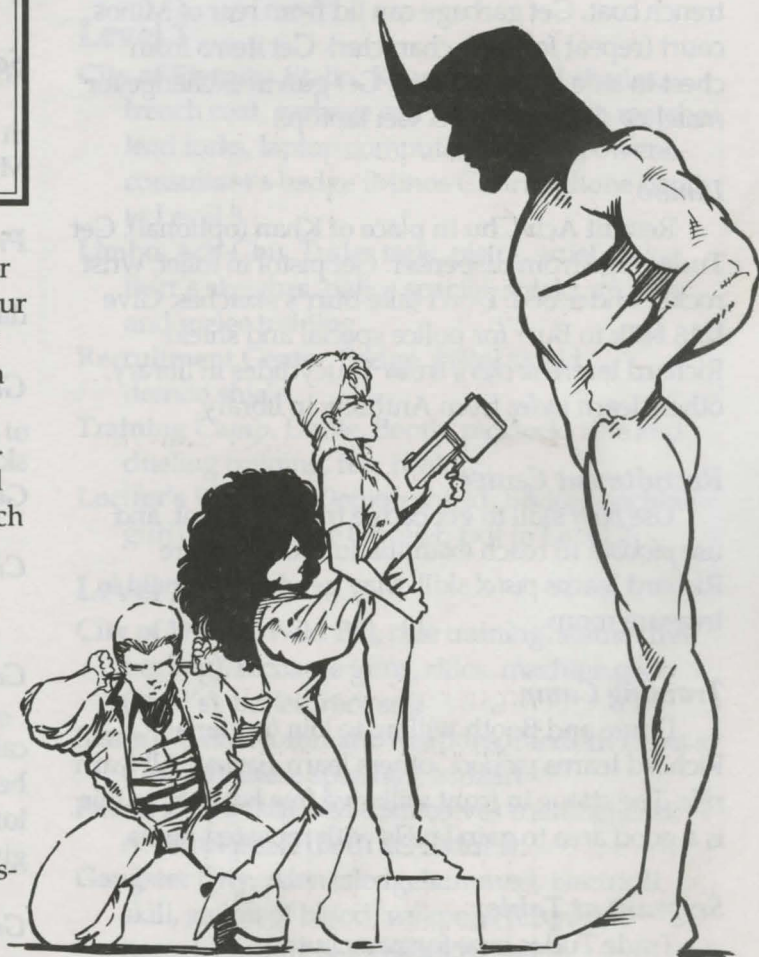
Difficulty: Intermediate

Systems: MSDOS (640K required for VGA/MCGA and Tandy, 512K for Hercules, CGA, EGA; no sound board support)

Company: Electronic Arts

This offbeat quest casts you as a game designer with a great excuse for missing the deadline on your current project: while programming a quest about Hell, your partner Alan and your girlfriend Alison were mysteriously zapped into the game, so you have to go to Hell and rescue them from the Devil. It's an aerial view game that takes place on several levels representing regions of Hell. When you touch one of the yellow pitchforks on the main map, the hellscape is transformed, different monster types appear and even the laws of science are altered (sometimes guns work, sometimes they don't).

Your party of up to three characters includes notorious historical and fictional people such as Genghis Khan and Dr. Jekyll. Graphics are sharp and imaginative when displayed as first-person pictures during an encounter. They're spiced up with a little spot animation, but no music or sophisticated sound effects. Puzzles are object-oriented, and the interface is keyboard- and function key-controlled. The warped, wacky sense of *Wasteland* is evident in the types of weapons and armor, such as the Super Sombrero, and assorted monsters. There are not a lot of magic spells to figure out, and combat is easily mastered. Though it isn't the best-looking or best-sounding quest of the year, *Escape from Hell* still presents an engaging and amusing way to spend a few weeks.



General Tips

Strategy

At the outset, open the chest, take the contents, and save your game. The cross is needed to defeat Satan at the end, so don't lose it. Your strategy is to recruit two NPCs on the first level, go to Level 2 and replace one NPC with Alan, go to Level 3 and replace the last NPC with Alison, defeat Satan and leave Hell through the gate. Do not fight with any creature that is not hostile, or you may not be al-

lowed to use the gate! Save the game before making any critical decisions, as the NPCs may desert you, taking useful items. Before replacing one NPC with another, trade all the outgoing character's useful gear to someone else. Other than combat skills, only one person in the party needs the critical skills for specific situations.

Walkthrough

Level 1

City of Eternity

Recruit Stalin and Khan. Get mirrored shades from prisoner in the Fire Pit, trade them to singer for trench coat. Get garbage can lid from rear of Minos court (repeat for each character). Get items from chest in side room of court. Get gun in exchange for matches. Get lead forks. Get laptop.

Limbo

Recruit Ach-Chu in place of Khan (optional). Get Tudes tape from dispenser. Get pistol in toilet, wrist rocket under bed. Don't take Burr's sketches. Give **1218 f47k** to Burr for police special and shield. Richard learns *archery* from Thucydides in library, others learn *melee* from Anthony in library.

Recruitment Center

Use *bluff* skill to get badge from sergeant, and use *picklock* to reach examination room where Richard learns *pistol* skill. May get demon shield in treasure room.

Training Camp

Dante and Booth willing to join (optional). Richard learns *picklock*, others learn *dueling*. All learn *rifle*. The statue in front will give free healing, so this is a good area to gain levels with repeated fights.

Sergeant at Table

Trade Tudes tape for parachute.

Hamlet

Give Yorick's skull to Hamlet, and he will join quest (optional).

Lucifer's Landing

Trade **ph3n2** to Sergeant in southern end for a demon shield. Find Flicka in northern end. Richard learns *machine gun*. Get care bracelet.

City of Eternity

Give care bracelet to Juliet in Minos Court. Receive angelic powers.

Lucifer's Landing

Use **p171ch5t2** to descend to Level 2. Stalin sometimes deserts.

Level 2

City of Devils

Replace Stalin with Wild Bill, who has dark rifle and dark pistol. Wyatt Earp teaches *rifle*. Statue in rear of city gives free healing. Visit Al's to recharge guns, rifles and machine guns.

Satan's Halo

Get automatic weapons that are stored in crates in **729t1571nt**. Find random items outside Club Miranda. Khan may desert before entering city.

Prison of the Damned

Abdul teaches Richard about *explosives*. Get dark rifle and dark pistol at his house.

Gangster City

Use dark weapons. Ed teaches Richard *electrical* skill. Get gallon of blood from Bonny and Clyde. Get weapons from Capone's vacation home.

City of Devils

Give blood at bank and get bulletproof suit.

Capone's City

Use dark weapons. Fight tough Hell captains in cafe. Eat food on table in lower right corner for free healing. Attack Capone's mansion. Get dark pistol, tommy gun, suit. After you kill Capone, Ceasar will give you the database. Destroy mind magnifier.

Gangster's City

Alan can now join the party, replacing an NPC.

Prison of Damned

Use Alan's **9128g2h1mm27** to break glass cage. Richard learns *bluff*, gets asbestos suit.

Satan's Halo

Use *electrical* skill to fix speakers, and Mozart will be willing to join you.

Capone's City

Use lower transporter to reach Level 1. Give database to receptionist in Minos Court in City of Eternity. Get consultant's badge from her sister. When ready, use the phone booth to go to Level 3, or use upper transporter in Capone's City.

Level 3

Dismal Land

Learn *swimming* from the teacher, or practice in the pool. Dr. Jekyll is willing to join. Get freaker box.

Dachau

Use *swimming* skill to swim E. Field Marshal teaches *rifle*. Get Hitler's diary, give it to him and get access to armory. Rommel teaches *rocket* to Alan.

Beelzebub's

Get magic pyramid. Allow Code-warrior to replace NPC. (Keep Alan!) Visit clerk. Use the transporter to Level 2 to replace ammunition.

Death Alley

Cross bridge. You can get free healing at the halfway point. Code-warrior can use phone booth to tap into Devil's Fortress, transporting the party there.

Devil's Fortress

Find Alison in lower right corner room. Allow her to replace Code-warrior. Party now consists of Richard, Alan and Alison. Go **S** to Satan's Room. Fight Satan, using **h416 c7499**. Go through rooms to gate. If "good," the party is allowed to escape from Hell.

Location of Items

Because the levels are so few and so easy to get around in, maps are not provided here. Locations of key objects and characters are listed by level and general area.

Level 1

City of Eternity. Stalin, Khan, mirrored shades, trench coat, garbage can lid, gun, chest, matches, lead forks, laptop computer, angelic powers, consultant's badge (Minos Court), phone booth to Level 3

Limbo. Ach-Chu, Tudes tape, pistol, wrist rocket, Burr's sketches, police special, shield, archery and melee training

Recruitment Center. Badge, pistol shield, demon shield

Training Camp. Dante, Booth, picklock, rifle and dueling training, free healing

Lucifer's Landing. Demon shield, Flicka, machine gun training, care bracelet, exit to Level 2

Level 2

City of Devils. Wild Bill, rifle training, statue (free healing), recharge guns, rifles, machine guns (at Al's), bulletproof suit

Satan's Halo. Automatic weapons, random items at Club Miranda, speakers, Mozart

Prison of the Damned. Explosives training, dark rifle and pistol (both at Abdul's)

Gangster City. Alan (sledgehammer), electrical skill, gallon of blood, weapons (Capone's home), bluffing skill, asbestos suit

Capone's City. Free healing, dark pistol, tommy gun, suit, database, mind magnifier, transporter to Level 1 (lower), transporter to Level 3 (upper)

Level 3

Dismal Land. Dr. Jekyll, swimming training, freaker box

Dachau. Rifle and rocket training, Hitler's diary

Beelzebub's. Magic pyramid, Code-warrior, transporter to Level 2

Death Alley. Free healing, transporter to Devil's Fortress

Devil's Fortress. Alison, Satan

EYE OF THE BEHOLDER

Type: Fantasy Role-Playing

Difficulty: Novice

Systems: Amiga (512K), MSDOS (640K required, mouse and hard disk recommended; CGA, EGA, Tandy 16-color, 256-color MCGA/VGA; Sound Blaster, Ad Lib)

Company: SSI/Electronic Arts

Designed by Westwood Associates, *Eye* is the most playable and entertaining installment in SSI's highly overrated *AD&D* series. Instead of the usual oblique angle, aerial view of the dungeon, you view a 3-D picture like the one seen in *Dungeon Master*. In fact, so many *Dungeon Master* elements are employed here, the game could easily have been called "Eye of the Dungeon Master." Numerous puzzles, for instance, consist of locked doors that are opened by placing objects on pressure plates in the floor, and you'll find all kinds of buttons and teleporters in this twelve-level maze. The goal is to track down Xanathar the Beholder, whose lair is naturally found in the final maze. There are no automapping or autosearch features. Graphics and animation are top-notch. Combat is conducted by clicking directly on the monsters, and the action takes place in real-time—so you must act as quickly as you think. Of all SSI's *AD&D* games, *Eye* has the smoothest interface and magic system, which help make it a rather easy quest.

Walkthrough

The maps also show where to find certain items that are not referred to in the solution but which you may want to collect as you proceed through each level. (These are all identified in the map keys.)

Level 1:

Upper Sewer Level

Using the map key, get all the items and fight all set encounters. Keep all the daggers and rocks you find. If you run into a pressure plate (on the floor)



that closes a door when you step on or off of it, put a rock on it to keep it open.

Level 2:

Middle Sewer Level

Use the keys to unlock doors; the keys will be replaced. When you see a shape of a dagger on the wall (H), put a dagger in it. When you've put daggers in all the shapes, you will have completed the special quest of this level.

Behind the north door, you click on any door that doesn't have a switch, to pry it open. The next

key is at (M) with some food.

Behind the east door, find the switches to close and open the cisterns. Just after the turn north is a cistern with the switch on the other side of it; throw something at it. The key is at (D) with some food. Down the ladder and around the corner is a potion.

Behind the south door, at the intersection, is a spinner. Just keep an eye on the compass. Any time you see a glyph that looks like a bird head on this level, it means there is a secret passage behind it. (Use these, as they may get you past teleporters.)

When you have gone to all the sections and found all the food and keys, go back through the north door and through the door that has opened up. This will take you to the next part of this level.

Get the stone dagger (N) and go to the southwest corner and find the last dagger shape (H) to complete the quest. Then go to the elevator (P) and push the button twice until you see the message that the room seemed to move. Leave the room and get the items shown on the Detention Level map. Return to the room and press the button twice again (the room moves again) and go get the gold key (D) and the rock (E). Then go to the room again and press the button twice, and you will be back on Level 2. If you want to get the other items listed on this map, do so. Now go to the door in the northeast corner and use the gold key. (The keyhole is on the north wall west of the door.) Take the ladder (Z) down.

Level 3:

Lower Sewer Level

Go N, then E through the doors. Keep an eye on the compass, as there are spinners here (S). Get two keys (F), then leave the area. Go around and gather all the treasure. Go to (L) and get the mage scroll of fireball. Then go to all four (B)s and get all the blue gems. Put a blue gem in each of the four eyes (C). Then take all four of the gems out to complete the quest for this level. Now go and get the treasure inside this area ((D) and (E)).

Level 4:

Upper Dwarven Ruins Level

From the north stairs, go one step forward to (B) and get Taghor to join the party. Heal and feed him. Then "push" the wall at (C) counter-clockwise until you see the key (D). Get the key. Go to (I) and open all three doors. Then close the doors on the left and

right (the middle one cannot be closed). Now go to (E) and pull the chain. This completes the Beholder's Quest for this level. Now go to the center room, get "drow cleaver" (P) and pull chain to open a secret door (Q), bypassing the holes at (G). Go to (R) and pull the gargoyle's arm to open the secret door.

Push button (J) to open secret door to get the dwarven helm and dwarven shield from (K). Go to (H) and open one door at a time and, after fighting the spider, get a healing potion. *Cheat: you can close the door then open it to get as many potions as you need.*

The spider area along the eastern edge has several ways in but only one way out (V). This requires a dwarven key. The spider area contains a +3 ring of protection (L) and the Stone Scepter portal key (M).

Level 5:

Dwarven Ruins and Camp

From (Z) on Level 4, you arrive at (A) on Level 5. Go W two spaces, then N at wall with the dwarven runes. To enter the dwarven camp, open the three doors at (B).

When you get into the dwarven camp area, go immediately to the dwarven leader (C) and agree (say "yes") to help the dwarves find their lost noble. The dwarves will give you a Stone Medallion portal key to activate the portal transportation system. The Stone Necklace portal key is at (D) and the Stone Necklace Portal at (E), both in the dwarven camp area.

To get into the area that has the stairs down to Level 6 (Z), you must first go through the door immediately south of ④. Go W at the intersection and open the door (H) to get the key (I). Be careful as there are holes that open up behind you as you step off of each spot. (To get to the southeast parts of Level 6, you have to fall through these holes.) Work a figure-eight pattern and go to the other key (J) (approaching it from the north), then go to the door (L) and use one gold key on it. Get the armor, then use the second key on the lock: the wall disappears and a teleporter (Ⓜ) appears. The teleporter takes you to ⑤, where you have to fight a spider immediately.

To reach Level 6, you must unlock the three doors labeled (Q), (R) and (S) that bar the way to the stairs down at (Z). To open them you must go through a series of teleporters and throwing three corresponding switches. (Several other teleporters

are not shown on the map, so don't stray from this path to follow this solution.)

After going through the secret door (F), walk to (G), then move W four spaces and N two spaces to ①. After teleporting to ①, throw the switch at (P) to open door (S), then enter teleporter ②, which sends you to ②. Pull the switch to open door (R). Move N to ③, which ports you to ③.

Go to ① and get ported to ① again. Enter the porter at ③ and wind up at ⑧. Go N into teleporter at ⑨, then walk from ⑨ to ⑥, which ports you to ⑥. Pull switch to open door (Q). All three doors are now open. At (Z), take stairs down to Level 6.

Once the three doors are open, do not touch the wall switches. Later, when you need to get from the stairs (Z) to ③, go to ④, which ports you to ③.

Level 6:

Lower Level of the Dwarven Ruins

Level 6 may be entered via the stairs at (Y) and (Z) on Level 5, or by jumping down any of the pits in the southeast corner of Level 5. (Jumping down gives you access to rooms that are not otherwise accessible.) The south-central stair (Y) can be reached only after opening the door from the other side after reaching the level as described above.

Arriving from (Z) on Level 5, you start at (A). To open door (B), place weapons on the floor plates until it opens (usually one large weapon apiece), then retrieve the weapons. Get the gold key at (C) and open door (D) with it.

At (E) is a room with a dwarven keyhole. Use a dwarven key in keyhole number one, which rotates the block of granite and reveals another dwarven keyhole. Three keys will rotate the block so you can get to the west-central stairway down (Z to Level 7).

To get the three keys, first visit the silverware rack area (F). The silverware rack is activated by placing darts or knives on the wall shelves to open up more of the area. Darts may be acquired by stepping on the dart traps (G) and picking them up after they fall to the ground. Putting darts in the shelves rearms the dart traps, which are activated by floor plates. Then go to either (H) and jump down into a pit, get a second key, open the door and climb out. Repeat with the other pit (the other (H)) for the third key.

The Stone Ring portal key (I) can be reached only by climbing up a stair from Level 7. You can

also get kenku eggs (J), which serve as food but more importantly for bribing guards on Level 7, a +1 dwarven shield (K), a +3 mace (L) and several scrolls.

Rescuing the Prince (Levels 7, 6 and 10)

Use the portals to reach Level 7 and get the gold key (C), then go to (B) and up to Level 6 and get the Stone Ring portal key. Go back upstairs to (A) on Level 6 and use the Stone Ring Portal. This takes you to Level 10. Go to the northwest door, open it, enter and rescue the prince. If you already have a full party you must dismiss one person so the prince may join. Use the Stone Ring Portal again to return Keirgar and the dwarven healing potion to the dwarf camp on Level 5, and you'll get the Beholder Eyestalk Wand.

Level 7:

Upper Level of the Drow Chambers

Many puzzles in the drow area are not essential to winning the game. The northeast, northwest and southwest quadrants of Level 7 are accessed from stairs at (Z) on Level 6.

You arrive from (Z) on Level 6 at (A) on Level 7. You can bribe the drow at the bottom of the stairs with kenku eggs. The stairs up (B) to the Stone Ring portal key can be opened with a gold key. The two gold keys found on this level are located at (C) and (D).

Level 8:

Drow Outcasts

This level can be explored for treasure or puzzle-solving, but nothing here is essential to the solution. The location of useful items and teleports are indicated on the map. Don't go through this level to reach Level 9; see the Level 9 section below for a faster route.

Level 9:

Lower Level of the Drow Chambers and the Portal Nexus

The two easiest ways to reach Level 9 are by portals:

- Take the Stone Medallion Portal on Level 4 (N) to Level 7 (P), then the Stone Dagger Portal on Level 7 (O) to Level 9 (M).

- Take the Stone Necklace portal on Level 5 (E), which will take you to (E) on Level 7. Then use the Stone Dagger Portal to reach (M) on Level 9.

From (M) on Level 9, you can get to Level 10 by going down the stairs at (Y) or (Z).

To reach (Z), go **S** from (M), then **W** to (B). Put any object you don't need on the shelf, go **N** one space and push the button to open north passage. Proceed to (Z).

To reach stairs at (Y), walk to (F) and donate food, armor, weapons and missiles to the floor plates that "request" them. Go to (I) (being careful of the rust monsters (O)) and get the key. Then go to (K) and use the drow key. Go to (J) and throw a missile north, then west. Go to (K) again and go **W** through the door that has appeared (to (L)). Now go north through the secret door, pick up the missiles you threw and go to (Y).

Level 10: Xanathar's Outer Sanctum, Mantis Hive

This level contains the dwarven prince and the pit down to Level 11. When you return to this level after rescuing the prince, jump through the pit at (Z) and, on Level 11, get the dwarven healing potion, orb of power, Stone Ankh portal key and Stone Orb portal key (see the Level 11 section, below).

If you enter Level 10 from the Level 9 west stairs (Y), you will find the skull key at (M).

The pit (Z) is accessed by throwing switches (N) and (R).

Level 10 can also be accessed by using the Stone Ring Portal ((M) on Level 6 to (O) on Level 10). Just south of the Stone Scepter Portal (Q) runs a hallway with many switches, teleporters and the message "proper sequence." The message is a ruse: simply walk into the first teleporter, turn around and walk into the room in the far southwest corner of the level. At the top of the stairs is a cleric scroll of raise the dead ((C) on Level 9).

If you enter Level 10 from the Level 9 stairs just above the far southwest stair ((Z) on Level 9), you start at (A). You must place three weapons on the floor plates at (X) to open the door directly north in order to get from the stairs to the rest of the level. Do not open the two north doors in the "in case of fire or flood" room.

Level 11:

Xanathar's Outer Sanctum, Illithids

The only way to enter this level is by falling through the pit from Level 10. When you find the Stone Ankh, you can use its portal to teleport to Level 7 and get out of the level.

The "Your fate is in the stars" puzzle is solved by aligning the three concentric squares, allowing you to explore the four sections of Level 11. Each square wall has a button, a star, a quote and an opening. The buttons rotate the rings, one at a time, 90 degrees clockwise. When all the openings are aligned in one straight line, the door aligned with them will open.

The eastern passage leads to the orb of power (G), the drow key (K) and the Stone Ankh portal key (L). The northern passage leads to the Stone Orb portal key (E) and a dwarven healing potion (F). The southern passage leads to the Stone Orb Portal to Level 12 (M). The western passage leads to +3 banded armor and a +4 long sword (Slasher) (I).

As soon as you get the dwarven healing potion and the Stone Ankh, return to the dwarven camp on Level 5 and get the Beholder Eyestalk Wand (Wand of Silvias). Then return to Level 11 and proceed to Level 12 via the Stone Orb Portal.

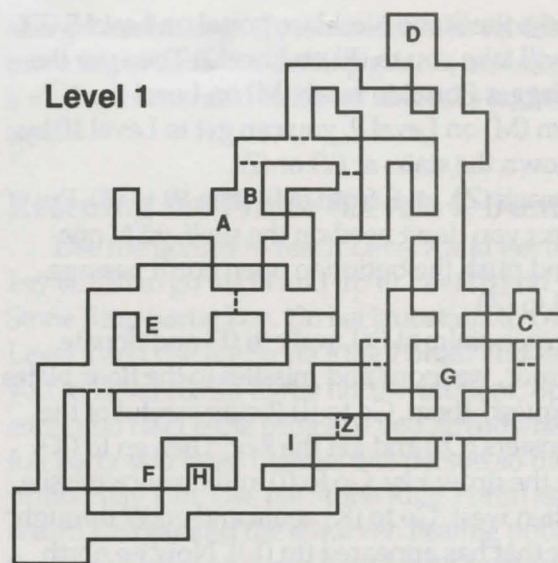
Level 12:

Xanathar's Inner Sanctum

In the room with the Stone Orb Portal, push the wall sconce on the central portion of the west wall. Keep going **W**, and destroy all the stone golems to get the skull key. Follow around to the **W** and **S**, and enter the first door to the east. Push the eye button on the south part of the east wall. You will be teleported to a place that is south of the door to Xanathar's lair. Save the game. Go **N** through two doors, then go through the two doors to the east. You now must attack Xanathar, dodging continuously, or use the wand to back him up. If you can back him all the way to the furthest area of his room, between the two eyes on pedestals and onto the trap in the alcove to the south, you will have fulfilled the last Beholder Bonus and will witness a spectacular ending. If you do not wish to go through all this, simply hack up Xanathar with your swords and spells.

Level 1

- A Entrance and two rocks
- B Halfling skeleton, lock picks
- C Dart
- D Food
- E Food
- F Shield
- G Rock
- H Cleric scroll (bless), mage scroll (armor)
(Put dagger in alcove to complete quest for this level)
- I Arrow
- Z Stairs down

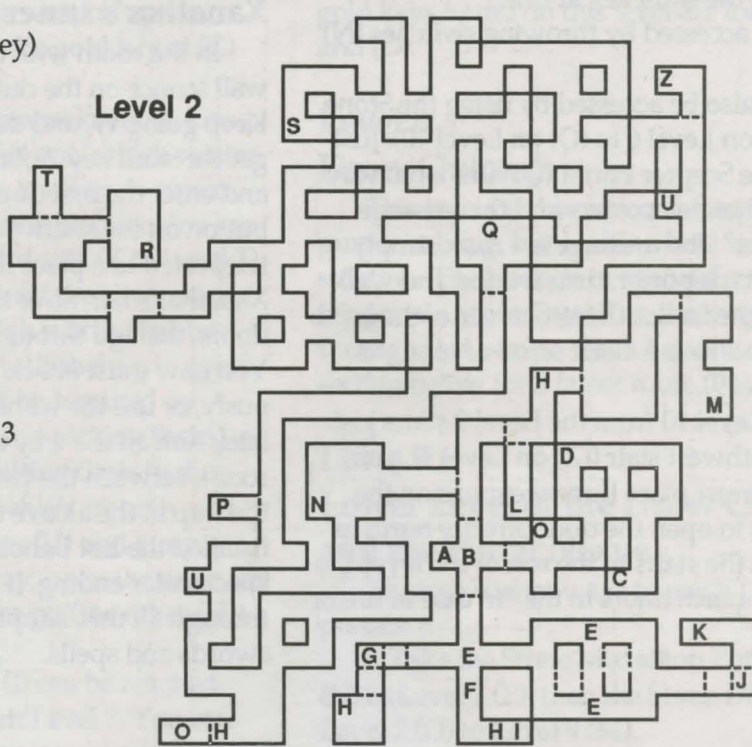


Level 2

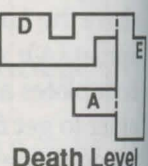
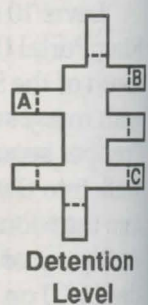
- A Stairs up
- B Key
- C Food
- D Food, key
- E Spinner
- F Sling
- G Mage scroll (shield)
- H Dagger shape on wall
- I Rock
- J Arrows
- K Food
- L Food, potion
- M Food, potion of giant strength, key
- N Stone Dagger (portal key)
- O Ladder down to third sublevel
- P Elevator to first two sub-levels
- Q Leather boots, food
- R Healing potion
- S Food
- T Lever that opens door to (R)
- U Teleporter to other (U)
- Z Ladder down to Level 3

General Map Key

- u Stairs up
- d Stairs down
- A Your starting point on each level (in the path followed by this solution)
- Z Stairs down to the next level (in the path followed by this solution)
- * One-way door (the * is on the side you start from; you can't go through from the side opposite the *)



Level 2 Sublevels

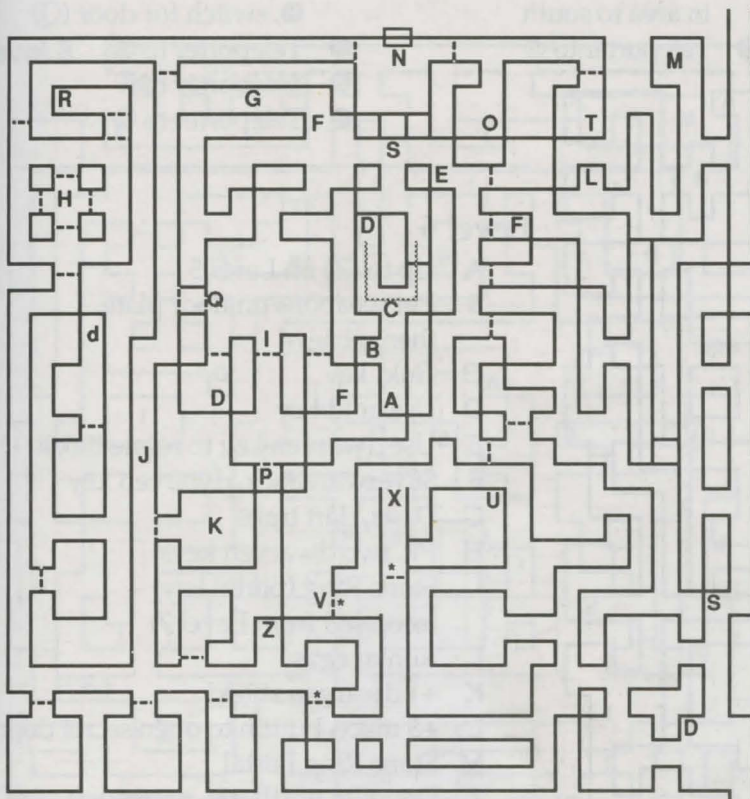
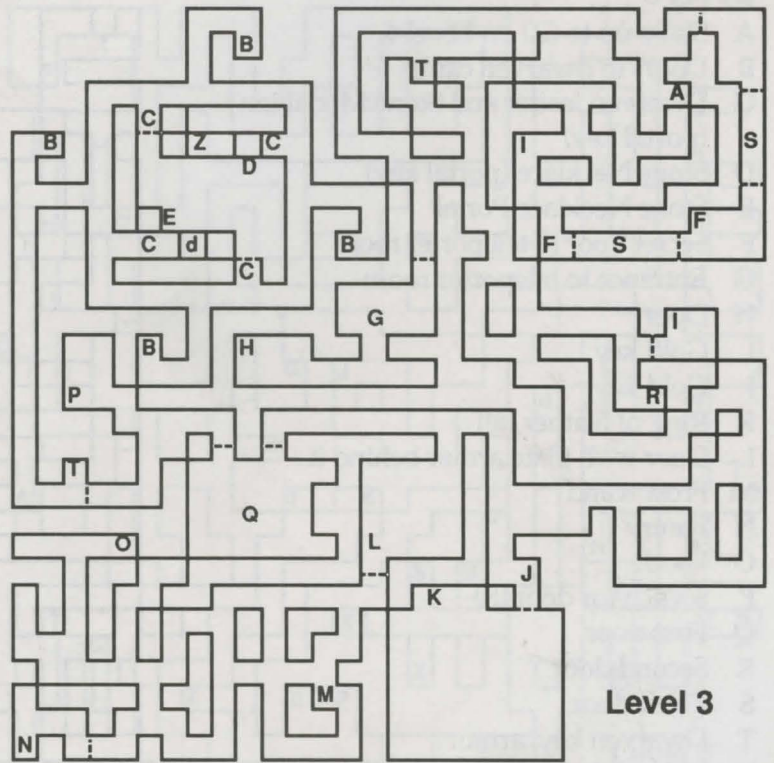


Level 2 Sublevels

- A Elevator
- B Bow
- C Scroll
- D Gold key
- E Rock
- F Food, healing potion
- G Ladder up

Level 3

- A Stairs up
- B Blue gems
- C Empty eye hole to put blue gem (then remove all gems for quest)
- D Shield, mail armor, arrow
- E Iron rations
- F Key (two locations)
- G Keyhole (insert key into center key hole and push button)
- H Mage scroll (detect magic), red gem, Backstabber (dagger)
- I Healing potion, extra-healing potion
- J Arrow
- K Four arrows, red gem, speed potion
- L Mage scroll (fireball)
- M Red gem
- N Skeleton, spear, leather armor, long sword
- O Rock, button to open secret door
- P Food
- Q Four food, rock, cleric scroll (flame blade), healing potion, shield
- R Keyhole for (I)
- S Spinners
- T Teleports to other (T)



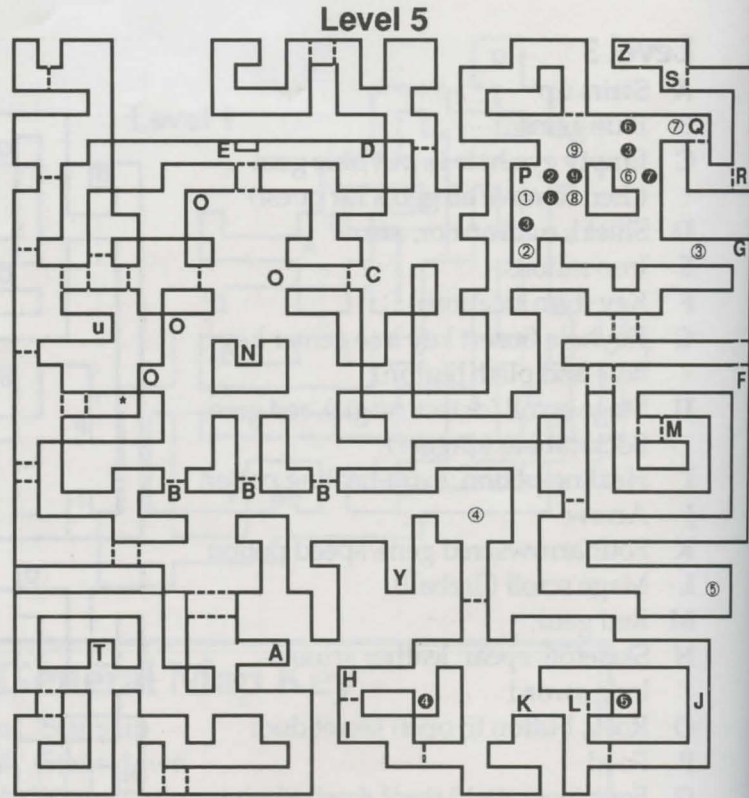
Level 4

Level 4

- A Up to Level 3
- B Taghor the dwarf
- C Gray stone (push counter-clockwise)
- D Dwarven key
- E Chain to open (P)
- F Gargoyles/levers to close pits at (G)
- G Three pits; see (F)
- H Healing potion
- I Door to room with +3 drow cleaver; use (H)
- J Button opens door to (K)
- K Dwarven shield and helm
- L +3 ring of protection
- M Stone Scepter (portal key)
- N Stone Medallion Portal
- O Cure poisons
- P +3 drow cleaver, chain to open (Q)
- Q Secret door
- R Lever to open wall at (S)
- S See (R)
- T Oracle of Knowledge (use orb of power to activate)
- U Food
- V Locked door out of spider area
- X Up to Level 3
- Z Down to Level 5

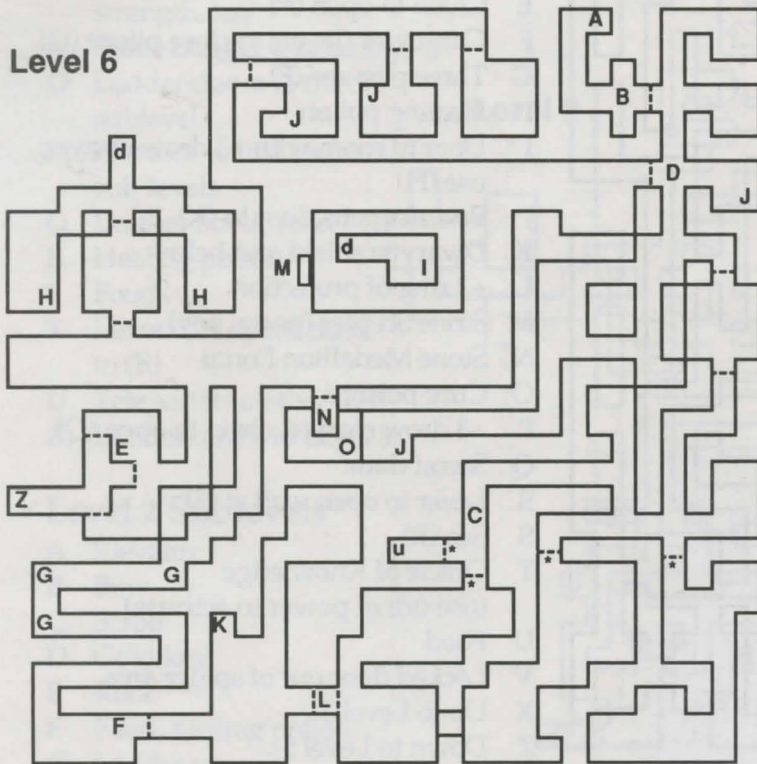
Level 5

- A Stairs up to (Z) on Level 4
- B Doors to dwarven camp
- C Dwarven leader and Stone Medallion (portal key)
- D Stone Necklace (portal key)
- E Stone Necklace Portal
- F Secret door to teleporter room
- G Entrance to teleporter room
- H Door
- I Gold key
- J Gold key
- K Ring of feather fall
- L Door with plate armor behind it
- M Frost wand
- N Pantry
- O Food
- P Switch for door (S)
- Q First door
- R Second door
- S Third door
- T Dwarven key, armor
- Y Stairs to Level 6 (must first be opened from Level 6 by going down (Z))
- Z Down to Level 6
- ① Teleporter to ①
- ② Teleporter to ②
- ③ Teleport destination from ②, switch for door (R)



- ③ Teleporter to ③
- ④ Teleporter to ④
- ④ Teleport destination from ④, lever that closes holes in area to south
- ⑤ Teleporter to ⑤
- ⑤ Teleport destination from ⑤, spider
- ⑥ Teleporter to ⑥
- ⑥ Teleport destination from ⑥, switch for door (Q)
- ⑦ Teleporter to ⑦
- ⑧ Teleporter to ⑧
- ⑨ Teleporter to ⑨

Level 6

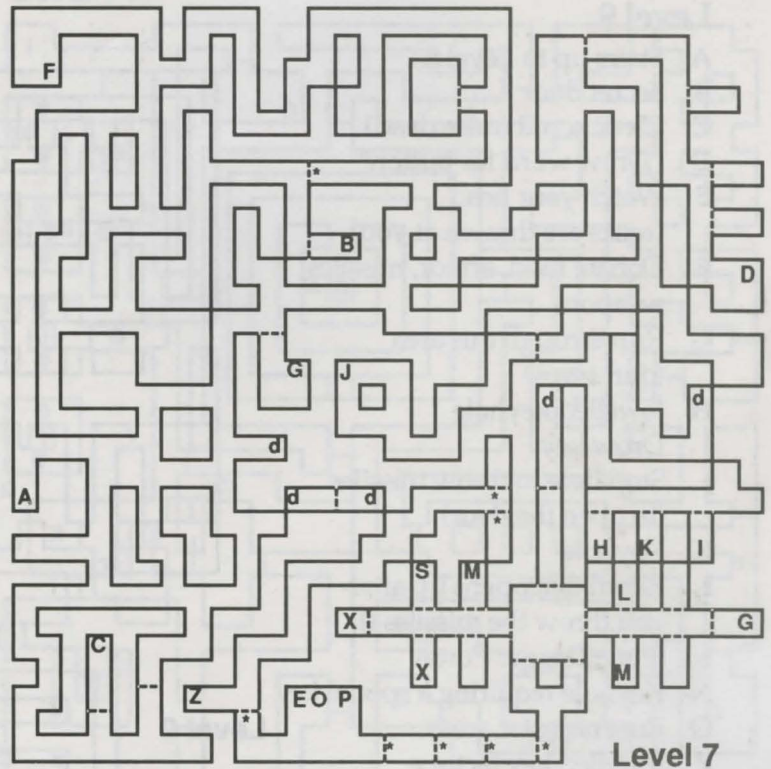


Level 6

- A Up to (Z) on Level 5
- B Put weapons on floor plate, then retrieve
- C Gold key
- D Use gold key
- E Use dwarven key to rotate block
- F Silverware rack, dwarven key
- G Darts, dart traps
- H Pit, two dwarven keys
- I Stone Ring (portal key) (accessed from Level 7)
- J Kenku eggs
- K +1 dwarven shield
- L +3 mace, button to open secret door
- M Stone Ring Portal
- Z Down to northeast, northwest and southwest quadrants of Level 7

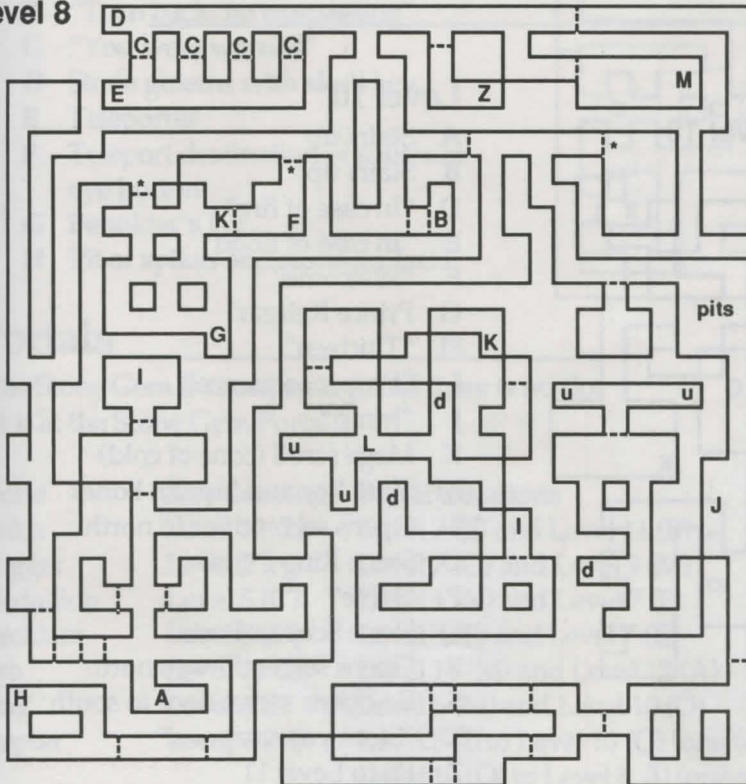
Level 7

- A Up to (Z) on Level 6 (bribe drow with kenku eggs)
- B Stairs up to Stone Ring on Level 6
- C Gold key, Healing potion
- D Gold key, cleric scrolls (protection and remove paralysis)
- E Stone Ankh Portal, Stone Necklace Portal
- F Mage scroll (fireball)
- G Arrows
- H +3 short sword
- I Ring of wizardry
- J +2 ring of protection
- K +3 elven bracers of defence
- M Jewelled key
- O Stone Dagger Portal
- P Stone Medallion Portal
- Z Stairs down to Level 8



Level 7

Level 8

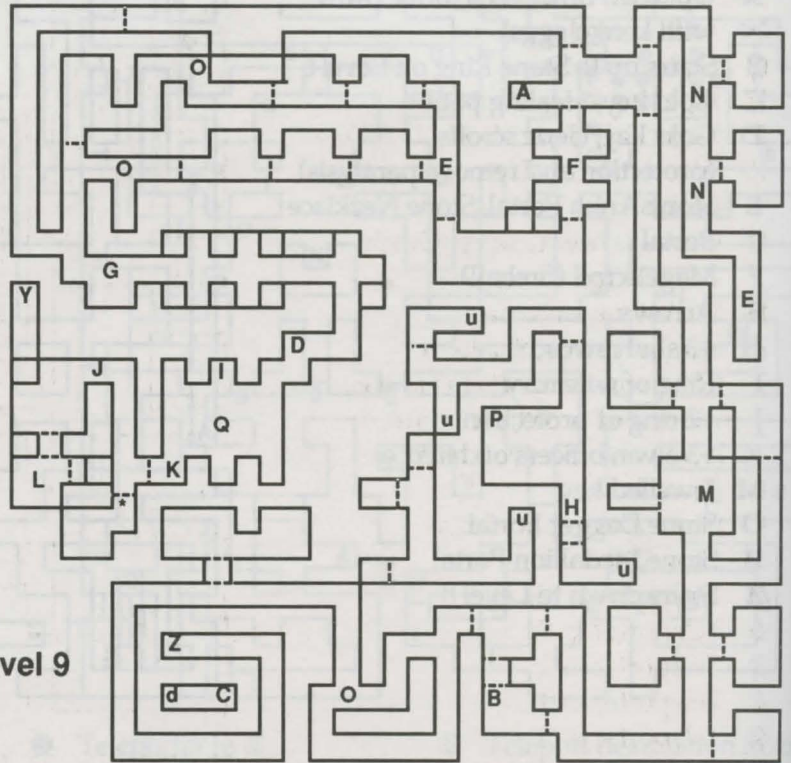


Level 8

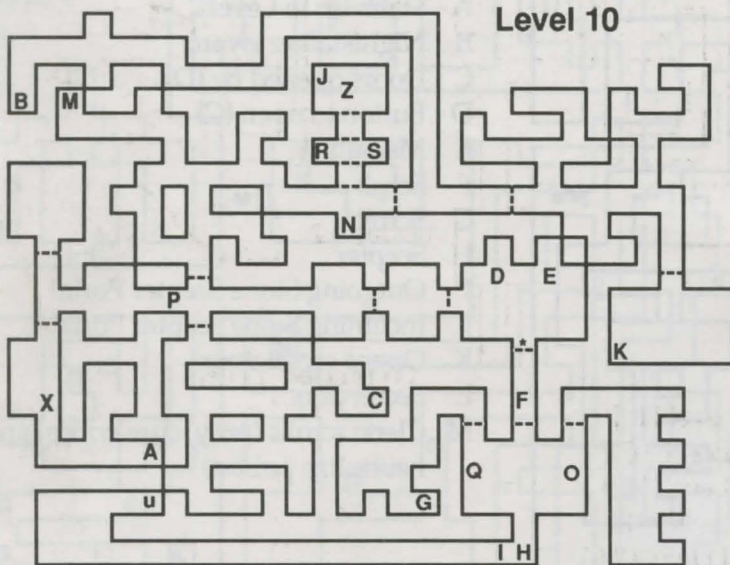
- A Stairs up to Level 7
- B Nightstalker sword
- C Doors opened by (D)
- D Button to open (C)
- E Medallion
- F Scroll
- G Scroll
- H Scepter
- I Outgoing Stone Scepter Portal
- J Incoming Stone Scepter Portal
- K Opens secret door
- L Secret door
- M Cleric scrolls (pray, cure critical and neutralize poison)

Level 9

- A Stairs up to Level 8
- B Secret door
- C Cleric scroll (raise dead)
- D "Drow word for button"
- E Watch your head
(rocks are thrown at you)
- F Donate food, armor, missiles,
weapons
- G Run through this area
(dart traps)
- H Jewelled keyhole
- I Drow key
- J Stop here to throw missiles
(to open the door)
- K Keyhole
- L Room that opens up after
you throw the missiles (J)
- M Stone Dagger Portal
- N Keyhole requiring a special key
- O Rust monster areas
- P Jewelled key factory
- Q Button room (do not press
any buttons)
- Y Stairs down to Level 10
- Z Stairs down to Level 10



Level 9



Level 10

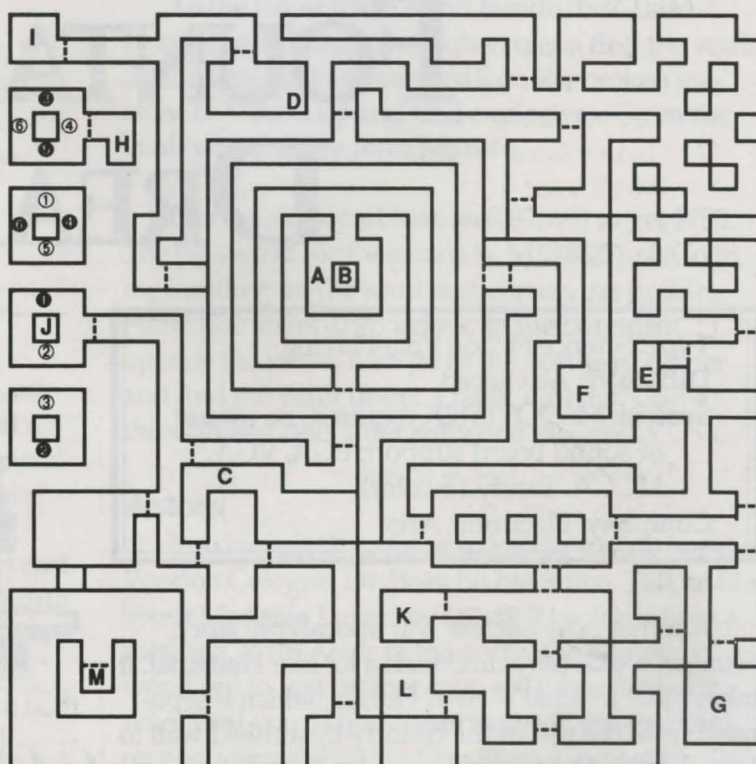
Level 10

- A Stairs up
- B Stairs up
- D "In case of fire"
- E "In case of flood"
- F "Welcome"
- G Prince Keirgar
- H "Thirteen"
- I "Proper sequence"
- J "Jump"
- K Mage scroll (cone of cold)
- M Skull key and human bones
- N Opens secret door to north
- O Stone Ring Portal
- P "Hive"
- Q Stone Scepter Portal
- R Opens secret door to north
- S Re-opens secret door to south
- X "Store yer weapons"
- Z Pit to Level 11

Level 11

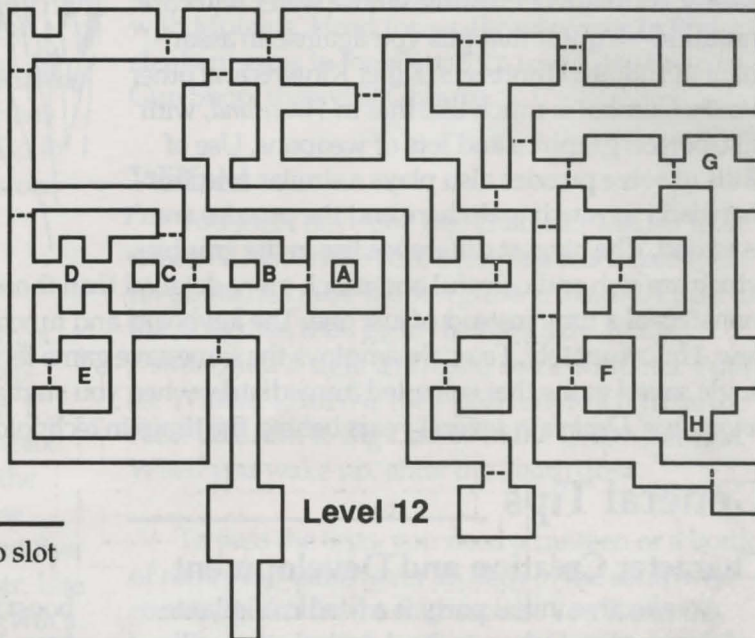
- A "Fate lies in the stars"
- B Ankh Portal
- C Use draw key
- D Blue ring (non-magical)
- E Stone Orb (portal key), draw key
- F Wand of frost, dwarven healing potion
- G Orb of power (used in Oracle of Knowledge, Level 4)
- H Luckstone, raise dead
- I Banded armor, Slasher +4
- J Clockwise teleports to another room with scroll, etc.; counter-clockwise takes you back
- K Draw key
- L Stone Ankh (portal key)
- M Stone Orb Portal
- ① Teleporter to ①
- ② Teleporter to ②
- ③ Teleporter to ③
- ④ Teleporter to ④
- ⑤ Teleporter to ⑤
- ⑥ Teleporter to ⑥

Level 11



Level 12

- A Stone Orb Portal
- B "Turn back, no trespassing"
- C "You were warned"
- D Stone golems with skull key
- E Teleporter
- F Teleport destination of southern eye button
- G Beholder's lair
- H Pit of spikes and stone artifacts



Portals

(The Stone Gem is unnecessary, and there is no slot for it at the Stone Gem Portal.)

Stone	Key Location	Portal Locations	Connected Levels	Portal
Ankh	Level 11 (L)	Level 7 (E) and Level 11 (B)	4 ↔ 7	Medallion
Dagger	Level 2 (N)	Level 7 (O) and Level 9 (M)	5 ↔ 7	Necklace
Medallion	Level 5 (C)	Level 4 (N) and Level 7 (P)	6 ↔ 10	Ring
Necklace	Level 5 (D)	Level 5 (E) and Level 7 (E)	7 ↔ 9	Dagger
Orb	Level 11 (E)	Level 11 (M) and Level 12 (A)	7 ↔ 11	Ankh
Ring	Level 6 (I)	Level 6 (M) and Level 10 (O)	8 → 10	Scepter
Scepter	Level 4 (M)	Level 8 (I) to Level 10 (Q) (one way) Level 10 (Q) to Level 8 (J) (one way)	10 → 8 11 ↔ 12	Scepter Orb

FOUNTAIN OF DREAMS

Type: Science Fiction Role-Playing

Difficulty: Advanced

System: MSDOS (512K required, no mouse or sound board support; EGA, VGA, MCGA, Tandy 16-color)

Company: Electronic Arts



Another post-nuclear war apocalypse story, *Fountain* looks, plays and feels a lot like *Wasteland*. It takes place in what's left of Florida, which is separated from the rest of the country by a shield wall to keep out the Mutants. Your goal is to find the legendary Fountain of Dreams, whose water will cure mutation—a quest that pits you against an assortment of mutated monsters, Killer Klowns and other fiends. Combat is much like that in *Wasteland*, with first-person graphics and lots of weapons. Use of skills to solve puzzles also plays a similar role, but there isn't as much to do here and the puzzles aren't as varied. The biggest difference lies in the graphics, which are rich and colorful and much more detailed than those of *Wasteland*. Sometimes you'll see three monsters at a time instead of just one. The keyboard and function key interface is easy to use but nothing new. Unfortunately, *Fountain* employs the same save game technique as *Wasteland*, so you're limited to a single saved game that is loaded immediately when you start a new session. Fun for fans of *Wasteland*, *Fountain of Dreams* is several years behind the times in technology.

General Tips

Character Creation and Development

An effective initial party is a Medic, Vigilante and Survivalist. Ochoa or the Admiral, who will join later, eliminate the need for creating a Hood. Key attributes are Dexterity, IQ and Aptitude. With 23 Dexterity, you'll have a powerful advantage against Klowns. You can generate higher Constitution points by pressing the number of the character's profession. You'll also get more bonus points. Leave Strength no higher than 16—you can

boost it higher as you play. One character should have 16 Charisma, all need at least 16 Dexterity, IQ and Aptitude. Willpower and Luck should gradually be increased to at least 16. The skills you will definitely need are: *stealth, pharmacy, brawling, lockpick, bomb/alarm disarm, demolition, gunsmith, medics, handgun, blades* and *perception*. To avoid mutation, don't fight mutant beasts or those that cause irradiation.

Home

You may store characters at the compound, but they will die when it's wiped out by Klowns. After completing the police assignment, you can store them at the police station. Doc DeMedici will heal for free and cure mutations.

Walkthrough

Miami

From the compound, see the police station, ask about Miami twice, and agree to help. You'll get a rifle and explosives here. After 4 a.m., go to General Store and use *lockpick* on door in southeast corner. Say Diz sent you, and you'll hear about a gun shipment. Now go to Bahia Mafia headquarters east of the Police Station. Accept their assignment. North of the General Store, visit the Admiral and agree to trick the Bahia. You'll get \$2,000 and a better rifle when you do. Get the Admiral or Ochoa to join; both are good at picking locks. Explore the city until midnight, Monday, then complete the police assignment by giving Mafia guns to the police.

Explore the OhOh temple. You'll find gear in the crates south of the entrance. More is found further south, but you'll have to wage a major battle. Go to the compound, recruit Ignatz and Junior and store Junior at the police station.

Desotos

The password is **8294t4**. Explore the buildings, opening all desk drawers. Go to the eastern compound and find Imelda in the first house north. If she's not there, keep checking back from 1700-2400. (Her brooch is found in the bushes in front of the house.) Get her to join, then go to the first house south, which is Mario's. Search the closet to find five pairs of rubber boots; give one to each character. Use rum in fountain and enter it to get vault key. Irwin's house is the next one to the north. Be nice to him, and you can store characters at the Guard House near the Bottling Plant, too.

To the left of Irwin's and beside the Guard House is a building in which you can find the vault downstairs. Use *mechanic* skill on the broken machine to blow it up and find explosives. Open the vault with the key from Mario's.

Use the safe combination (092089) to get \$750. The password for the guard is: **M573c211g4**. Go to the building on the southeast corner, the Bottling Plant. Use stairs to go below. In the basement, operate the valve, then go to the northeast corner and find the vault under a table. Open it. Leave through east door after someone sees you.

Astors

You can get B. L. Astor to join by giving her the Voodoo Cologne. Dr. Brewho has some. Talk to him about Madame Lupe; say **L5k49** if he asks about a message. With Astor in the party, the Gun Shop won't sell to you. In that case, see Gramps Astor, who'll tell you to find a gun that will get you back on good terms with the Gun Shop. Go back to Desoto's. Upon entering, you'll see fields infested with Mutants. Head for southeast corner to find elephant guns in fourth or fifth row. Give them to Gun Shop, then visit Gramps.

Wilfred

You must have one free character slot for this mission. Also make sure everyone has maximum hit points, because the sawgrass is deadly. Head for the sawgrass, then go to the west side. In the middle, you'll sight a hut and some Mutants. Wait for Wilfred to arrive, then take him to TomTom. Next take him to Big Daddy in the OhOh Temple. When you wake up, enter the south door.

To pass the tests, you need a canteen or a bottle of rum. Pour either over an item in the southwest corner of each for the four rooms. You'll exit the temple, and you can store characters in the temple. (The OhOhs and Beachcombers will also be friendly.)

Killer Klown Kollege

This area is roughly mapped here for general reference. Leave one slot open for another character, Granny. To find the Kollege, go past the right side of your home till you hit Mickey's wall, then proceed **E** to the Kollege. Upon arrival, get as near the main gate as you can. Enter the small house on the right, which is the Kiwi House. Here you can rescue a Klown who will help. Use mechanic tool kit. On the second floor, avoid the carousel. Shoot the mirrors if you get caught there. In the tiger room, you can get excellent armor from the safe, whose combination is **b4z4**. You can rest in the unnamed house without being harmed. Check the rooms at the Big Top for gear.

Finding Granny

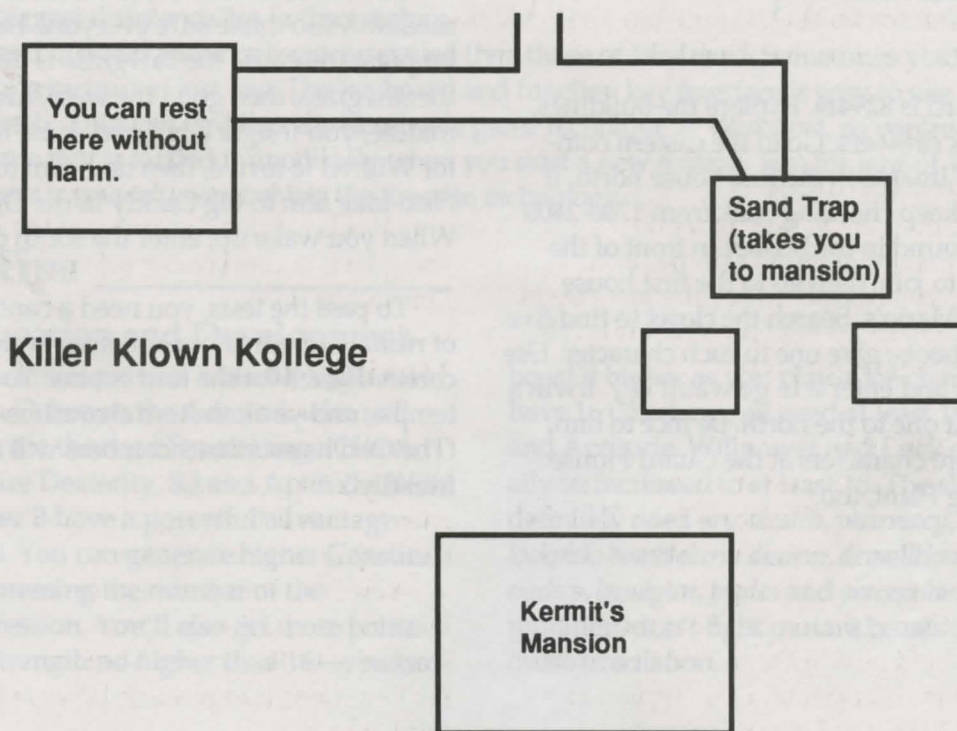
Then go to Kermit's Mansion. On the way, enter the Sand Trap, where you'll get caught and relieved of everything but handguns and ammo. When exiting the Midway, put on the rubber boots to get past the electrified grill. When you meet the guards around the next corner, kill or ignore them, or destroy the phone. Destroy the bell around the next turn. Don't use the Egress, leave the next box alone, and touch the eight ball.

After the eight ball crashes through several walls, follow it into the Big Top. Do not take the balloons. Kill the old Klown. Avoid traps by walking **S** on the west edge of the ring. When Kermit attacks, kill him. Examine and unlock the crate. When the real Kermit appears, kill him too! (There is still another Kermit, and some Mutant Lions. By staying out of the ring, you can probably avoid them.) Get the large ring from Kermit.

Take the northeast door and you'll find some lockers and the big key that opens the arsenal in the basement. Exit by jumping out the hole in the back wall, then go **E**. Enter the other hole, follow this passage, and you'll find Granny Astor.

Mutants

Take Granny home, and Gramps will ask you to store her at the police station. He and Doc Brewho will join you with the Mutants. Keep Joey. At the shack where Wilfred was found, Doc and Gramps will talk to the Mutants. A bit north is the Fountain and Kiwi.



HARD NOVA

Type: Science Fiction Role-Playing
Difficulty: Novice-Intermediate
System: MSDOS (640K, EGA, 256-color
VGA; Ad Lib, Roland, Sound Blaster, PS/1;
mouse and hard disk recommended)
Company: Electronic Arts

In this space opera, you're a member of Starkiller—an organization of space mercenaries. By searching your ship's databases and acquiring more data disks, you discover an impending invasion: aliens are planning to pour in through one of several stargates that facilitate interstellar flight. Several other quests are in store before the showdown, missions that involve NPC interaction, object manipulation and plenty of combat in space and on the surface. *Nova's* space flight system is among the most unique in the genre, for you get to fly a little ship around the stars—a very animated, fast little ship, not the kind you fly in *Starflight*. And when you fly your hovercraft around the surface, it

handles and looks like the arcade game *Zaxxon*. The rest of the graphics are stunning, the combat system straightforward and fun, and the icon-oriented system for manipulating objects easy to use. Other elements of the interface put the mouse to work, too. Designed by Karl Buitter, who did *Future Magic*, it's still a bit weak in the story line. The character dialogue is wittier this time, however, and the quest more substantial.



General Tips

Character Development

Begin by training in the Robomaze on Mastassini. At first designate all skill points to Aptitude, which enables you to acquire more skills later. Once your character has gained a few levels, you can begin assembling a party.

The Rest of the Team

To greatly enhance firepower, recruit Rogers Amaro. Go to his home on Holbrook (429, 270). Get the fish tank and return to city on Mastassini (804, 427). Make sure the tank is the top item in your inventory pool, then go to the bar. Find the aquarium and stand next to the second tank from the left. An option will appear, allowing you to get the yellow fish. Take it to Rogers' house on

Holbrook. Give it to him, then talk to him.

With Rogers, travel to Rouyn. Land at (947, 306) and pick up some useful equipment, including the grav blocker. Bring the armor to the bar on Tikkor, and give it to Galejay, the sober Darcator. Talk to him and he'll join.

Making Money

To acquire all the money you need, accept the most profitable smuggling missions at the Mastassini space station. The best way to deal with enemy ships is to fly right by them at high speed, then repair any damage later.

You can avoid paying taxes in the Ariel system by using the J17E ship signature. For free ammo, stop off at (1186, 173) on Mastassini. The ammo is in the first room, and powerful droids guard the rest of this base.

Walkthrough

Kendall's First Mission

The hijacked ship is in the **C3b271n** system, above and to the right of the **9t17g1t2** (it doesn't appear on the Long Range Scanner).

ALICE Joins the Quest

To get ALICE to join, travel to the DSRE Labs on Tikkor (667, 367). After docking, go **W** a short distance from your hovercraft. ALICE is in the small room to the north. Once you have dispatched the guards (*demolitions* skill helps here), pick up the circuit board and give it to ALICE. Command her to follow you and you've gained an invaluable party member who can shoot while in Scout mode. If fighting ever gets too tough, send ALICE ahead to clear the way. ALICE will make Kendall's next quest easier.

Kendall's Second Mission

After talking to Max Sebastian, go to the first base (610, 608). Talk to one of the friendly soldiers to find the location of the second base. Go there, and you'll find a similar situation. Get the coordinates of the third base from a friendly soldier.

The third base is more difficult. You must work your way as far east of the hovercraft as possible. In a room with a blue NPC is the mag card 174J. Take it and leave the base. Go to the main city on Ariel.

On the third level on Ariel, use the mag card 174J to enter the restricted elevator, then go up a level. Head to the southern tip of the level, where mag card 391A is found in a small room. Take it and leave.

Now head back to Ciberan and go to the base at (907, 650). Your starting point on the accompanying maps is (1) on Level A. (Note that the names of the levels indicate the order in which you traverse them, not necessarily their true order.) As you leave the hovercraft room (1), turn north. Travel as far as possible in that direction and go down the vent hole (2) to the east. Head **E** from the vent at (3) and follow the corridor to (4) on Level B. Go up a level. Head **N** from (5) on Level C into the room above the corridor extending to the west (6). Go up two levels. On Level D, head **W** from (7) to another down elevator at (8). Go down two levels and travel **S** from (9) on Level E down the corridor, following it as it turns east.

The elevator (10) is in the southwestern of the four rooms bunched together at the end of the corridor. Go up once, and you're on the final level. ALICE can be used to wipe out all the troops here. General Rodgen (the blue person) must be killed as well, but it can be difficult. You can use ALICE, or scout around for a particular floor square from which you can shoot her but she can't hit you. Take the mag card 942Z that she leaves behind, then leave the base the same way you came.

Go to Ariel and land at (1411, 426). Use mag card 942Z to enter Altron's base. You can get to him without use of force. After talking with him, you cannot leave the way you entered and must fight your way out the other exit to the east (saving here will replenish enemy troops). Again, ALICE will be very useful.

Once you've escaped, fly to Ariel City. Go to the bar. Find Skreed in the room to the southeast corner and tell him about Altron. He'll join the party. Now destroy Altron by taking Skreed to him.

Typhon Invasion

By the time you've completed the second mission, the invasion has probably begun. If the main battle fleet hasn't arrived yet, you can follow Kendall's instructions and meet the miners on Rouyn. This isn't vital to completing the game, however.

After the invasion commences, you must board one of the Typhon warships and retrieve the two viewer disks from the ship. Take them to Altron's base on Ariel. Use the computer to translate them.

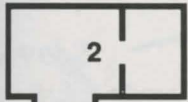
Now take the disks to the DSRE lab on Tikkor (667, 367). This shouldn't be too hard, but you *must* have ALICE with you (she's safe from attack by security droids). Once you've seen the head scientist, go to the other DSRE lab on Mastassini (1186, 173). See the head scientist there and opt for the peaceful solution.

Take the material they give you and go to the Rouyn system. The gray dot at the very bottom of the Long Range Scanner is the Bremar Starship. Board it and find the Bremen Songmaster. Give him the data and talk to him. To get him to help, you must go to the bar on Ariel and find Orai Volomar. After you meet Orai, he'll be glad to help.

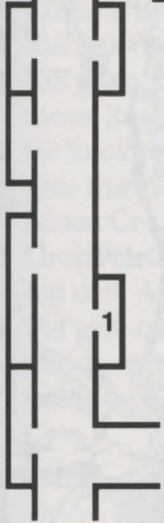
Ciberan (907, 650)

Map Key

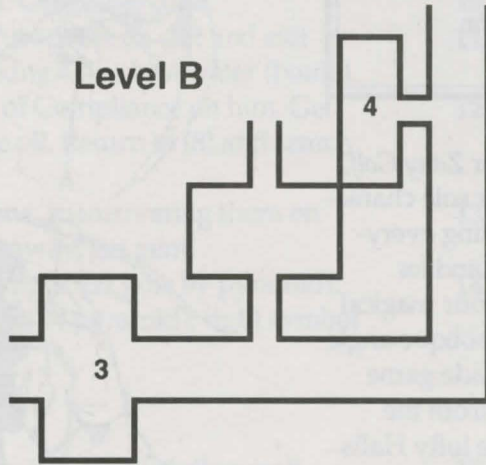
1-10 path through Ciberan (907, 650)



Level A

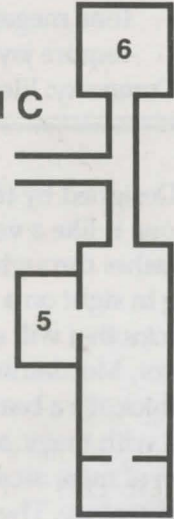


Level B



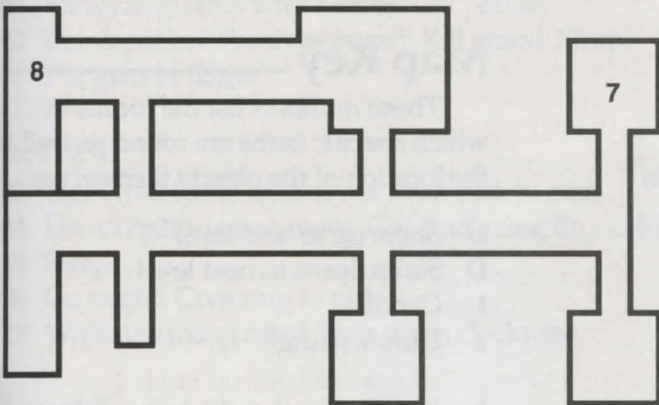
4

Level C



6

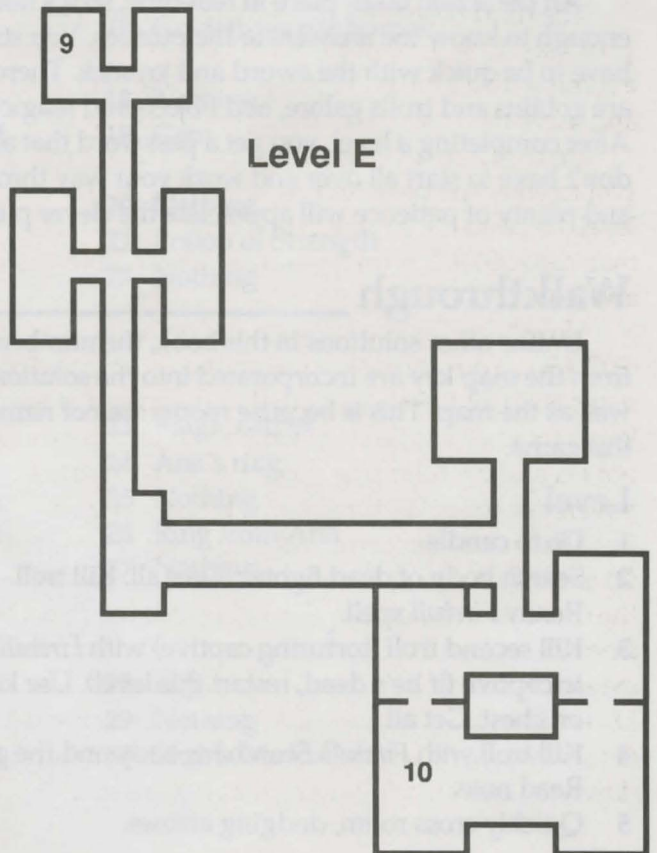
Level D



8

7

Level E



9

10

THE IMMORTAL

Type: Action Role-Playing
Difficulty: Intermediate
Systems: MSDOS (512K required; Roland, Ad Lib), Amiga (512K), IIGS (512K), ST (one megabyte), Nintendo 8-bit; all versions require joystick and color monitor
Company: Electronic Arts

Designed by the team responsible for *Zany Golf*, this one is like a very slick *Gauntlet*. Your sole character dashes through a series of mazes, killing everything in sight on a quest for keys, magic and *los artifectos* that will enable you to rescue your magical mentor, Mordamir. Depicted with 3-D, oblique angle graphics, it's a beautifully illustrated arcade game filled with magic and puzzles that lift it from the realm of mere arcade games and into the lofty Halls of Adventure. The animation is brilliant, flashy and realistic to the point of being gory (spouts of blood, piles of bones and goo).

All the action takes place in real-time, so it's not enough to know the answers to the puzzles. You still have to be quick with the sword and joystick. There are goblins and trolls galore, and object- and magic-based puzzles to solve in order to reach each new level. After completing a level, you get a password that allows you to start the next game at the new level, so you don't have to start all over and work your way through the maze. Hard-core questers with a flair for action and plenty of patience will appreciate the clever puzzles and stirring presentation of *The Immortal*.



Walkthrough

Unlike other solutions in this book, the numbers from the map key are incorporated into the solution as well as the map. This is because rooms are not named in this game.

Level 1

- 1 Go to candle.
- 2 Search body of dead fighter. Take all. Kill troll. Ready *Fireball* spell.
- 3 Kill second troll (torturing captive) with *Fireball*. Talk to captive (if he's dead, restart this level). Use key on chest. Get all.
- 4 Kill troll with *Fireball*. Search his body and the ground. Read note.
- 5 Quickly cross room, dodging arrows.

Map Key

These numbers list the rooms in which specific items are found as well as the location of the objects themselves.

- U Stairs up to next level
- D Stairs down to next level
- 1 Candle
- 2 Dunric's ring
- 3 Key (to chest), gold, bait, spores, bottle, map
- 4 Gold, note
- 5 Nothing

Walkthrough (cont'd.)

- 6 **L3ght t47ch** with **F372b1ll**, exposing shades. Get amulet and *Charm* spell.
- 7 Sleep on straw. Hold amulet up to beam of light.

Level 2

- 8 Avoid slime. Get gem.
- 9 Talk to merchant. No. Talk to merchant. Yes. *Charm* wisps with spell. Get stone.
- 10 Kill guards. Search guard. Get bag of dust.
- 11 Kill guards with wisps. Put spores on dirt and exit room. Reenter and go to king. Give him water (bottle).
- 12 Go to old man. Use Dust of Compliance on him. Get gem from him. Sleep. Use oil. Return to (8) and search bones. Get sword.
- 13 Drop **9t4n2** in front of slime, maneuvering them on top of it. After they move away, get gem.
- 14 Put gem on left symbol (upper left hole by pyramid); middle symbol (upper right of pyramid); right symbol (middle of pyramid).

Level 3

- 15 Open chest. Get *Fireball* spells. Use *Fireball* on troll. Search body. Get knife.
- 16 Use *Fireball* on disguised troll (upper left one). Search body. Get Protean Ring.
- 17 Use Protean Ring. Go to chest (don't get too close to goblin). Get bombs. Go to ladder and remove ring.
- 18 Talk to Goblin King.
- 19 Watch spikes go through their circuit of the room, and avoid those spots. Get gem.
- 20 **Th74w kn3f2** (distracting troll).
- 21 Paralyze guards with bombs. Get potion.
- 22 Drink potion. Paralyze guard. Kill guard. Sleep. Put gem in flame.

Level 4

- 23 Fight troll (until man saves you). Talk to man.
- 24 Use **c17p2t** to cross room. Get Ana's ring (in cloth).
- 25 Sleep.
- 26 Go to girl. Give ring to girl.
- 27 Walk around symbol three times clockwise.

Level 5

- 28 Get egg.
- 29 Go to men.
- 30 Buy potion. Return to 29. Use **p4t34n** and enter crack in wall.

Map Key (cont'd.)

- 6 Amulet, *Charm* spell
- 7 Nothing
- 8 Gem, sword
- 9 Stone, oil
- 10 Dust of Compliance
- 11 Key
- 12 Gem
- 13 Nothing
- 14 Nothing
- 15 Gold, *Fireball* spells
- 16 Protean Ring, bottle (not needed)
- 17 Gold, three gas bombs
- 18 Nothing
- 19 Gem
- 20 Nothing
- 21 Potion of Strength
- 22 Nothing
- 23 Magic carpet
- 24 Ana's ring
- 25 Nothing
- 26 Ring from Ana
- 27 Nothing

- 28 Egg
- 29 Nothing
- 30 Shrink Me Potion

Walkthrough (cont'd.)

- 31 Open chest. Get all. Use bottle. Kill trolls (or avoid them).
- 32 Kill flying reptiles with *Fireballs*. Search bodies. Get key. Read note.
- 33 Cross room using 92n947 and directions from chest.
- 34 Drop bait on middle of symbol (or crack egg open in an earlier room and eat the embryo, giving you extra health points; in the symbol room, lure the slime on top of symbol to exit level).

Level 6

- 35 Enter opposite hole that spider legs appear in.
- 36 Get alcohol. P457 3t 4n ch29t.
- 37 Use *Levitation* spell to cross hall.
- 38 Sleep.

Level 7

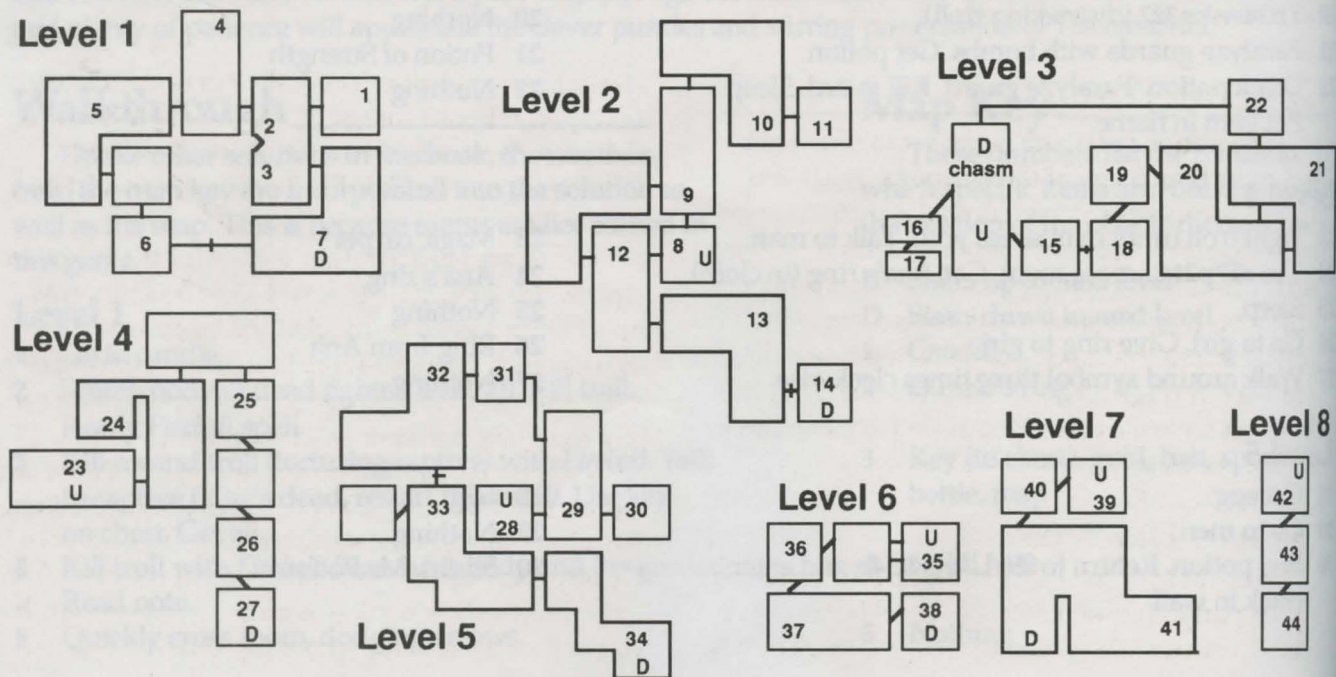
- 39 Kill troll. Talk to Dunric. Give him his ring.
- 40 Kill man. Sleep.
- 41 L218 m4n9t27 3nt4 wh37lp44l
(you must actually enter it).

Level 8

- 42 Open chest. Get all.
- 43 Walk to center of room and fall through hidden trapdoor.
- 44 Use six *Blink* spells (each time dragon breathes at you). Use *Fire Protect*. Use 1m5l2t; hold it up to light (wizard should appear). Use three *Statue* spells (each time the wizard strikes). Use *Sonic Protect* spell. Use remaining three *Statue* spells. Wait for end of speech, then use M1gn2t3c H1n89 spell.

Map Key (cont'd.)

- 31 Bottle, *Fireball* spells, note, sensor, gold
- 32 Key
- 33 Nothing
- 34 Nothing
- 35 Nothing
- 36 Gold, alcohol
- 37 Nothing
- 38 Nothing
- 39 *Body Statue* spell, *Magnetic Hands* spell, *Sonic* spell
- 40 Nothing
- 41 Nothing



LEGEND OF FAERGHAIL

Type: Fantasy Role-Playing

Difficulty: Intermediate

Systems: Amiga (512K), ST (512K for black and white, one meg for color), MSDOS (512K required, hard disk recommended, mouse optional; CGA, EGA, Tandy 16-color)

Company: ReLINE/Electronic Zoo

Faerghail is a German game that commences in the mythical land of Thynn, whose Duke dispatches your party of six to quell an uprising of Elves in league with the Devil. The story slowly comes alive as you explore eight dungeons scattered across 27 outdoor maps of this sprawling land. Essentially it's a "hot square" game in which messages and events are triggered when you step on particular squares. Some puzzles revolve around keys and artifacts, while others are riddles. Character development is crucial; there are six magic classes, for instance, with nearly 300 spells on tap. Combat is unwieldy, for you cannot move weak characters (like Priests) to the rear ranks, as in most RPGs. The first-person graphics look all right on MSDOS machines but shine on the ST and Amiga. This is equally true of the sound effects and music. Animation is simplistic on all systems, and you see no 3-D pictures of NPCs, as in most games. A formidable, combat-intensive quest of immense scope, *Faerghail* is well-written but often vexing.

General Tips

The locations of many items are randomized. And more than a few of the weapons, spells and artifacts are useless. While combat is plentiful, you can avoid many battles by running away; in order to win the final one, though, your characters will have to develop their attributes in combat. One of the most confounding aspects of the game is wending your way through all the trees in the outdoor areas. Once you have the crystal for auto-mapping, this is less of a problem.

Character Development

Create at least twelve characters, then install five in your party. You will soon be joined by Sigurd, a notable warrior who grabs *all* the experience points



and gold after a battle. You will dismiss him later. Your party should consist of a Paladin, a Wizard, a Healer, a Priest, a Smith and a Thief. The Priest should be a female Half-Elf. The Healer should be a female Elf.

Levels are hard to attain, except for the Priest and Healer. Bring them up to Level 25 or 30 as soon as possible, and teach them all of the languages to increase their concentration. Levels cost from 1,500 to 2,250 gold, so you will need a lot of money. You can buy some weapons but will find the best ones.

To boost bargaining power, give a lot of gear and money to a character who possesses a valuable item. Then have him sell the valuable item, bargain with the buyer to raise the price, and accept the offer. The Emporium will be unable to give you the money, but you will increase your bargaining power.

Cheats: Rations can be obtained by resting at the Inn, receiving 84 rations, giving them to one of your party, dismissing him, admitting another, resting, giving the rations to him, then dismissing him. Later you can bring them back into the party. You can have as many as 300 or more, and will need them in the mine or castle.

The location of many items is randomized. After saving, you can return to the place you found valuable items and get more of them. Strive for several Hammers of the Gods and dragon weapons.

Always save just before you rest. Otherwise you will find all of your goods missing. In most cases the Emporium will identify objects when you try to sell them. You will get positive identification of potions and scrolls. Use maps to find out what they represent. There is a healer in the southeast part of the Eastern Wilderness (see **Eastern Wilderness and Dragon Temple**, below). The Emporium can repair only non-magic items. See the smith to repair magical gear.

The Book gives commands to do certain things, but many are incorrect. The correct letters (for keyboard only) are:

- O to save or load the game outside the villages,
- U to use something,
- C to cast a spell,
- F to have the smith repair something,
- P to have the Thief open a door, and
- S to pause the game.

Cheat: Getting Gold the Easy Way

As you leave the village you will receive an amulet. It is vital to the quest but can be sold for 800 gold. Then dismiss the entire party, reboot and reinstall the party. You'll find another amulet as you leave the village; repeat this process for lots of gold.

You can get gold by bringing in up to seven more of the other characters you created, take their gold and rations, then dismissing them later. (You may want to create up to 32 characters, take their weapons, gold, rations, dismiss them, then erase them and repeat.)

Cheat: Safe Banking

To avoid having your deposits stolen from the bank, withdraw your money and dismiss a member of your party. Admit another one, give him the gold, dismiss him, admit another and so on, finally bringing your regular member back in. (You can always call up a member, even in a tavern.)

Walkthrough

From Thynn to the Mine

Leave Thynn with a party of five. You will be joined by Sigurd. Head for the mine entrance and tavern, almost due west around trees. Enter the mine and go **W** six, **S** one, **W** seven, **N** one, **W** four. You will find a crystal ball: type **M** for a short distance mapping ability. Go **N**, then **W**, and take the next exit south. Go **S** until you hit a wall, then **W** to a wall, **N** to the second east exit, **N**, **W**, **N** and down the steps.

On Level 2 (starting in the northwest corner), go **E** to the second opening, then **S** to a wall, **E**, and **S** to a wall. Go **W**, **S** to a wall, then zig-zag **SE** until you arrive at a large room. Stay to the north to miss a trap, but enter the first north room, where you will find a steel key and perhaps a random object or two. There's also a big nugget of gold. Another nugget is in the extreme southwest corner.

You can rent a spade in the extreme southeast corner. As you return, by retracing your steps and moving northwest, you will encounter a double entrance. Take the north side passage to a dead end, and use the spade to open a passage. Follow passage to a chest that contains the Shaolin Staff. Now go to the area north and east of where you rented the spade, and you will find stairs to Level 3.

Work your way **SE** until you hit the eastern wall (bring up the map, via the **M** key; if you see no more passages going east, you're there). Go due **S** till you hit a wall, ignoring side passages along the way, and are in the southeast corner. Then go **W**, and you will find gunpowder and some other items. On the return trip north, take the second entrance to the west, enter and continue **W** to a wall. Use gunpowder, and you'll find a room with chests containing small amounts of gold. (You can also use gunpowder on Mine Levels 4, 5 and 2, in a room in the pyramid, one in the castle, and elsewhere.) To return to the surface, go to the **NW**. Here you'll find a door. Use *picklock* (or gunpowder, if that doesn't work). Continue **N** to stairway. Exit mine, and you'll be in the Western Wilderness, facing west.

Or, after leaving the mine (while in the Eastern Wilderness), go **S** six or seven paces, not counting your east, west or north steps. Keep going **W** to a second mine entrance. Enter and turn around, use the **M** (mapping), and you will see another set of stairs. Take these to the Western Wilderness.

Cyldane and the Elementals

Go **W** to tree, then **NW** to Cyldane, whose entrance is on the east side. The Count will send troops to the east and suggest that you go to the Monastery of Sagacita to learn about the Elves. Before doing so, dismiss one of your party, go **NE** and into the maze (the entrance is on the east side) and add the old man to your party. Hold on to the leather pouch, go to the end of the maze, and answer the four Elementals with: **F372, 815ght27, 2ch4 and 2629**. Then make a note of the Oracle's statements. Go **S** and collect the Staff of Age. Leave the maze and head **SW** to the abbey (entrance is on the south side), which is the monastery Cyldane told you about.

Abbey

Dismiss the old man and enter the abbey. You can avoid a lot of battles by having the character with the highest bargaining ability answer, then hit the **W** key to withdraw. You can also withdraw and repeat this. Go to the southwest corner, collecting any useful items you find along the way. You will meet a monk, who should be added to the party. Going **W** on the south side of the abbey, you'll find goods only in the fifth and seventh cells. Go down the stairs, which are at the southwest corner; the passage goes north to the stairs. On the abbey's second level, go due **E** of the stairs to a wall, then **N**, then **W** and you will find a hole in the floor. Jump through, making a careful note of where you land because you must return to this location.

Catacombs

This is Level 1. Make your way to the southeast corner, to the three cell doors facing west. Enter the center cell. Go down the steps. You will be in the exact center of Level 2. Go **W, SE**, then **NE** to a room with four doors. Go **S**. In the southwest corner of the large room, you will find a rope. Continue **SW** to the first hallway running east. At the end of this hall is a stone sarcophagus. Give it to your strongest character. (You may want to sell it to the Emporium at Thynn, then buy it back when you will need it at the end of the game. Or give it to a character you're not using, and retrieve it later.) There is a lot of treasure in the Catacombs if you need more loot. When ready to leave, return to the hole through which you jumped and have a Rogue use the rope. Retrace your route back out and exit.

Eastern Wilderness and Dragon Temple

Return to the mine entrance from which you emerged ((J) on the Eastern Wilderness map). (At this point in the game, only one mine entrance is available in the Western Wilderness, and two in the Eastern Wilderness.) Enter, and you will be on Level 4. Try the door, and you will meet an Elemental. Answer **pl45gh**. Use the **1m5l2t** to open the door. Go down the stairway and use **M**. You will see an eastern stairway that leads to the Eastern Wilderness. Or enter the mine and turn until you see stairs going east. Take them back to the Eastern Wilderness.

Go to the southeast part of the Eastern Wilderness. Six spaces from the bottom and two spaces from the east, facing north, you will meet a healer. Use the amulet, and she will give you a healing staff. Don't use it too much (the smith can repair it, as he can all items).

Go **S** to the Dragon Temple and enter. You need to locate the mithril ball and a staff from the Dragon Statue: take the stairs located in the southeast area to the second level. On Level 2, leave the stairs and head directly **W** until you run into the statue which will give you the key staff. Then go to the southeast corner room for the mithril ball. You can get 500 gold in each of the rooms north and south of the stairs, plus a Staff of Life. In a room west and south of the Dragon Statue is a catchlockhilt sword. On the first level directly west of the stairs are five full sets of armor, many weapons and gold. The answer to the Elemental is **1n8**. After more exploration, leave for Thynn. Save. Get lots of rations and check your bank account. (This is a good time to unload items by selling them or leaving them with NPCs at the Inn. You'll need plenty of empty slots for the next sequence.)

Elven Cemetery

From Thynn, go **NE** to the Elven cemetery and note the name of the last person buried. Go directly to the Eleven Pyramids. To answer the guard's random question, consult the family tree in the book. Answer incorrectly and he'll ask another question when you try to go east. Keep trying until you get it right. If you answer correctly, he will vanish and you can continue **E**. Enter the pyramid and avoid as many battles as you can. You are seeking the iron, ruby, ring, fire, water, air, earth and glassy keys, and the demon mask, death armor

and dragon armor, plus gold, wands, caskets and other items, but nothing necessary for solving the game.

Elven Pyramid

Inside the Pyramid, go **S** to a wall, **W** to a door, **S** through a door, **E** to the next door. Turn **N**. Move **N** to the next door and enter an Elven bathroom, where you can rest safely. (Save first. In fact, you should save in at least three different points in the pyramid, because the program sometimes locks up in here.) Exit, go **E**, **N**, **E**, **S** through a door, then **E**, **N** through the first door and up the stairs. From this point on, you will not have any trouble with the stairs.

On Level 2, go **W** twice into a room with four doors. Go **W**, **S**, then **E** into a room and get the ruby key. Go back to the four-door room and head **S**, **E**, **S** into a room, **E**, then **S** into another room. The answer to the guard is **94m2th3ng**. You will get the iron key. From here go **W** into a cell block (you must break the door down). There are fourteen cells: seven north and seven south. Use iron key to unlock cells. On the north side enter cells 3, 4, 5, 6 and 7 (Use the ring key to enter cell 7). On the south side enter 1, 2 and 4. You will get a ring key, two maps (three and four from the manual), a warning about the old king, and the name "Spingo."

Return to the stairs and go up. From the stairs, go **E** **N** **E**, then through a south door (use gunpowder), **E** through the next door, **E** through a secret door (the True Scroll is here, but is useless), back **W** two spaces, then **N** through door into the library. Get the scrolls (Enchant Armor, Book of Herbs). Do not push the button! Move **S** and **W** into a square room with three doors. Take the south door and follow the hall through a south door. You turn west at several points in this corridor, and will feel lightheaded. When this happens, you have been spun around, so turn around, reverse your direction and continue. Go **W**, then **N**. Continue **N**, then **E**, and enter the first south door to fire key and sacred dagger.

Return to the square room with the three doors. Go **W**. There are three secret doors: the top one is opened with the fire key, and yields the water key. Enter middle door to get the air key (use water key to enter). The south door is opened with the air key, and yields the earth key. Now go to the north room, enter, go to the west wall and use the gunpowder to get the key of light, some scrolls and gold.

Return to the square room again. Take the east

door, turn **S** into an alcove, use the key of earth (don't push the button, which will close off the exit). Search all three rooms and get the dragon armor, dragon chains, holy symbol, gold, polymorph wand and golden caskets. Go to the stairs and up.

On Level 4, go directly **NE** to get some scrolls (Enchant Weapons, Lord of Rinse) and gold, then return to the stair door. Go **W**, then **S**, then **E** into an alcove and get the glassy key. Go **W** and **S** into a room, then **W**, and use the glassy key to enter the secret room. Buy information. Save. Go back **E** to the room across the hall, use the gunpowder, and take what you find. Return to the room you just left.

Move **N**, then **W** into the first room. Take the loot, then go **S** to the secret door. Use the key of light, then enter. Use **h4l6 w1t27** (from chapel in abbey) on black flame. (If you haven't found it yet, back up one space to the north. Use gunpowder to blast a hole in the east wall. Enter. Blast a hole in the south wall. Continue blasting holes to the south until you enter a room with the old king.) Answer "**c37cl2**" to the elemental. Go **S** to the old king, who will give you an elven bow. Go **N**. Exit room.

Now go all the way **N**, then **E** along the wall until you encounter the mask bearer outside the alcove in the north wall. Attack him, and he'll flee. Enter the alcove. Use the leather pouch to get the demon mask. Also get the death mask (but never use it until you kill the dragon). To the right and left of the master is 3,000 in gold.

Derelict Castle

Return to Thynn, then head **N** and **W** for the Derelict Castle in the northwest section of the Eastern Wilderness. Save just before entering and keep this saved game intact in case you must restore later. Enter the castle, head directly **W**, enter room, then **S** to the western side. In the center of the western wall is a secret door. Enter it, into a long corridor. You will see five secret doors on the way down (each has a large inverted U on it). You can find items in them: the first room has elven armor and a magic broadsword. The next room has three potions (holy water). Return to where you entered the long corridor. Go **E** through two doors, then **S**, **E**, **N** and **E** into a room, and you'll get more nice items. Return to the long corridor and enter the first room. Go **E** through the door, then **E** and **N** through a door. Turn **W** and go up stairs.

Go **W** into a room, then **N** to get a crank handle

for the shutters. The answer to the question is **75I27**. Search the rooms, then go back down the stairs and to the corridor. Enter the third secret door and go directly **E**, then a little **N**, through a door, then **S** through a door to find a much needed ladle. Return to the corridor, then enter the next secret door north. Go **E** through a door then **N** to the stairs. Go up to Level 2.

Level 2 and the Vampire

Go **W**, then **S** across a corridor. You can get two seal rings here. Then go back **N** to the corridor and **E** into a large room, where you will meet the vampire in the north part of the room. Use the **m3th73I b1ll** on him. Pick up the vampire. Go **E** out of this room, and you will be in the map on page three of the manual.

Enter the secret room to get a talisman that will heal the entire party. Return to the vampire's room and go **S** through the banquet hall, then **S** through the next room. There is a secret door here (see map four on page fifteen of the manual). Search this room thoroughly. Go back **N** into the room, then **N** into the next room. Now move **E**, **S**, and **W** into a room, which was Idrielle's room. Search this room thoroughly. Exit the room and go **S** through a door to find the door key that will let you out of the castle. Search, then head **S** to the stairs and up to Level 5.

Levels 5 and 4

There are a lot of traps on five, so follow these directions precisely. First save the game. As you go through regular doors, they lock, and as you go through secret doors, they change. Go **E** through a secret door, picking up any treasures as you go (to avoid explosive traps to the south and west, blast a hole in the west wall and go **W**). Then go **N** into an alcove, get the treasure, and go into the next alcove, where you will be stopped. Use the **v1mp372**, and you can proceed. Use the **I18I2** to fish out the emerald. Now turn around until you face south, move **S** once and blast a hole in the west wall. Go **W**, then **S** through a regular door, then **S**, **E** and then **E** through a secret door, and down the stairs to the fourth level.

Basement

After exploring Level 4, head **W** from the stairway, then **S** to a secret door, and **W** across a bridge (through a secret door and then through two doors) into a room. Go **N**, then take the first east exit; it will

be a slide to the first level in the basement. (There's a bone in the basement that you should grab: look in a room to the west of the basement's center.) Go **W** twice, **N** through a secret door. **N W N**. Go through door. **N E N**. Go through door to stairs. Go up to the first level and **W N W** to a long corridor. **N** to a wall, **E** through a secret door. **E** out of room. Use the master key and you will be out.

Hammer of the Gods

This means leaving without the Hammer of the Gods, which you should eventually return for before the final battle. The hammer is in the southeast area of the basement, where you will be constantly spun around. But keep your bearing, go to the southeast corner, through Idrielle's Tomb via a secret door **E**, then **N** through another door. There is a cross formation with three switches. Turn off the north switch and the west switch, and you can now approach the hammer by heading directly **N** between the two center columns. You will still be spun about, but if you keep at it, you will arrive and claim the hammer.

Basement and Sub-Basement

It's not vital to do so, but you can find a lot of gold, information from a prisoner, some potions and other items here. If you encounter tomb doors, just walk through them. In the southwest corner is a healing fountain. In the southwest corner of the basement is Idrielle's Tomb, plus a map that is the one on page 21 of the manual. The steps to the sub-sub basement are in this area. If you go here, you will go **N** into a hall. Stay near the walls to avoid a trap. Go **N E S** and enter the first east door to find a Gain Level Potion. If you picked up a bone on the level above, use it to get past the dog in the southeast corner; otherwise, avoid this area. Explore, then up to the first floor and out.

Back to the Mines

Return to Thynn and buy the sarcophagus (if you sold it) and at least 350 rations.

Enter the mine in the southernmost entrance. Go **N**. Say, "yes." Reenter mine. You're now on Level 5. (For 13,000 gold, go to the northeast corner and find the passage going east, go into it and use the gunpowder at end of passage. This opens a southern passage to a room with the gold.) Work your way to southcentral area, where you will find

the spring. Move SW to a large room. Go S and W through a door, then SE. Un-equip each item (don't drop them), then walk into the spring, and you will be on the other side. Get the ring of power and return. (For 13,000 gold, go to the northeast corner, face east and use the gunpowder. This opens a passage to a room with the gold.) Go back to the NW, then W to a wall, N to a wall, E to a wall, N to a wall, E to a wall, N to a wall, E once, and N to a wall. Move E and S to the steps down. Don't forget to re-equip your gear.

Levels 6 and 7

On Level 6, head S to the first stop, then E to the second opening and SE to a large room. Go W, then all the way S until you encounter a strong light. Return N, then E to a large room, then S, then E until you find Adamit. Now go back N to the large room. Move SE, take the second opening to the west, then go S and E until you meet a Dwarf. The answer is 9p3ng4. Then you need to use the stone key. To get it, go E to the stairs. Get it and return to the Dwarf. Go N to the T-shaped room. You will find a Dwarf who will make you a mirror shield. Use Adamit. With this, go back to the strong light and get the corona ring. Return to the Dwarf and go past him. Do not go into the large room to the north. Save and rest (you cannot save on Level 7).

Adventurous Approach

You can proceed as suggested here, which is recommended for more adventurous players, or skip down to the Cautious Approach. Go down the steps into a large room and follow these directions, or you will die. Go

W2	N3	W1	N1	W2	S3	E1
S3	E1	S1	E1	S2	W4	N1
W2	S3	E2	S2	W5	N2	E1
N3	W1	N2	E4	N3	W1	N1
W1	N1	W2	S2	W2	N2	W2
N2	E3	N1	E4	S1	E2	N2
E2	N2	W3	N1	W2	S2	W2
N1	W1	N1	W2	S1	W1	S1
W3	N1	W2	S2	E1	S1	E1
S1	E1	S4	E1	S3	E3	S2
W1	S2	E1	S3	W2	N2	W1
N3	W2	S4	W2	N2	W1	N2

W to first entrance. When you leave here, go to the door and go

E3	N2	E2	N2	W1	N4	W1
N1						

W to the third entrance. Go to the top of the stairway and save the game.

Then go back down to the entrance and go E1, turn sharply S alongside the wall, go S four times, turn W and enter to find the crystal sword. When you return to the main entrance, remember to go E2, and look north. (You will be in line with the entrance.) Go N, then W. In the first entrance, you'll find dragon armor, a potion, and the Staff of Sunrise. There is a tunnel all the way around the large room, where you can find a lot of nuggets. But after you get the Staff of Death and a potion, the only thing left is elven armor at the far end.

Cautious Approach

After obtaining the corona ring and stone key, return to the large room. Exit to the NE. E1, N4, E4. Go N and W to the corner. Face west, and use gunpowder twice.

In the top center of Level 6, you can use the Crystal Ball spell to see a detached area. You will be at the stairway described in the above paragraph. Go down the stairs, face south, and use gunpowder twice to find the crystal sword. Go S, use gunpowder once, and you will find the dragon armor, potion and Staff of Sunrise. (Save before entering this room.) The Staff of Sunrise must be approached from the east or north. Then go back N to the stairs. North of this is a secret door. By going into the circle, you can find gold nuggets, the Staff of Death and elven chain.

Under the Volcano

Whether you used the adventurous or cautious approach, return to the stairs and go up. Then go S. This is a long tunnel leading to the southeast section of the Western Wilderness, with no way to get out. You will find the stone sword, a healing spring and the entrance to the volcano and the final battle. Without the dragon weapons, you won't have a chance; if you don't have them, restore a saved position.

Use the corona (one character must be holding all three items), and it will merge into the emerald. Use the keystaff, and it will merge into the emerald, and it can be used to enter the volcano during the early morning. Otherwise you can't leave the area.

Go to the stone halfling with the stone sword. Give the Staff of Life to your Priest, who can get the stone sword, which you will need with the other

dragon weapons. Heal yourself at the spring, then wait until sunrise and use the staff on the entrance to enter. The stairs down are in the southeastern area; with the *Crystal Ball* spell, you should be able to find the way down.

As you head southeast on Level 1, you can find two sets of 12 rations each, gold, and weapons in the central-west rooms. The second level consists of four sections. In the exact center of the first section you meet the earth golem and the elemental (answer 3c2f14w27). E. He will give you some clay. You'll be transported to the water elemental section, arriving in the northwest corner.

On to the Sea of Lava

In this section, which is like a maze, you run into the water elemental in the bottom passage at the extreme southeast corner. When you meet the water elemental, he will give you water, and you will be transferred to the air elemental. By going south in the area of invisible walls, you run into air elementals. One of them will form a key and transport you to the stairs to the third level. If you can't find the right air elemental, go to the northwest corner of the air elemental section and blast a hole in the west wall. Go due W 15 steps. S once, W once to stairs down to Level 3.

After entering Level 3, you'll find a passage south. To explore it, use the Shaolin Staff as a bridge. If you need it, there is a healing spring near where you see the fire elemental. On Level 3, go E, then S and take the first passage E. Then S, E, S, W and S to the Sea of Lava. Go to the southeast section and meet the fire elemental, who will fire the key for you. Then go back N to the center of the map and S. At the Sea of Lava, use the sarcophagus to cross it. Equip all dragon weapons and armor. Enter the first room, use clay key, go through the southern wall, and in the center of the room you will find the dragon.

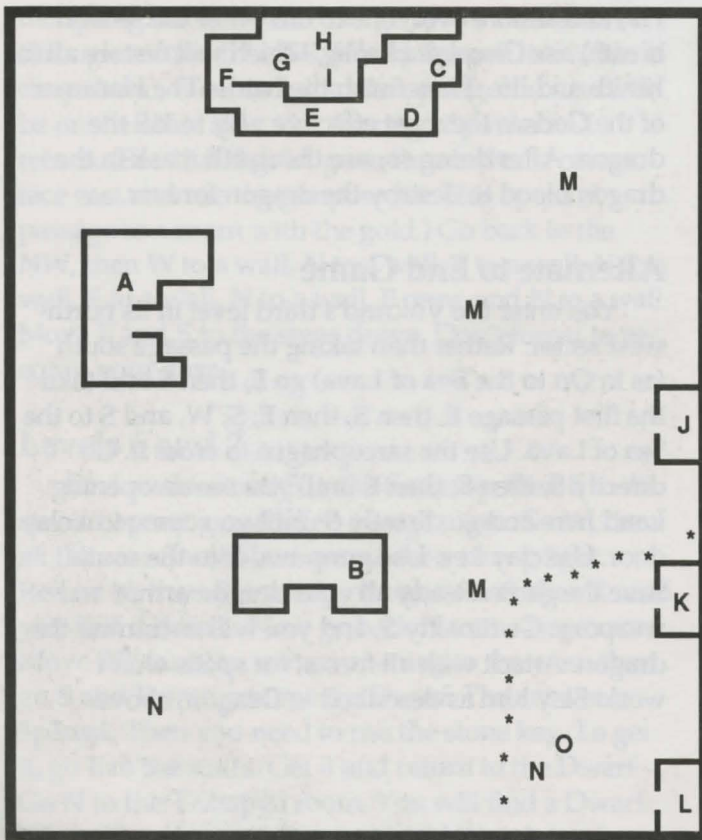
Dragon

The dragon can only breathe fire twice, each time doing 96 hit points of damage. Your Priests and Healers should have at least 200 hit points, the others from 50 to 60, so when you are through attacking and on the first breath, your three characters will be dead. The Healer should use the healing staff on all, which will revive anyone who originally had over 84

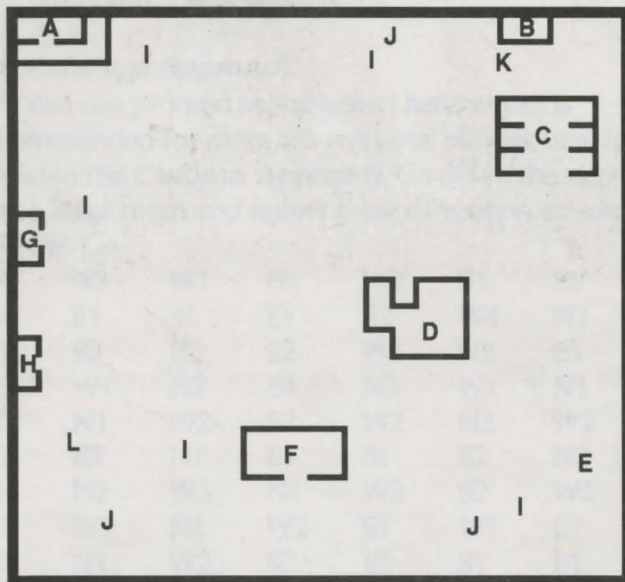
HP, and restore everyone to life. After the second breath, use *Complete Healing*, which will restore all to health and life. Then finish the battle. The Hammer of the Gods is the most effective way to kill the dragon. After doing so, use the death mask in the dragon blood to destroy the dragon forever.

Alternate to End Game

You enter the Volcano's third level in its northwest sector. Rather than taking the passage south (as in **On to the Sea of Lava**) go E, then S and take the first passage E, then S, then E, S, W, and S to the Sea of Lava. Use the sarcophagus to cross it. Go directly S, then S, then E until you see an opening. Land here and go directly S until you come to a clay door. Use clay key. Use gunpowder to the south. Save the game. Ready all your dragon armor and weapons. Go directly S, and you will encounter the dragon. Attack with all forces, for spells won't work. Slay him as described in **Dragon**, above.



Western Wilderness



Eastern Wilderness

Map Key

Western Wilderness

- A Clydane
- B Abbey
- C Old man
- D Elemental
- E Elemental
- F Elemental
- G Elemental
- H Oracle
- I Staff of Old Age
- J Northern mine entrance
- K Southern mine entrance
- L Volcano entrance
- M Inn
- N Spring
- O Stone halfling sword
- * Impassable trees

Eastern Wilderness

- A Castle
- B Elven pyramid
- C Elven graveyard
- D Thyn
- E Healer's staff
- F Dragon temple
- G Northern mine entrance
- H Southern mine entrance
- I Inn
- J Healing spring
- K Elven guard
- L Sword of Power

LORD OF THE RINGS

VOLUME I

Type: Fantasy Role-Playing

Difficulty: Intermediate

Systems: Amiga (512K), MSDOS (512K required, hard disk recommended, mouse optional; CGA, EGA, Tandy 16-color, 256-color VGA/MCGA; Ad Lib, Roland, Sound Blaster)

Company: Interplay

Of the countless computer games based on the *Lord of the Rings* trilogy, this is the only one that does justice to Tolkien's epic tale. It follows the story of Bilbo the Hobbit from his acquisition of the Ring of Power all but to the point where the Fellowship of the Ring nearly breaks up. The presentation style mixes the aerial-view display with full-screen illustrations of the sort usually seen in graphic adventures. Skills are crucial to puzzle-solving and accomplishing the main goal of this volume. Combat is reminiscent of *Dragon Wars*. Magic is based on spells and words of power, some of which are available to the White Council and certain elves, others only to humans, ringwraiths and orcs. The "point and slay" interface has a few drawbacks, notably the inability to move diagonally and the necessity of positioning your character in a precise spot in order to talk or otherwise interact. And there is no automapping or autocombat. Still, there are numerous mini-quests to pursue, and the most distinctive aspect of this adaptation of Tolkien's classic is the freedom to explore every nook and cranny of these rich fantasy lands. *Lord of the Rings* was a "Best Quest of the Month" in *QuestBusters*, and recommended role-playing for all.

Walkthrough

This walkthrough provides the minimal amount of help and direction needed to complete the game. It does not reveal answers to all the many mini-quests. The landscape consists of seven maps laid west to east, Map 1 to Map 7. The Fellowship moves from west to east. Healers are found in various places, including southeast of Bag End in the Shire,



in the town of Bree and in Rivendell. Locations of most characters are provided in the manual.

Map 1

This comprises the area around the Shire and its environs. Take your time in the Shire and explore it thoroughly, making rough maps for reference.

Bag End

Recruit Sam and Pippin, who are outside Bag End. Enter Bag End by going N. When you enter Bag End, there's a hallway going east with rooms to the north and south. The study is the fourth room to the north, and the bedroom and storage room are the last two rooms to the south.

Go to the study and use your **7218** skill to gain two special spells (*Help*, *Help* and *Luthien*). Get the torch and a packet of rations from the storage room. In Bilbo's bedroom (the last room to the east, then south) get Pippin to use his *picklock* skill to open the chest and get the silver pennies.

Spider Cave

Exit Bag End and go E until you reach a bridge across a stream. Cross the bridge until you reach a cliff. Follow the cliff along its south edge, moving E until you see a cave in the side of the cliff. Save the game. Use your *climb* skill to enter the cave. Go all the way N until you find a child (Freddi) in a web area off the path to the east. A spider will attack as you enter the web. Kill it. After the fight, recruit the child and get the star key and the axe.

Go S until you see a chasm in a path to the west. After the warning message, jump the chasm. To the NW, use the **9t17 k26** on the door with a **9t17-9h1p28 k26h4l2**. Enter the door and go W until, approaching a statue, you get a message about "a star-shaped depression in the chest," referring to the chest of the statue. Use the **9t17 k26** on the **9t1t52**. Answer yes to the statue's question, and you can get the ruby and the silver pennies. Return to Bag End. Follow path S to Lobelia.

Lobelia

When you encounter Lobelia, trade her the key to Bag End; you will no longer need it. (But you cannot reenter Bag End after relinquishing the key.)

Green Dragon Tavern

Go S across the bridge west of the Mill, then E to the tavern. Trade the **1x2** to the dwarf named Druin, who will then join the party. If Druin leaves the party when you enter an inn, simply recruit him until he comes with the party.

Mini-Quests

Ansom's dog is in the Western Woods, due west of Ansom's house. Use **ch1739m1** to get the dog.

Taffi is in the East Woods, east of Bag End and north of the cave in the cliff.

Green Hill Country Elves

Travel to the Green Hill Country at night, via the road in the southwest of the Shire. The elves will give you the special spell of *Elbereth* that will drive away one Nazgul in combat. Save the game!

Hawkeye

You get a message that someone is watching you while in Green Hill; this is Hawkeye, whom you meet a short time after the message. Answer yes to Hawkeye. An orc soon attacks (keep the torch readied). After killing the orc, Hawkeye leads you to his cave. Hawkeye warns you to run away and leaves the party. Take Hawkeye's **9w478** and **93gn2t 73ng**. Follow the path N. Hawkeye will be killed by the Nazgul. Stop at the locked chest along the path and have Pippin use *picklock* skill to get the silver pennies, rations and the blade part. Give a ration to each party member and leave the cave. If you have trouble completing this sequence, the blade part can be found elsewhere: see **Weathertop** (below).

Brandybuck Ferry

Go to the ferry in the southeast of the Shire map and recruit Merry. Cross the river via the ferry and make Druin the party leader. Save the game.

Nazgul (One Way Out of the Shire)

Go N and exit the Shire via the path to the east of Buckland Bridge. When the Nazgul attacks (and you are in combat mode) quickly use **2lb272th**. Proceed eastward after the encounter with the Nazgul to reach Map 2.

Brandy Hall (Another Route to Leave the Shire)

Cross the ferry. Go E and N to Brandy Hall. Use *sneak* to enter. Go down stairs. In northeast bedroom, use *perception* to get the pipe. In west bathroom, use *perception* near bathtub to get gate key. Go upstairs and use **p3p2** on ghost.

Use gate key to open hedge gate just southeast of Brandy Hall. Map your way to the northwest corner of the hedges. Go S and E until you hit a dead end. Use *perception* to locate an opening in the eastern hedge. Continue S and E to exit. Follow river N and E to Tom Bombadil.

Map 2

Old Man Willow

Here you find Tom Bombadil's house and the surrounding area just east of Barrow Downs. Near Tom's house you find a large old willow tree that grabs the party members. Use *Help, Help*, and Tom Bombadil will free the party members. Use *perception* skill and answer yes to go down into the tree. Search the tree until you find something at your feet. Pick up the items in the following order: silver pennies, bow and Smith's ring. Immediately after picking up the ring, you need to use *climb* skill to avoid drowning.

Tom Bombadil's House

Go to Tom's house and approach the fireplace. Answer yes to Tom's message. You should now have *Bombadil* in your magic inventory. Make Frodo the party leader and save the game.

Goldberry

Go upstairs and talk to Goldberry. Exit house and go S to hill. Dig. Go E to waterfall. In. Pick up Spyder Sword. Use gold token on Withy Windle. Trade springstone (get as close as possible). Return to Goldberry to have stats increased.

Ruddy Oak

Get acorn from oak tree north of waterfalls. Give to Ruddy Oak, who will join and protect you while in this area.

Money

Dig on hill northwest of bridge. Also dig stones far east of barn.

Barrow One

Go E and N to Barrow Downs until the area starts to get very foggy. Remain still until all the characters disappear and you are trapped by the spirits of the downs. Use *Bombadil*, and Tom will come and save you. Explore the barrow until you find the chest. Have Pippin use *picklock* skill to get the silver pennies and the magic barrow daggers. Equip each hobbit with a magic dagger, then leave the barrow.

Barrow Two

Enter the cave in the hill (crypt, east of barn), where you may be attacked by a barrow wight. Get

all the items on the floor, except the daggers and the gem. (If you take the daggers and the gem, the wight will attack you.) Leaving the barrow, go N and E to the entrance to Bree. Save the game.

Map 3

Bree Blacksmith

The west gates of Bree can be entered only during the day. In the southwest part of town you will find a blacksmith. Talk to him about **B1gg3n9** and get the magic shield for Frodo. Buy as many chain mail suits as you can afford. Everyone but Frodo should ready the chain mail suits. If you have enough money, buy extra sets of chain mail for other characters you will recruit.

Aragorn and the Prancing Pony

Ignore the innkeeper's questions. Go to main area to the east of entrance and to the northwest corner of this room. Question the man there. Roam about the room until Pippin gives his story, then answer no or yes and wait for the room to empty. Follow Aragorn to the parlor area west of the main area and recruit him. Distribute hot food to all members of the party. Give chain mail, the ghost ruby and the blade part to Aragorn. After visiting the healer (if necessary) leave Bree via the eastern town gate and save the game again. Continue E to Map 4 (the **Forsaken Inn**, **Weathertop** and **Thunder's Tomb** sections may be completed en route but are not essential).

Forsaken Inn

Buy a green skull in Staddle (to the south). Stand on bed in Inn's southeast room. Go W and N to Ghost Room and give green skull to the ghost.

Weathertop

Go N from Forsaken Inn and follow stream NE to its source. There is an opening here. You'll need a rope and someone with *boat* skill. Use rope. Follow path to boat. Use *boat* skill. Go E and climb to spider's web. Use Spyder Sword. Get broken wing blade fragment.

Thunder's Tomb

This tomb is in the ruins due south of Weathertop. Climb to enter. You'll need Rose's token (from Rose Cotton in the Shire). A secret door is in the west tomb wall.

Map 4

Last Bridge

Here you can cross the bridge, but do not follow the road east of this bridge. Under the southwest side of the bridge is a passageway into a cave that, if explored, will lead you eventually to three caves that can bestow upon you the magic word *Luthien*, which is essential later. After acquiring the power word, return to the bridge, then go N and E to Glorfindel.

Glorfindel and the Elf

Here you meet an elf and get a series of messages. At this point the Ringbearer should leave the party on horseback and race to the Ford of Bruinen.

Ford of Bruinen and the Nazgul

The Ringbearer will be overtaken by the eight Nazgul and, after getting a series of messages, can use *Luthien* and eliminate the Nazgul for the present time. (Aragorn has *Luthien* and could substitute as the Ringbearer if the magic caves were not found earlier.)

Black Cloaks

A search of the east and west river banks to the south will turn up a bunch of black cloaks.

Legolas at the Falls

Go E to the mountains and you find the falls; Legolas is there. Recruit Legolas.

Gandalf under the Mountains

Go N along the ridge of the mountains until you find Gandalf (east of Rivendell). Gandalf tells you to hurry to Rivendell for a meeting in the Hall of Elrond.

Rivendell and Uncle Bilbo

Search for Bilbo in the south and southeast areas of Rivendell's first level. Search for him. Answer "yes" to his message, and he will give Frodo some mithril armor and a magic short sword named Sting.

Hall of Elrond

Find the Hall of Elrond in the southwest part of Rivendell's first level. A meeting will be going on in the hall. Answer yes to the beginning message.

Recruit Gandalf and Boromir. Give Legolas and Boromir chain mail.

Gimli and the Wine Cellar

Go downstairs and E until you find the wine rack that is the furthest east. Use *perception* skill after you get the message. Get the bottle and go N into the hidden caverns. Find and recruit Gimli in these caverns.

Bell Keeper and Mellon

Go up to the third story and talk to the bell keeper about *Mellon*, and the power word will appear in your magic inventory.

Lindir and Anduril

Make Aragorn party leader. Have Aragorn trade the ghost ruby and the blade part to Lindir when he gives you his message. Have Aragorn get Anduril from Lindir and ready it as a weapon. (Anduril is the most powerful weapon in the game.)

Get skills from Elrohir and lores from Erestor, then go S to "Entrance to Moria?" on the map. Follow the path to the E, then N until you reach the gate of Moria just east of a lake. Use *M2114n* to open the gate. Tentacles will attack you every five seconds until you enter the gate to Moria. Kill the tentacles and enter Moria quickly. Have Gandalf cast the *Illuminate* spell. Save the game.

Map 5

Balrog

Follow the hints through Moria and keep moving E and N until you get to a very large chasm. Save the game before crossing the chasm. When you cross the chasm, you will be confronted by the balrog. Do not move when the balrog messages start. Have Gandalf use his staff to destroy the balrog. Go E out of Moria and into the mountain pass. Save the game.

Moria

Many parts of Moria may be explored for puzzles, weapons, armor and gold. There's a locked door (star-shaped key) that will take you to Lorien. On an island, you'll find a statue of an eagle that will give you the *Thorondor* word of power.

Map 6

Kidnapping: If you keep going E after the mountain pass, the Witch-king will kidnap the Ringbearer and Sam. This is a set encounter and cannot be avoided by the group.

Haldir

If you keep going N and then E after the kidnapping across the bridge, elf guards will stop you. Ask Haldir about Elrond and you will be taken to Lorien by the elves.

Galadriel

Find Galadriel by going N and E through the opening in the trees, then W to the bridge. Cross bridge. Follow stream to NW. At the point where it heads due north, go W to a large tree with a ladder on its south side. Enter tree.

Talk to Galadriel about *Help*, and she will give you a message. Recruit Celeborn and distribute the lembas to each party member. Lembas can heal each party member for six life points per day. Celeborn will leave the party on Map 7, so make sure that he has no essential items on him.

Galadriel's Mirror

This mirror looks like a bird bath and will give you a message regarding the fate of the Ringbearer. It's found in the river, due south of Galadriel.

Swan Ships

Recross bridge to E. Follow stream S, then E to opening in trees. Go E and S to the lake. (If you want, you can go far N, then W and S from the lake for more artifacts and adventure.) Here you will meet Galadriel again. She will give you more information and two words of power (*Orome* will capture Gollum, and *Melian* will cure any party member of insanity). Board ship.

Map 7

Radagast and the Tower

Follow the main road N to Radagast's tower. Enter the tower and go to the third level, where you meet a man claiming to be Radagast. He is really a werewolf. Attack the man. Have Pippin use *picklock* skill on the cage to free the real Radagast. Recruit Radagast and give him all the lembas, a chain mail suit and a sword. Radagast can cast a *Heal* spell.

Gollum and the Maze

Return to main road. Go E until road turns south. Go S until road turns E. Continue on road until Gollum shows up. Recruit Gollum. (You may need to use *Orome* to capture him.) Give him nothing.

Gollum leads you to the maze entrance. Enter to the north. Plot your way through the maze to a dead end just south of the Lawn of Statues. Move to the hedges to the east. Use *perception* at various points along hedge to locate opening. Go E, N, E to stone column.

Menhir

On the north side of the stone column, you find a secret entrance to the Tower of Dol Goldur. Enter opening. When Gollum disappears, save the game.

Quartermaster

You fight an orc and his spiders. Use *perception* skill after killing them, and you will find a red key. Get the key.

Witch-king

Keep going up the stairs until you reach the door that opens with the red key. Do not touch the eyes on the floor while walking through the Tower of Dol Goldur. As you are making your way up to the Witch-king, a representative of the eastern powers will challenge you to a duel. If you defeat the man in the duel, you will be healed a little as he dies. After you use the red key to open the door, save the game. When you get to the Witch-king, attack him quickly with *Th474n847*. When you kill the Witch-king, you recover the Ringbearer and have won the game.

Words of Power

<i>Beren</i>	Speak in Tomb of Descendants
<i>Angmar</i>	Opens stone
<i>Durin</i>	Frees bird
<i>Khazad</i>	Frees Oin and Orin
<i>Sing of Seven</i>	Axe
<i>Thorondor</i>	Kills Witch-king

MEGA TRAVELLER 1

THE ZHODANI CONSPIRACY

Type: Science Fiction Role-Playing
Systems: Amiga, ST (512K), MSDOS (512K; mouse optional; CGA, EGA, VGA/MCGA, Tandy 16-color; digitized sounds, Covox Sound Master)
Difficulty: Advanced
Company: Paragon/MicroProse

The first Game Designers Workshop paper and pencil RPG to be transformed into a computer game, *MegaTraveller* is set in a star system called the Spinward Marches. The Zhodani, a war-like race from another system, are planning a major invasion, which you must thwart by finding the renegade executive who has been smuggling supplies to these aliens. It is a skill-intensive environment that also emphasizes weapons and combat, so the focus is on character development. Even your ship is a character of sorts: in order to fly it effectively, you have to improve it by purchasing software such as Jump and Maneuver. (Space flight is fun, showing your ship moving across a grid superimposed on the starfield.) The actual quest is linear and simple, asking you to locate only a handful of objects and kill a few people (ah... if only real life were so simple). The aerial-view graphics and animation are average, and the digitized sound effects are only a little better. With a slick mouse and/or keyboard controlled interface, *MegaTraveller* is easy to learn and play. This was a "Best Quest of the Month" in *QuestBusters* and is recommended for those who like lots of combat and character development over puzzles and riddles.



General Tips

Character Development

Minimum attributes should be: Strength, 10; Dexterity, 8; Endurance, 9; Intelligence, 8; Intelligence and Education, 7 (Education determines the number of skills you can have); Social Standing, 8.

Scouts have the best set of skills in space, flight and combat, as well as best cash benefits. When discharged, a Scout also gets extra skill points.

The next best service is the Navy. You need one character from the Merchants, with at least a Level 4 in *trading*. You also need at least one character from the Army for *medical* skill.

The extra skills most valuable are: *ATV, bribery, communication, energy weapons, engineering, grav vehicle, heavy weapons, laser weapons, navigation, pilot, spinal weapons, stealth, tactics, trade and turret weapons.*

As you use any skill it will increase. You also need *medical* training and a TL12 medical kit as soon as possible (give it to your character with the highest medical skill). You need at least two people with *medical* skill, in case one is killed or disabled; more is better.

Weapons, Armor and Artifacts

You can get better weapons and armor at shops in the northeast grav city in Efate; rent a grav unit to reach it. Get battle armor if you can afford it.

Scoop up the weapons lying around after a battle and sell them. If one of your characters is killed, recover his gear. One of the best tactics is to attack with a combination of grenades and neural pistols. There are various Law Levels for each port. Keep your major weapon in the second slot, and it will be overlooked.

Armor and weapon shops are in:

Arrica*	Boughene*	Efate
Ilantir	Ilun*	Iroth*
Memorb	Pixie	Pocoon
Sino*	Streech	Stur
Yres		

Armor shops (without weaponry) are in:

Louzy*	Menorb	Uayke*
--------	--------	--------

(Those marked * offer best gear.)

You should also investigate the two tents on Louzy, one north of the starport, the other east of it.

There is a wrecked starship southwest of the Iroth Starport and another southwest of Uayke.

There is a maze in the mountains east of Sino, and a cave northwest of the starport in Streech. (It is not necessary to enter these to complete the game.)

Making Money

You need 1 million credits to upgrade the ship Lenara gave you so it can make a Number 2 jump. If one of your characters has a *gambling* skill of 5 or 6, go to the casino. He can break the bank, leave and come back later for more money. There is also a casino in the grav city. You can get a lot of money doing this.

You can also earn extra money by carrying water from Efate (sold for 50 credits per unit) to Louzy for 3,390 credits per unit.

You can earn rewards by collecting the dog tags of ten specific assassins and taking them to the Imperial Base at Alell:

Amrhein Alazar	(with Vicktor)
Katerenya Viridion	(on Iroth)
Gainus Ozar	(Boughene)
Andolus Zelexian	(Louzy)
Fallous Cepholon	(Pixie)
Maximillian Martis	(Chiros)
Rhevah Hamache	(Ilun)
Szen Sanai	(Efate)
Bolo	(Yres)
Demetrieve Jannev	(Arrica)

Planetary Notes

(Planets not listed here offer little or nothing of value.)

- Efate** Sell starogite and diamonds in museum; find emeralds near northern mountains.
- Stor** Sell reptile hides in library, coynes in museum.
- Ilun** Sell emeralds in Sart City.
- Alell** Sell gold pendants in bar; take dog tags to Imperial Security.
- Iroth** Sell gold statues and muskets in museum, fishing net on island to south; get survival kit in bar.
- Louzy** Sell Asymuth and heirloom in bar; defeat terrorists for monetary reward.
- Quam** Kill lord of village to east; get holy item.
- Ilantir** Sell hieroglyphics in museum.
- Uayke** Sell ruby necklace in museum; get package from lady in bar and take to man in hotel.
- Sino** Excellent artifacts in eastern maze; good place to buy armor.
- Yres** Sell diamonds in museum; many mines here.
- Boughene** Sell gold pendants to girl near northern farm; Vicktor and Alazar are here.

Trading Tips

Various items can be sold on each planet. You can sell the following items as you pick them up:

Amethysts, Aslan heirloom, coynes, desert survival kit, dust spice, electronic fishing net, emeralds, groatle fur, hieroglyphics, Hive dagger, power pick, psionic shield helmet, religious idol, reptile hides, ruby necklace, soil sampler, Solaman musket

You'll find about 50 other items; look, get and sell them when you have the chance.

Walkthrough

Efate: The Quest Commences

Initially focus on getting money. There are some emeralds lying on the ground in the mountains north of Efate starport.

The grenade launcher rogue you will encounter has a pendant you can sell to a man in the bar at Grav City for 15,000 credits. There are some rubies lying on the floor in the bottom room of the Starfarers' Home. In the museum there are two men: one wants any starogite for 20,000 credits, the other pays 15,000 for diamonds.

Outfitting the Interloper

You will need these programs: Target T to fire lasers, Launch L to launch the ship, Jump2 J2 to make a jump 1 or 2, Navigation N to make a jump, and Maneuver M to maneuver. You also need a fuel scoop and a fuel purification plant (these enable you to refuel at a gas planet).

Boughene and the Passcard

Your first trip will be to Boughene to find Dr. Arik Toryan. Go to the SuperNova Bar, where you will receive a message from Vicktor to meet him north of the airport. Get a lot of ammunition, then save at the starport. You must kill him to get his passcard. He will tell you where to find Arik. Break your group behind a rock and use only one character at a time. Change the active character before he is killed and use another. Also remember that grenades are good, and radioactive ones even better.

After the battle you will find Amrhein Alaza dead. Get his dog tag (worth 250,000 credits if taken to the base at Alell). There are sapphires and gems on the ground southeast of the starport.

In the research station here are three people with passcards, and a speed healing drug on the floor. Sell all unnecessary loot except electronic parts (you will be going back to Efate shortly) and sell the 50 credit parts for 2,200 credits each.

Dr. Arik Toryan

When you reach Neaera, where Vicktor said Dr. Arik Toryan was located, save at the starport. As you leave, you will be attacked by a robot. Ignore all attackers and head for the building. If Vicktor's passcard is in the leader's first slot, you can pass through the doors. Take the first right door, then the next left door, which is the southeast room. Kill the man there, and take his key and a gold statue. Leave the room, go S to the stairs, use the key and take the stairs to the basement. Break your party behind the stair wall, where you must kill three of the four men. One has a very deadly TL 12 plasma gun, the other a submachine gun, the third is unarmed and the fourth is Arik. You have only five minutes from the first attack, or all will be moved to Chiros, then to a cave on Streech. Arik will give you a complete seal for your half seal. Give this seal to the clerk at the Starfarers' Home at Yres.

The clerk at Yres will give you a decoding key. From there you must go to Akarates where Lenara is awaiting you with instructions to return to Efate.

Efate and Kiefer

Save at the starport, then go to the government warehouse. First sell all your goods. Buy ammunition and an electric lantern, at least one bomb and other weapons. The government warehouse is located in the city. When you enter the second room, turn on the lantern and kill all the men. Blow the door to the south section and you will find Kiefer. Kill him.

MIGHT AND MAGIC II

Type: Fantasy Role-Playing

Difficulty: Intermediate

Systems: Apple (128K), Amiga (512K),

Macintosh (one megabyte and a hard drive or two disk drives required), MSDOS (384K required for EGA, VGA/MCGA, Tandy 16-color, 256K for CGA or Hercules; two disk drives or one hard disk recommended, but will run from one floppy; no third-party sound support)

Company: New World Computing/
Electronic Arts

In a rare feat for any sequel, *Might and Magic II* outshines its predecessor in numerous areas. It employs sixteen-color graphics, larger pictures, and excellent 3-D effects and animation. As before, they are used to illustrate not only caves and dungeons and castles, but also for panoramic outdoor scenes that even take you to the beach. Characters can master two of fifteen secondary skills, which often prove vital. Cartography, for instance, enables you to access a convenient automapping feature. The original combat system was refined, and plenty of new spells were added. In addition to the main quest of defeating Sheltem and saving the "land" of C. R.

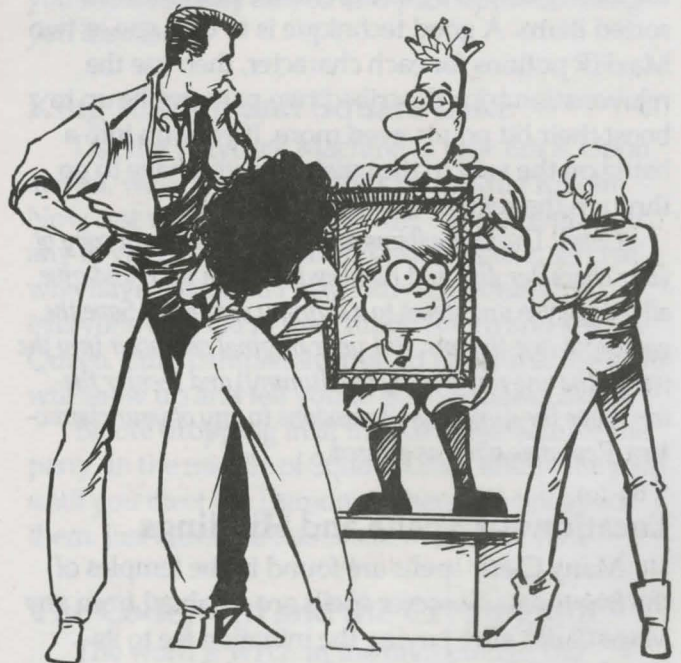
O. N. from a plague of dragons, orcs and other fiends from the Elemental Zones, you'll find dozens of mini-quests that reward you with extra hit points, experience, gold and other ways to advance your characters quickly. It is this well-balanced game system of combat, magic and puzzles—with a decided emphasis on character development through ingenious tricks—that distinguishes the *Might and Magic* series and makes this sequel, which was a "Best Quest of the Month" in *QuestBusters*, so highly recommended.

General Tips

Character Development

An effective party consists of two Paladins (or one Paladin and one Knight), a Robber, an Archer, a Cleric and a Sorcerer. Two should have *mountaineering* skill (found at (3, 12) in Middlegate). Begin by walking around town and killing lots of monsters to earn experience points. When you have enough money, buy a ticket at the weapon store so you can fight in the arena on the east side of town (13, 2).

You can buy experience points at the Hillstone Dungeon; go to (5, 11) on Level 1. You may also get



them free by flying to A2 and going to (2, 9). Answer **k269**, then fly to C1 and walk to (1, 1). Repeat as often as you want. For 1,000 hit points, enter the dragon's cave at D1: (12, 14) and break the glass at (7, 14).

To boost attributes, go to the circus at B2: (14, 4) (on days 140 and 170 only) and win as many kewpie dolls as possible. Fly to D3 and go to (7, 13). Teleport six **W**, then three **S**. Enter the pool and return to the circus. You'll be able to win one event and increase the related attribute. This can be repeated, gaining up to 100 points for each attribute. For rejuvenation, go to the mine at A2: (12, 3) and walk to (1, 15).

Travel to the various towns to obtain skills, whose locations are listed below in **Major Locations by Era**. Low-level characters can advance very quickly by winning the Triple Crown and freeing the bishop of the related color.

When the party members attain Level 10 and at least two of them have *mountaineering* skill, go outside and walk to B2: (1, 9). Kill the cuisinarts and the team gets plenty of experience points and assorted items. A good technique is to take one or two MaxHP potions for each character, then use the rejuvenation trick described two paragraphs up to boost their hit points even more. If you run into a battle on the way to the cuisinarts, you have to go through the rejuvenation process again.

Cheat: Duplicate items and gold by making a copy of your character disk and naming it B. Boot up B and give all gold, gems and items to a dummy character. Save the game and exit the inn. Put your original character into the party (the one replaced by the dummy) and reenter the inn. Give the dummy's possessions to any of your characters. Repeat as often as desired.

Locations of Spells and Hirelings

Many Cleric spells are found in the temples of the five towns. Sorcerer spells are obtained from any Mage Guild after paying the initiation fee to its members, who are scattered around the towns. The other spells are obtained by winning battles. The most important spells are:

Cleric Spells

Spell	Location (Notes)
<i>Nature's Gate</i>	C3: (1, 9) (Eat meal B at (7, 9) in Tundara.)
<i>Walk on Water</i>	C2: (11, 1)
<i>Air Transmutation</i>	A1: (8, 8)
<i>Air Encasement</i>	A1: (1, 14)
<i>Frenzy</i>	B4: (8, 1)
<i>Earth Transmutation</i>	E4: (8, 8)
<i>Water Encasement</i>	A4: (1, 1)
<i>Water Transmutation</i>	A4: (8, 8)
<i>Earth Encasement</i>	E4: (8, 8)
<i>Fire Encasement</i>	E1: (14, 14)
<i>Fire Transmutation</i>	E1: (8, 8)
<i>Divine Intervention</i>	Druid's Cave: (15, 14) (Slay Horvac at (1, 5).)
<i>Holy Word</i>	C1: (5, 5) (Face south.)

Sorcerer Spells

Spell	Location (Notes)
<i>Eagle Eye</i>	Middlegate: (10, 2) (Do Nordonn's quest.)
<i>Lloyd's Beacon</i>	Corak's Cave: (7, 11)
<i>Wizard's Eye</i>	Sandsobar: (7, 4)
<i>Fingers of Death</i>	C1: (1, 8) (Eat meal C at (12, 10) in Atlantium.)
<i>Dancing Sword</i>	A2: (15, 11)
<i>Starburst</i>	D1: (5, 6)
<i>Enchant Item</i>	Gem-maker: (3, 3)

Hirelings

(These are listed from worst to best.)

- 1 Cave under Middlegate: (0, 15) (First accept Nordonna's quest.)
- 2 Sandsobar: (4, 10) (First eat meal A in Sandsobar.)
- 3 Vulcania: (4, 2) (Eat meal B at (3, 2); win battle at (4, 2).)
- 4 Atlantium: (0, 14)
- 5 Cave under Vulcania: (1, 14)
- 6 Tundara: (15, 10)
- 7 Castle Hillstone: (8, 4)
- 8 D1: (14, 1)
- 9 B4: (10, 1) (Sherman)
- 10 A3: (8, 1)
- 11 Sarakin's Mine: (7, 2) (Eat meal C at (4, 11) in Sandsobar.)
- 12 Dawn's Cavern: (4, 11)
- 13 D3: (1, 14) (Mr. Wizard)

Walkthrough

Questing for Marks

After finding all the spells and hirelings you want, have at least one party member get his mark by completing a mini-quest, or the party can't complete the main quest. Each test must be accomplished by a member of the specific character class listed, possibly aided by a Robber. After the test, travel to D2: (7, 0) on Mt. Fairview to receive many more experience points and a mark.

Archers	Kill Baron Wilfrey at B2: (11, 2).
Barbarians	Kill Brutal Bruno at C4: (0, 15).
Clerics	Take Sorak's soul (C1: (10, 15) to his body (at (8, 0) in Corak's cave).
Knights	Kill Dread Knight at B3: (5, 14).
Ninjas	Kill Dawn at (8, 9) in her cave at D4: (3, 7).

- Paladins** Kill Frost Dragon at (8, 8) in cave at C3: (15, 0).
- Robbers** Accompany another class on its task.
- Sorcerers** Free Wizards of Good and Evil (Good: doors 2-2-4-6-6-12, A-D-F-I; enter 32 right, 64 left. Evil: doors 1-3-1-1-9-11, A-C-G-I; enter 23 left, 46 right).

The Triple Crown and the Bishops

After at least one character has completed one of the tests just described, win the Triple Crown.

First buy three green tickets, then win a battle in each of the arenas (at (13, 2) in Middlegate, at (13, 8) in Sandsobar and at (7, 9) in Atlanteum). Then free the Green Bishop. Bishops' locations are listed under **Major Locations by Era**, below. The Green Bishop gives you 3,000 experience points when you free him; if you have already won the green Triple Crown, however, you get 13,000. This increased Triple Crown value also holds for the others Bishops, with red worth the most at 200,000.

Use *Lloyd's Beacon* to return to the first arena, then repeat this with the red, yellow and black tickets and bishops.

The Wayback Machine and the Four Disks

In Castle Pinehurst, see Lord Peabody, who will tell you to rescue his son, Sherman. If you have already done so, exit and reenter. (If not, you can find him at B4: (8, 1).) Then Peabody will let you use the Wayback Machine. Select Era 8 and fly to C2: (14, 8). Explore the castle to find clues and the four disks of Earth, Water, Fire and Air (whose locations are listed under **Major Locations by Era**, below). Return to Middlegate, resting all the way.

The Elemental Zones and the Talons

Travel to the Elemental Zones. Before entering the portals, you must cast the specific transmutation spell (Earth for Earth Zone, and so on). After going through the portal, visit all the locations whose coordinates have the same digits: (1, 1), (2, 2), (3, 3), (4, 4), and so on. In this manner (or by consulting the list of locations at the end of this solution) you will meet the leader and find the shrine containing one of the four Talons.

Dawn's Cavern and the Orb

First get the Capitor, the Fluxer, the Radicon and the Todilor, whose locations are listed under **Major Locations by Era**, below. At the cavern, walk to (7, 12). Fight the battle, then go N through the wall. Follow the path to (10, 15), where you'll find the Orb. To get the Orb out of the cave, give it to a hireling and dismiss him. Return to the Inn where you most recently stayed and pick up the hireling you dismissed.

King Kalohn and Square Lake

Use the Wayback Machine to visit Era 8. Upon arrival, walk N and give the Orb to King Kalohn. Now rest until you return to the Tenth Century. If any of your characters has passed his test, send all who have passed to Palace Royal, dismissing everyone else. Go to the Throne Room and see the Queen. Turn completely around once, and the King will show up and tell you to go to Square Lake.

Before dropping in at the Lake, reassemble the party. In the middle of Square Lake, follow the path until you meet the Demon Archers. Do not attack them. Just continue E to Sheltem and kill him.

The Codeword and the Cryptogram

The word is w1f2. In the final puzzle, the codeword is randomized each time you reenter this area. To solve it, encode the word p721mb12 by looking at the paragraph "We, the people of Terra, in order to form a more perfect union, establish justice, insure domestic tranquility, provide for the common defense." Certain letters will be replaced with others. For the "p" in p721mb12, find the letter that replaces "p" in the paragraph: if the third word is zeozle, then you know to substitute the first letter of "preamble" with the letter "z." Do so with the rest of the letters (within the fifteen-minute time limit). On the Amiga and IBM versions, use an upper-case letter for the first letter of the word.

Key Locations

Circus	B2: (14, 4)
Dawn's Cavern	D4: (3, 7)
Sarakin's Mine	A2: (12, 3)
Ice Cave	B1: (4, 12)
Corak's Cave	C2: (5, 11)
Dragon's Cave	D1: (12, 14)
Gem-Maker	E1: (4, 7)
Luxus Palace Royal	D2: (14, 14)
Forbidden Forest Mine Shaft	C3: (15, 0)
To End Game	C2: (10, 7)

Major Locations by Era

900 +

Castle Woodhaven	C1: (3, 14)
Lord Hordall's quest	(9, 11)
Remove quests	(13, 2)
Green Bishop	(10, 6)
Radicon	(2, 11)

Castle Hillstone	D4: (13, 1)
Lord Slayer's quest	(5, 2)
Remove quest	(13, 2)
Red Bishop	(11, 4)
Capitor	(3, 13)
Buy experience	(11, 5) on Level 2
Ninja gear	(15, 14) on Level 2
Barbarian gear	(1, 14) on Level 2

Castle Pinehurst	A2: (1, 1)
Lord Peabody	(4, 3)
Yellow Bishop	(13, 3)
Fluxer	(7, 6)
Wayback Machine	(2, 5)
Knight's gear	(2, 13)
Paladin's gear	(14, 13)
Buy all Cleric and Sorcerer spells	(2, 1)

Castle Royal (Luxus Palace)	D2: (14, 14)
Queen Lamanda	(7, 13) and (8, 13)
Black Bishop	(14, 14)
Todilor	(0, 6)
Gear for Archers	(0, 15), Level 2
Gear for Dwarves	(11, 14), Level 3
Gear for Sorcerers	(13, 14), Level 3

Druid's Cave	C3: (1, 6) (password 875389)
Great Druid's quest	(15, 14)
Horvac	(1, 6)

Dawn's Misty Bog	D4: (3, 7)
Vixen Dawn	(8, 9)
Orb	(10, 15)
Boost Speed	(0, 15)

Sarakin's Mine	A2: (12, 3)
Rejuvenation	(1, 15)
Gold dust	Randomly scattered about floor

Gem-Maker Cave	E1: (4, 7)
Gems	Randomly scattered about floor

Year 800

Castle Xabran	C2: (14, 8)
Air Disc	(15, 15) on Level 1
Water Disc	(15, 0) on Level 1
Earth Disc	(6, 2), Level 1
Fire Disc	(6, 14), Level 1

Other Sites and Items (most in 900+)

Wizards of

Good (12, 5) in Tower of Mercy at B4: (4, 11)

Wizards of

Evil (3, 10) in Dark Keep at B3: (4, 4)

Tundara

Emerald Ring

Jurors

Dragon Lord

Queen Beetle

Serpent King

Earth Talon

Air Talon

Fire Talon

Water Talon

Sword of Valor

Sword of Nobility

Sword of Honor

Mark

Mark's Keys

Guardian Pegasus

Nordonna

Nordonn

Green Messages

Yellow Messages

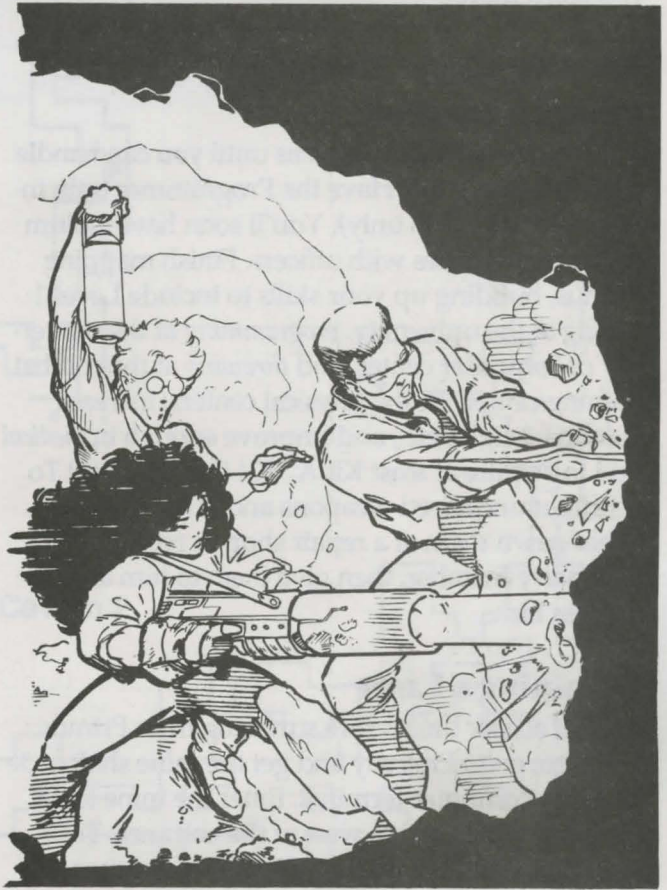
Red Messages

(one in each)

MINES OF TITAN

Type: Science Fiction Role-Playing
Difficulty: Intermediate
Systems: MSDOS (384K; CGA, EGA, VGA / MCGA, Tandy 16-color; no sound board support), Apple (128K)
Company: Westwood / Activision

Westwood went beyond merely adapting *The Mars Saga* from C64 to MSDOS format, for they moved the story to a Saturnian moon, invented three new mini-quests and enhanced the game system. Your main goal is still uncovering the mystery of Proscenium base, from which all communications have mysteriously ceased. The focus is on exploring, fighting and character development, but your party must occasionally interact with non-player characters to obtain information and items. Tampering with computer files (which require the correct codes) is another activity, and there are other skills to master as you dig to the bottom of this mystery. Far below Titan's surface, you'll ultimately face down a bevy of blobs in the mother of all blob battles. The graphics, both aerial-view and 3-D, are fair, but nothing to write Earth about. You can let the computer direct the tactical combat, or individually control each character's actions. Auto-mapping is unusually good, allowing you to save maps of every place you've visited. This feature, combined with maps in the manual and an easy-to-use interface keyboard, makes *Mines of Titan* appealing to role-playing newcomers and to veterans who thrive on combat and weapons.



Walkthrough

Primus

Hire the character with the highest *gambling* skill. Buy a flak jacket at the armory nearby. Go to the gun shop, which is to the south and west, and see Cybil. Take the job, and you'll get 1,000 Credits. Go next door to the casino.

Casino

Save before entering, then play Keno 100 times, betting one Credit each time, then check your *gambling* skill. Play Keno again, this time betting 20 Credits each time. Always bets on numbers 33, 34, 35, 36, 37, 39, 26. The easy way to gamble is to start betting, then place a weight on the space bar; return

to the computer in 30 minutes. Save each time you win big. Gamble till you have 140,000 Credits. Save as soon as you leave the casino, or you'll be killed.

Training, Weapons and More Party Members

Go to the training center for additional *handgun* training. Then return to the gun shop and buy more powerful weapons. Go to a bar or lounge and hire two more characters. One should have high *programming experience*. Primus has several hospitals where you can buy injections and bandages. At least one character should acquire *medical* training. Get new characters battle armor or flak jackets at the armory. As soon as possible, get your *programming experience* up to the point that you are registered in

the war game room. Do so at the university (on north wall) or at the computer center. You can also increase your intelligence at the university (this lets you learn more).

The War Game Room and More Preparation

Train in *automatic weapons* until you can handle particle beam guns. Have the Programmer train in *Golum* (one session only). You'll soon have Golum armor from battles with officers. Finish mapping Primus, building up your skills to include Level 1 *mining* at the university, *programming* at the university or computer center, and *throwing* at the combat training center. At the physical centers, increase Stamina, Might, etc., and improve enough in *medical* skill to acquire at least Kit A. (Kit C is the best.) To get rid of undesired weapons and other objects, either pawn them at a repair shop or recruit a new party member, then give them to him and dismiss him.

Obtaining a Laser

Get a laser unit before surfacing from Primus. To do so, go to Progeny and get the mine shaft code from the computer terminal. Enter the mine to get the laser, which is due west of the entrance. To reach it, look at the map on page 35 of the manual and go W past two north passages. Take the third passage going north, then W, zig-zagging till you reach the west wall. Then move S and a little W. Save often, in case you get lost. You can check your progress with the mapping device. While in Progeny, go to all the repair shops and bribe the clerks to get information.

To the Surface: The Finder and the Vents

Find the nomads (to the south), who'll give you the finder in exchange for the disk Cybil gave you. Follow the finder to locate the box, where you must use the laser unit (by examining the area). *Mining experience* is also necessary here, in order to discover vents that lead to the caves. Go due S till you find two balloon-like objects, then head back up to the vents and Primus. If you want to explore both caves, the vent down is at the extreme bottom-center section. (Map carefully so you can find your way back.)

Parallax and Golum Armor

Head for the computer center to see the sysop. Next go to Parallax and see Derahand in the casino just east of the exit to the surface, and buy Golum armor for 10,000. Then go to training center and say G2ck4 sent you in order to get training. Return to Primus.

Primus, Cain and the Speeder Pass

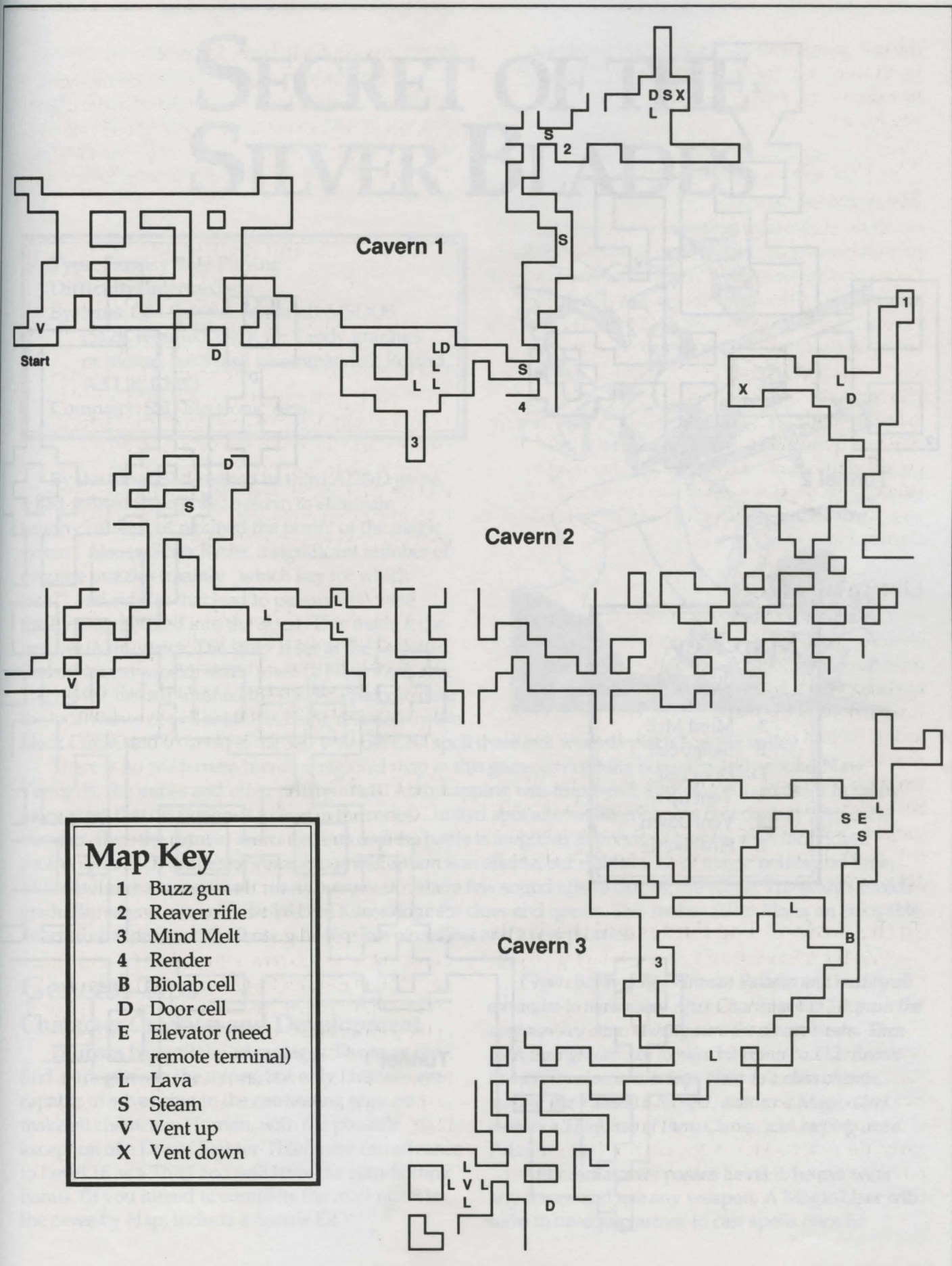
Go to the surface and get the box. Return it to Cybil for a reward. Go to the police station to read about the bounty. Go to the university, then the training center. Go N of the center to catch thieves and get a reward. Go to the hospital for supplies. See the dying man and find out about Cain, who will tune your finder to beam in on the Martian device. Go to the sysop and take (or buy) the interface. Go to the terminal, clean up your records and get the speeder pass. Head for Progeny to see Cain at the university, then see the sysop at the computer center and get the box.

Parallax

At Parallax, go to the police station (only after you've cleaned the records in the computer, as described in the preceding section). Then go to the armory, kill Cybil and get a reward. Get two more characters and outfit them with Golum armor. Train them fully. Map Parallax, saving often.

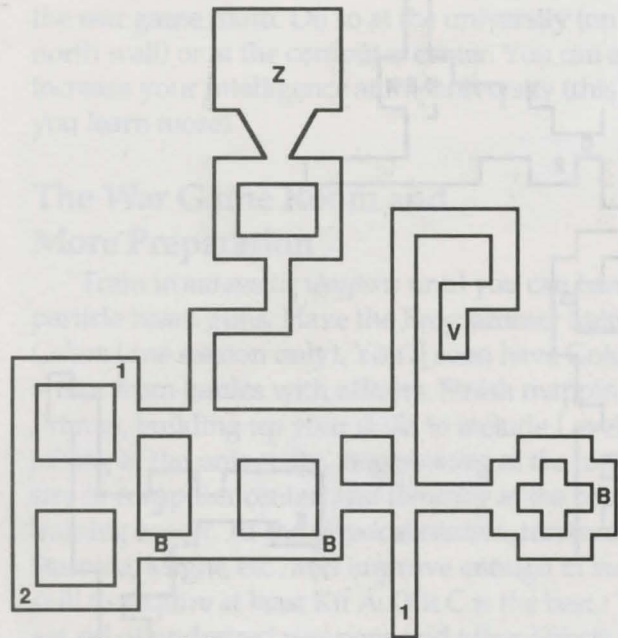
The Final Battle

Go to the surface of Parallax and use the finder (tuned by Cain) to locate the entrance to the caverns. Enter the caverns and follow the maps provided here through the three caverns and two tunnels to the final battle. (You start each map at (V), a vent up, and go to the (X), which is a vent down to the next cavern or tunnel. In Cavern Three, go to (E), an elevator that leads to the mines of Proscenium. From there, follow the map on page 37 of the game manual to the vent in the northeast corner, which leads into Tunnel One.) Use flame throwers to slow the blobs, then wipe them out with chem guns, arc weapons, Mind Melt and Mind Blast.



Map Key

- 1 Buzz gun
- 2 Reaver rifle
- 3 Mind Melt
- 4 Render
- B Biolab cell
- D Door cell
- E Elevator (need remote terminal)
- L Lava
- S Steam
- V Vent up
- X Vent down

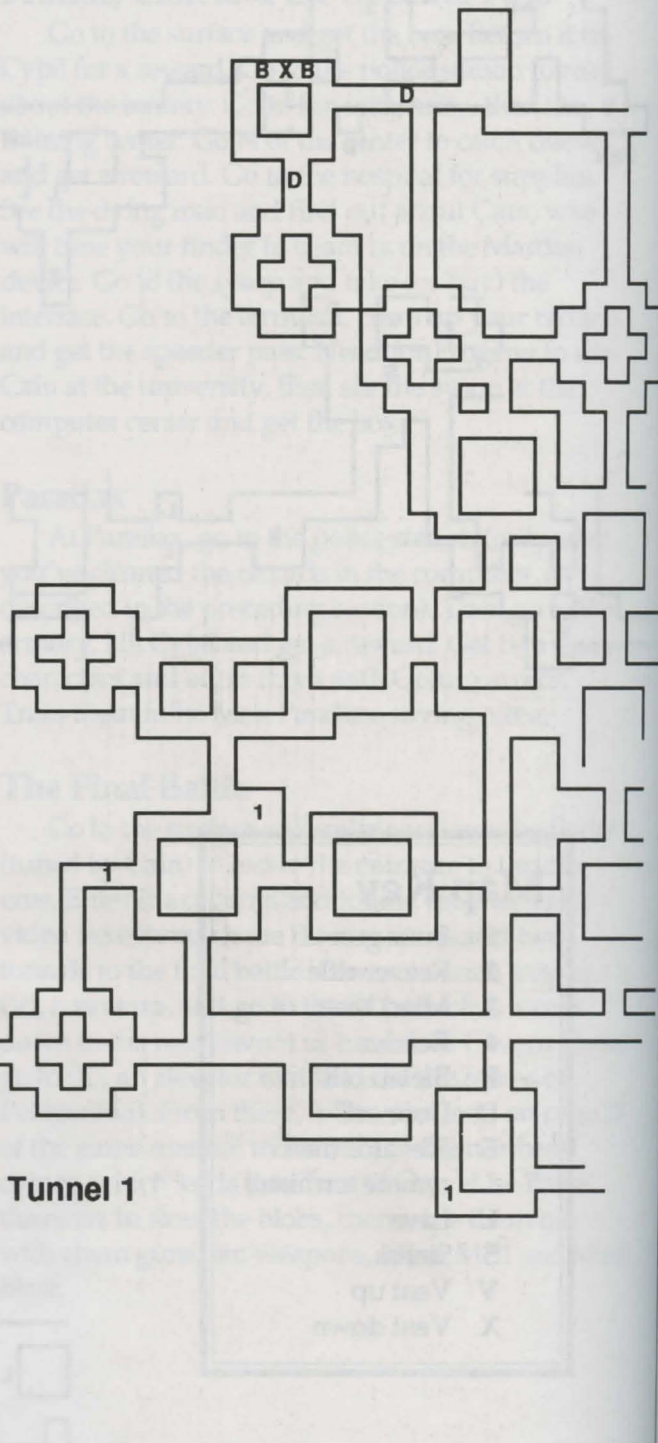


Tunnel 2

Map Key	
1	Buzz gun
2	Reaver rifle
3	Mind Melt
B	Biolab cell
D	Door cell
V	Vent up
X	Vent down
Z	Final battle

Parallax and Colonel Armor

Head for the computer center to see the way out. Next go to Parallax and see Desmond in the center just north of the exit to the surface, and buy Colonel armor for 1000. Then go to the training center and get the armor you need to enter the training area.



Tunnel 1

SECRET OF THE SILVER BLADES

Type: Fantasy Role-Playing

Difficulty: Intermediate

Systems: C64 (joystick optional), MSDOS (512K required, 640K for Tandy graphics or mouse, hard disk recommended; Roland, Ad Lib, CMS)

Company: SSI/Electronic Arts

By the time SSI designed its third *AD&D* game, it had refined the combat system to eliminate lengthy battles but retained the purity of the magic system. Also in *Silver Blades*, a significant number of genuine puzzles (mainly "which key for which lock?" and riddles that lead to passwords) were finally incorporated into the quest. This made it the best yet in the series. The story is set in the *Forgotten Realms* fantasy world, in the town of New Verdigris. The mayor has summoned the player's party to clear the local mines of evil creatures being released by the Black Circle, and to unravel the 300-year-old *Cold* spell these evil wizards placed on the valley.

There is no wilderness travel or regional map in this game; everything occurs in and around New Verdigris, the mines and other nearby areas. Automapping was improved, allowing you to use it in many more areas than in previous games in the series. Limited spot animation enhances first contact with each monster, then the combat arena appears and the battle is fought as in previous games, with individual control over each character. An autocombat option is available, but wastes a lot of magic points and time. Music is limited to the title screens, but you do hear a few sound effects during the game. The story unfolds gradually as you return to the Well of Knowledge for clues and quests. This makes *Silver Blades* an enjoyable interactive experience for those who like lots of combat and a few puzzles.

General Tips

Character Creation and Development

Humans have all the advantages. Dwarves can find extra gems in the mines, but only Humans are capable of advancing in the continuing saga. So make all characters Human, with the possible exception of a Dwarf Fighter-Thief, who can advance to Level 18 as a Thief and will have the gem-finding bonus. (If you intend to complete the mini-quest in the caves by Hap, include a female Elf.)



Cheat: Begin with a Human Paladin and modify all attributes to maximum. After Charisma hits 18, push the up/down key once, making sure the screen blinks. Then push the right/left key to raise hit points to 112. Repeat this for five more characters. Now do a class change, making one Paladin a Ranger, another a Magic-User, another a Thief, two of them Clerics, and keeping one a Paladin.

After a character passes Level 8, he can wear any armor and use any weapon. A Magic-User will have to un-equip armor to cast spells once he

reaches Level 9, a small price to pay considering that spells are not necessary until near the end of the quest.

Cheat: Duplicating Items

You can easily duplicate magical items, weapons and other objects. For example, give +3 plate and a +2 shield to one character, then save the game. Reboot, load the saved game and remove a character from the party. Add another one and transfer the armor to him, then remove him. Drop this character to a back-up disk, add an extra character from the original disk and repeat the process until all party members have copies of the magical items.

Combat

Hand weapons are better against large monsters. Use wands to attack anyone capable of casting spells, which prevents them from doing so in the same round. Equip Magic-Users and Clerics with bows and swords. By readying arrows, a character will automatically switch to his bow when no monsters are in sword range. Use bows mainly to mop up after battles. If surrounded by monsters and your spellcasters are split up over an area, use a wand to blanket the area, having each character fire at different groups. This prevents them from casting spells and softens them up for your Fighters.

Everyone should have a variety of weapons and wands early on. A bastard sword, for instance, is more effective than a long sword against large monsters. Ice wands won't work against fire-breathing dragons and hydras. Fireball wands are good against white dragons and fire giants.

Walkthrough

New Verdigris

Through the game, visit the Well often for clues and quests; it refers you to places and items needed to complete the quests. Explore all of New Verdigris, returning occasionally to visit the old man at (3, 9) for journal entries and magic items as you need them. At (14, 10) you can pick up useful magic items from a guard. The vault at (7, 8) is the best place to trade gold for gems. Gems are lighter, take up less space and inhibit movement less, and are needed at the well. After exploring the city, go to (3, 0) and teleport to the well.

At the well, head E out two doors. At (4, 1), use the "duck" option. Use *Detect Magic* to find magic

items. Go to (5, 5) and defeat baby dragons (a wand of ice storm works well). Kill red dragons at (6, 6) and the ancient dragon at (7, 7). The well will now give you the first clues. Follow map from journal entry #1 to the treasure and amulet. Return to the well for next quest. Before tackling it, fight the guards at (14, 11) in New Verdigris. Clean out both rooms for plenty of experience points.

Black Circle

Your party should be up to Level 8 before seeking out the Black Circle HQ. Exit through the northwest doors from the well. Bear west, using map in your *Adventurer's Journal* that comes with the game (p. 2), then using journal entry #38.

Explore the HQ thoroughly, especially key locations of (12, 6), (10, 6) and (14, 6). A secret door at (8, 4) leads to the Inner Sanctum. You should know *Dispel Magic* before attempting the encounter at (3, 10). Use ice wands at (14, 12) and (14, 13). The wand of flails and wand of ice storm will help at (14, 14). Use teleporter at (10, 6) to return to well.

Mine

Follow map in *Adventurer's Journal* (p. 2) to the mine entrance. Go to the Temple of Tyr level and head S to the temple. Explore the temple thoroughly to find secret doors at (1, 3) (12, 13) and (7, 11) (don't forget to grab a Staff of Slurpee here). Meet Derf at (14, 2). He sends you after eight pieces of the staff, which are in the mines. You will probably have to return to town a few times during this quest. Many side passages of the mines contain gems and magic items if you defeat the monsters. These are not noted here, but are useful for building experience and equipment.

Level 1. To reach the staff piece on Level 1, go W to an intersection, N and then N through a door.

Level 2. Go W to large area and N to room with three doors, then N.

Level 3. Go N to large room with three exits, follow east passage to room with three exits, continue E to room with staff.

Level 4. Go S to passage going west, follow it to room with three exits, go E to pouch.

Level 5. Go N, follow north passage, then W to room with two exits, continue W to room with three exits, go N.

Level 6. Go **W** through room with three exits, continue **W** past checkpoint to wall, turn **S** and take first passage west, follow to Lizard King room (have Thief use ring from Derf on box to open it and meet Vala, who'll join party, as well as find a piece of the staff).

Level 7. Go **S** and follow passage to room with three exits, continue **S** to dead end, go **W** to staff (west of here is portal to Level 9).

Level 8. Go **S** to dead end, then **W** and follow south passage till it turns east, then go **E** to room and staff. After finding all eight pieces of the staff, return to Derf to fix it. He will heal the party for free and resurrect dead characters at any time. Return to Level 8 of the mines, go **N** to room with three exits, then **W** and follow passage till it turns north; take the first west passage, follow it to teleporter and enter.

Level 9. Follow passage **W** and **S** to magical device, then go to Level 10.

Level 10. Follow passage **E** to dead end, then go **S** to dungeon. Take a mirror, since you'll face many medusae and basilisks.

Dungeon

See accompanying maps for the route through the dungeon and the necessary passwords. There is a mini-quest to Drider Base on Level 6, where you should help Sir Deric. *Cheat: Use duplication to give him better weapons and armor.* Exit dungeon to the ice crevasse.

Ice Crevasse

Follow crevasse **E** to the first north passage, then **N** to teleporter that goes to well. Continue **E** to room with east and south passages, and go **S** to room with east, west and south passages. Go **S** to dead end, east to Frost Giant village.

Frost Giant Village

Use the map of the Frost village to find the king. Help him to gain passage through the city. Exit Frost village to the east. Follow crevasse **E** to room with east, west and south exits (east goes to a teleporter to the well). Go **S** to room with east, west and south exits, then **E** to rumbling noises. Follow passage **E** to a south exit, then go **S** and **E** to castle. (This is a very difficult trip, so heal after each battle and cast *Prayer* and *Bless* often.)

Castle

Oswulf meets you at the entrance and gives you silver weapons (*cheat: that can be duplicated*). The silver shields he gives you also function as mirrors. Follow maps to key locations on Level 1 of the castle. On Level 2 of the castle, you can find useful treasure at (B) and potions at (D). The password to the golems and mouth is **9t22l262**.

Dreadlord's Sanctum

At (C), don't attack; let the monster attack, and the illusion will end. Bash door at (E) to dispel this illusion. After battles at (I) and (J), use the teleporter (D) to return to the well, where you can memorize spells and heal. Return for the big battle at (K). Before fighting, cast *Bless*, *Prayer* and *Enlarge*. Your best tactic is to damage Priests, giants and Dreadlord with fireball or ice wands. You must damage creatures to prevent them from casting spells. Head through secret door northwest of (K) to (L) and defeat iron golems and medusae to complete quest. Do not use fireball wand on golems; it heals them. On the other hand, a lightning wand slows them down.

Map Key

Dungeon

Level 1

- A Battle
- B To castle
- C Talk and listen
- D Gold key, battle
- E To Level 2
- F To ice crevasse

Level 2

- A To Level 1
- B Trap, magic weapons and scrolls
- C Battle, magic scrolls
- D Journal entries #13, 52
- E Gate to 7
- F Teleporter to well
- G Treasure, weapons
- H To Level 3

Level 3

- A To Level 2
- B Answer f372
- C To Level 4

Level 4

- A To Level 3
- B Teleporter to well
- C Answer w3n8
- D To Level 5

Level 5

- A To Level 4
- B Battle, magic scrolls
- C Journal entry #32
- D Answer 93l2nc2
- E To Level 6

Level 6

- A To Level 5
- B Trap, magic scroll
- C Journal entry #62
- D Medusae
- E Answer w1t27
- F To Level 7

Level 7

- A To Level 6
- B Talk to sphinx
- C Brass key
- D Umber hulks
- E Answer 73v27
- F South to Level 8, east to Drider Base

Level 8

- A To Level 7
- B Battle, journal entry # 68
- C Teleporter to well
- D Answer 6457 b721th
- E To Level 9

Level 9

- A To Level 8
- B Illusion torture
- C Hydras
- D Trap, magic scroll
- E Answer 6457 w478
- F To Level 10

Level 10

- A To Level 9
- B Driders, magic scroll
- C Journal entry #33
- D Teleporter to well
- E Answer 6457 h217t
- F To mines

Frost Giant Village

- A To west crevasse
- B Talk to women and children to reach king
- C Talk to king, journal entry # 15, magic weapons and armor

Oswulf's Castle

Level 1

- A To east crevasse and Frost Giant village
- B Journal entry #29
- C Priests, journal entry #67
- D Cloud giant
- E Cloud giants
- F Teleporter to well
- G Journal entry #64
- H Teleporter to (I) on Level 1 of castle
- I To Level 2

Level 2

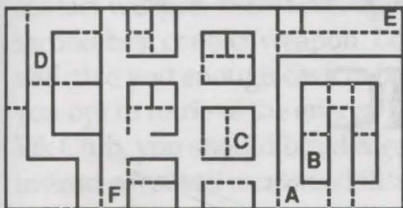
- A Teleporter to dungeon, Level 10
- B Treasure, magic weapons
- C Answer 9t22l262

Dreadlord Sanctum

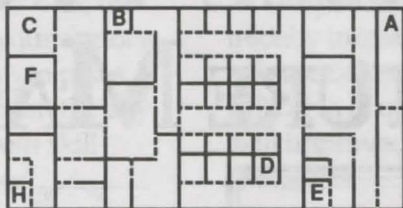
- A To Level 2
- B Storm giant
- C Lich (let him attack)
- D Teleporter to well
- E Illusion (bash door)
- F Use silver key
- G Answer 49w5lf
- H Use gold key; medusae attack
- I Battle (use brass key)
- J Hydras
- K Dreadlord
- L Iron golems and medusae

The Dungeon

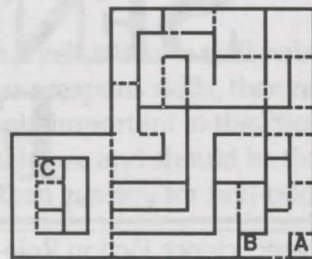
Level 1



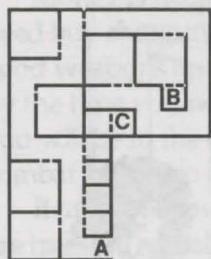
Level 2



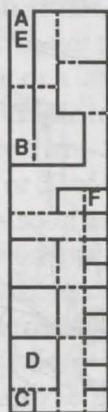
Level 3



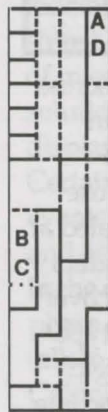
Level 4



Level 7



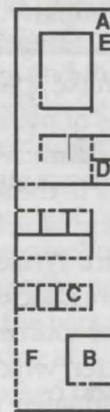
Level 8



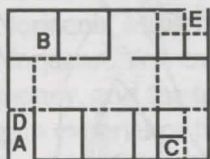
Level 9



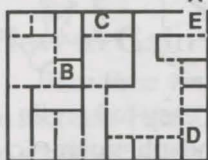
Level 10



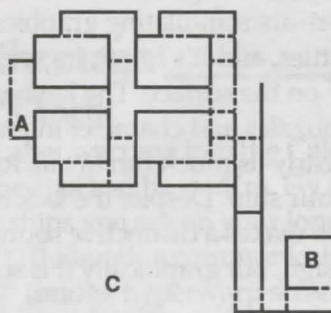
Level 5



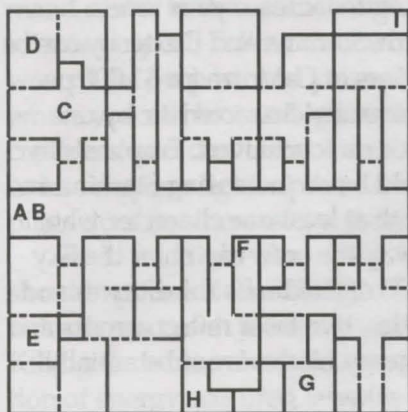
Level 6



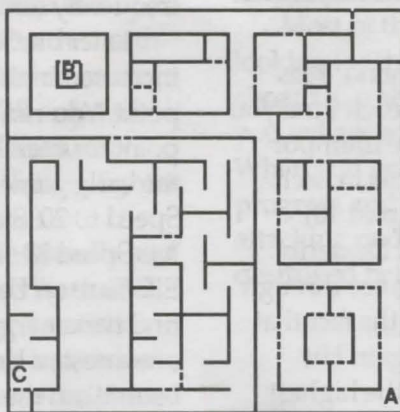
Frost Giant Village



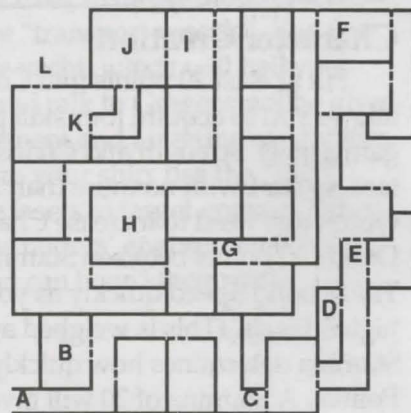
Oswulf's Castle



Level 1



Level 2



Dreadlord Sanctum

SENTINEL WORLDS

FUTURE MAGIC

Type: Science Fiction Role-Playing
Difficulty: Intermediate
Systems: C64, MSDOS (256K, EGA, CGA, Tandy 16-color)
Company: Electronic Arts

Unlike space games whose plots unravel across dozens of planets in galaxies that are light years apart, *Future Magic* limits your roving to three planets in the same solar system. It's one of those stories in which the long range goal isn't revealed at the start. While protecting merchants from raiders who are attacking convoys and bases, you uncover the true source of the attacks: an Evil Wizard-type character, which explains the name *Future Magic*. Unfortunately this original plot twist comes too late for the game to take full advantage of the novelties made available by blending science fiction with fantasy. Still, there are scintillating graphics and intense space battles, and it's fun flying the ship and driving the ATV on the surface. The keyboard interface limits puzzles and character interaction (aliens are not nearly as much fun to talk to as they are in the *Starflight* games), but makes it easy to handle the controls of your ship. Despite the lack of sound board support, you'll hear plenty of atmospheric music, and each weapon makes a distinctive sound. *Future Magic* can't compete with recent science fiction releases in depth and design, but graphically it is still a winner.

General Tips

Character Creation

Put at least 20 points into Comprehend. This allows you to acquire four skill points each time you gain a level. Strength and Charisma are unimportant, so start with no more than 10 points in each (you won't need to increase Charisma past 10). Divide 30 points between Stamina and Dexterity. Try to build Speed quickly as you advance through higher levels. (This is weighed against the fact that Stamina determines how quickly you gain Hit Points.) A Stamina of 20 will give you the highest gain in hit points each time you go up a level. Combat is determined by speed. The hit point



disadvantage can be overcome by saving the game frequently and paying to increase your levels.

Later on, Strength, Stamina and Dexterity can be increased in the Towers of Caldorre for \$1,000 per point. You can increase any characteristic by one point for each level or rank achieved. Emphasis in the early game should be on increasing Stamina and Speed to 20. Start with at least one character who has Speed 20. This way the crew can enter the Sky Elk Club on Level 793 of Caldore's third tower and find two energy blades, two laser reflect armors and one artesian lens. Energy blades are substantially better than the gyro pike.

Skill points should be assigned to *contact weapons* and *projectile weapons* skills in the early game.

The gyro pike can be purchased for \$160 on Ceyjavik (2112, 480). Contact and edged weapons save money on ammunition. The gyro pike is an effective contact weapon with a damage range of 4-16, the second best contact weapon. Looting your armory will give you enough cash to buy the gyro pikes. If you opt to retrieve the energy blades from the Sky Elk Club, you should build *edged weapons* skill instead of *contact weapons* skill.

Money and Statistics

Money is needed to buy ammunition. You only need buy shotguns and steel-mesh armor, since most good weapons and armor are found, not purchased. By the time you need a Kevlar suit or a laser reflect, you will be in the battle station and able to get combat armor, so don't buy before then.

Items not shown on pages 32 or 33 of the manual are treasure and should be sold as soon as possible. A safe way to raise money is with science runs: you net \$500 per mission, more for missions on Norjaenn. Mine Elonium on Caldorre and sell it on Norjaenn. You can also board the raiders for reward money, and the tessellators are worth \$600. You'll gain experience in killing the crew and destroying the ship. This is the way to raise money in the middle and end game.

How to Gain Experience

Each time you go up a level, get enough money to increase your Dexterity or Stamina. A good place to advance levels after gaining the initial few is by killing the ice tigers at Borkin on Ceyjavik (730, 426). Enter an entrance room, kill all the tigers that attack, then go back to your ATV and repeat the process. The building with the most ice tigers is the command center in the southcentral area from the science outpost. Follow the ice canyon to the northwest of the outpost, and you will find another area where you can loot and kill vermin. Kill only red creatures, and don't fire on dark blue creatures unless they are fighter pilots (even so, killing fighter pilots does not increase your experience).

Dark- and light-blue characters are friendly and should not be killed. Killing friendly civilians and animals can result in losing hard-earned statistics. Killing dark-blue characters may result in a reduction of energy acquired later. To increase the levels of energy acquired later, you must travel in the ATV over the surface of the planet and heal injured

animals. Do so before you start to earn energy points by solving some of the puzzles of the game. Kill only red dots.

As you advance in levels, allocate skill points, initially increasing your weapons skills, then *reconnaissance*. *Gunnery* is only important to the Pilot. *Mining* is of questionable use and should be the last skill improved, other than *gunnery* for non-pilot characters.

The Missions

As you earn more experience, check the "FED" federation channel for raids on convoys (yellow ships). This channel is mainly used as your source of missions, which will lead to treasure and the solution. You must wait for the missions to be displayed before you go and solve the riddle. Certain actions are necessary to activate special events. If you do not go and talk to the right person and get them to say the right thing, people won't be in the correct places for you to complete the next phase. As the game progresses, go to the bars and talk to the light-blue dots. When docking at Caldorre, your ship will always be docked on the southern corridor in the first docking bay to branch off the corridor to the west.

Walkthrough

Grager's Yacht

Right after warping into the Caldorre system, you will be attacked by raiders. Fly quickly to the little blue ships you see on your long-range scans and "FED" (federation communications channel) or the "BRG" (bridge hyperwarp screen). When the blue ship appears on the upper left-hand or main screen, push the space bar to target the blue ships.

Most of them are "transport vessels". You are looking for the space yacht, which will hail you aboard. Go aboard and talk to Grager until he gives you enhanced movement and targeting capabilities. When you get back to your ship, use the "PRG" program and set the lasers to target engines. When attacking raiders, the raiders' engines must be destroyed before you can board their ships.

Norjaenn Shotguns

Don't go to your ship's armory yet. Go to Norjaenn (hyperwarp there, using solar hyperdrives, which is cheaper than using thrusters over long distances). You will find chests with weapons and shotguns in the little western town at (1728, 992) on Norjaenn. One shotgun is in the southwestern office (within the office building in the northwest part of town). A large armory with shotguns and good armor is in the ranchers' bar in the northeast part of town. The armory is behind Kann's office. Another chest with weapons is just behind the door to the room off of the office in the farmers' bar in the southeast part of town. In the offworlders' bar in the northcentral portion of town, extra ammunition is in the room in the northwest room.

Mission One:

The Koshals on Caldorre

Talk to the Warhaka leader in the funny looking hut in the middle of the village. He will tell you where to find the Koshals. Keep using LNG in the mazes to check the location of your party. Don't bother exploring every room unless curious. Treasure is usually found at the entrance to the rooms or on the wall directly opposite the entrance (except in the farmers' armory). Armories are in out of the way places. Have room for treasure; there is at least one tessalator in the armory opposite the Koshal leader in the Koshal temple (in the far northwest of the maze). Once you talk to the Koshal leader, go back and talk to the Warhaka leader and settle the dispute.

Mission Two:

Ice Tigers, Borkin, the Science Lab, the Volcano and the Key of Thor

Go to Ceyjavik when assistance is requested. Go to the command center, enter the door and take the left corridor. One step toward the room at the end of this corridor, you find a chest. Take the right-hand branch off the corridor and go into the second room on your left.

Walk through the room until "1) View monitor" appears in your action window. Talk to V. Karamatu. Follow the ice cavern and find Virginia Karamatu in the northwest part of the laboratory's first floor. Loot the armory east of Karamatu and go to the second floor by the tubes, also found east of Karamatu.

Follow the corridor N to the aquarium and sub bay entrance. (Further down this long corridor are the Electronic Arts offices, where you can gain experience by killing the EA rowdies.)

Work your way to the largest room and go to the far side to find the submarine, which automatically guides itself to the volcano entrance. The volcano is full of acid-breathing green dragons. Your goal is to find the good armories and treasure and get past the dragons in the last series of rooms to get the key. Do not get bogged down fighting the dragons in this last set of rooms after (north of) the temple on Level 5. Follow the passage around to the W and N and take the passage to the north off the map and away from an infinite supply of deadly green dragons. Get the key, which will take you out of the volcano to Level 1 of the laboratory northeast of Borkin.

Mission Three:

Solve the Farmer-Rancher Dispute

Go to Norjaenn and speak with Jason Dephard. Then you must talk to the farmers and ranchers until a farmer tells where the rift is (read paragraph 53). Go to the rift and talk to Robert Kahn and Graeger. Convince the leaders you'll retrieve their **k38n1pp28 ch3l872n**, then go down one level from the northeast portion of the screen. Use LNG when you get down the "elevator." Loot the armory in center screen and go to the N, then W, then S to confront first Shadar's henchmen, then Shadar. When you defeat Shadar, Dephard will appear and tell you where to find the sentinels (paragraph 30), (1121:14, 992:7). You will now gain the powers or (A)tributes (activate by targeting with the space bar then pressing A). This lets you mind probe the raiders.

Mission Four:

Mind Probing the Raiders

Save the game and spend some time programming the computers. If successful, save and try again. If not, restore the saved game and try again. This is a time-consuming process, so be patient and wait till your communications officer finishes his job before you do anything else.

Board a raider ship and sequester a raider. Target him, activate attributes, select "mind probe." The raider does not have to surrender to be mind-

probed; just be quick and do it before your men kill him, or take him somewhere your men cannot get at him (only one raider in 30 surrenders, and when you are able to mind probe, even fewer do). Do not talk to the raider, or he'll kill himself before talking. The raider will give you the coordinates for the battlestation. Hyperwarp from (1321, 2220) to (3305, 3884).

Mission Five: The Book of Spells

First, go to Malcolm's chambers. He won't be there yet, but his treasure chest will. It holds a neuron flail, edged spinner, neutron gun (20-60 damage), burbolator (worth \$20,000), EA passcard, and more. See **Mission Six** for the route to Malcolm's chambers. Avoid the battlestation until your characters are commander or high lieutenant level. Fight ice tigers to gain needed levels. Use energy blades or gyro pikes to kill ice tigers. Board raiders for the tessellators to raise money and increase attributes.

The battlestation is arranged on an 8 x 8 grid of 20 x 20 maps. There are five basic 20 x 20 maps in a pattern on the 8 x 8 grid. The five patterns on Level 1 are solid rock, space ship bay, a map containing the elevators, a map with an armory and a map with one ship tube.

All armories contain one LR laser, one thermocaster, three crysprim (ammunition for all blasters), one thermal pak, two or three AK magazines, two or three Gauss magazines, two Uzi magazines, one tessellator and one combat armor. Quickly visit at least five armories and equip your men with thermocasters, LR lasers and combat armor. Do not throw away or leave behind any energy blades, neuron flails or edged spinners.

Energy blades are very good weapons for walking around in the battlestation with characters at the level of captain, and save lots of ammo. (Obtain the energy blades as loot along the way.) The armories can only be entered from below or from the lower parts of the east and west sides of the maze that's 20 x 20 square. Use the long-range scan to pick up the general shape of these squares. All armory squares are exactly alike, as are all squares of a particular type for a particular level.

On each level of the station, you will find a ship bay tube due south of each elevator; on Level 1, the elevator shafts to Level 2 are in the southeast part of

the main map. Ship bay tubes transport you back to where your ship is parked and can be used as an emergency escape hatch out of the battlestation. All squares except solid ones have ship bay tubes. Armory ship bay tubes are north of center to the west and east. Use a long-range scan to find them.

To Reach the Book

Go from the bay where your ship is parked to (1792, 956), (1793, 956), (1793, 957), (1792, 957), (1792, 958), (1791, 958), (1790, 958) and (1790, 959), then straight W to (1787, 959), (1787, 958) and (1786, 958). Here you will find the elevator to the second level, where the book is located. Do not move. Save the game now. Use long-range scan to find the book.

The corridor that leads to the north has a guard with a rapid-fire thermocaster. Before this battle, equip your men with thermocasters and LR lasers. Step into range, turn around and walk away. This allows the men behind your point man to take a shot at this character one at a time, in a wave, as you move back through the ranks. This technique is very effective in battle where men are injured. The wave motion accelerates firing weapons and healing the injured soldiers. If someone dies, reboot and try again. The book is to the north and west of this guard. A plasma gun is found in the room just west of the guard, so have at least one weapons slot open to get this valuable weapon. Go back up to Level 1, then go S to the ship bay transport tube and take it back to your ship bay. Your ship bay will always be (1792, 955).

Mission Six: Malcolm Trandle

To reach Malcolm go to (1792, 956), (1791, 956), (1790, 956), (1789, 956), (1789, 955), (1788, 955), (1788, 954). Take the elevator to Level 2. Go around to the other side of the level and take the elevator down to Level 3. From there, go to (1788, 954), (1787, 954), (1787, 953), (1786, 953), (1785, 953), (1785, 952). Take the elevator to Level 2, where you'll find Malcolm.

To fight Malcolm, hold down the right arrow or the 6 key on the numeric keypad until the dark blue "ATT" rectangles appear in the upper right and left corner of the screen. Then keep hitting the left or number 4 key as the ATT rectangle is visible. Dark-blue is not good enough: "ATT" must be printed on the lower portion of the rectangle. The right arrow appears to change the rectangle, the left one appears

to activate it. Activating a DEF red rectangle just gets you wounded. Guards and raiders on Level 3 of the battlestation are tough, but the armories have plasma guns, plenty of ammunition and treasure.

Key Locations

Maps are not provided here, but these tips will tell you where to find vital people and objects.

Alex Kann	In bar on Caldorre tower #3. Bribe him with \$2,000 for information.	Sentinels and Kedro, their leader	At (922:7, 1121:14).
Grager and his assistant	On space yacht (little blue dot (ship)) traveling about the Caldorre Solar System.	Virginia Karamatu	In science laboratory on Ceyjavik, in northwest part of lab.
Robert Kann	In the ranchers' bar in the western town on Norjaenn.	Science laboratory	Follow the ice canyon northeast of Borkin on Ceyjavik to the entrance in the snow at the dead end of the canyon.
Grayper	In farmers' bar in the western town on Norjaenn.	Key of Thor	Follow northern end of the corridor found at the bottom of the stairs in the Science Lab. Take sub in sub bay to Level 5 of the volcano.
Jason Dephard	Owner of offworlders' bar in western town on Norjaenn. (Also talk to another light blue character in one of the bars in the western town on Norjaenn.)	Book of Spells	At (1786, 958) on Level 2 of the battlestation.
Warhawka leader	At the beacon that appears on Caldorre.	Malcolm Trandle	At (1785, 952) on Level 2 of the battlestation.
Koshal leader	In bear cave at (1012:6, 622:8).	Battlestation	Found by hyperwarping in your space ship from (1321, 2220) to (3305, 3884).
Shadar	First talk to the dark blue farmer in the farmers' bar in the western town on Norjaenn, then go to the Stryker Rift at (1169, 677). Follow the canyon to the cave entrance. Inside is Shadar (one of Malcolm Trandle's henchmen).		

SPACE 1889

Type: Science Fiction Role-Playing

Difficulty: Intermediate

Systems: Amiga (512K), MSDOS (6400 required, mouse and joystick optional; CGA, EGA, VGA/MCGA, Tandy 16-color; digitized sound, Tandy 3-voice, Ad Lib, Sound Master)

Company: Paragon/MicroProse

This game is set in the Victorian Era and combines turn-of-the-century trappings with the "what if" notion that Thomas Edison invented time travel. (It was adapted from a pencil and paper RPG published by Game Designers Workshop, which also did *Megatraveller*.) Your four-character party sets out to find the treasure of King Tut, but is soon caught up in a quest that leads you to Venus, Mars, Atlantis and the center of the Earth. Along the way, you'll discover over three dozen mini-quests, all unnecessary but fun, and a plethora of artifacts. Exploration and puzzle-solving are emphasized over combat, and you get to interact with the like of Jules Verne and Rasputin. It sports a keyboard interface whose commands may be supported with mouse or joystick selections to accelerate the action. The

concept and game design are better than the graphics and sound effects, both behind the times, despite effective digitized sound effects that require no third-party board on MSDOS machines. Yet *Space 1889's* literary feel and epic scope make it an engaging story whose strong points are all those mini-quests, assorted skills that are developed in an unusual manner, and the charming character interaction. If you prefer puzzle-solving and exploring over non-stop combat, consider this your invitation to the Victorian Era.

General Tips

The numerous mini-quests that are unnecessary for completing the main goal, to find the beings at the center of the Earth, are not addressed in this solution, but locations of some of the objects you must find are listed in the last section. There are several extensive mazes, but the ability to blast holes in walls eliminates the need for maps of all but the cave on Luna.

Character Development

Outfit your characters with the essential skills. No more than one character needs any of the follow-



ing skills: *engineering, bargaining, medicine, observation, trimsman, science, piloting, linguistics* and *theatrics* (the same character should have the last pair). All need *riding, swimming, marksmanship* and *close combat*. One or more can use *fisticuffs, throwing, crime, tracking* and *stealth*. No one needs *gunnery, eloquence, mechanics, wilderness travel* or *leadership*.

Engineering skill is important, for you must blast holes in walls to reach some areas. The higher a character's *engineering* skill, the more time you have to get away before the dynamite blows up. If *engineering* skill is too low, dynamite blows up in your face. Keep the character with *engineering* skill stocked with dynamite and the character with *crime* skill

supplied with lockpicks (lockpicks open doors and chests).

Equip everyone with armor and a Maxim machine-gun or high caliber shotgun. Camping equipment, a miner's safety lamp and fever serum should be obtained before leaving London. View all the blue- and buff-colored pots to get money. Stealing has no adverse effects on your characters. Chests and vases contain money. *Cheat: When you go out of town and come back in or go outside a building, all the vases and chests that you have opened will reappear for you to open them again.* Buy at least one shovel.

Travel by zeppelin, and always obtain horses for every party member when not using another means of transportation. Talk to constables and bartenders in all cities for vital clues. Do not kill innocent characters. Evil characters will attack you. Kill only to defend the party.

Training in Skills, Getting Money and Missions

Skills are all boosted by visiting people on Venus and giving them certain objects. Mars and Earth are good places to make money.

Venus

Skill	Venusian City	Person	Object
Marksmanship	Venusstadt	Buffalo Bill Cody	lever action rifle
Theatrics	Venusstadt	Phileas Barnum	lockpicks
Engineering	Ganis Mountains	Marconi	mineral detector
Leadership	Thetis Mountains	Robert Edwin Peary	single-barrel pistol
Stealth	Thetis Mountains	Rasputin	bolt action rifle

Mars

You can make money by completing a number of archaeological digs for Johnny Wilson, a Martian museum curator. You can be the peacemaker and arbiter of the Martian tribal dispute and their unification, by carrying tribal bajays to the camps of Kai, Larkem, Lopkan, Photho, UcuZ and back to Kai. If the Martian unification is completed, your *observation* skill is boosted. The U.S. Army is selling trans-

parent aluminum; you can either get bids from the Venusian Lizard Men and the Martians, or steal the formula and sell it yourself. Martian merchants will buy a variety of items.

Earth

In the Crystal Palace (the large white building in the southeast part of New York), a number of men pay you to complete certain missions. In the London museum, Heinrich Schliemann will pay for the Mycenaean gold mask from the second floor of the Egyptian Museum.

Walkthrough

King Tutankhamen's Treasure

Assemble your party in London and acquire sufficient equipment, weapons and armor. Find and kill the Ripper and appropriate his equipment. (You need a female as the group's leader to attract the Ripper's attentions.) Give the Ripper's scalpel to London's chief inspector for £1,000 sterling. Use the £1,000 to buy the report outlining the King Tut expedition from Claus Von Smelling in London. Acquire the fever serum from Doctor Raven in the London Inn (northwest part of town). Use the report, which instructs you to see Hans Ogleby (in a room at the inn in the northeast part of New York City). Hans Ogleby instructs you to see Nathaniel Johannsan (in the tavern in San Francisco, southeast part of town). Johannsan tells about the German expedition to find the tomb and gives you a map with some scribbles on it. Study the map.

Travel to Egypt and kill the evil German excavators in the tomb near the southwest corner of the city, along the southern wall. Get the key and the paper with the coordinates to King Tut's tomb. Study the paper and follow the coordinates given on the paper and dig on the space fourteen paces south of a "spot" in the desert to the west and north of the false tomb entrance. Go to the lowest level of the tomb, down two staircases to a spot eight or nine paces N and one pace W of the bottom staircase. Dig there to find a staircase down to another level. Go down the stairs and dynamite the wall directly behind the stairs to find King Tut's treasure.

View the burial tomb (while facing it) in the middle of the room and take Tut's treasures and the stone tablet. The museum in Egypt has statues surrounding it. On the top level you will find Mary

Kingsley. Use the key from the Germans to open the room door and trade the **f2v27 9275m** to Mary for information and a message to carry to Alfred C. Hobbs in New York.

Lost City of Atlantis

Travel to New York and locate Hobbs on the second level of the Crystal Palace. Give him Mary's message, and he will give you lockpicks that open doors in the Teotihuacan pyramids. Travel to Mexico and go to the pyramid in the northwest portion of the city, the one with the statues around the building. (The building is square, not shaped like a pyramid.) Use lockpicks to open the doors. Talk to the Inca in the center of the building in a little room.

The Inca says you can gain entrance to a special room by returning the tablets to their altars. You must go directly E and over a small body of water within the town to find the eastern "pyramid." You can cross the water by using water breathers from the apothecary, or you may cross the water to the "pyramid" at one point in the north, near the gate. Find the two irregularly shaped altars in the center of the building. Take the tablets and put them on the spaces just to the south of the altars. When you place the stones correctly, a rumbling sound will be heard from the west. Return to the northwestern pyramid and go to the room with the Inca. Now you can enter the room to the north of the Inca.

You will find one water breather and a map to the lost city of Atlantis. Equip your party with water breathers and stock up on lots of dynamite (you need it to escape Atlantis). Study the map from the Incan room. On the east side of the water, in the southeastern part of the city, you will find a mud or earth wall running north to south and situated between two large pillars. Dynamite the "cave-like" barrier between the pillars and follow the tunnel to the entrance to Atlantis. Equip your party with water breathers or they will drown, as Atlantis is on the bottom of the Gulf of Mexico.

Dynamite your way to the lowest level of Atlantis. Use the water breathers to swim over waterways and reach the burial coffin of the lost Red Captain of Mars. Face the coffin and view it. Take the Scrolls of the Ancients, the diary and the identification tag. Use the **9c74119** to read the stone tablet from King Tut's tomb. Study the diary. Leave Atlantis. (Dynamite the guard who blocks your way out.) Travel to Angkor in the Far East.

Sacred Altar of Angkor

In the center of Angkor is a building containing the sacred altar of Angkor. This is the large building with all the monks who talk about the altar. Use the Scrolls of the Ancients to view the altar and read the message on the altar. Travel to the ether port northeast of Angkor on the coast of China and build an ether flier. You will need a strong ether flier later in the game, but for now just make a ship that will get you to Mars. Then save the game and avoid trouble with other ether ships. You need a lot of money to make a ship that will fly, but if you have extra cash, spend it on enhancing your vehicle and save the game, so you can reboot if not satisfied with your vehicle.

First Trip to Mars

Rough clothing is useful when traveling on Mars, which is one orbit farther from the sun than Earth and very close to the asteroid belt. Navigation instruments used by a Pilot will tell you the constellations necessary to locate Mars. If you get frustrated, just follow the asteroid belt until you see the red planet.

On Mars, travel NW to Ausonia. In the northwest part of town, you will find a cave. Zoho is two levels down. The first level stairs are to the east, the second level stairs to the north. Dynamite makes it easier to get through the maze. Rescue Zoho, who is prisoner in this cave, and he will give you a travel pass so you can travel freely on Mars. Zoho will fill you in on the German plot to take over the universe (or at least the inner solar system).

Trip to Venus

Foul weather clothing is useful when traveling on Venus. On Venus you must obtain new weapons, because the metal ones you have will rust (the weapon shop is in the northwest part of Ganis Mountains, which lies southeast of the ether port). You may wish to experiment with the use of explosives in combat, but save your game first. The Germans will have metal weapons and you will not. Travel to Venusstadt (on an island northeast of the ether port) and get German uniforms from the German warehouse. Venusstadt has a transport close by to the west, along the coast directly to the north of a large carcass on the main continent of the planet. While in the warehouse, you must fight the

German guards and talk to Simon O'Rourke, in the southwest corner room.

O'Rourke sends you to Fort Bismark in the town of Thetis Mountains. The Thetis mountain range is directly east of the Canis Mountains, which are southeast of the ether port. Fort Bismark is in the northern portion of the town of Thetis Mountains. In Fort Bismark you must find, fight and kill Oberst Hans Kurt and take his German Headquarters Pass.

Second Trip to Mars: German Headquarters

Return to Mars and go to the city of Syrtis Major, northeast of Ausonia. You need to go to the sand boat port, just east of the pub, to cross the sand to the north and west and reach the sand port just in front of the German headquarters. German uniforms are necessary to enter the first floor of the headquarters. On the third floor, your leader must use the headquarters pass to get through the doors to Baron Von Gruber. Talk to Gruber, kill him and take his key to King Hattabranx's Castle. (Save before the fight with Gruber.)

Go to the town of Boreosyrtis League, which is northwest of Syrtis Major. Go to the second floor of King Hattabranx's Castle and use the castle key to get to the king. Talk to the king, kill him and get his key to the Worm Cult. Travel to the city of Moab on Mars. Moab is west of Syrtis Major. Take the sand boat across the sand desert. In Moab, talk to Teegok Quugliani, who is wandering the streets. Teegok will give you a map to the location of the Worm Cult. Study it.

The Worm Cult is in the Boreosyrtis League, between the claws of the yellow desert sand beetle just south of the castle of the King. The claws form a big letter C whose top is leaning 45 degrees to the east. Dig where the points of the C come together and form a gap. It may take several attempts to reveal stairs down into the sand. The stairs down from Level 1 to Level 2 of the Worm Cult are in the northwest part of the maze. Find Kleuht Na Vriss in the southeast corner of the maze on Level 2. Talk to him and give him the Scrolls of the Ancients. Kleuht will give you an emerald and some advice.

Battle with Whisperdeath

Now rescue Thomas Edison, who has been kidnapped by the Martian Ether Rogue Pirates in their ether ship, *Whisperdeath*. You should have armor of ten, two five-inch howitzers and enough power to catch the *Whisperdeath*. Do not fight, just chase, link up and board the *Whisperdeath*. Save the game before starting the battle.

Thomas Edison is in the westernmost part of the ship, and you need battle only the pirates blocking his cabin door and one guard. Sneak in and out past the other pirates without engaging them, and save often. Once you talk to Edison (who will give you vital information and hints on how to build an ether flier that will go beyond the asteroid belt), make your way back to your ship. Watch out for any pirates you did not kill, for they will be waiting for you.

Luna

Travel to Luna, Earth's moon, and explore the caverns via the stair just south of the ether port. The caverns have only one level, and you will find Professor Tereshkova along the south wall of the tunnels. Explosives are needed to blast through some of the walls (see accompanying map). Give the professor the **2m27118**, and he will give you the ether propeller that will get you beyond the asteroid belt.

Mercury

If you have trouble finding Mercury, move toward the sun and look for the first planet. Mercury's ether port is far to the north. The giant glow crystal of Mercury can be found just southeast of the ether port, in a sack on the north shore of the only river on Mercury. Princess Christiana Station is south of the huge river of Mercury, to the southwest of the ether port.

Take the zeppelin to the city by going due E of the transport. Dig for ammonia on the lowest level of the three tin mines in the northeast part of town. To get to the bottom level, take the mine entrance that is the westernmost of the three. (You will enter the bottom level in the southeast corner, and the ammonia is in the northeast corner of the central room at the top of the maze.) Take the ammonia, the special propeller and the giant glow crystal to the ether port, and update the ether flier with them for the flight to Europa.

Europa

Europa is in the upper right-hand corner of the space map, on the far side of the asteroid belt and in the northeast part of the map. Travel there with your updated ether flier and explore the caverns of Europa. Read the message you find on Europa and follow its instructions.

Saurians

Travel to Earth's north pole. Enter the hollow Earth and use dynamite to go through the maze to find the Saurian Eoger Luirv (he is in a room a little more than halfway down the east wall; the door is about four spaces from the wall and to the west). Eoger will reward your group for solving the Saurian puzzle. You need plenty of explosives to get to Eoger. Remember to save the game before using explosives, or you might blow up an essential item and be forced to restore the game.

Location of Cities and Key Features

Earth

London	West of the ether port (you may find a harbor northwest or southwest of the city).
New York	Northwest of London.
San Francisco	Northwest of New York.
Teotihuacan	Southeast of San Francisco.
Egypt	South-southeast of London.

Most facilities are available in all cities, especially London, New York and San Francisco. Inns and taverns are also found in Teotihuacan. Only New York boasts a bank. New York and San Francisco have alchemist shops. Archaeologist shops are in Angkor, Egypt, London and San Francisco.

Venus

Venustadt	Northwest of the ether port (a harbor is southwest of town).
Ganis Mountains	Southeast of the ether port (you can buy weapons at Ganis Mountains, which has taverns, inns, an alchemist shop and other facilities).
Thetis Mountains	Due west of Ganis.

Mars

Ausonia	NNW of the ether port.
Gaaryan	Almost due west of the ether port.
Moerus Lacus	On the north side of the river north of Ausonia, on the northwest tip of an inlet.
Syrtis Major	Due east of Moerus Lacus.
Moab	Northwest of Moerus Lacus (near the west side of the map).
Boreosyrtis League	North of Moab.
Aubochon	Northeast of Moab

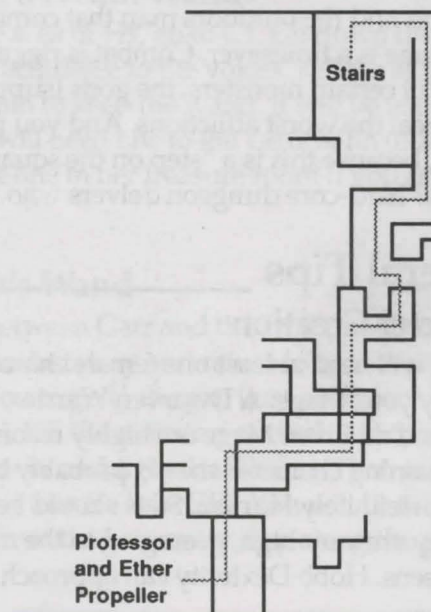
Except for Syrtis Major, these cities all contain most facilities. The first three and the Boreosyrtis League all have markets. Weapons are sold in Ausonia, Aubochon, Gaaryan and Syrtis Major.

Moab, Moerus Lacus, the Boreosyrtis League and Gaaryan have banks. You can buy weapons in Aubochon, Ausonia, Gaaryan and Syrtis Major. Ausonia, the Boreosyrtis League, Moab and Moerus Lacus have archeologist shops.

Mercury

Princess Christiana Station is the only city on Mercury. It is south of the river, south-southwest of the ether port. You can find a market, alchemist, weapons shop, inn, tavern, bank, archaeologist shop and pawn shop here.

Cave on Luna



TUNNELS AND TROLLS CRUSADERS OF KHAZAN

Type: Fantasy Role-Playing

Difficulty: Advanced

System: MSDOS (512K required, hard disk and recommended, mouse optional; CGA, EGA, 256-color VGA/MCGA; Ad Lib, Roland, Sound Blaster)

Company: New World Computing/
Electronic Arts

Based on Ken St. Andre's paper and pencil RPG of the early '70s, *T & T* takes place on the Dragon Continent, where the Death Princess and Khara Kang have broken a peace treaty and threaten to destroy the land of Khazan. To defeat them, your four-member team must complete a variety of mini-quests. There are artifacts, monsters and puzzles aplenty, plus an organized society of guilds, nineteen languages and a unique calendrical system to master. These, combined with extensive and eloquent prose passages, endow the game with its own personality and charm. Graphics and sound, however, are weak, and the keyboard and mouse interface is a pain. Automapping is reminiscent of *Might and Magic*, and the outdoors map that comes with the package is a timesaver. Combat is rigged so you

cannot kill certain monsters, the gods (supposedly on your side) will give you false clues, and your Mages cannot heal the worst afflictions. And you practically have to explore every square of each maze in order to succeed, because this is a "step on the square to activate the event" design. For these reasons, *T & T* is best-suited for hard-core dungeon delvers who relish a tough, sometimes downright unfair quest.

General Tips

Character Creation

You will need at least one female character, probably your Mage. A Dwarven Warrior, a Hobb Rogue and an Elven Mage are highly recommended. The remaining character should probably be another Warrior, definitely Human. Stats should be rerolled until they are very high, averaging in the mid- to upper-teens. Hobb Dexterity can approach or



surpass 30, Elven Intelligence should top 25, and Dwarven Strength should be over 30.

All characters need high Cons and Speeds, and Mages need particularly high Strengths. It is possible, but not desirable, for a character to get by with mediocre stats but high Luck. When going up levels, keep track of the minimum stats needed to cast any spells you will be buying, and have at least one character with very high Luck.

Weapons and Armor

The falchion is an effective, cheap weapon. Equip your Mage with a sling. Be sure your Hobb Rogue can use a bow. If you find the Eagle Eye Crossbow, its minimums are Strength 12 and Dexterity 10; it does 8d6 damage. The Wizard's Wand acts like a greatsword when wielded by a Wizard. Start with leather armor and be sure to buy boots. Upgrade to mail as soon as possible.

Magic and Combat

Keep in mind that you cannot win without certain spells. Early on, be sure to get *Take That You Fiend*, *Oh There It Is*, *Poor Baby*, *Hidey Hole* and *Will o' Wisp*. Keep track of your Rogue's spells, as he will probably move before your Mage in combat and can clear the way tactically with *Light*, *Dark* or *Invisibility* spells. Later, *Blasting Power*, *Curses Foiled*, *Too Bad Toxin*, *Fly Me* and maybe *Protective Pentagram* spells are invaluable. Remember that most spells should be cast times the caster's level to be effective. Avoid fighting at night whenever possible. The auto fight function is very effective whenever you cannot see your foes.

Highwaymen can be avoided by staying off the road, or you can kill them for experience. Death's Head Patrols are also good for experience; go into the woods south of Overkill. If you enter Kasar, go to the stables at F5 and take the horse you find there. The god of horses will bless you.

Interface Tips

The Climb command (under Move) must be used to enter mountains, even for one space. Any time you leave the mountains, you must reselect "Climb" to return. Carefully read the manual (pages 22 and 23) for more on "Move." Be sure to examine the keyboard equivalents chart. Nowhere else is it stated that F9 and F10 can be used to scroll through shops' goods and text.

Save often. Random encounters can kill a vital member or your entire party. If you follow this solution from the start of your game, you will be entering high-level areas with a team of low-level characters. As each town has one and only one Funny Once Gem per game (and they cost over 4000 GP), you will need to restore often.

Walkthrough

Gull

Explore the city, but don't bother with the sewers. The big scores of gold are the Netmaster (every week), the Orc Hunt (B13 in the Miracles District: answer "Human" in Common and run away from the fights), and the Sheik's Party (outside, just northeast of the city; when you feel the pick-pocket, attack him and explain to the Sheik, then accept the duel).

Buy five lengths of rope and go to the Temple of the Blue Beetle late Feastday night. Hide in the balcony until the worshipers come and go. Then go to the altar (kill the attackers on the way—save first!), climb down the grate, ignore the god and free the priest. He will give you a Heart of Fire (have the Dwarf equip it).

You should also loot the treasure room south of the altar. The shipwreck map will prove invaluable. When the party has 30 days' food, a few levels in basic spells, and 2000GP, buy the ship that's for sale.

Looting the Sea Wolf

A good way to get money, jewelry, wands and maybe the *Waterspout* spell is to take the shipwreck map to (E1, C13). Loot the wreck (*cheat: and if you don't get at least a Waterspout spell and 5000 GP in jewelry, restore and try again*). Throughout E1 you will find castaways adrift in the water. Many offer good rewards for saving them.

Getting a Death Wand

In the area of H9, go to C1. Go down the whirlpool and acquiesce to the voices. Kill the salamander and bargain to keep the wand. It will be useful later, and you will need one to kill Lerotra'hh (but there should be one in her treasure room if you cannot get this one).

Khazan's Wand

Sail between Garr and the Drybones Mountains. Rescue the castaway and refuse to turn away. She will tell you to go to the gap (just offscreen). Go straight N, kill the monsters and rebuild the cairn. Travel due W and fight the Dhesiri. Then go N again to the ferry (the fee is 20 GP). You will be taking damage from the heat every step along the path.

In Goloe's Temple, search the water at J8 until you find an entrance to a grotto. Enter it and head to J15. Cast *Oh There It Is* while facing south. Unlock the door and go W and then S and E. If anyone has died, you can raise them by standing in front of the statue in the temple. This also restores stats that were lost to curses. Your Mage should always have the wand equipped, as it greatly reduces the cost of spellcasting.

Knorr

Take at least 500 GP to Knorr. Pay the tax and save the game. Visit Gran Snowdrop at J3 and get card readings. Keep restoring your last game until the cards are good. Good cards include The Wheel, The Moon, The Ace of Pentacles and Strength. The Ace of Swords swaps Strength and Intelligence and makes the character a Mage; the Ace of Wands swaps the same stats but makes the character a Fighter. Leave. If you have more money, train at C12 for Strength and Speed.

Knost

Cross the river just east of Knorr and travel *due* east. You will meet a party of Humans raiding a shepherd's flock. Challenge them and kill the scum. Help the ogre shepherd. Continue E to E4 and bargain with the monster. Follow the path he gives you (J2 to J6, K6, K7, J8). Investigate the cave, light a torch and fight the hydra. Later, continue N and go to Knost if you want, avoiding the swamp.

Valdemartin and the Naked Doom

Wait in the throne room and kill the duke, then save the girl and grab the cash (in the room to the north). Fight the in bar if you wish, then go to A10 to enter the Naked Doom. After the J8 fork, go N and head for the door at C2. Follow the passage to the bridge and climb down. Take potion and Frog Ring, which will teleport you from any location back to Level 2 of the Naked Doom.

On Level 2, go W to the large opening and have all party members drink from the N10 pool. Go back to O2 and get the Hero Sword (or Hopeless Sword, depending on your stats). Then go to G14 and *Run* to F11; head to D2. Cast *Oh There It Is* and exit the dungeon.

Goblin Mount

Follow the Great Road N from Valdemartin. Past Castle FrostGate, you will see a trail of smoke. Go help the farmer. Travel straight W to the Red Riders' Camp. *Cheat: A bug in early versions of the program allows you to get an unlimited amount of money here. Keep accepting the quest (and ignoring the amulets) and you will receive 2000 GP each time. Then refuse the quest and get kicked out of camp. They will still pay the 5000 GP after you finish the quest.*

The Dhesiri hive (at D4, D7) can be seen only if you approach the south. In the hive, go E to N14, N to C14, W to C3 and S to F3. In this large room, break all the good eggs but do not touch the wrinkled ones. Then go to C3, C12, K12 and kill the queen. Leave the way you came in. Return to the Riders for your pay.

Castle Overkill

Take the road N from Khost. Follow the trail E and talk to the farm boy. Find his body, take the talisman and kill his zombie. Then proceed to Castle Overkill. Stay on the road, or you will have to fight many Death's Host Patrols.

Castle Overkill is under siege. Accept Marionarsis' offer to kill Shang. Shang is at H3. When Shang is dead, Marionarsis will appear, leave and return, possessed by Lerotra'hh. Kill him, then take his robe and the Skull. Go through the mirror and E to the large room. It's full of teleports: the safe path through is A8, B8, C9, D9, E10, F10, G10, H11, H12, G13, H14, I15. To get back out, go from D9 to E8 to F8, cast *Oh There It Is* and return to the trapdoor.

Khazan: Killing Kara Kang

Enter the city and go E to I12 in the palace district. Avoid the ghetto district. Enter the throne room and take the secret door to the right of the throne. In the banquet hall, you'll find a secret door behind the mirror at F10. Cast *Fly Me* at level +4 and run at the mirror. You will be teleported. Find the secret door at D2.

Go down the stairs and ignore the demon. If you do talk to him, don't ask him about Kara Kang. Equip your fastest character with the death wand. Equip an Elf or Hobb with the Horn of Lakri Muss (which casts *Oh Go Away* for twice the normal affect on demons). Use the secret doors at C8 and C9. Enter the room and kill Kara Kang and his evil

minions. The secret door to his treasure room is at D13. Get all you can carry, and use the potions for stat gains.

Be sure to get the Bag of Winds and read the name on the scroll ("H27 n1m2 39 7492b58") or the boat to which it refers will not be there. Go back to the pentagram room. There is another secret door at J8. Go to L4, through the secret door there and fight through the critters. Get the boat by saying her name. Take her out and stow her on the coast.

Lerotra'hh

Lerotra'hh is in the Digs (at B4,N14). Tell the guards that 858I26 sent you. The password is 2mp7299. Go into the meeting room and just watch. Head to J1 and go S down the stairs. Go to K6 and through the secret door. Loot and pillage. Cast *Knock Knock* at a high level on the other door and go through.

Head S into her bedroom. Go through the mirror on Silver and kill the giant. Go back through the mirror on Brown and fight Fisk. If you don't have winged sandals, just block for 30 rounds, then run. He will die.

Go back through the mirror again (the password is M1n21t27) with your fastest character, who should still have the death wand (or a vampire javelin) equipped. Kill her.

Searching the rest of the digs may also prove useful now. There is a cache of four Funny Once Gems behind an Ulgoulos in one of the rooms around E5 on Level 1. Now check to make sure you have the Crystal Skull and the Heart of Fire.

Tallymark

Go up the alley by the tavern. Agree to save his daughter. Go to P2, N, and ask the girl if she is Feyla. Kill the vampire. Take her to her father (back at E12) and get the keg.

The Sump

Go to (D2, K9) and enter the dragon's lair. Ignore the east door. The dragon (Usurious) is at C8. If he will not talk to you or fight you, go to N1 and kill the Queen Silverfish. Usurious will come to attack you. Kill him and take his eye and treasure. If he will talk to you, name him N2p2nth29.

Khazan's Tomb

Get Rosebud. Go to the Uncertain Isle, find the rainbow pool, swim and enter the tomb. Keep going through doors until you find one that doesn't teleport you (this will take a while, and you will be at O5-O7). Go to O5 and use the Crystal Skull. Go to the fire room, put the Heart of Fire on a female character, and cross to F15. Put the Heart of Fire in the crystal-line sphere. Wait for the room to cool and go through the south door. Kill the snow ape. You will be in a garden. Tell the ghost "11l 8218." Pour some water on the ground, then use the Bag of Winds until the garden regrows.

You will be on Level 3. Remember that the Croati lie, the Aardwolf tell the truth and the Batfox do whatever they want. When with the bison, don't kill them; their leader's name is K1t4m3. Then go down the path of traps to the bust. Put the eye on its forehead. Give Khazan his staff. The passwords are (in order) 93ght, 945n8, H217t, F22l3ng, M3n8 and M21n3ng.

Other Things to Do

- Tower of Zamark(C4, J13)
- Gauntlets(D4, L8); (C4, J3) (Do not put hands in hole.)
- Joronir's Sword(C3, M7) (Fight all three knights.)
- Tomb of the Sailor King(A4, C5)

Locations of Useful Items, Guilds and Other Places

- ArchersGull (L12), Khost (M11)
- CraftsGull (F4), Kasar (in ruins)
- GemsGull (C14), Knor (013), Khost (B14)
- HorsesGull (D2), Valdem (J3), Kasar (in ruins)
- IronGull (C4), Khost (J10), Kasar (in ruins)
- LanguagesGull (09), Khost (E13)
- MagesGull (J10), Knor (J7), Khost (D6), Valdem (J8), Tallymark (N13), Khazan (M13), Kasar (M11)
- RoguesGull (E4), Knor (D8), Valdem (in ruins), Tallymark (in ruins), Kasar (in ruins)
- StoresGull (D8), Knor (M10), Khost (D8), Valdem (03)
- TavernsGull (L13), Knor (J14), Khost (J7), Valdem (M15), Tallymark (F15), Khazan (N4), Kasar (L4)

ULTIMA VI

THE FALSE PROPHET

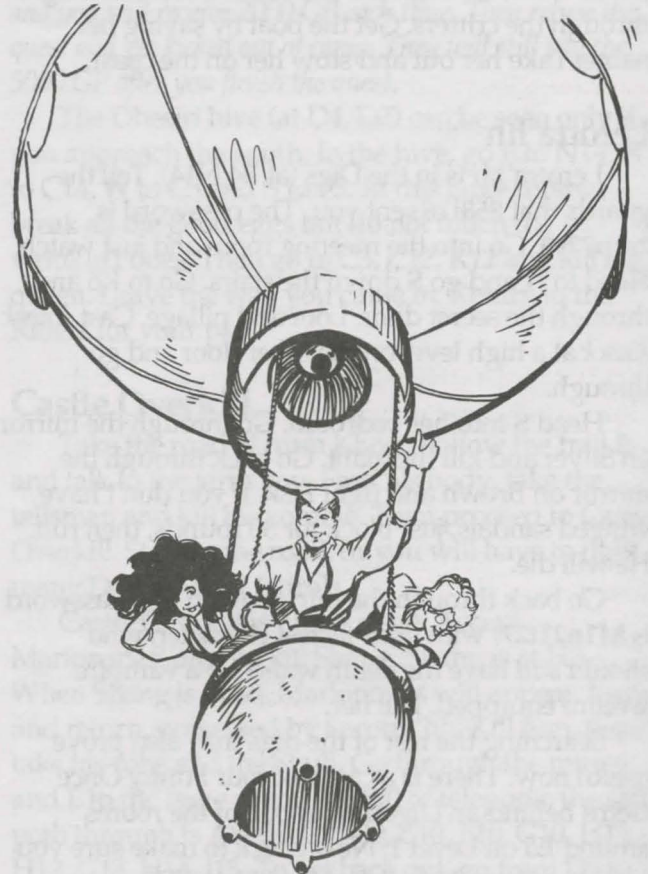
Type: Fantasy Role-Playing
Difficulty: Intermediate-Advanced
Systems: C64, MSDOS (640K required, hard disk and mouse recommended; CGA, EGA, 256-color VGA/MCGA, Tandy 16-color, Hercules; Ad Lib, CMS, Covox, Innovation, Roland)
Company: Origin

The moralistic themes introduced in *Ultima IV* and continued in *V* are central to *The False Prophet*, whose theme is also pinned on virtues such as Justice and Humility. When called back to Sosaria as the Avatar, you'll find more to do in this quest than in a half-dozen others combined. You'll go on a treasure hunt for pieces of a pirate's map, talk with hundreds of NPCs, build a balloon in a series of engaging activities, battle dragons and other fiends, and in the end, bring peace to the world. In the story, Richard Garriott delves deeper into the series' ongoing theme of good and evil; in the presentation, he brings that story to life with a new, intensely visual game system whose icon-based interface makes the quest accessible to novices as well as *Ultima* veterans. Many of the spells from *Ultima V* take another bow here, and an array of new ones make their first appearance. All are easier to cast this time, for you no longer have to collect and mix reagents for each spell. In combat, you can direct each party member's actions, or set their combat strategy to Berserk, Rear or other options and let them make their own decisions. For the first time in an *Ultima*, every object in the world of Sosaria is depicted with its own icon, every character with his or her own picture. The inventory management is not only simple, but fun with all those little icons. The mazes are not as tricky as in previous *Ultimas*, and the puzzles are mainly character- and object-related, with plenty of clues available from the inhabitants of Sosaria and the Gargoyles' world. A highly recommended game that was "Best Quest of the Month" in *QuestBusters*, *Ultima VI* once again leads the way in fantasy role-playing.

General Tips

Differences in the C64 Version

The C64 version lacks several weapons, spells and objects. No item exists for magically generating favorable winds; you must use a magic spell. There



is no triple crossbow. Differences in certain solutions are pointed out in pertinent sections.

Magical Reagents

Reagent	Locations
Black Pearl	Lycaenum, Skara Brae
Blood Moss	Cove, Deep Forest, Skara Brae, Wandering Gypsy
Garlic	Cove, Deep Forest, Lycaenum, Wandering Gypsy
Ginseng	Cove, Deep Forest, Lycaenum, Wandering Gypsy
Mandrake Root	Lycaenum, Skara Brae
Nightshade	Cove, Lycaenum, Skara Brae, Wandering Gypsy
Spider Silk	Cove, Deep Forest, Lycaenum, Skara Brae, Wandering Gypsy
Sulphurous Ash ...	Cove, Deep Forest, Lycaenum, Skara Brae, Wandering Gypsy

Where to Learn Spells

* These spells are not available in the C64 version.

Spell	Circle	Location
Animate *	4	Lycaenum
Chain Bolt	7	Skara Brae
Charm	6	Deep Forest
Clone *	6	Lycaenum
Confuse	6	Deep Forest
Conjure	4	Deep Forest
Create Food	1	Cove
Curse	3	Skara Brae
Death Wind	8	Lycaenum
Detect Magic *	1	Lycaenum
Detect Trap	1	Deep Forest
Disable	4	Skara Brae
Dispel Field	3	Lycaenum
Dispel Magic	1	Lycaenum
Douse *	1	Cove
Eclipse *	8	Lycaenum
Enchant *	7	Deep Forest
Energy Field	5	Lycaenum
Energy Wind	7	Skara Brae
Explosion	5	Skara Brae
Fear *	7	Lycaenum
Fire Field	4	Lycaenum
Fireball	3	Skara Brae
Flame Wind	6	Skara Brae
Gate Travel	7	Lycaenum
Great Heal	4	Cove
Great Light	3	Lycaenum
Hail Storm	6	Skara Brae

Harm	1	Skara Brae
Heal	1	Cove
Ignite *	1	Cove
Infravision	2	Lycaenum
Insect Swarm *	5	Deep Forest
Invisibility	5	Lycaenum
Kill	7	Skara Brae
Light	1	Lycaenum
Lightning	5	Skara Brae
Locate	4	Lycaenum
Magic Arrow	2	Skara Brae
Magic Lock	3	Deep Forest
Mass Awaken	3	Cove
Mass Charm	8	Lycaenum
Mass Curse	7	Skara Brae
Mass Dispel	4	Lycaenum
Mass Invisibility	7	Deep Forest
Mass Kill	8	Lycaenum
Mass Protect	6	Deep Forest
Mass Sleep	3	Deep Forest
Negate Magic	6	Lycaenum
Paralyze	5	Skara Brae
Peer *	3	Lycaenum
Pickpocket *	5	Cove
Poison	2	Skara Brae
Poison Field	4	Lycaenum
Poison Wind	6	Skara Brae
Protection	3	Deep Forest
Reappear *	2	Lycaenum
Repel Undead *	3	Deep Forest
Replicate *	6	Lycaenum
Resurrect	8	Cove
Reveal	5	Lycaenum
Seance *	5	Cove
Sleep	2	Deep Forest
Sleep Field	4	Lycaenum
Slime *	8	Lycaenum
Summon	8	Lycaenum
Telekinesis	2	Lycaenum
Time Stop	8	Lycaenum
Trap *	2	Skara Brae
Tremor	8	Lycaenum
Unlock Magic	2	Deep Forest, Skara Brae
Untrap *	2	Deep Forest
Vanish *	2	Lycaenum
Web	6	Deep Forest
Wind Change	4	Lycaenum
Wing Strike	7	Skara Brae
Wizard Eye *	7	Lycaenum
X-Ray	5	Lycaenum

Moonglow	S. of Honesty	Britain	S. of Compassion	Jhelom
S. of Humility	S. of Control	LB's Castle	S. of Passion	S. of Valor
New Magincia	Void	Avatar	Void	Yew
S. of Spirituality	The Slab	S. of Diligence	Isle of Avatar	S. of Justice
Skara Brae	S. of Honor	Trinsic	S. of Sacrifice	Minoc

Orb of the Moons

After you ask Lord British about it, the Orb is your fast lane to solving this quest. Use it teleport to the shrines of the virtues and other locations in the above chart. (Use the stone one or two spaces in any direction from the Avatar; the resulting doors go to the places indicated here.)

Walkthrough

Shrines

Get the moonstones from the following shrines. Use the associated rune and speak the mantra to free each shrine so you can get the moonstone inside.

Moonstone	Mantra	Location/Person
Compassion	MU	Britain/Ariana
Honesty	AHM	Moonglow/Get key to Beyvin's tomb from Manrel.
Honor	SUMM	Trinsic/On pedestal
Humility	LUM	New Magincia/Say C4n47 to Mayor
Justice	BEH	Yew/Under plant in tavern
Sacrifice	CAH	Minoc/Selganor (Get wood from lumberjack northwest of Yew, take it to 91wm3ll east of Minoc. Take to Julia in Minoc, get panpipes made. Learn tune from Gwenno. Talk to Selganor.)
Spirituality	OM	Skara Brae/In Marney's chest
Valor	RA	Jhelom/In mousehole in tavern (need Sherry from Lord British's castle in party)

Map

After liberating the shrines, you must assemble the pirate map. After achieving fifth level, use the *Pickpocket* spell (from Rudyom in Cove) and pickpocket the guild belt from Phoenix (on the second level under Lord British's castle; in the C64 version, the belt is hidden under the flowers in Phoenix's house). Take the belt to Budo in Buccaneer's Den and join the thieves' guild. Now talk to Homer in Buccaneer's Den and ask about the map.

The Map Pieces

- 1 Talk to Koronada in Serpents Hold and join the Silver Serpents Guild. Then ask **M47ch2ll1** (you need magic shield) about the map.
- 2 Search dead man, in the queen's chamber on fourth level of the ant mound.
- 3 On Dagger Isle, **m4v2 h17p93ch478** in pirate's basement. (In the C64 version, look in a **b1772l** instead.)
- 4 Dungeon Shame, fourth level, see Ybarra (take **f448** with you).
- 5 In Trinsic, say **p371t2**, then **91n86** to Mayor. **871g4n 2gg9** are in Dungeon Dastard, Level 4.
- 6 North of Trinsic, see Arturos the Gypsy and give 50 gold.
- 7 In Dungeon Wrong, third level (behind secret door in **h6871'9 ch1mb27**).
- 8 Cape Islands; search shipwreck at 71 degrees S, 15 degrees E (in the C64 version, it's at 1A8, 3A8).

9 Homer has it, but you must possess the first eight before proceeding. Get the directions from Homer and assemble the map on the ground. Buy a shovel and a powder keg from the provisioner in Britain (get *Explosion* spell in C64 version), then sail to the island with the "X." Dig where Homer tells you to and traverse the pirate cave to the fourth level. Find the treasure room and blow up the door with a powder keg (in the C64 version, use an *Explosion* spell). The silver tablet piece is in this room. Take whatever treasure you want.

Tablet

Take the tablet piece to the Lycaenum and get the other tablet piece (on Mariah's desk). Take the two pieces to Mariah and ask her about **b44k**.

Gargoyle Land

Go to the shrine of Diligence by using the Orb of the Moons (see **Orb of the Moons**, above). Go E and find the Dungeon Hythloth. Enter the dungeon and find Captain John on the bottom level, next to the last ladder. Learn Gargish from him. Exit the dungeon and have Beh Lem join your party. Ask Beh Lem about the scholar and get the directions to the scholar's house. Do as the scholar instructs and follow each of the Gargoyles' clues.

Surrender to Draxinosum, say **91c73f3c2**.

Human Lens. To make the Human lens you need a glass sword. First you must get the Gargoyle lens from the central chamber in their Hall of Knowledge (use *Dispel Field*).

Then find Dale in Minoc and ask about sword. It will cost five gems. Take the glass sword to Epherimides outside of the Lycaenum and ask him about lens.

Balloon

The Plans. Go to Sutek's castle, blow up the door and lower the drawbridge (by using the *Telekinesis* spell from Xiao in the Lycaenum). Find the room with the Hydra, kill it and enter the secret door to the south. Go down the ladder and to the room in the northwest corner with the wooden door. Use the electrical switch on the far right and go to the room with the down ladder at the southernmost door. Go down the ladder and use the secret door to the north. While on this level, go to the ladder to the

right (don't use the ladder on the left!). Wander through the dungeon to the fourth level and find the dead balloonist. Search the balloonist and get the balloon plans.

The Parts. Buy 40 pieces of spider silk from your local mage shop (Cove, Skara Brae, The Lycaenum) and have the threadmaker in Paws spin your spider silk into thread (ask him about silk). Take the thread to Charolette in New Magincia and have her weave it into cloth (ask her about silk). Take the cloth to the clothesmaker in Paws and have her sew it into a bag (ask her about the bag).

Find the rope maker in Paws and buy a rope from him. Go to Michelle in Minoc and have her make the basket (ask her about plans).

Get the cauldron (from the sewers of Britain or the Dungeon Covetous). You now have a hot air balloon at your disposal.

Gargoyle Shrines

To find the mantra of Singularity, you must meditate at each of the Gargoyle shrines. The mantra of Singularity will be the combination of the mantras of Passion, Diligence and Control.

The Shrine of Passion requires you to walk through lava to reach the statue. Cast *Protection* (or use a potion) on yourself and go in solo mode to the statue.

The Shrine of Control requires you to figure out a series of levers and switches (moving clockwise and beginning to the right of the door (from the center of the room), they should be set left, left, left, right, right, right, left, right, right, left, left, right, left, left, right). (In the C64 version, you cannot see the middle two switches in the top row of four; look carefully, for you must set them. Similar switches are also invisible in this version's Dungeons Covetous and Wrong.) Watch out for the Drakes here.

The Shrine of Diligence requires you to figure out which doors take you where. From the room you start in, go two rooms S and one room W, then take the secret door on the southeastern wall.

Singularity and the Sacred Quest

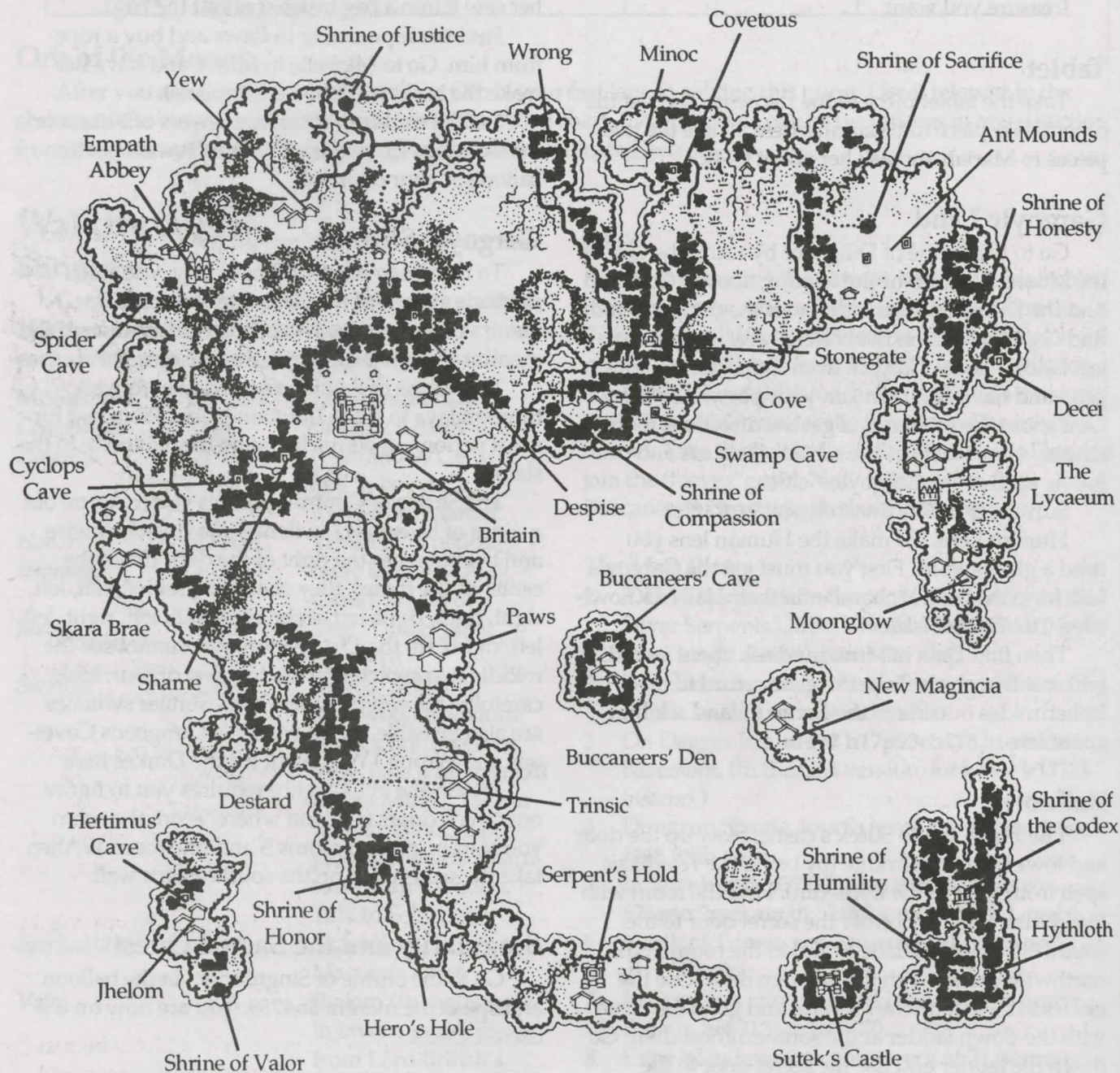
Go to the Shrine of Singularity via the balloon and speak the mantra **5n4759**. You are now on the Sacred Quest.

Vortex Cube

The Caretaker in the Hall of Knowledge tells you to go to Stonegate to find the Vortex Cube. Sail to Stonegate (Lost Hope Bay) and talk to the male Cyclops. Get his fishing pole and go fishing until you catch a fish. Give the fish to the male Cyclops and get the key. Use the secret door in Stonegate to get to the levers. Use all the levers and find your way to the fourth level of Stonegate. Use the key to enter the locked door. Get the Vortex Cube.

Finale

Use the Orb of the Moons to reach the Isle of the Avatar. Go to the Shrine of the Codex and read the Codex. Place the Lenses accordingly and put the Vortex Cube on the carpet, on top of the circle. Drop the eight moonstones in the Vortex Cube and use the cube.



ULTIMA MARTIAN DREAMS

Type: Science Fiction Role-Playing
Difficulty: Intermediate
System: MSDOS (640K, hard disk, 10 MHz or faster, and VGA or EGA required; 256K high memory required for music, mouse optional; Ad Lib, Roland, Sound Blaster)
Company: Origin



Another in ORIGIN's *ULTIMA WORLDS OF ADVENTURE* series, *Martian Dreams* uses the *Ultima VI* technology, even further refined since *Savage Empire*, to tell a "what if" story that supposes space flight was invented in the Victorian Era. After the first mission vanishes on the Red Planet, you must travel there to rescue them. Before it's over, you'll have to rescue the Martians, too. The imaginative story is brought to life by a cast of characters based on historical people that includes everyone from Sigmund Freud and Rasputin to Mark Twain and Wyatt Earp. As is customary in an *Ultima*, you'll spend your time talking with them and engaging in a diversity of activities. After discovering the fabled canals of Mars, for instance, you've got to get them running again. Few role-playing games, if any before, have so successfully presented a story that strays so far from the typical theme of swords and sorcery. Indicative of its quality is the fact that you don't even have to be a science fiction fan to enjoy *Martian Dreams*, a highly recommended outing for all adventurers.

General Tips

Take warm clothing from the ship or purchase from the trading post. Always carry the pocketwatch. At night, rest in a tent or underground. When dreaming, choose the book to boost intelligence the next day; the heart to increase accuracy and dexterity; the sword to bolster strength. Chew oxium for oxygen (see map for locations). Dr. Blood can provide canisters of oxygen and refill them when empty.

Blue berries cure radium poisoning. Purple ones give you telekinetic powers (to move things from a

distance). Brown ones induce clairvoyance. Green berries let you "talk" with the conveyor belt, the McLaughlin power tower and the broken Dream Machine. Use rouge berries to make dye. Small red ones with big green stems are useless. Calamity Jane sells purple, brown and green berries.

Occasionally, resting in the tent will cure poison, but it is better to see Dr. Blood.

Combat

Effective "armor" consists of a military helmet, hip boots, sheepskin jacket, arctic parka, jeans and welding gloves. Your character should wield the

Belgian combine. Keep Spector to the rear, since he's ineffective in combat. The elephant gun is the most effective weapon, followed by the Belgian combine and rifle.

The most dangerous opponents are the canal worm, leviathan and sextellegger. Keep your distance from the worms. Slay leviathans by killing the maw instead of shooting tentacles. Sextelleggers are like dinosaurs, requiring your heaviest weaponry.

Useful Locations Include:

- Trading Post (12S, 129W)
- Initially Useable Bridges (18N, 111W), (4S, 121W), (25N, 121E), (36N, 163W)
- Pumping Station (18N, 167W)
- Barges (25S, 120W), (8N, 162W), (4S, 9W) (has cannon), (27S, 62E) (has cannon)

Walkthrough

First Ship, Trading Post and Cooter

Get weapons, the wrench and other gear from the crates and go due E to the 1893 landing site (28S, 153W). From Dibbs, get locations of most cities, bridges and the outpost. Get supplies from his ship and go to Arisia Mons trading post (12S, 129W), where you can get berries, oxium and better clothes, plus directions for finding Cooter and more oxium. Go to the canyon at (20 S, 113 W) and enter the cave at (12S, 81W). Use **p57pl2 b277329** to move plank over chasm. Read both notes in cave. Then head E into Coprates Chasma to a cave at (21S, 63W). Use **p57pl2 b277329** to move crates and free Cooter. Then go to (17S, 80W) and dig for map.

Turning on the Power

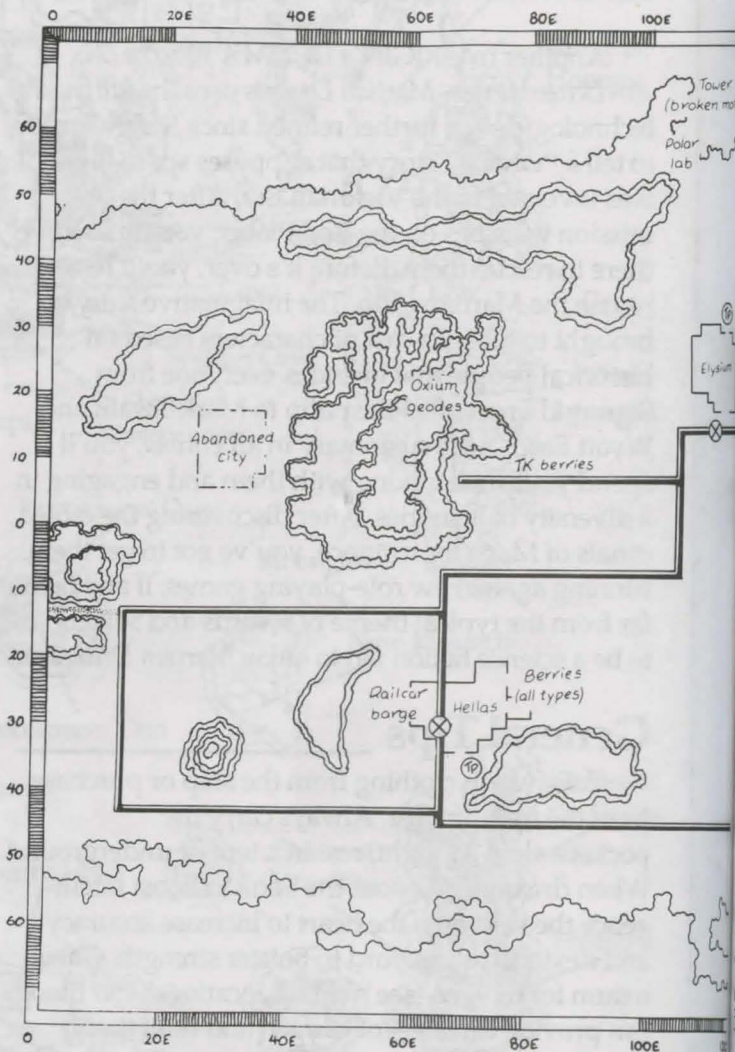
Follow the map to (13N, 26W) and go down to the power station and talk to the robots. Get the broken conveyor belt and head for Olympus (2N, 112 W). After you meet Nathaniel, go to Syrtis Major. **1992mb12** the 873ll (with **w72nch** from your ship) and move it into the mine's left branch to rescue Duprey and Sherman, who will then sign the affidavit. (Sherman will join the team.) Then get Yellin to sign, get the oil from shack outside the entrance and return to Olympus.

Explore till you find the underground tunnel to Olympus Mons and the mine along the mons' south-east edge. Talk to Segal and Carnegie. **T73pp2t** will fix the conveyor belt.

Return to the power station. Use a shovel and wheelbarrow to move coal to the conveyor belt, and Stoker will take care of the rest. Then go E to find all the oxium you'll need.

Repairing the Towers, Canals and Tubes

In the place where you found the oxium, get the cable spool. Wearing **75bb27 gl4v29**, use pliers to put the cable on the towers to turn power on aboveground.



Hellas Dream Machine

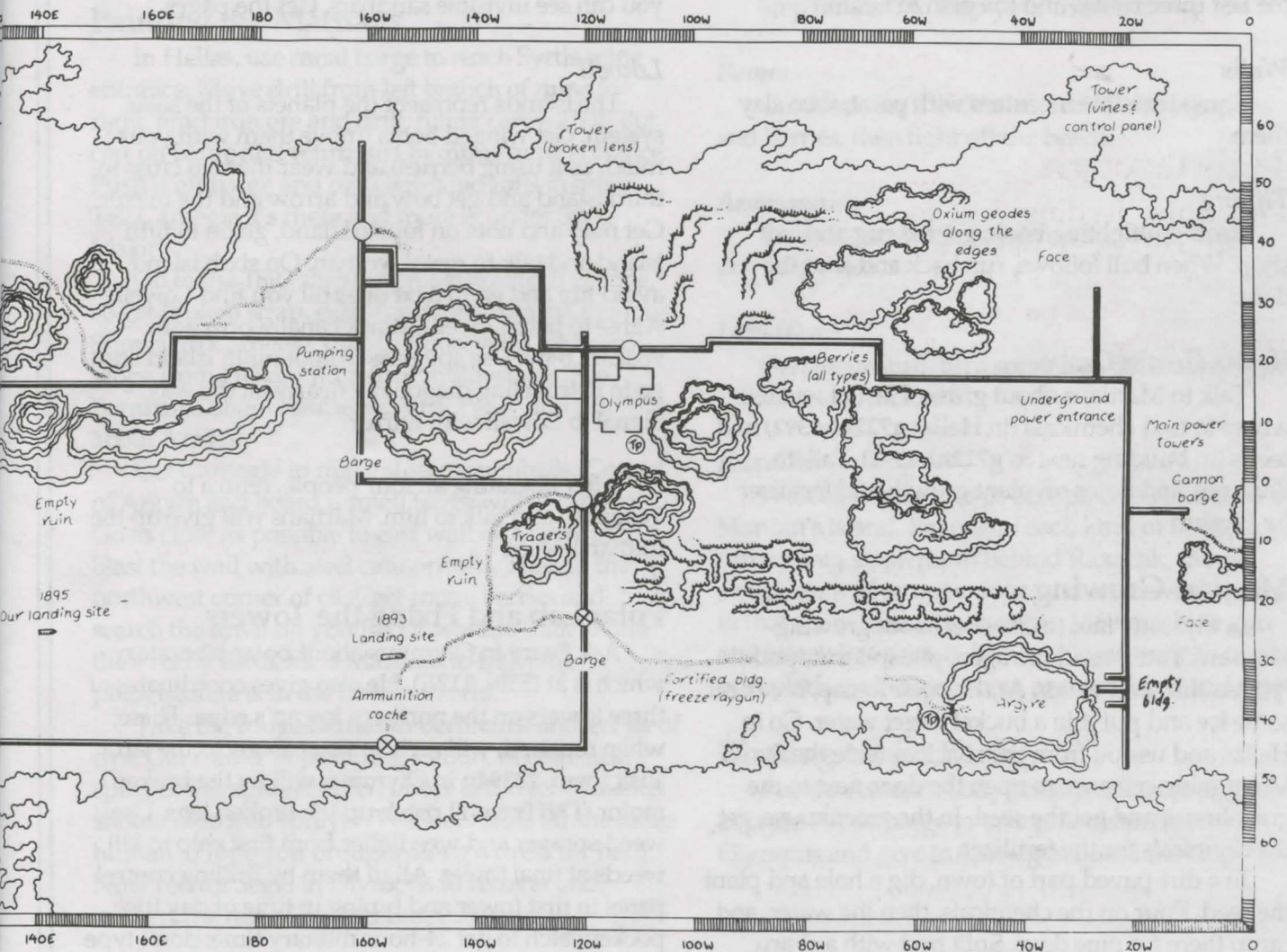
In Elysium, talk to Tekapesh. Ask about 92289. In Hellas, talk to Cheney. Extend the bridge connecting the two sectors of Hellas and check out the Dream Machine by using green berries. It needs radium, a control panel and headgear.

Use the tube to reach Olympus and talk to Edison. Find the control panel in the tunnel there, and he'll rewire it. Talk to C5732 to get lead box and tongs for the radium. Talk to guard at the Dream Machine about headgear.

Then go to the Olympus mines and talk to Jean. Get the symbol. Fight rockworms till you find the radium. Use tongs to put it in the lead box. Take symbol to Jean's brother at Dream Machine, and you can get the headgear.

Map Key

- Extended Bridge
- ⊗ Retracted Bridge
- Ⓣ Transport Tube Station



Hellas Dream World

Install panel on Dream Machine with the **w72nch**, then add radium and wear headgear. In Dream World, rescue Carter, Lenin, Wells and Tiffany.

Carter

Plant two seeds, water them, water the resulting plants, pick flower to get more seeds, water plants again for more flowers, and continue growing wormsbane around the seedling to protect it from worms. If a worm gets in, slay it with bare hands. When seedling grows pod, open it with podknife.

Lenin

Divide the rubles into 25 piles of ten each. Give the last three rubles and the gem to Lenin.

Wells

Spray invisible monsters with paint, then slay them.

Tiffany

Read bullfighting book, get red rug and exit shop. When bull follows, run back and shut the door.

Hellas Dream Grove

Talk to Martians about grove. Plashef will tell where to find chemicals (in Hellas **g722nh4592**) and seeds (in building next to **g722nh4592**). Talk to Carter to find notes on plant growth and fertilizer (in Elysium).

Martian-Growing

In Elysium, talk to Cheshef about growing Martians. You'll need nitrogen, phosphorus, potash (potassium) and water. At the polar icecap, break off some ice and put it in a bucket to get water. Go to Hellas and use oil from the shack outside the Syrtis Major mine entrance to open the door next to the greenhouse and get the seed. In the greenhouse, get the chemicals for the fertilizer.

In a dirt-paved part of town, dig a hole and plant the seed. Pour on the chemicals, then the water, and camp there for nine days. Split pod with a sharp knife. Return to Dream World and tell Prektesh the body is ready. When you return, put body in Dream Machine and Prektesh comes to life in it but soon dies. Take body to Tekapesh in Elysium.

Elysium Dream World

Now you can use the Elysium Machine.

Earp

Bid on gray horse and buy it. Tell Marshall he is free. (Get money for auction from dead bodies of friends.)

Méliès

Step on dark squares, avoid light ones. Concentrate on dreamstuff to turn it into oil. After getting oil, go diagonally to second tile down from left side of room, then head straight for the door and oil it.

Clemens

21t b74wn b2776 (which you can find here) so you can see invisible sandbars. Get the pages.

Lowell

The islands represent the planets of the solar system. Get winged boots (move them with your mind, as if using berries) and wear them to cross to third island and get bow and arrow and the mirror. Get map and note on fourth island, go on to fifth island and talk to metal woman. On sixth island, avoid fire and go to next ones till you find Lowell. Agree to help Lowell. Attack canal worm with **9p2c31l b4w**. Use spyglass to spot ninth island and go to it, traveling diagonally nearly all the way. Signal to Lowell with mirror.

After liberating all four people, return to Tekapesh and talk to him. Martians will give up the human bodies.

Polar Lab and Fixing the Towers

Ask Peary in Olympus about polar laboratory, which is at (53N, 112E). He also gives coordinates of three towers on the northern icecap's edge. These, when repaired, will melt so you can get to the lab. Visit them. **28394n** in Olympus will fix the broken motor. **T3ff1n6** will patch up the broken lens. Use weed sprayer and weedkiller from first ship to kill weeds at final tower. Align them by finding control panel in first tower and typing in time of day (use pocketwatch to get 24-hour military time; don't type in colon).

Metal Martians and Pumping Up Those Canals

Go to the polar lab. Transfer radium from smashed robot to one without power. Talk to Cutter. See Hearst in Olympus to get azurite for heartstone. Climb Olympus Mons, get camera and take it to Hearst. Take plate to Méliès in Elysium to develop it, then give picture to Hearst to get azurite. Take azurite to Cutter. Put heartstone in metal woman. Go to Hellas. Put metal woman in Dream Machine and a Martian will appear in it. (Sherman will leave party now.) Go to pumping station at (18N, 167 W). Chsheket will open gates, and canals will fill with water.

Building the Space Cannon, Painting the Martians

In Hellas, use canal barge to reach Syrtis mine entrance. Move drill from left branch of mine to right. Find iron ore and drill, filling cart with it. Put cart on barge and return to Olympus mine entrance. Push it off barge and onto left-hand rails in mine. Tell Carnegie it's there and more is under Syrtis Major.

Go to the 1893 ship for phlogistonite. It is gone, so get broken strap, examine it and take to Olympus. Show it to Carnegie, then to Roosevelt. Get microscope from Hellas and return to Roosevelt. See Bernhardt about cosmetics. Visit Peary and ask about Argyre.

Get Carnegie to make steel cannonballs. Go east of Argyre and board a small barge with a cannon. Go as close as possible to east wall of Argyre and blast the wall with steel cannonballs. Then to the northwest corner of city, get rouge berries and search the town till you find Rasputin. Talk to him (he's really Raxachk, a Martian) to learn the phlogistonite is in the Dream World.

Take the rouge berries to Bernhardt and get jar of dye. Get rubber at pumping station, in crate near sprayer. Fill sprayer with rubber and dye. Chsheket should step into sprayer. Work controls till she looks human. (Hope you brought along a dress for her!) Now recruit Segal in Olympus to recover and convert the rest of the Martians.

Dream World and Shadowlords

Talk to Goldman in Argyre. Use Dream Machine, but tell others to remove your body from it when you leave.

Shadowlord of Falsehood

When you meet the two Spectors, hold the **m37747** before each to see their **72fl2ct34n** and determine which one is human. Call the Martian a liar.

Shadowlord of Hatred

Get dreamstuff and transform some of it into an **2l3x37**. Pour **2l3x37** on Martian who kills your friend.

Shadowlord of Cowardice

Step forward to help your friends.

Beans

Get dreamstuff and transform it into weapons and berries, then fight off the beans.

Ammonoids

Turn dreamstuff into berries and weapons, slay ammonoids.

Leviathan

Get dreamstuff, turn some into third berry type from one of the clouds.

Raxachk

With all three types of berries, cross bridge to the Martian's island. Eat one of each kind of berry so you can see into small room behind Raxachk, move switch on wall to open door, and access dreamstuff in that room. Use it to create an M60 machine gun and attack Rax with it. Move phlogistonite to transport platform in same room and send fuel to Argyre.

Blasting off for Earth

Put the Avatar's body back in machine and activate it. Use barge to take phlogistonite to Olympus and give to Carnegie. Board the ship.

ULTIMA THE SAVAGE EMPIRE

Type: Lost World Role-Playing

Difficulty: Intermediate

Systems: MSDOS (640K required, expanded memory required for music, 10MHz and hard disk recommended, mouse optional; 256-color VGA/MCGA, 16-color EGA and Tandy; Roland, Ad Lib, Sound Blaster)

Company: Origin

Lost cities, ancient pyramids and the Three Stooges—what do these elements have in common? They're all part of *Savage Empire*, the first game in ORIGIN's *ULTIMA WORLDS OF ADVENTURE* series. That means the interface and presentation are similar to that of *Ultima VI*—but there are no mazes, only a few magic spells, and a completely different story. It takes place in the Valley of Eodon, where Lord British sends you to investigate the properties of the Orb of the Moons you found in *Ultima VI*. In this jungle-covered valley on a planet far from Sosaria, you'll discover eleven tribes of Indians (among them the Disquiqui, three of whom bear an amazing resemblance to the Stooges) that you must unite in order to defeat ant-like monsters threatening their existence. First you've got to rescue a local princess, defeat a King Kong-like gorilla, battle a tyrannosaurus rex and fulfill a variety of fascinating mini-quests. The quest is less intimidating than *Ultima VI*, yet the fresh story and wealth of activities give it a charm all its own and make it highly recommended. Besides being picked as a "Best Quest of the Month" by *QuestBusters*, it won several awards from other computer game magazines.



General Tips

Money and Goods

You can get 15 emeralds in Aloron's hut in the Kurak village. Others are scattered about the land. You can also trade parrot feathers for emeralds. After catching parrots and using a knife to remove the feathers, see Paxaptamac in Tichticatl. You can make some items:

Gunpowder. Mix saltpeter, sulphur and charcoal, all three from Rafkin's lab, in the mortar there.

Grenades. Use digging sticks from Jukari or Rafkin to get clay by digging in soil near rivers, then make clay pots and bake them on lava near the Jukaris. Fill each with five handfuls of gunpowder. Make fuses by putting tar on strips of cloth and sealing pots with them.

Rifles. Get from Rafkin's lab, or build with iron bamboo (east of Tichticatl) and asking Rafkin about rifles (load with gunpowder to use).

Walkthrough

Rescuing Aiela

Go To Rafkin's lab (in middle of jungle due south of the Kurak village). Get all necessary items: camera, rifle, ammunition, sulphur, saltpeter, charcoal, fireman's axe, bucket and fire extinguisher. Get Rafkin and Jimmy. Get blue rock chip.

Find Topuru (in Barako village). Get directions to Urali. Go to Urali through cave (see map). Talk to Wamap.

Rescue Fabozz by taking flash camera picture.

Find Aeila's cave (south along water). Use door to her cage and kill Darden. Talk to Aiela. Get quest.

Uniting The Tribes

Barako

Go to Barako village and talk to Halawa about Unite. Then find the cave under waterfall (see map). To enter the cave, attack with grenade to the right of boulder on cliff. Enter cave, find gorilla and kill it. Find Halisa (south of gorilla) and talk to her, then talk to Halawa again about Unite.

Barrab

In Barrab village, talk to Balakai about Unite. Go to Great Mesa. Chop down (with fire axe) or grenade the tall tree at end of the mesa. Go across tree to northernmost plain. Kill the carnivorous orchid. Get the orchid root. Go back to Barrab. Talk to Balakai about Unite again.

Disquiqui

Go to Disquiqui village. Talk to Chafblum about Unite. To bell the tyrannosaurus, you need a spear (from Kurak village or elsewhere). Use plachta (from Disquiqui) on spear to make Spear of Shamap, and attack tyrannosaurus with it. Use bell on head of T-rex. Talk to Chafblum again about Unite.

Haakur

In Haakur caves, talk to Grugorr about Unite. Go to spider cave to the south. Use a bucket of **t17** (from pits south of Kurak village) or a **t47ch** on spider webs. Find Krukk's shield (upper left corner of cave). Return and talk to Grugorr about Unite again).

Jukari

Go to Jukari village and talk to Jumu about Unite. Go to ritual cave (see map) by using **f372 2xt3ng539h27** to cross the lava. Get the hide from the cave. Return to Jukari village. Talk to Jumu about Unite again.

Kurak

Will unite after you rescue Aiela. Talk to Aloron in Kurak village about Unite.

Nahuatla

Go to Tichticatl and talk to Oaxtepac (while Aiela is in party). Ask about gem. Find out about city. Find metal head in treasure room (Zipactriotl's chambers in palace at Tichticatl). Go to Fritz' cave (north of Barako) and ask Fritz about brain. Get crystal brain from Fritz. Find gem holder on Great Mesa (see map). Use gem (Aiela has it) and open trap door in the Kotl City. Go to Yunapotli. Use metal head. Talk to Yunapotli and say **b713n**. Talk to Katalkotl about generators. Find black staffs, bug bombs, Moonstone locator device, healing crystals and Kotl shields. Destroy generators with **f372 1x2**. Exit city. Find Moctapatl in Tichticatl and say Unite.

Pindiro

Will unite when you talk to Inara in Pindiro village about Unite.

Sakkhra

In Sakkhra caves, talk to Sysskarr about Unite. Go to cliff above box canyon near the Great Mesa. Use a grenade to drop boulder on T-rex. Go back and talk to Sysskarr about Unite again.

Urali

Will unite after you rescue Fabozz (see **Rescuing Aiela**). Go to Urali village and talk to Wamap about Unite.

Yolaru

Go to Yolaru village and talk to Apaton about Unite. Get ten Nahuatla swords (buy from Atlipacta in Tichticatl for three emeralds each). Take ten swords to Apaton and say Unite again.

Myrmidex Caves

Get an animal hide (from Kurak village or a sabertooth tiger). Get a pile of big bones from the dinosaur graveyard (northeast of Tichticatl). Go to Drum Hill. Talk to Tuomaxx about a drum and have him make you the biggest drum. Break off conversation.

Talk to Tuomaxx again. Now he will make the drum. Have Avatar use the drum. Locate the moonstone by using the "Device" and the *Peer* spell. (The best weapons against the Myrmidex are the bug bomb and black staff.) Kill the Queen Myrmidex.

Destroy the black moonstone (with **g72n1829**).

Map Key

- | | | | |
|-----|---|----|------------------------------|
| A-G | Teleporter pads (A goes to B, B to C, etc.) | 18 | Jukari village |
| 1 | Barako village | 19 | Kurak village |
| 2 | Barrab village | 20 | New Pindiuro village |
| 3 | Bones in dinosaur's graveyard | 21 | Old Pindiuro village |
| 4 | Bracket of the great gem | 22 | Sakkhra caves |
| 5 | Cave entrance to outer valley | 23 | Silverback's ledge (gorilla) |
| 6 | Cave entrance to Urali swamp | 24 | Spider cave |
| 7 | Cave with potassium nitrate | 25 | Sulphur pits |
| 8 | Denys' cave | 26 | Tar pits |
| 9 | Disquiqui tyrannosaurus | 27 | Teleporter plaza |
| 10 | Disquiqui village | 28 | Tichticatl |
| 11 | Drum Hill | 29 | Toporu's island |
| 12 | Entrances to Myrmidex caves | 30 | Underground city entrance |
| 13 | Fritz' cave | 31 | Urali chief's caves |
| 14 | Great Mesa | 32 | Urali swamp |
| 15 | Haakur caves | 33 | Urali village |
| 16 | Iron bamboo | 34 | Urali spirit-caves |
| 17 | Jukari ritual cave | 35 | Yolaru village |



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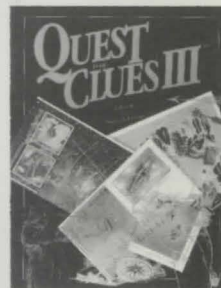
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