APVENTURE To ATLANTIS HINT SHEET

These hints (particulary those in code) should only be used if you get stuck and cannot continue. All codes on this page are shifted 2 letters.

WHERE EVERYWHERE:	 The orb is very usefu Wizards like spells. If you ever lose the E it up. If you bomb the proetc.), reboot and sel 	. If you ever lose the ENCHANT Spell or the MAGIC DETECT, give			
ON LAPOUR:		. To get off the island, ECRVWTG CP QTPKVJQRVGT. . To accomplish number 1, use the OQPUVGTU.			
AT SEA:	 You can refuel on the islands. To refuel, you use the GPEJCPV URGNN. Refueling takes place in the room YKVJ PQ FQQTU. If you use your orb to return to Lapour, you keep your character but start over with no wizards, spells, etc. 				
IN BUILDINGS:	 Desertions — See discussion of morale in Section III. You can drop spells in the building. Once dropped, you can't pick them up again. You can find spells by using OCIKE FGVGEV URGNN. It is generally not a good idea to get multiple copies of the same spell. Leave room for acquiring different spells. Look for objects by: LOOK TABLE (or whatever), LOOK UNDER, LOOK CORNER, LOOK DOOR, LOOK STAIR, LOOK WALL, MOVE TABLE (or whatever). Secret doors open by saying a magic word or phrase. Spelling must be correct. See below for spelling. To get out of the final, room, UCA VJG NCUV YQTF DCEMYCTFU. 				
FIRST WORD OF CLUE	MAGIC WORD	FIRST WORD OF CLUE	MAGIC WORD		
HAD LAND KING A STEED SHE HAD SHE OPENED CIRCLE	CNCFFKP RGTUKC OGTNKP RGICUWU OGFWUC RCPFQTC UVQPGJGPIG	TITLE MONSTER OBEYS HALF MIGHTY ABODE HE	RJCTCQJ EAENQRU IGPKG OKPQVCWT UCOUQP QNAORWU CVNCU		

ATLANTIS: 1. You'll need lots of spells.

CRRNG

VTKFGPV

YOU

SEA

2. Your goal is on the PG UNQRG QH XQNECPQ.

3. You can escape the destruction by using VJG JKFFGP YCAU.

A WOODEN

ROMAN

VTQLCP YCT

ECGUCT

ABCDEFGHIJKLMNOPQRSTUVWXYZABCDE

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