## 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:	<ol> <li>The orb is very usefu</li> <li>Wizards like spells.</li> <li>If you ever lose the E it up.</li> <li>If you bomb the proetc.), reboot and sel</li> </ol>	. 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:	<ul> <li>You can refuel on the islands.</li> <li>To refuel, you use the GPEJCPV URGNN.</li> <li>Refueling takes place in the room YKVJ PQ FQQTU.</li> <li>If you use your orb to return to Lapour, you keep your character but start over with no wizards, spells, etc.</li> </ul>				
IN BUILDINGS:	<ol> <li>Desertions — See discussion of morale in Section III.</li> <li>You can drop spells in the building. Once dropped, you can't pick them up again.</li> <li>You can find spells by using OCIKE FGVGEV URGNN.</li> <li>It is generally not a good idea to get multiple copies of the same spell. Leave room for acquiring different spells.</li> <li>Look for objects by: LOOK TABLE (or whatever), LOOK UNDER, LOOK CORNER, LOOK DOOR, LOOK STAIR, LOOK WALL, MOVE TABLE (or whatever).</li> <li>Secret doors open by saying a magic word or phrase. Spelling must be correct. See below for spelling.</li> <li>To get out of the final, room, UCA VJG NCUV YQTF DCEMYCTFU.</li> </ol>				
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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