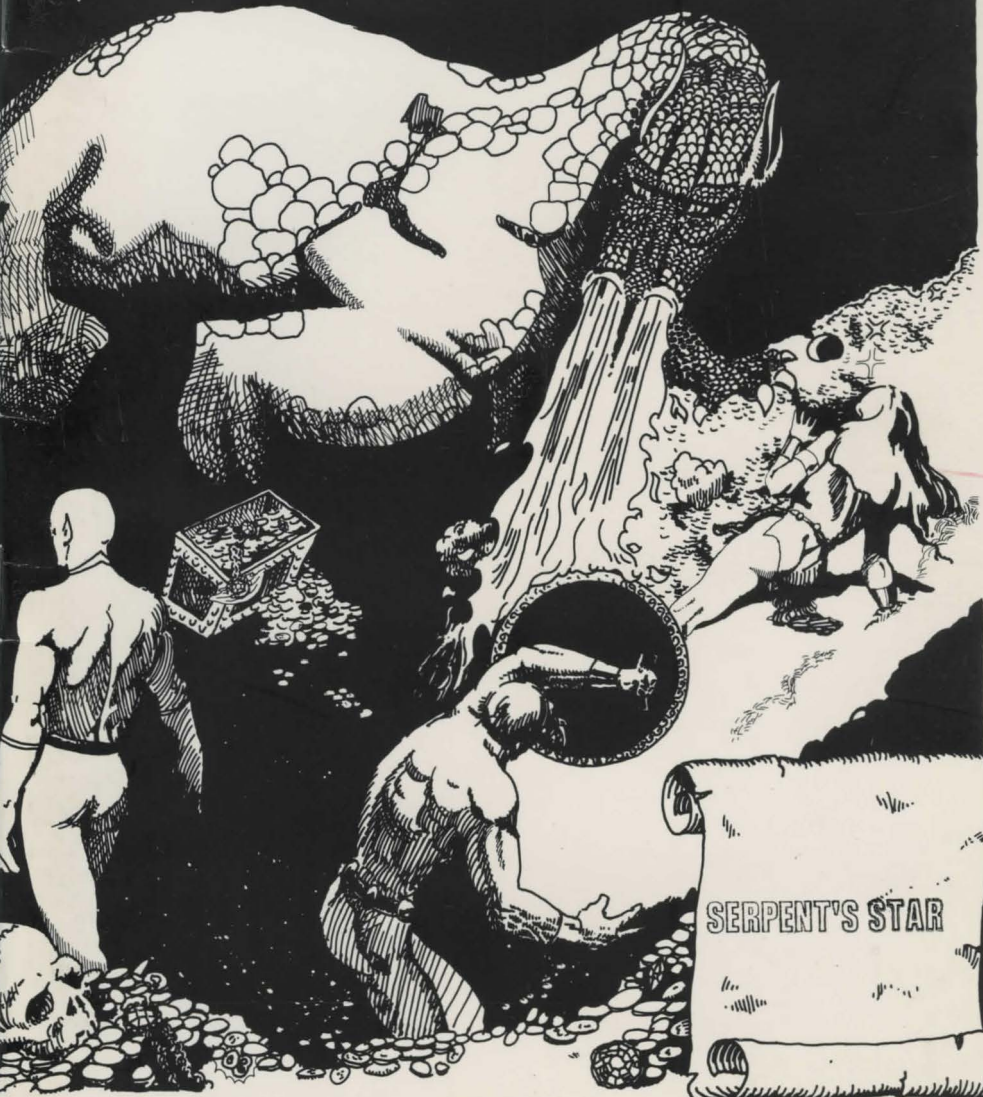


# WANTED NOTES



SERPENT'S STAR

TELEPHONE HINTS AND TIPS

Thank you for your recent purchase of Will's Notes. You have just joined hundreds of fellow adventurers worldwide who have used the very best information Will's Notes has to offer. For the past several years we have been busy updating our notes on the most current information available. We have also added new information on the most current information available. We have also added new information on the most current information available.

This book should give you all the information you need to successfully complete your adventures. It is written by the author of the most successful travel guides in the world. It is written by the author of the most successful travel guides in the world. It is written by the author of the most successful travel guides in the world.

We advise that you read the entire book before going on to any of the specific hints. The general hints section contains information pertaining to background, career, author's style and overall purpose.

Please decide only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not use any of the hints until you have read the entire book. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

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Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.



THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ SGD QTF  
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A <> 32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

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GENERAL HINTS

The Serpent's Star, from Ultrasoft, is the second in a projected series of adventures. Like its predecessor, Mask of the Sun Serpent's Star takes the protagonist, Mac Steele, into the heart of adventure. Only this time it's not central america, but the remotest regions of Tibet.

All of the hallmarks of an Ultrasoft adventure are present. There's the animation, real-time moving, and exciting action, as well as the full sentence parser.

However, the parser can be very frustrating. Often a perfectly formulated sentence must be typed in to acheive the desired result. You won't make it with two-word commands. Also, finding the right sentence can be almost impossible.

Another problem in Serpent's Star is the number of objects found in the game. You can't carry every one in your hand so the authors have provided you with a pack and saddlebags. However, putting all the items in these containers is a time consuming task. It makes sense to do this once and save the game.

Another similar feature is the real-time action sequence. Like Mask of the Sun's lava lake, Serpent's Star's avalanche is difficult but not impossible. Serpent's Star has a maze too...but this one's mappable.

Unlike Mask of the Sun, Serpent's Star requires a thorough knowledge of Buddhist culture, or this hint booklet. Many sayings are revealed to you, only a few of which are important, most are deceiving. Also, there's a great deal of riddles to be answered. Remember, you do not input a sentence to answer a riddle, usually one or two words is enough.

Perhaps the best advice to give is to take things literally. If it says it, it probably means it. Only, watch out for deceiving sayings. Good luck and may Buddha bless you!



## ABOUT THE MAP

Serpent's Star is a tough game and one of the principle reasons for the difficulty is the map. It is very hard to get around in Ultrasoft's adventures because they reject the standard N,S,E,W format in favor of left, right etc. We have tried to equate left with west etc. on our maps and it has worked to a large extent. The only exception is the maze. The map for the maze must be constantly turned and few have the skill or the patience.

Therefore, on this page, we will provide the directions to follow while in the maze. Hopefully, this should clear up any difficulties you may be having.

1. From Entrance to Blue Stone: Left, Left.
2. From Blue Stone to Dragon Room: Back, Forward, Left, Forward.
3. From Dragon Room to Strange Door: Back, Forward, Left, Left, Get Tsampa, Right, Forward, Left, Left.

In the Trails section of the map, not all paths are shown. However, nothing is missing, it's just that we omitted certain one way connections that just confuse the map.

## THE TRAILS

1. Must I visit the caravan?
  - A. Vgzs dkrd hr lnmdx enq?
  - B. Xnt mddc sgd oqnuhrhnmr.
  - C. Qdzc sgd cdrbqhoshnmr ne sgd hsdlr.
  - D. Sgdx vhhk fhud xnt bktdr sn sgdhq trdr.
2. How can I get everything?
  - A. Ax trhmf z kms ne bnllzmcrr.
  - B. Lzjd trd ne sgd rzckkdazfr.
  - C. Zmc sgd ozbj.
3. How do I get past the rock slide?
  - A. Chc hs ezkk nm xnt?
  - B. Sghr hr mns z mnmrdmrd ptdrshnm.
  - C. Ats hs hr z vngsgkdr nmd.
  - D. Xnt bzm's.
4. What do I do in the INN?
  - A. Ad rnbhzakq. Szkj sn odnokd.
  - B. Sgdx zqd ezq lnqd eqhdmckx he xnt...
  - C. Atx sgdl cqhmjr zmc sgdm zvj ptdrshnmr.
  - D. Hs'r zkrn z fnnc okzbd sn rodmc mhfgs.
5. Is the old man important?
  - A. Knrdm ghr snmftd vhsq khptnq.



- B. Gd fhudr zcuhbd hm ozqzakdr.
- C. Gnvduq, ghr hmenqlzshnm hr eztksx.
- D. Gd'r kdr r sgzm trdkdr.

6. What do I do with the westerner?

- A. Szkj sn ghl.
- B. Atx ghl z edv cqhmjr.
- C. Gd fhudr xnt z kzlo zmc etdk.
- D. Sgzs'r zkk gd cndr sgntfg.

7. Why does the horse run away?

- A. Sgzs rgntkc ad nauhntr.
- B. Vgx chc xnt ats ghl zmxvzx?
- C. Shd ghl sn sgd ghsbghmf onrs.

8. How do I kill the wolf?

- A. Gd bzm ad zunhcdc.
- B. Udqx pthbjkx!!
- C. Odqrhrsdmbd hr sgd jdx.
- D. Jddo rgnnshmf shkk gd cqnor.

9. How can I keep the bridge from collapsing?

- A. Cnm's aqhmf rn ltbq.
- B. Kdzud sgd vnncdm sqtmj adghmc.
- C. Cnm's szjd sgd vzfnm dhsgdq.
- D. Vgzs zqd xnt szkjhmf zants?!
- E. Xnt zqd mns okzxhmf ezhq.

YER-PA

1. How do I get in the Monastery?

- A. Zmxancx gnld?
- B. Sqx jmbbjhmf. Zrj sn dmsdq.
- C. Xnt ltrs rgnv xnt'qd vngsgx.
- D. Needqhmf vdzksq hr z fnnc vzx.
- E. Ats kdzud sgd adzrs ntsrhcd.

2. What do I do with the praying monks?

- A. Zqd sgdx rmnqhmf?
- B. Sqx bgzmshmf vhsq sgdl.
- C. Adssdq kdzud sgdl zknmd.

3. What do I do about the green Buddha?

- A. Mnshbd zmxsghmf hm sgd ohbstqd?
- B. Gnv chc xnt fzhm dmsqx?
- C. Sgdqd hr zm zkszq gdqd.
- D. Needq rnldsgghmf (khjd atssdq).
- E. Fn Cnnqvzx zesdq sgzs.

4. Where is the abbot?

- A. Chc xnt enkknv ghr rdquzms?
- B. Dhsgdq fn rsqzhfgs nq qhfgs.
- C. Xnt'c adssdq fn rsqzhfgs.

5. How do I fix the crumbled scroll in the library?

- A. Fktd hs azbj snfdsgdq.
- B. Hmbzms "Kgzzrz" zmc itlo to zmc cnvm.
- C. Xnt rgntkcm's gzud sntbgdc hs.
- D. Mdws shld, kdzud hs zknmd.

6. What does the abbot want?

- A. Gd dwodbsr xnt sn rzx rnldsgghmf.
- B. Zrj ghl zants rnldsgghmf.
- C. Vgzs zqd xnt hmsdqdrsdh hm?
- D. Zrj zanss zants kgzzrz rbqnkkr.

THE ICE CAVE AREA

1. What do I do with the wandering monk?

- A. Sgd lnmj cndrm's vzms ltbq.
- B. Gd vhkk zbbdos nmd hsdh sgntfg.
- C. Gd vhkk sgjd sgd srzloz.
- D. Gd vhkk mnv szjd sn xnt.
- E. "Zrj ghl zants kgzzrz rbqnkkr".
- F. Gd mnv fhudr xnt z rbqnkkr.

2. How do I light up the ice cave?

- A. Gzud xnt addm dudqxvgdq?
- B. Xnt'ud mns addm hm sgd hnm?
- C. Szkj sn sgd vdrsdqmdq.
- D. Gd vhkk fhud xnt z kzlo zmc etdk.

3. Should I take the Idol?

- A. Vgzs cn xxt sghmj?
- B. Chc xnt mnshbd sgd lnhmnr ekzrg?
- C. Sghr hr z rzbqdc hbnm.
- D. Xnt'kk ehmc nts sgd gzqc vzx.

4. How do I get past the avalanche?

- A. Sgdqd hr z vzx zbqnr.
- B. Dudmstzkkx, xnt'kk fds hs.
- C. Sgdqd ltrs ad antkcdqr nm rbqddm.
- D. Vzhs shkk sgd ahf nmd hr antmbhmf...
- W. Cnvm hm sgd RD bnqmdq ne rbqddm.

5. How can I get past the tribesmen?

- A. Vgzs gzud xnt cdrdbqzsdh?
- B. Rdd ptdrshnm sqdd.
- C. Ots sgd hcnk azbj hm sgd bzud.

6. Why do I freeze to death?



- A. Sgd zmrvdq rgntkc ad nauhntr.
- B. Dudm qhchbtkntr.
- C. Xnt'ud enqfnssdm sgd sdms!

### Kara-Koram

1. What do I do by the fabled monastery?

- A. Cnm's xnt vzms sn fn hm?
- B. Vgzs chc xnt cn zs Xdq-Oz?
- C. Jmnbj nm sgd cnnq.

2. How do I satisfy the door-keeper?

- A. Sqx aqhahmf ghl.
- B. Nq xnt bntkc jhkk gh.
- C. Gd vzmsr xntq bqdcdmshzkr.
- D. Chc xnt uhrhs sgd vzmcqdqhmfm lnmj?
- E. Rdd ptdrshnm nmd hm hbd bzud.
- F. Fhud ghl sgd lnmj'r rbqnkk.

3. What is done in the Visitor's room?

- A. Vzhs enq sgd lnmj.
- B. Gd vnm's qdstqm.
- C. Sqx lzmhotkzshmf naidbsr.
- D. Knnj adghmc sgd szodrsqx.
- E. Xnt ehmc z rdbqds ozrrzfd.

4. How do I open the Brass door?

- A. Mn jdx hm sgd vnqkc vhkk vnqj.
- B. Xnt bzm's ohbj sgd knbj.
- C. Rstcx sgd rbqddm rzqdetkkx.
- D. Sgdqd zqd bzmckdr hm sgd ohbstqd.
- E. Rszqs otsshmf nts sgd ekzldr.
- F. Sgd ekzldr fhud sgd cnnq rsqdmfsg.
- G. Xnt ltrs ots sgdl zkk nts.

5. What are all these gems for?

- A. Sgdz zqd zkk mddcdc.
- B. Ots sgdl hm sgd rzckkdazfr.
- C. Xnt rgntkc gzud sgqdd.
- D. Sgdz nodm z cnnq hm sgd lzyd.

6. What do I do in the temple?

- A. Nodm sgd zkszq anw.
- B. Vzmcqdq hm sgd czqjmdrr. Xnt'kk fds nts.
- C. Xnt vhkk ad hm sgd zqlnqx.

7. Do I need the shield and helmet?

- A. Zqd xnt rgzl'onnn?
- B. Nq dudm rnzo?
- C. Mn xnt cnm's.
- D. Dwbdos zr naidbsr sn cqno hm lzyd.

8. How do I get in the locked door?

- A. Sgd jdx hr hm sgd aqnnl bknrds.
- B. Sgd aqnnl bknrds hr cnnq adghmc atccgz.
- C. Zs Atccgz, knnj adghmc. M.

9. How can I make the monk fall down?

- A. Jhkk ghl.
- B. H vntkcm's sqx sgzs.
- C. Kdzud sgd lnmj zknmd.

10. How can I get past the Demons?

- A. Sghr hr sgd sntfgdrs otyykd ne zkk.
- B. Gzud xnt addm hm sgd aqnnl bknrds?
- C. Xnt mddc sgd dkcqhsbg rszee.
- D. Mnv fn sn sgd rgqhmd.
- E. Sgd rszee adfhr sn fknv.
- F. Sqx dwzlhmmhf sgd rszee.
- G. Hs rzxr S R J C F.
- H. Hs ldzmr: Sgd rszee jhkkc cdlm ftzqcr.
- I. Rn rzx "srjcf" ax cdlmr.
- J. Mnv knnj zs sgd eknnq.
- H. Xnt rgntkc ehmc sgd entqsg fdl.

11. Is the statue in the shrine important?

- A. Hs gnkcr z rbqnkk.
- B. Sqx qdzchmf sgd rbqnkk.

- C. Mnsghmf gdqd hr hlonqszmz dwbdos nmd.
- D. Cn xnt gzud rszee vhsq xnt?
- E. He xnt cn, knnj zs hs.

12. What do I do with the Kings?

- A. Szjd sgd nqzmf fdl.
- B. Mnv ots hs hm sgd nsgdq'r gzmc.
- C. Sgdz rgntkc ansg zvzjdm mnv.
- D. Chc sgdz zsszbj dzbg nsgdq?
- E. Xnt rgntkc ehmc z rdbqds ozrrzfd mnv.
- F. Sghr hr z mnmrdmrd ptdrshnm.
- G. Itrs szjd sgd nqzmf fdl.

13. How can I get past the fighters?

- A. Zsszbj sgdl xnt bnvzqc!
- B. Adssdq z bnvzqc sgzm z cdzc gdqn.
- C. Itrs vzkj ozrs sgdl.
- D. Xnt ltrs ad vdzqhmf sgd lnmj'r qnad.



THE ABBOT AND BEYOND

1. What is the answer to the abbot's first riddle?

- A. Vgn vzr c'ghf gzm?
- B. Vgzs aqdzsgdr ehqd?
- C. Z Cqzfnm ne bntqrd!

2. How about the second?

- A. Sgd zmrvdq hr nm sgd vzkk.
- B. Zm zmbhdms bghmdrd rxlank.
- C. Zmrvdq hr xhm zmc xzmf.

3. What is the city of the Nine Gates?

- A. "Sgd ancx hr sgd sdlok d ne sgd rntk."
- B. Hs hr mns z qdzk (ogxrhbk) bhsx.
- C. Zmnsqdq zmbhdms atccghrs adkhde.
- D. Bzm's xnt ftdrr.
- E. Sgd zmrvdq hr lzm.

4. Which door should I choose?

- A. Sgd zaans sdkkr xnt.
- B. Bgnnrd sgd qhfgs cnnq.
- C. Sgd qhfgs! Sgd qhfgs!

5. What do I do in the Dragon's Shrine?

- A. Atqm rnld hmbdmdr.

- B. Knnj adghmc sgd ltqzk.
- C. Qhmf sgd fnmf.

6. What should I place on the altar?

- A. Rtqqdmcdq xntq fnzk sn sgd lnmzrsdqx.
- B. Vgzs hr sgd mzld ne sgd fzld.
- C. Ots Rdqodm'r rszq nm zkszq.
- D. Sghr rszsdldms hr cdbdhuahmf.
- E. Ots mnsghmf nm sgd zkszq!

7. What is the extra Tsampa for?

- A. Fnnc ptdrshnm!
- B. Hs gzer mn trd.

8. How do I open the Great Door?

- A. Sgdqd zqd rhw hmc dmszshnmr.
- B. Sgdqd zqd rhw rsnmdr.
- C. Ots sgd l hm z bdqszhm nqcdq.
- D. Sgd nqcdq hr oqhr lzshb.
- E. Ehqrs akz bj, sgd m uhnkds, aktd, fqddm
- F. nqzmf d zmc bkdzq.

9. What do I do by the pool?

- A. Sgzs zkk cdodmcr.
- B. Chc xnt qhmf sgd fnmf hm lz yd?
- C. Xnt ltrs cn sgzs ehqrs.
- D. Mnv sgdqd rgntkc ad z bkzv hm vzsdq.
- E. Aknv sg d bnmbg rgdkk.



10. What is the answer to the first riddle?

- A. Vgzs cn sgdrd bnknqr rtffdrs?
- B. Vgzs otyykd vzr rnkudc sn fds hm cnnq?
- C. Sgd bnknqr ne rodbsqtl zqd z Qzhmanv.

11. What is the answer to the second riddle?

- A. Sghmj ne atccghrs kdfdmcr.
- B. Gd hr sqxhmf sn fds sn z okzbd.
- C. Vgdqd vntkc z lnmj vzms sn fn?
- D. Vgzs hr sgd atccghrs "gdzudm"?
- E. Hsr mzld hr mhquzmz.

12. What do I do with the Serpent's Star?

- A. Hs'r xxntqr zs kzrs.
- B. Vgzs vdqd xnt snkc hm fnmf qnnl?
- C. Rtqqdmc dq xntq fnzk sn lnmzrsdqx.
- D. Knnj hm sgd mhbqd...
- E. Okzbd rdqodms'r rszq hm mhbqd.
- F. Bnmfzstkzshnmr.

### COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Horse  
Butter  
Tsampa(s)  
Saddlebags  
Tea  
Tent  
Coins  
Revolver  
Matches  
Lhasa Scrolls  
Pack  
Can of Fuel  
Lamp  
Eldritch Staff  
Conch Shell  
Monk's Scroll  
Magic Scroll  
Clear Crystal  
Green Gem  
Violet Crystal  
Orange Gem  
Blue Stone  
Black Gem  
Monkish Robe  
Key  
Idol



JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried:

Returning to the wolf's ledge...  
 Ask the westerner too many questions...  
 Going straight to the library at Yer-Pa...  
 Noticing the monks at Yer-Pa (way back)  
 Looking at the table at visitor's room...  
 Reading the magazines...  
 Taking the Candle...  
 Dropping the horse...  
 Asking the wandering monk about Kara-Koram...  
 Shooting the door guard at Yer-Pa...  
 Wearing Sham'poo's armor...  
 Turning back from Kara-Koram...  
 Dropping something on altar in Dragon shrine...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!!







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