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The Condor

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The
7th Guest

The
11th Hour

Return to Zork

Wing
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Knight 2

Full Throttle

Phantasmagoria

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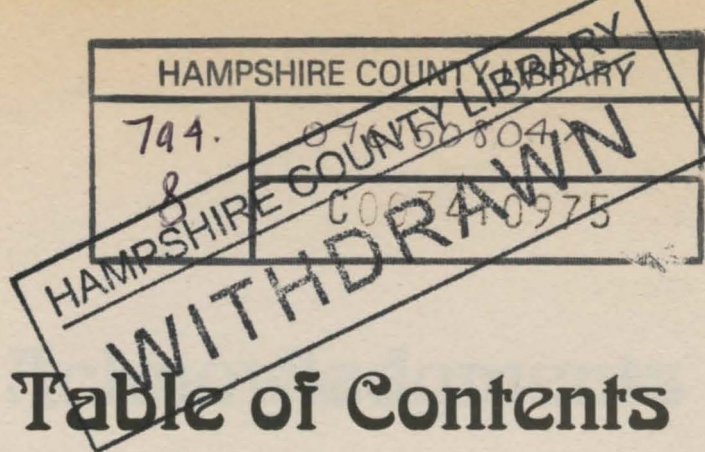


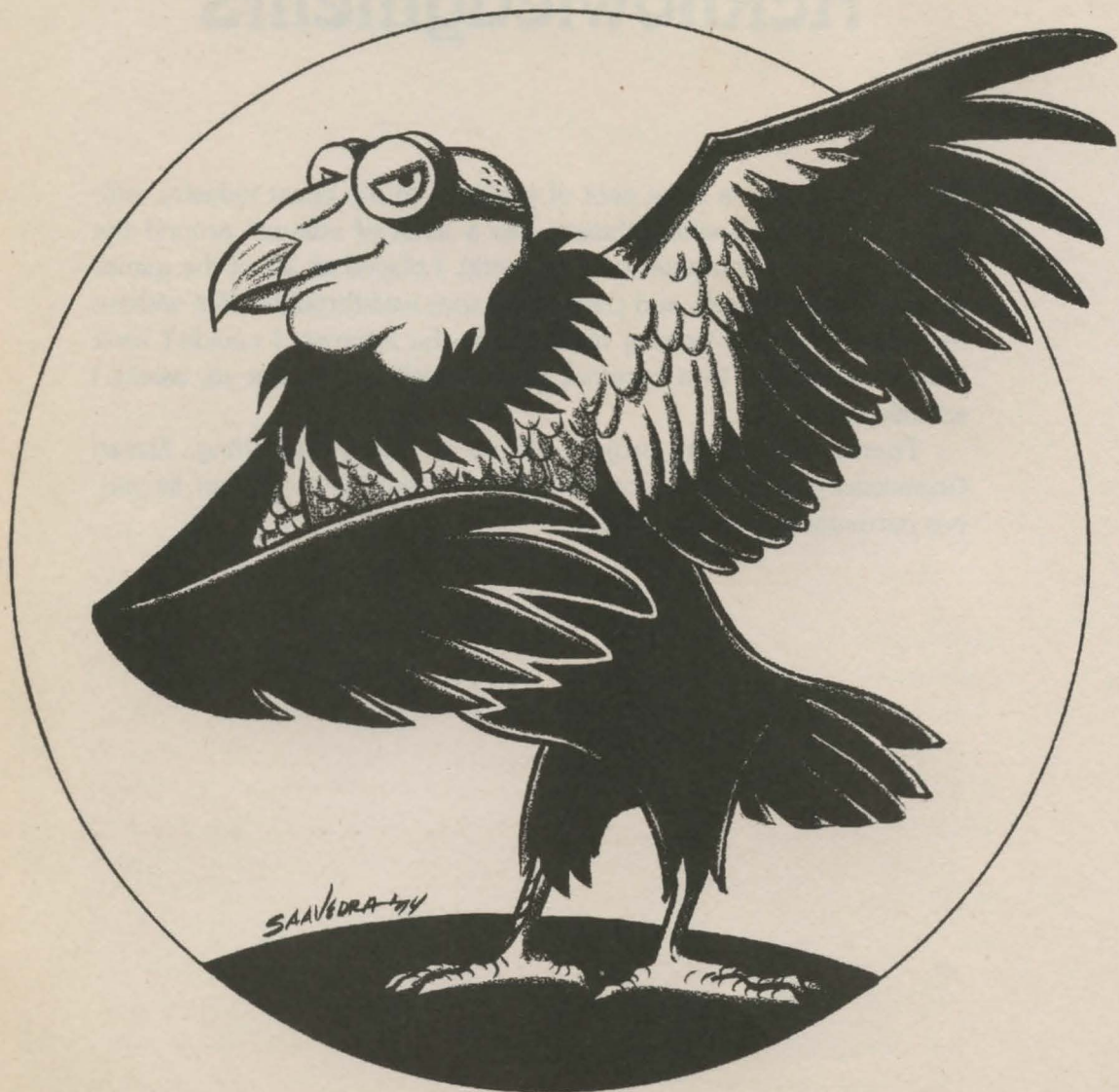
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Acknowledgments

The Condor owes a huge debt of gratitude to the cheat industry, official and unofficial, which flutters like a flock of vultures around the periphery of the computer gaming world. I played all 20 of the games in this book by myself, and created my own walkthroughs. But without the help of gamers posting hints across the Internet, I couldn't have finished this book in a hundred years, much less in the six weeks I actually did.

Thanks also to the project editors at Prima Publishing, Stefan Grunwedel and Brian Taylor, who shepherded this project (in its various permutations) to completion.



Introduction

Warning: *This is a cheat book!*

Ha! As if you didn't know. But I am required by the Civil Code in 37 states to open my introduction with this warning, lest you accidentally read ahead and hurt yourself. By the way, I'm The Condor. I'm a bird. A vulture, actually. I spend a lot of time ramming my head into rotting animal flesh, and I feel pretty good about it. In the past two years, I've also played about 127,000 computer games. Believe me, that's a lot of dead meat. So I consider myself an expert in these matters.

Enclosed within these covers you'll find an unauthorized guide to 20 of the best CD-ROM games ever made. Some are quaint, some a bit long in the tooth. All are classics, in my book. (And this is my book, by the way) I don't care if *Eric the Unready* looks like a 1939 Packard, graphics-wise. It's still the funniest computer game I've ever hawked up gobbets of carrion at. And pal, I've hawked at them all.

Of course, all the super-titles of the past few years are included—*Myst*, *Wing Commander III*; *Phantasmagoria*, *Full Throttle*, *Under a Killing Moon*, *The 7th Guest* and *The 11th Hour*, and that critically-acclaimed pair of Gabriel Knight mysteries. Also included are a few of my quirky personal favorites, such as *Return to Zork* and *Sam*



& *Max Hit the Road*. Still others are in here for no particular reason whatsoever. Writing books is so great! Really, I recommend it to anyone.

How to Use This Book

OK, here's the obligatory "how-to" section that nobody ever reads. And why should they? Really, this book couldn't be any easier to use.

Each game gets the same two-part treatment:

Part One is the **Word from The Bird**, a highly subjective overview of the game based on personal bias and largely unsubstantiated rumor. This includes: *The Condor's Scorecard*, a snapshot rating of the game by various categories; *The Story*, a quick summary of the plot; and *The Verdict*, a candid post-mortem (one of my favorite words).

Part Two is **The Flythrough**. Here's why you bought the book, of course: Step-by-step, no-frills solution paths for each game. No long-winded fictional narratives, no coy hints, no upside-down printing—just answers, pure and simple. Yes, some call it "cheating." I call it, "Pardon me, I've got a life." Who has time to hunt and peck through some stupid maze? It's just not dignified. That kind of frustration is for the stubborn and the damned.

And so, let us not linger, but forge ahead. Classics await.



1

The 7th Guest

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|----------|---|---|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



This amazing experience ran in a three-way tie with Activision's *Return to Zork* and Brøderbund's *Myst* as the Condor's Best CD-ROM Game of the Year when it first came out.

Indeed, the only area in which *The 7th Guest* fails to shine is the gameplay category. While the dramatic scenes are spooky, stunning and original, they are strung together by a bunch of irrelevant puzzles. Don't get me wrong—puzzles can be fine if they have narrative relevance. But few of the ones in *The 7th Guest* actually help move the story along. They're merely devices, disconnected from the plot, for moving you from scene to scene. Few of them reveal pertinent story information or enlighten you in any way.

The Story

The 7th Guest takes place inside the haunted mansion of millionaire toymaker Henry Stauf. The premise is kind of neat and grisly—50 years ago, six invited guests disappeared in the mansion, never to be heard from again. A TV journalist doing a story on the mystery for *Case Unsolved* has met an untimely demise. We know this because a local finds his severed arm floating merrily down the Hudson River. (Being a vulture, well . . . I drooled.) Meanwhile, blood-chilling screams and such emanate from the old mansion. Now you too have received an invitation to enter the place. You are *The 7th Guest*.

What you find is gothic horror, remarkably rendered. Your goal is to solve a series of 23 diabolical puzzles spread throughout the rooms of the house. Each puzzle, when solved, triggers a ghostly, ghostly video sequence featuring previous guests . . . and accompanied by some of the creepiest music and SFX you'll ever hear. Ultimately, you unravel the mystery by piecing together the clues you get in these video segments.

The Verdict

Before seeing *The 7th Guest*, the Condor knew it was widely considered the hottest CD-ROM game of its time. Thus I examined it with a tough, skeptical eye, holding it to the highest standards of interactive gaming . . . and I was *still* blown away. Even now there



can be no doubt—*The 7th Guest* remains one of those benchmark products that future CD-ROM titles will be measured against for a while. It's brilliantly original, stunningly conceived, and loads of fun.

* * *

General Tips

And Speaking of Puzzles . . .

Several of the puzzle-solving strategies below are provided courtesy of Rusel DeMaria, whose book *The 7th Guest: The Official Strategy Guide* (Prima, 1993) also includes a highly entertaining narrative tour of *The 7th Guest*; the game's original script, as written by Trilobyte, the design team; an interview with Graeme Devine and Rob Landeros, the game's two principal developers; a reprint of the original design document; and a helpful index of rooms and puzzles.

So if you find yourself caught up in the deliciously gruesome world of Stauf Mansion, and want to explore it in more depth, pick up a copy of DeMaria's book.

* * *

The Flythrough

As in many interactive CD-ROM games, there is no single correct solution path through *The 7th Guest*. There is, however, a rough chronology to the game, based on a logical narrative order. So we'll begin our flythrough with a chart of the rooms and their puzzles, listing what you need to accomplish before each room becomes available.

Rooms, Puzzles, and Availability

| # | Room | Puzzle | Availability |
|---|---------------|-----------|--------------|
| 1 | Library (1st) | Telescope | Any time |
| 2 | Dining | Cake | Any time |
| 3 | Kitchen | Cans | After 1-2 |
| 4 | Basement | Grate | After 3 |
| 5 | Maze | Maze | After 4 |



| # | Room | Puzzle | Availability |
|----|---------------|--------------|--------------|
| 6 | Basement | Crypt | After 5 |
| 7 | Front Door | Spider | After 6 |
| 8 | Game | Queens | After 1-2 |
| 9 | Heine | Blood Flow | After 1-2 |
| 10 | Martine | Bedspread | After 1-2 |
| 11 | Knox | Bishops | After 1-2 |
| 12 | Library (2nd) | (none) | After 1-11 |
| 13 | Dutton | Coins | After 12 |
| 14 | Chapel | Pit | After 13 |
| 15 | Laboratory | Microscope | After 14 |
| 16 | Music | Piano | After 14 |
| 17 | Bathroom | Knights | After 12 |
| 18 | Temple | Cards | After 12 |
| 19 | Portrait | Stauf's Face | After 14 |
| 20 | Toy Room | Flip | After 12 |
| 21 | Doll House | Blocks | After 12 |
| 22 | Hallway | Knives | After 1-21 |
| 23 | Attic | Skyscraper | After 22 |

Library (First Visit)

After viewing the opening scene at the stained-glass front door, go left to the first door, the library. Enter and click on the telescope. After solving the puzzle, click on the statue of a woman's torso in the back left corner of the room. (Note: There's a secret passage in the fireplace that leads to the hallway outside the attic door.) Go back, past the front door, straight ahead to the dining room.

Puzzle Solution: Telescope

This one's relatively easy. Click on letters to spell (in order) the following sentence: *THERE IS NO POSSIBLE WAY*. Each letter must be connected to the previously selected letter by a canal. You start with the "T" at the very bottom of the puzzle.

Dining Room

Click on the cake. (After you solve the puzzle, five new rooms are available: the kitchen on the first floor; on the second floor, the



game room and the bedrooms of Julia Heine, Martine Burden, and the Knoxes. The Spiders puzzle at the front door is activated as well.) Exit the dining room and go left into the kitchen.

Puzzle Solution: Cake

Each of the six guests must get a 5-square portion of cake. Each portion must contain two stones, two skulls, and one plain piece of icing. The grid below represents the cake. Click on all the 1's first, then the 2's, the 3's, the 4's, the 5's, and the 6's.

| | | | | | |
|---|---|---|---|---|---|
| 5 | 5 | 4 | 4 | 3 | 1 |
| 5 | 5 | 5 | 4 | 3 | 1 |
| 6 | 6 | 4 | 4 | 3 | 1 |
| 6 | 6 | 6 | 3 | 3 | 1 |
| 2 | 2 | 2 | 2 | 2 | 1 |

Kitchen

Click on the cupboard. After solving the puzzle, click on the door to the right of the cupboard to be transported into the basement.

Puzzle Solution: Cans

Rearrange the cans so they form the sentence: *SHY GYPSY SLYLY SPRYLY TRYST BY MY CRYPT.*

Basement

Click on the grate. After solving the puzzle, go through the grate and move forward to the Maze.



Puzzle Solution: Grate

Move the six grate parts until the two half-circle openings line up to form a full circle to crawl through. Below, I've numbered the six spaces of the puzzle.

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |

There are many ways to solve this puzzle. One solution is to click on the spaces in the following order: 5, 6, 3, 2, 5, 6, 3, 2, 1, 4, 5, 6, 3, 2, 5, 4, 1, 2, 3, 6, 5.

Maze

You can use the cheat map below to work your way through the Maze, or you can have some integrity and go upstairs to the Knoxes' bedroom first. There's a map of the Maze on their carpet. After negotiating the Maze, you'll come to the Crypts puzzle.

Puzzle Solution: Maze

Look on the carpet in the Knoxes' Bedroom (see "Edward and Elinor Knox's Bedroom"). There you'll find a map of the basement maze. Use that, or cheat with the map shown below:





The Crypts

After solving the puzzle, you'll move down the winding staircase to view the cut-scene. When it's over, click on the casket to return to the beginning of the Maze. Return to the kitchen, click on the pot on the stove to view the scene with Julia Heine, then go back to the stained-glass front door.

Puzzle Solution: Crypt

Kind of tricky—the idea here is to get all nine coffin lids closed. But the puzzle is different each time you try it, so there's no single solution. However, there is a method you can use to open or close any single coffin while keeping the others in their current states at any given point.

Example: You want to close Coffin #1 without changing any of the other coffins. Look at the chart below and find Coffin #1 at the far left. Now click on the coffins indicated by X's in order from left to right—in this case, coffins 1, 2, 3, 4, 5, and 7. Although lids open and close throughout this process, you end up with every coffin the same as when you started, except for Coffin #1, which is now closed.

Check out the chart below:

| To Change Coffin #: | Click on these in order (L to R) | | | | | | | | |
|------------------------|----------------------------------|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | X | X | X | X | X | | X | | |
| 2 | | X | | X | | X | X | | X |
| 3 | X | X | X | | X | X | | | X |
| 4 | | X | X | X | | | | X | X |
| 5 | | X | | X | X | X | | X | |
| 6 | X | X | | | | X | X | X | |
| 7 | X | | | X | X | | X | X | X |
| 8 | X | | X | X | | X | | X | |
| 9 | | X | | | X | X | X | X | X |



Front Door

After solving the front door puzzle, return to the library and use the secret fireplace passage to get to the second floor. Move down the narrow corridor to the main hallway, turn left, then go to the first door dead ahead. Enter the game room.

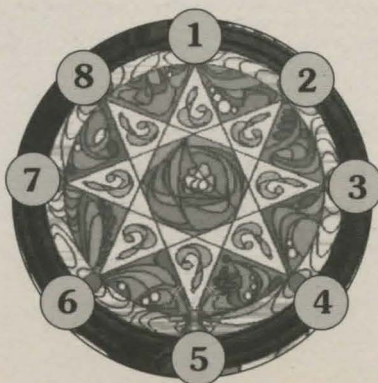
Puzzle Solution: Spider

Cover all but one of the eight purple circles around the edge of the star with spiders. Spiders move to an open circle when you click on them; if two open circles lie a spider's path, you must click on the one you want the spider to cover.

Strategy: To start, move any spider to a circle. Now move that spider to another circle—that is, click on either of the circles at the end of the two possible paths. Now move another spider to the circle left open by the one you just moved. Continue this process until only one circle remains open.

Here's one possible solution sequence. Using the diagram below, do the following:

- Click on 8; send that spider to 5.
- Click on 3; send that spider to 8.
- Click on 6; send that spider to 3.
- Click on 1; send that spider to 6.
- Click on 4; send that spider to 1.
- Click on 7; send that spider to 4.
- Click on 2; send that spider to 7.



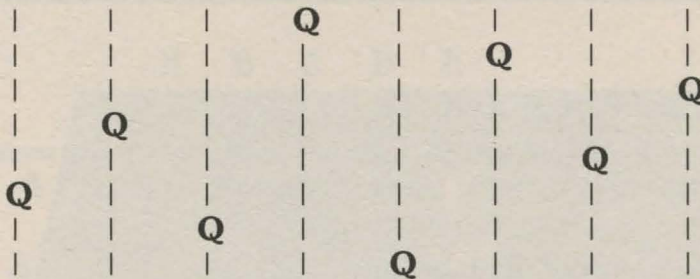


Game Room

Click on the chessboard, then solve the puzzle. (Note: The corner pocket of the billiards table is a secret passage to the stove in the kitchen.) Exit the room, then enter the first door on the right, Julia Heine's bedroom.

Puzzle Solution: The Queen's Dilemma

This one's tough. Position eight queens on the chessboard so that no queen can capture another queen. Put the queens in the following positions: KR3, KK5, KB2, K8, Q1, QB7, QK4, QR6. (If you don't know chess placement lingo, then use the diagram below, placing a queen on each Q.)

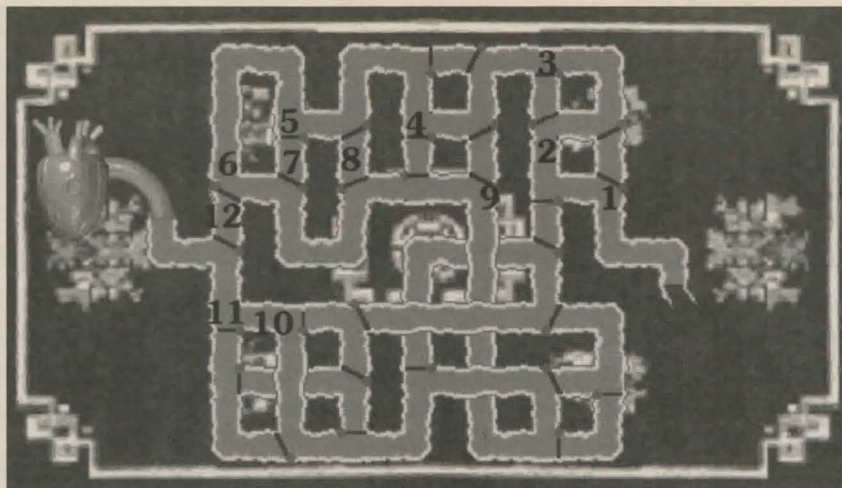


Julia Heine's Bedroom

Click on the mirror to view the scene, then click on the rug. After you solve the heart puzzle, exit and walk back toward the main stairway. After you view the scene with Edward and Martine, follow them into Martine's bedroom (first door on the left past the stairs).

Puzzle Solution: Blood Flow

Open and close the correct valves to let blood from the heart flow through the arteries. Click on the valves indicated in the screen shot below, in order from 1-12. Then click on the heart when the puzzle is solved.



Martine's Bedroom

Click on the bed. After you solve the puzzle, watch the scene, exit, and go directly across the hall to the Knoxes' bedroom.

Puzzle Solution: Bedspread

Use the letters on the bedspread to form this sentence: *THE SKY IS RUDDY, YOUR FATE IS BLOODY!* You can select only letters that are either three or five spaces from your previous selection.

For the following solution sequence, note the arrow in the first daisy on the upper left part of the bedspread. Based on the direction in which that arrow is pointing, + means to move along the daisy chain *in the direction of the arrow*, - means to move *against the direction of the arrow*.

First, click on the *T* (center-right of rug). Go ahead five daisies (+5) and click on the *H*. Now go -3 to *E*, then -3 to *, +5 to *S*, -3 to *K*, +5 to *Y*, +3 to *, +3 to *I*, +3 to *S*, -5 to *, +3 to *R*, -5 to *U*, +3 to *D*, +3 to *D*, +3 to *Y*, +3 to *. You've now spelled *THE SKY IS RUDDY*.

Now go +5 to *Y*, -3 to *O*, -3 to *U*, -3 to *R*, +5 to *, +3 to *F*, +3 to *A*, +5 to *T*, +3 to *E*, -5 to *, +3 to *I*, -5 to *S*, -5 to *, +3 to *B*, +3 to *L*, +5 to *O*, -3 to *O*, +5 to *D*, and finally +3 to *Y*.

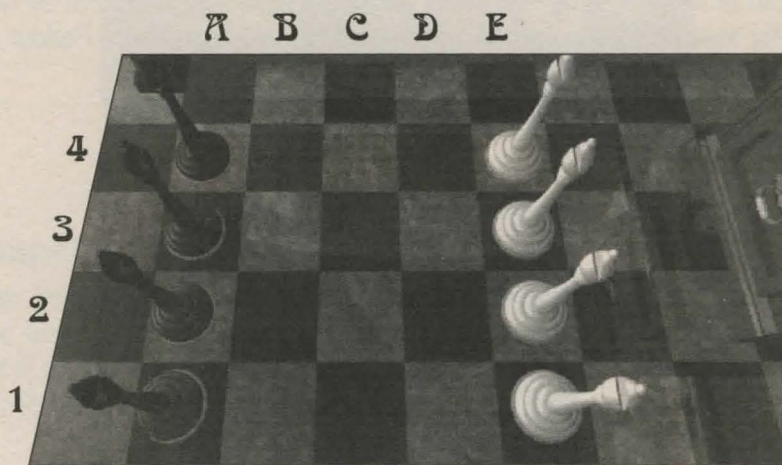


Edward and Elinor Knox's Bedroom

Click on the checkered floor just above the rug. (Note: As I mentioned earlier, the rug is a map of the basement maze.) After solving the chess puzzle, exit, go down the main stairway, and return to the library for an extended scene.

Puzzle Solution: Bishops

Swap the row of black bishops with the row of white bishops. Bishops, of course, only move diagonally. There is no set order of movement; you can move any bishop at any time. In the solution sequence, refer to the graph below for the labels for each square on the board:



Start by moving the white bishop from E2 to D3. Then make the following moves: A2 to B3, D3 to B1, B3 to C4, A4 to D1 to E2, B1 to C2 to A4, E4 to C2, C4 to A2, E2 to C4, C2 to D1, A2 to B1 to E4, C4 to D3, D1 to B3 to A2, D3 to E2, E3 to D2, A3 to B2, D2 to B4, B2 to C1, A1 to D4 to E3, B4 to C3 to A1, E1 to C3, C1 to A3, E3 to C1, C3 to D4, A3 to B4 to E1, C1 to D2, D4 to B2 to A3, D2 to E3.



Library

View the scene. Then enter the fireplace and take the secret passage back upstairs. Go through the door that lies straight ahead across the hall.

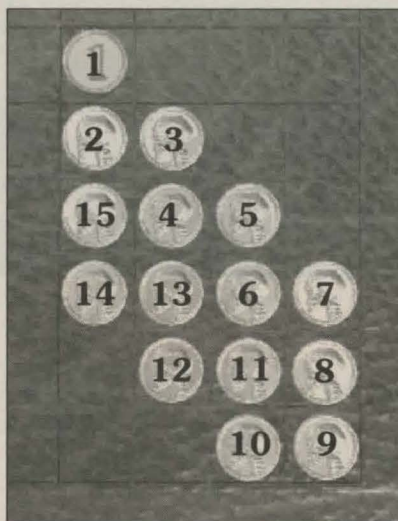
Brian Dutton's Bedroom

Click on the briefcase (on the bed) with the coins on top. After you solve the coin puzzle, view the scene. Then follow Dutton through the secret door at the left.

Puzzle Solution: Coins

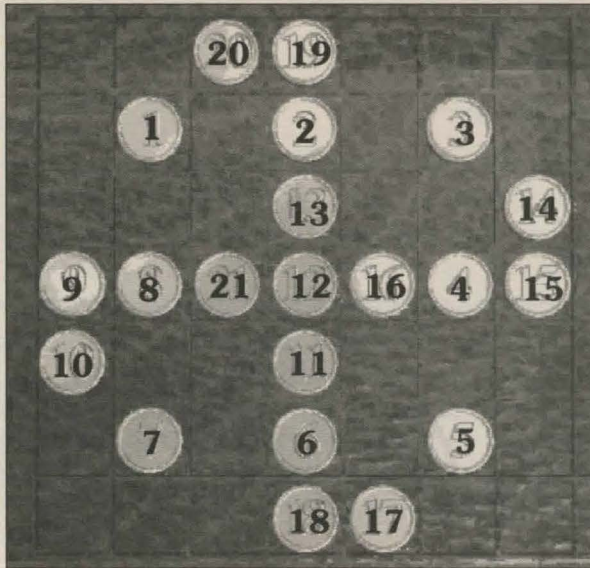
The objective is to turn over all the coins on the briefcase. But once a coin is flipped, only the coins aligned in the same vertical or horizontal row as that coin can be flipped on the next turn. Follow the numbered order in the following two patterns:

First Pattern





Second Pattern



Chapel

After you solve the puzzle of the floor flagstones, you'll reach the altar and view the scene with Stauf and Dutton. Go into the confessional to the right of the altar. You'll pass through a secret doorway into the laboratory.

Puzzle Solution: Pit

Cross the bricks from the lower left to the top right. *Rules:* Every third brick you step on must be purple. Also, your last step must be the third move in a sequence. There is actually more than one solution path here, but I'll give you the one that I discovered (in groups of three).



Beginning at the arrow brick on the lower left, go:

1. NE, NE, NW
2. N, N, NW
3. NE, NE, NW
4. NE, SE, SE
5. N, SE, NE

Laboratory

Click on the microscope in the back of the lab and play the microbe game. If you can't win the game, you can go back to the library to get hints. But forget the door—it's locked! You have to go through a secret passage—the barred gate to the left of the microscope. After you solve the puzzle (or it solves itself after three trips to the library for hints), go back to the library, then exit the library, turn right, and enter the music room.

Puzzle Solution: Microscope

According to the designers, there is no consistent strategy yet for beating Stauf at this game. Fortunately, it is not necessary to win here to advance in *The 7th Guest*. Remember, if you return to the library three times to consult the book of hints, the puzzle will be solved automatically.

Here's how it works:

You control blue cells; Stauf controls green. Your goal is to capture a majority of the squares. Cells moved one square will split in two. Cells can also leap a space, moving two squares, but then they don't split. Whenever your blue cell lands next to one of Stauf's, his green cell will turn blue. The reverse, of course, is true as well.

Music Room

Click on the piano to activate a scene, then click again to get a keyboard close-up. After solving the puzzle, click on the plant next to the bookcase to be transported to Dutton's room. Exit into the hallway. Then enter the bathroom, across the hall and to the right.



Puzzle Solution: Piano

Repeat the notes that Stauf plays until you can play the song (all 18 notes) all the way through.

Bathroom

Click on the checkered floor tile. After you solve the puzzle and view the scene of Martine in the bathtub, click on the sink to take a really spidery secret route to the library, then climb back up the main stairway. Turn right at the top of the stairs and go down to the end of the hall, then turn right into Hamilton Temple's bedroom.

Puzzle Solution: Knights

Swap the positions of the white and black knights. There are many ways you can complete this puzzle, some shorter than the solution in this book. (Try to beat my solution if you can.) Refer to the diagram below. Good luck!

| | A | B | C | D | E |
|---|---|---|---|---|---|
| 1 | B | B | B | B | W |
| 2 | B | B | B | W | W |
| 3 | B | B | | W | W |
| 4 | B | B | W | W | W |
| 5 | B | W | W | W | W |

Here's the solution, with moves in sets of five for your visual convenience. Click on the knights in the following spaces:

A2, C1, B3, A1, C2,
 E3, D5, B4, C2, A3,
 C4, E5, D3, C5, E4,
 C3, B5, D4, C2, E1,
 D3, C1, B3, A5, C4,
 A3, C2, E3, C4, E5,
 D3, B2, A4, C5, B3,
 D2, E4, C5, B3, D2,



B1, C3, E2, D4, B3,
D2, E4, C3, D1, E3,
D5, C3, D1, B2, A4,
C5, E4, C3

Hamilton Temple's Bedroom

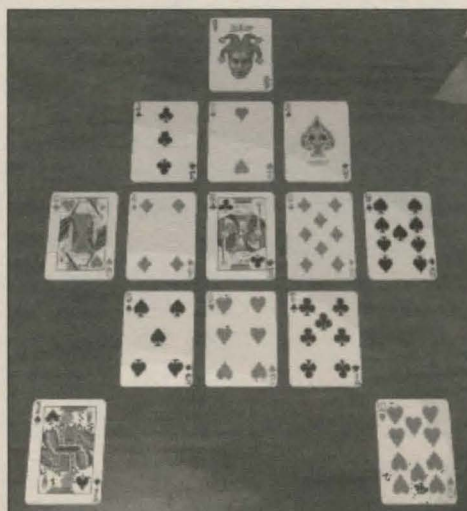
Click on the cards that lie on the table next to the bed. After solving the puzzle, view the scene and turn to leave. You'll see that Temple's bedroom has three exits. The left door takes you into a secret passage through the oven into the kitchen. The center door takes you back to the hallway. The right-hand door takes you into a secret passage through the floor into the library.

Take the right-hand door into the library. Then go out to the stained-glass window and turn around to face the staircase. Click on the floor between the stairs and the window when the "beckoning hand" cursor appears.

Puzzle Solution: Cards

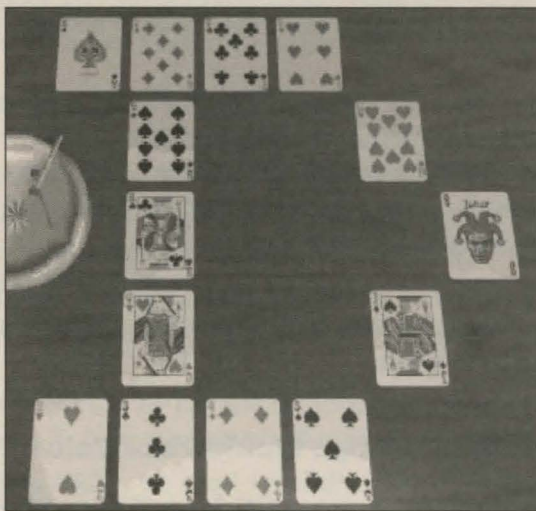
Same principle as the coin puzzle in Dutton's room. In each pattern, flip over all the cards in order, from 1 (ace) to 14 (joker). After you turn a card, the next one you select must be in the same vertical or horizontal row as the last one.

First Pattern





Second Pattern



Portrait Gallery

For fun, examine the various portraits. Then solve the puzzle in the portrait of Stauff's face—three faces, actually. After that, click on the painting of the grand piano to return to the music room. Exit and go up the stairs. Turn left, view the scene with Temple and Elinor Knox, then enter the room at the end of the hall.

Puzzle Solution: Stauff's Face

The portrait is actually a 3×3 grid exactly like the coffin puzzle back in the basement—only this time, each square cycles through *three* different states (red to green to flesh-color) instead of two. As a result, it's a bit more complicated.

Here's a numbered diagram of the portrait's grid:

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |



Now here's the solution:

1. Click on each of the following squares until they turn flesh-color: 5, 2, 4, 6, 8. Be sure to do them one at a time, in the listed order.
2. Now use the "How to Change Stauf's Face Color" table, shown below, to change the remaining squares (1, 3, 7, 9) to flesh-color. Again, do them one at a time, but you can do them in any order, since each one's "color change" sequence below will keep all the other squares the same.

Important note: If a square is red, you'll need to run its sequence *twice*, because the first time through the sequence, the square will change to green.

How to Change Stauf's Face Color

| To Change Square # | Click on These Squares (in order, L to R) |
|--------------------|--|
| 1 | 7, 8, 3, 9, 6, 5, 8, 1, 9, 6 |
| 3 | 1, 4, 9, 7, 8, 5, 4, 3, 7, 8 |
| 7 | 9, 6, 1, 3, 2, 5, 6, 7, 3, 2 |
| 9 | 3, 2, 7, 1, 4, 5, 2, 9, 1, 4 |

Doll Room

Click on the table, then on the small box that sits there. After you solve the flip puzzle, view another scene with Temple and Elinor. Then click on the small marionette stage against the wall.

Puzzle Solution: Flip

Very complex, though it *looks* simple enough. The objective is to push the side buttons until the box depicts Stauf's mansion. When pushed, each button reconfigures the squares in that button's row. Like several other puzzles in *The 7th Guest*, this one configures itself differently each time you play it or reset the puzzle. There is no



single strategy that works *every* time; you may have to click on the bottom of the screen to completely reset the puzzle a few times. But here's one strategy (courtesy of Rusel DeMaria, from his fine strategy guide for *The 7th Guest*) that will work sooner or later if you're patient:

1. Reset the whole puzzle (click at screen bottom) over and over until *any two* of the vertical columns are the same.
2. Click on the button above the remaining vertical column—again, over and over, probably many times—until it matches the pattern of the other two.
3. Click on the button to the left of horizontal row 1 until it matches row 3.
4. Click on the button to the left of horizontal row 2 until it matches rows 1 and 3. Now all squares should show the same picture.
5. Here it gets tricky, so read carefully: Click on the button above vertical column 2 until it displays the picture that is *one increment before* the picture in vertical column 3. (Obviously, you'll have to pay attention to the incremental sequence as you click on the button.)
6. Now click on the button above vertical column 1 until it displays the picture that is *one increment before* the picture in vertical column 2.
7. Click on either button (left or right) in horizontal row 3 until it displays the correct arrangement.
8. Click on either button (left or right) in horizontal row 2 until it displays the correct arrangement.
9. Click on either button (left or right) in horizontal row 1 until it displays the correct arrangement. Done!

Doll House: Nursery

Click on the bottom drawer of the chest of drawers at the right. After you solve the puzzle and view the scene, click on the toy chest. You'll enter yet another secret passage to the library.



Puzzle Solution: Blocks

Rearrange the blocks to spell *GET BOY TAD*. Using the diagram below, click on 2, 7, 4, 10, 2, 7, 11, and 6.

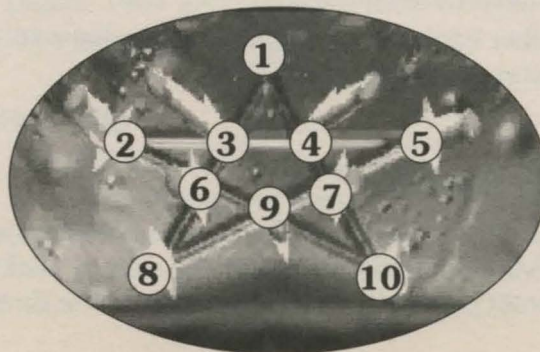
| | | | | |
|----|----------|----------|----------|---|
| | 1 | 2 | 3 | |
| 12 | D | A | T | 4 |
| 11 | Y | O | B | 5 |
| 10 | T | E | G | 6 |
| | 9 | 8 | 7 | |

Door Knocker

From the library, go through the secret passage in the fireplace, then turn around and click on the door behind you. A knocker with a pentagram will appear. After you solve the puzzle, click on the door to enter, then climb the staircase to the attic.

Puzzle Solution: Knives in the Star

Remove the knives until only one remains. To remove a knife, you must jump over it with another knife. Using the diagram below, make the following moves: Jump from 6 over 3 to 1. Jump from 5 over 4 to 3. Jump from 2 over 3 to 4. Jump from 9 over 7 to 5. Jump from 1 over 4 to 7. Jump from 5 over 7 to 9. Jump from 8 over 9 to 7. Then jump from 10 over 7 to 4.





Attic

Click on the model tower at the right. After you solve the puzzle, go through the door at the far end of the attic for the final scene.

Puzzle Solution: Skyscraper

Get to the top of the tower. Click the window sixth from the left on the first (bottom) row. In the second row, click the sixth window from the left, then the seventh. In the third row, click the seventh window from the left. In the fourth row, click the fifth window from the left.

To solve the next (middle) level, click the window third from the left on the bottom row.

To solve the final (top) level, click the window second from the left on the bottom row.

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2

The 11th Hour

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|----------|----------|---|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



The 11th Hour is the sequel to one of the most popular computer games of all time, *The 7th Guest*. Like its predecessor, *The 11th Hour* takes you on a creepy tour of the haunted mansion of Henry Stauf. Although players go “treasure hunting” for some objects, the bulk of the game’s interactivity involves puzzle-solving, featuring some diabolical games of the brainteaser variety.

The Story

Ever since *The 7th Guest* hit it big, people have been dying to get into the Stauf mansion. That’s the problem with success. The house is a little disturbed by all the attention. Now that nosy, ambitious Robin Morales, producer of TV’s tabloid-trashy *Case Unsolved*, is poking around Harley-on-Hudson, stirring up trouble. The house is not amused. When the house is not amused, look out, man. Don’t touch those gates. Think I’m kidding? Hey, ask that waitress with the prosthetic hand.

But I digress. You are Carl Denning, lead reporter for *Case Unsolved*. Your romantic involvement with Ms. Morales ended on a sour note, but you still care about her. Now she’s disappeared. Her research into all the dead bodies and bloody rocks and demon spawn have run her afoul of Stauf. Plus, as Henry himself puts it, “The house must be fed.” Now Robin is trapped inside. She can’t get out. How do you know all this, Carl? Well, somebody sent you a weird little laptop called a GameBook. I think Steve Jobs invented it. It has a modem so powerful you can jack directly into the time/space continuum and see snippets of well-lit, professionally videotaped back-story.

Carl, there’s only one thing to do. Go to the house. Grim horror and a great many fiendish puzzles await (15, to be exact). And Stauf, too, is there, full of taunts and corny puns and devilish anagram clues and, well, a cheese grater. Man, even the toothpaste is evil. And a lot of moldering meat-like substances are lying around.

This house was made for a vulture like me.



The Verdict

OK, it wasn't much different from *The 7th Guest*. So all the old criticisms of the predecessor apply—some hokey acting, puzzles unrelated to the story, puzzles too hard/easy (depending on your point of view), and like most computer games, an anticlimactic finale. Add to that list the fact that, for a horror game, it's not very scary.

But so what? Hey, did you like *The 7th Guest* regardless of all the critical carping? Of course you did. So did I. So did everybody. The same is true of *The 11th Hour*. And this is a bird who despises brainteaser puzzles. I mean, if I want to play Pente (Stauf's final challenge), I'll buy a board and some beads. But still, I loved this game. Between the GameBook Help function and the official strategy guide, I was able to keep my frustration low. Meanwhile, the slow, teasing revelation of the story and Stauf's spooky omnipresence kept me plunging hungrily ahead.

The Condor gives *The 11th Hour* an 8 overall.

* * *

The Flythrough

Note that some of the puzzles are artificial intelligence (AI) games that pit you against Stauf—i.e., the computer. These games set up and proceed randomly and thus have no single "solution." So I can't give you answers. But remember—if you get frustrated, you can use the Help function in the GameBook to solve the puzzle for you.

7:00 P.M.

After the opening movie, you end up in the foyer of Stauf's mansion. Move forward on the right side of the staircase. Turn right and go through the door into the Library.



Library

Turn right. Examine the eyeball on the bottle sitting on the fireplace mantle. Play the video. Exit the close-up, turn right again, and exit the room into the foyer.

Foyer

Go up the stairs. At the top, turn left and enter the second room on the left.

Dutton's Room

Examine the cash register in the back right corner. Puzzle time! In the top row, click on the five leftmost keys. In the bottom row, click on the three leftmost keys. Solving this puzzle "opens" Dutton's room for further exploration. After you exit the close-up, turn right and click on the champagne bottle on the floor. Click on the cork. Play the video. Exit the room and go back downstairs to the foyer.

Foyer

Go to the table on the left side of the staircase and examine the partial chessboard with four chess pieces, all knights. You must reverse the positions of the black and white knights:

- Move the northernmost black knight SEE, SSW, NNW, and SEE.
- Move the westernmost white knight WNN, EES, SSW, and ENN.
- Move the easternmost white knight SWW, WNN, EES, and SSW.
- Move the westernmost black knight NEE, NWW, SSE, and EEN.
- Move the southernmost white knight ENN, NWW, and SSE.
- Move the northernmost white knight SSE, NNE, and NWW.
- Move the southernmost black knight NWW, SSE, NNE, and SWW.
- Move the northernmost white knight SEE, SSW, and NNW.



- Move the southernmost white knight NNW, SEE, and SSW.
- Move the westernmost black knight NEE, NWW, and SSE.
- Move the southernmost white knight NNE and SWW.
- Move the northernmost white knight SSE, ENN, and NWW.

This solution opens the foyer and hallway. Turn left and step into the grandfather clock.

Gallery

Examine the painting to the left of the fireplace. In the close-up, click on the satyr. Play the video. Turn right twice and click on the green painting on the back left wall to return to the foyer. Go back to the library.

Library

Turn right twice. Click on the bookshelf to get closer, and then activate the puzzle. Number the books 1 to 8, left to right. Click on the spot between the two books in the following pairs: 2/3, 3/4, 6/7, 1/2. (Note: Renumber the books after each move.) Solving this puzzle opens the library to further exploration. Turn right and examine the globe. Play the video. Exit the library and go back upstairs to Dutton's room.

Dutton's Room

Enter the closet door to the left of the bed. The secret passage leads to the chapel.

Chapel

Turn left and go through the arched doorway into the laboratory.

Laboratory

Turn left twice and examine the box on the table. More puzzle fun, but this time it's an AI game, so I can't give you a surefire solution path. Good luck! After you win, click on the medicine bottle next to



the box, and click on the tablet in the close-up. Play the video. Exit and return to the foyer.

Foyer

Look at the painting on the wall opposite the grandfather clock. In the close-up, click on the robin (lower right). Watch the video. Go back through the grandfather clock into the gallery.

Gallery

Examine the geometric painting on the floor (beneath the painting of the girl in a blue dress)—another AI puzzle. Keep trying—this one's much easier than the other AI game. After you win, play the chapter-ending video. When you exit the close-up, the clock strikes eight.

8:00 P.M.

Go back to the library.

Library

Turn right and click on the desk. In the close-up, click on the left side of the desk. The desk animation triggers a new riddle/clue from Stauf. Exit into the foyer and go back through the grandfather clock to the gallery.

Gallery

Examine the torso statue on the ground. Play the video. Exit the close-up. Return to the foyer, go upstairs, and return to Dutton's room.

Dutton's Room

Examine the cork in the champagne bottle again. (Notice it keeps replacing itself?) This triggers another new riddle from Stauf. Exit into the hall, turn right, and proceed forward into the room at the far end of the hall.



Game Room

Turn right and click on the pool balls on the table. All of them are white cue balls in a 3-by-3 arrangement. Number them according to the diagram below:

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

Then click on them in the following order: 6, 8, 9, 5, 7, 4, 1, 2, 3. Exit the close-up, turn left twice, and examine the picture on the wall. Click on the Irish setter at far right. Play the video. Gross! Exit the close-up and go back down to the foyer.

Foyer

Examine the face of the grandfather clock. Watch the automatic sequence. Go to the top of the stairs, turn left, and go into the second room on the right.

Bathroom

Turn right and look down at the drain on the floor. Puzzle time! And with spiders, no less. Note that the star pattern has eight points. Starting with the brown spider at the upper right, number the points of the star clockwise from 1 to 8. Then direct the spiders to make the following moves:

- 1 to 4
- 3 to 6 to 1
- 5 to 4 to 3 to 6
- 7 to 2 to 5 to 8 to 3
- 4 to 7 to 2 to 5
- 1 to 4 to 7
- 6 to 1

Solving this puzzle “unlocks” both the bathroom and the dining room for further exploration. Examine the straight razor on the edge of the tub. Play the video. Exit the bathroom and go back



downstairs to the foyer. At the bottom of the stairs, turn right, and then go forward through the double doors into the dining room.

Dining Room

Turn left and examine the painting on the wall. In the close-up, click on the orange. The disgusting vision triggers another clue from Stauf. Exit the room and go back upstairs. At the top of the stairs, turn left and enter the first room on the right.

Knox's Room

Turn right twice and examine the mirror just to the right of the door. Yes, another random puzzle, with sliding pieces this time. I hate these, so I immediately ask the GameBook to solve this one for me. You can use a consistent strategy, but it takes pages to explain. If you want this, get Rusel DeMaria's excellent book, *The 11th Hour: The Official Strategy Guide* from Prima. Solving this puzzle opens both this room and the chapel to further exploration. Turn right and examine the painting above the fireplace. Play the video. Go back down to the library,

Library

Turn right and examine the painting just left of the fireplace. Click on the Great Dane and watch the weirdness. Go upstairs to Dutton's room and go through the closet to the chapel.

Chapel

Turn left and examine the stone carving just left of the door. Yikes, another AI puzzle. Basic strategy: Always start in the center square. When Stauf blocks, start building in the opposite direction and head for the nearest corner. Other than that, you're on your own again. When you win, exit the close-up of the puzzle and play the end-of-chapter video. When you close the GameBook, the clock strikes nine.



9:00 P.M.

Go to Dutton's room.

Dutton's Room

Examine the TV. Play the video. Return to the chapel.

Chapel

Examine the organ. Not much happens, but afterwards, you get a new clue from Stauf. Return to Dutton's room, and then go directly across the hall to the stairway. Take the stairs up to the attic.

Attic

Examine the toy train—another puzzle revealed. Use the track switcher to spell “Stauf” with the letters. Here's how:

1. Click on the left track switcher once; the green side faces you.
2. Turn the dial to the left (to the green indicator light) to move the engine forward.
3. Click on the left switcher again. Now the red side faces you again.
4. Turn the dial to the right (to the red indicator light) to back the engine onto the side track.
5. Click on the right track switcher so that the red side faces you, and then back up the train again. It hooks up with the letter A.
6. Move the train forward to pull the A to the far left.
7. Click on the left switcher and back the A into the F.
8. Repeat the process twice more to move the U to the left of the A, and then the S to the left of the U. (You should have SUAF together now, with the T alone at far right.)
9. Hook up the T and pull it to the far left, but don't back it into the other letters!
10. Leave the left switcher the way it is—red side facing you—and back the T onto the side track.



11. Move the engine forward (leaving the T on the side track).
12. Click the left switcher and back the train into the S.
13. Pull the S forward, click the left switcher again, and back the S into the T on the side track.
14. Repeat this process with the U and the A. (You should now have AUST on the side track.)
15. Back the engine into the F, click the right switcher, and then back the F to the far right of the main track.
16. Move the A onto the main track, and back it into the F.
17. Move the U onto the main track, and then back it halfway down the main track. (Don't back it all the way into the A!)
18. Move the S onto the main track, and back it into the U.
19. Move the T onto the main track, and back it into the S. (You should now have TSU together in the middle of the main track, and AF together at the far right.)
20. Back the engine around the side track to the A, pull the A forward to the far left, and back the A onto the side track to release it there.
21. Move the T down to the side track, then the S.
22. Back the U into the F at far right. (You should now have STA on the side track, and UF on the main track at far right.)
23. Move the S to the midpoint of the main track. (Again, don't back it all the way into the U.)
24. Pull the T forward, and then back it into the S.
25. Back the A into the UF at far right.
26. Pull the T forward to the far left, and then back it around the side track into the AUF.
27. Back the S into the T. You have STAUF!

Solving the train puzzle unlocks the attic for further exploration. Turn left and examine the dress mannequin. Exit the close-up, and examine the chessboard just left of the pole. Click twice on the white rook and watch the video. Exit the attic and return to the chapel.



Chapel

Turn right and examine the torch on the altar. Play the video. Go back through Dutton's room and head downstairs to the foyer. In the foyer, go to the dining room door, turn right, and enter the kitchen.

Kitchen

Examine the table full of plates. Puzzlemania! Starting at the northernmost tip of the star, number the plates from 1 to 10 in a clockwise direction. Then make the following five moves:

- Move 8 to 1.
- Move 6 to 3.
- Move 10 to 5.
- Move 4 to 7.
- Move 2 to 9.

Solving this puzzle unlocks the kitchen for further exploration. Turn right and examine the cheese grater on the stove. Nice animation! Exit into the foyer, go upstairs to Dutton's room, and head through the chapel into the laboratory.

Laboratory

Click on the disk near the front of the table. *The 7th Guest?* What the heck's that? Examine it closer. Play the video. Go back to the second-floor hallway and enter the bathroom. (I almost wrote "Go to the bathroom on the second floor," but I stopped because I don't want all the 12-year-old boys reading this to go into brainlock.)

Bathroom

Go forward to the sink and click on the toothpaste. The animation triggers another clue from Stauf. Exit to the hallway, turn left, and enter the last room on the right.



Temple's Room

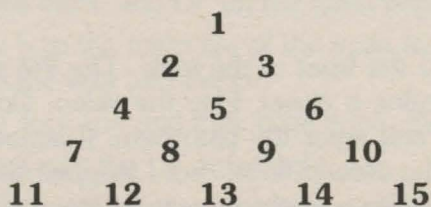
Turn right and examine the odd cube on the bottom shelf to the left of the bed. Here you'll find fresh proof of my theory that Rubik's Cube was invented by Satan. It's the Dreaded Dice Cube. The simple solution: Start at the dark die face at the lower left corner. Go N and click on the 4. Go N and click on the 3. Go NE and click on the 6. Go SE and click on the 1. Go E and click on the 5. Go S and click on the 3. Done! You've unlocked the rest of the room. Turn left and examine the guillotine at the lower left. Play the grisly video. Turn to face the three doors. Exit through the left door into the hallway.

Second-Floor Hallway

Go to the big painting at the top of the stairs. Examine the big white flower (a gardenia) at the bottom of the flower bowl. Watch the scene, which triggers another clue from Stauf. Exit the close-up, turn left, and enter the first door on the left.

Burden's Room

Examine the small table at right. Another puzzle so soon? Ah, well. This one's relatively easy, at least. Number the letters in the pyramid face as below:



Click on the following numbers, in order: 15, 14, 4, 2, 10, 3, 5, 8, 12, 13, 9, 6, 1, 7, 11. This spells the word "unintentionally." Now click on the following numbers: 6, 9, 14, 4, 2, 5, 8, 13, 15, 10, 1, 3, 11, 7, 12. Solving this puzzle unlocks Burden's room. Turn right and click on the vase on the desk. In the close-up, examine the rose and watch the scene. Exit into the hallway, turn right, and go forward to the first room on the left.



Heine's Room

Examine the table in the back right corner. Click on the necklace to activate the puzzle. Starting with the northernmost gem, number the gem positions 1 to 6 in a clockwise direction. Then click on the positions in the following order: 3, 4, 3, 6, 3, 5, 6 four times (to rotate the gem twice), 5 four times, 4 ten times (to rotate the gem five times), 3 eight times, and 2 four times. Solving this puzzle unlocks both Heine's room and the Room at the Top. Turn left and examine the vanity. Click twice on the earring. After the brief animation, exit the close-up; Stauf offers another clue. Exit and go upstairs to the attic, and then go straight through the next door.

Room at the Top

Look at the honeycomb-like object on the floor. Click on it to activate the AI game with Stauf. Forget any strategy from me here—just play for fun, or just have Samantha solve it for you in the GameBook Help function. Play the chapter-ending video. When you close the GameBook and exit the close-up, the clock strikes ten.

10:00 P.M.

Go downstairs to the foyer. Go to the right side of the staircase and go through the double doors into the music room.

Music Room

Turn left and examine the object on the mantle—it's a miniature room and a puzzle. The official strategy guide declares that there is a solution path, but it requires at least 90 moves. Sorry, not here. If you're frustrated, just open your GameBook and ask Samantha to solve it for you. (Even she admits this one's difficult.) Solving this bear unlocks the music room for further exploration. Turn right and examine the harp. Afterwards, Stauf offers a new clue. Exit and go upstairs to the second-floor hallway.



Second-Floor Hallway

At the top of the stairs, turn right and proceed to the end of the hall. Examine the nutcracker on the floor. Play the video. Pretty incriminating stuff, but will it stand in a court of law? Exit the close-up and go forward through the door into the game room.

Game Room

Turn right and examine the round object on the left side of the pool table—it's an eyeball! Cool! Its animation prompts another clue from Stauf. Exit, turn left, and go into Temple's room.

Temple's Room

Turn right and examine the knife stuck in the headboard of the bed. Play the video. Exit through the left door and go upstairs to the attic.

Attic

Examine the toy train set again and click twice on the engine. After the animation, get the new clue from Stauf and go downstairs to Burden's room.

Burden's Room

Turn left and examine the sheets/mattress of the bed. Click on the blood stain. Play the video. Go downstairs to the kitchen.

Kitchen

Examine the cleaver stuck in the right-hand wall. Watch the scene, exit, and go into the dining room.

Dining Room

Examine the trilobyte-shaped cake on the table. It triggers another AI game against Stauf. Move those bon-bons and good luck, pal. After you win, play the chapter-ending video. When you exit the close-up, the clock chimes eleven. *The 11th Hour!*

**11:00 P.M.**

Exit the dining room and go upstairs to the second-floor hallway.

Hallway

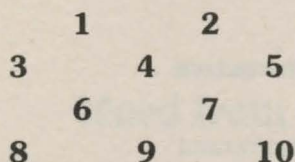
At the top of the stairs, turn right and examine the lion statue. Watch the scene, exit the close-up, and go into Knox's room.

Knox's Room

Turn right and examine the glass on the nightstand. Watch the scene and exit the room. In the hallway, turn right and go into the room at the end of the hall.

Doll Room

Turn twice and examine the tinker toy/chess-piece thing on the dresser. Almost done with the puzzles now, thank God. First, number the tinker toy wheels from 1 to 10 in the following manner:



Be sure the black bishops sit on 3 and 8 (the white wheels), and the white bishops sit on 5 and 10 (the black wheels). Then make the following moves: 5 to 7, 8 to 2, 3 to 6, 7 to 1, 6 to 9, 2 to 5, 10 to 4, 4 to 8, 1 to 4, 9 to 3, 5 to 9, 4 to 2, 9 to 7, 3 to 1, 2 to 6, 7 to 5, 1 to 10, 6 to 3.

Solving this puzzle unlocks the doll room for further exploration and also opens access to the nursery. Turn left and go forward through the floorboards into the nursery.

Nursery

Turn right and examine the big rattle on the wall ledge. Watch the video sequence, and then go back downstairs to the foyer.



Foyer

Look at the face of the grandfather clock. In the close-up, click on the XI. Watch the scene; then go into the library.

Library

Turn right and examine the inkstand on the desk. In the close-up, click on the pen. Go back upstairs through the doll room into the nursery.

Nursery

Turn left and examine the doll house. In the close-up, click on the kitchen (center of screen). Anyone for Pente? This is another AI game, and you have to beat Stauf without Samantha's help this time. Good luck. When you win, view the finale—you are presented with a final choice. You probably want to see all three endings. But to trigger the happiest ending, pick Samantha.

Publisher: Virgin Interactive

To order, contact:
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San Diego, CA 92126

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3

Alone in the Dark

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



The Condor still has gooseflesh from this haunting French import. If Jeebs, my butler, hadn't consented to do his Barney imitation after our gaming sessions, I might never have gotten any sleep.

Indeed, from the hellhound in the attic to the killer worm in the caverns, *Alone in the Dark* offered more adventure than I bargained for. Some moments literally knocked me senseless. Manipulating a mouse with one claw while covering one's face with another leaves, alas, no claws for clinging to one's perch.

Yes, you have to battle a lot of beasts all *Alone in the Dark*. But, I must admit, the arcade feel is pretty cool. Because while the 3-D polygon technology makes the creature renderings kind of blocky and ludicrous, it also creates a realism of movement that is nothing short of spectacular.

The Story

The story here is entirely history—i.e., what story there is has already happened. Jeremy Hartwood has committed suicide in Derceto, the legendary Louisiana mansion where an evil power is rumored to dwell. A local antique dealer, apparently drooling over the stash of valuable furniture and collectibles left behind by Hartwood's estate, hires you to catalog everything in the old place.

The game begins in the attic. Your goal is to literally get to the bottom of the strange doings in Derceto as you work your way downstairs. Now, to be perfectly honest, *Alone in the Dark* violates The Condor's Rule of Successful Adventure Game Design, which is: *Get a good writer to tell a great story*. Fact is, there's almost no story development here. Seriously, all you do is go downstairs and battle things. You do get some interesting (though occasionally deadly) reading material, but nothing you meet talks, and your guy has no personality whatsoever.

But it's still fun. Why?

Maybe it's the cinematic feel of the camera angles, combined with the hideously single-minded nature of your quest: *Get out alive!* What's gonna collapse under me next? What will jump out if I walk through there?



In any case, your ultimate destination is shockingly original—that's right, *the catacombs*. (Condor Observation: 85 percent of all computer games inevitably contain The Catacombs.) But again, the 3-D graphics give an entirely new sense of depth and menace—the giant worm, for example. At first glance, it looks kind of laughable, like some big, huggable polygon goof. But when it *comes* for you . . . hey, I nearly laid an egg. Really, screen shots of this game don't do it justice.

The Verdict

The bird remains impressed by I•Motion's horror classic. *PC Entertainment* magazine named *Alone in the Dark* "Game of the Year" when it came out in 1993, based on its original blend of arcade and adventure. It still rates a 9 overall.



General Tips

Moving Your Character

Action in many of the rooms was filmed from multiple angles (up to nine) by virtual cameras placed in the 3-D environment. You don't have to understand what that means. I don't. All you need to know is that the on-screen view of your chosen character (Edward or Emily) will suddenly change perspective at times.

This can be confusing at first, particularly if you're in the middle of combat with some slavering beast risen from the bowels of Derceto's netherworld. But in terms of visual drama, it's best this way—believe me—so just get used to it.

Look, you want your brain to grow 10 percent, don't you? That's what happens to lab rats when you change their maze environments regularly. Think of yourself as a rat. (Why not? All your friends do.)



Totally Superfluous Combat Tip

The Condor feels a little foolish deigning to offer any kind of tip even *remotely* related to hand/eye coordination. The Condor is just not an arcade kind of bird. But Jeebs can pluck three flies from the air in one kung fu swipe, and he agrees with me on this one. It seems best to thrust or slash with your weapon *just as your opponent begins to lunge*.

The zombies, for example, were easy once I got their rhythm. They will slowly approach, then growl as they lunge at you. Thrust your weapon just as that growl begins, and you'll land a good bloody blow every time. Another example: That pesky pegleg pirate you meet about mid-game has a similar weak moment. You have to let him get close and thrust at you first, then hack him as he lunges. (A right-arrow slash seems to work best.)

Jeebs reminds me that, of course, all machines run at different speeds. He also reminds me that I'm a bird, I'm nervous, I'm twitchy, squirrels scare me. So don't listen to my combat tips. If you want combat tips, talk to your local ten-year-old.

Books

Condor's Quick Tip: Save your game before opening any book. What you read *can* kill you.

* * *

The Flythrough

The Places

1. Attic

You must move quickly here. Turn and go immediately to the left side of the wardrobe closet, then push it in front of the window. (Keep pushing until it won't go any farther; or the hellhound will still get in and maul you.) Then hurry to the chest and push it over the trapdoor to cut off the zombie.



Hellhounds don't like you. If you didn't push the wardrobe in front of the attic window immediately (like I told you to!), you'll have to battle the slobbering beast. It's best to use the rifle stashed in the old chest.

Now open the chest to get the rifle, then take the oil lamp from the table. Open the wardrobe closet to get the old Indian cover, then go past the barrels (right of wardrobe) and go down the stairs

2. Storeroom

At the bottom of the stairs, go straight ahead into the storeroom. Take the bow from the corner near the door, then search the shelves on the right to get the oil can. Use the oil can to refill the oil lamp, then walk through the doorway on the left.

3. Upstairs Hallway

Walk to the first door on the right (your character's left) and enter. Don't proceed down the hallway! It will collapse, and you'll fall to your death.

4. Desk Room

Search the rolltop desk in the corner to get the key to the chest. Use the key to open the chest in the corner next to the door and take the old cavalry saber. Then brace yourself for your first combat. Open the door and use the saber to battle the zombie that walks in.



After you dispatch the zombie, exit the room and open the door directly across the hall.

✂ **Hint:** The old cavalry saber will break after limited use.

5. Dressing Room

Walk into the room, turn around, and use the saber to kill the zombie that follows you in. If the saber breaks, keep chopping away with it.

✂ **Hint:** Be sure to pick up the broken saber blade after the battle. You'll need both the saber handle and the blade later.

Then exit the room through the door near the window.

6. Bedroom

Go to the nightstand on the left side of the bed (side opposite the window) to get the vase. Turn back quickly, because a hellhound will bound through the window to fight. Use your saber or rifle to kill the beast. Throw the vase and get the key to the dresser inside. Use the key to open the dresser (teddybear on top) and get the two small mirrors.

A bathroom can be a place of respite in a hectic world. Always check the cabinets for healing first aid potions.





Exit through the door near the bed, then go through the door directly across the hall.

7. Bathroom

Open the cabinet to get the first aid kit, then open the first aid kit to get the flask. Drink the flask to gain more health points. Throw or drop unnecessary items—first aid kit, empty flask, chest key, dresser key, empty oil can.

Exit the room and go through the door at the end of the hall.

✖ **Hint:** Don't go back down the hall; remember the collapsing floor!

8. Upper Lobby

Put one small mirror on each of the two small statues at either end of the hall. Avoid any contact with the winged monsters by staying close to the wall farthest from them. Once the mirrors are in place, you can walk downstairs.

9. Lower Lobby

Don't touch the suit of armor yet. You need to get something else first. Walk to the door on the right-hand side of the stairs and enter.

10. Sitting Room

Don't touch the ghost figure on the chair. Get the gramophone from the table behind the chair, then search the cabinet to get cartridges. Use the cartridges to reload the rifle. Get the matchbox from the fireplace mantle. Exit the room and go through the door straight ahead on the other side of the stairs.

11. Hallway

Walk to the second door. This is a very good place to save your game.



12. Bathroom

This is a tough one. Run into the room and get the jug next to the cabinet. Forget about the tub monster—it's invincible, and you'll have to take some hits in order to get what you need. Get directly in front of the cabinet and open it to get the first aid kit. Open the kit to get the flask, then drink the flask. (If you hit your Inventory key fast enough, you'll minimize your monster encounter.)

Exit as fast as you can. Continue down the hall, then enter the next room.

13. Dark Bedroom

Use the matchbox to light the oil lamp. Get the very heavy statuette from the table. Exit the room and select Open/Search from your Actions menu to put the lamp away.

Go back up the hall to the lower lobby. (See #9 on map.) Stand right in front of the suit of armor, then throw the very heavy statuette to smash the armor. Get the sword, and leave the statuette. Walk to the other side of the stairs and enter the dark opening.

14. Front Lobby

Drop the gramophone at the bottom of the stairs for later use. Turn your character to his/her left and enter the right-hand door of the two in the corner next to the stairs. (The left one is locked.)

15. Enclosed Porch

Search the back side of the statue to get the three arrows. Now leave the room quickly to avoid the attack of the falling spiders. (They won't follow you out.) Walk to the door on the other side of the stairs (to the right of a narrow hallway).

16. Kitchen

Go through the dark brown door next to the door you just entered. Get the key hanging on the wall, then search the shelf to get the box of biscuits. Eat the biscuits to get more health points, then drop unneeded items—empty box, empty first aid kit, empty flask. Exit the small room.



Kitchen zombies are a problem anywhere, but particularly so in Derceto. Be ready to fight this goon right after you open the coal closet (seen here just behind the creature).

Search the large cabinet near the table to get a knife. Now go past the table and enter the second, smaller brown door—but back out immediately and turn left to face the zombie. Use your knife to kill him, then re-enter the coal closet.

Search the pile of coal to get the box of shoes. Open the box to get the revolver. Get the oil can in the other corner, then use it to refill the lamp. Walk to the barrel of water and use the jug to fill it.

Again, drop unneeded items—empty oil can, empty shoe box, knife. Get the pot of soup from the fireplace, then exit the kitchen through the door next to the coal closet. Go directly across the hall into the door there.

17. Dining Room

Walk to the far side of the table and put the pot of soup on the table. Wait until the walking zombie sits, then walk around the table to the door next to the large cabinet on the left. Go through the door.

18. Smoking Room

Run to the table and take the lighter. Then use the water jug to douse the smoking ashtray. Exit through the double door to your character's left, then turn him/her left and return to the stairs in the front lobby. Go upstairs and return to the hallway outside the dark



room where you got the heavy statuette. (See #13 on map.) Continue down the hall to the end and open the door.

19. Hallway of Paintings

Walk up to the first painting (man with ax) and put the old Indian cover on it. Walk halfway down the hall. (Be careful! If you go too far, you will be shot with arrows.) Use the bow to fire arrows at the painting at the far end of the hall; when you hit it, it will turn to purple smoke. Enter the door at the far end of the hall.

20. Jeremy's Bedroom

Get the false book from the table. Walk across the room and push the grandfather clock aside to reveal a hole in the wall. Search the hole to get the key. Exit the room and enter the dark room through the double doors halfway down the hall on your character's left.

21. Library

Save your game! You have to move quickly here, because you've disturbed a relentless monster who can't be killed until you get a special weapon. Use the oil lamp and put it down. Run as fast as you can down the aisle directly to the character's left. Follow the corridor to the character's right until you see an indentation in the wall of books.

Walk just past this indentation and search the books next to it. When you find the hidden mechanism, put the false book in the wall to open the secret room behind the indentation. Enter quickly!

22. Secret Room

Get the talisman from the shelf. Search the bookshelves across from it to get the dagger with the curved blade. (Forget the other daggers.) Now go back out of the room and use the dagger on the monster in the library. Walk back to the library entry, get the oil lamp, then walk across the room to the closed double doors and go through.

You need to return to the gramophone now. Walk to either dark opening (left or right) to take the stairs back down. Get the gramophone.



Get ready. Your visit to the library will not be pleasant. There's a nearly indestructible monster just waiting for you to mess with his books.

phone, then turn left and use the silver key to unlock the door next to the Enclosed Porch (the room with the spiders).

Finally, go back to the stairs, turn left down the main hall and go back to the Smoking Room (see #18 on map). Use the gold key to unlock the double doors.

23. Jeremy's Study

Put the old cavalry saber on the coat of arms. (If the saber is broken, put *both* pieces—handle and blade—on the coat of arms.) Search the bookcase in the corner to get the record. Then exit back through the smoking room into the hall. Go through the double doors directly across the hall.

24. Pirate's Room

Use the sword to kill the pirate. (You can't shoot him, and he's an incredibly tough swordsman; you can't hit him until he gets close enough, and then you risk getting hit yourself. I had my best luck with my right arrow key slash.) Get the key to the dance hall from the dead pirate, then use the key to open the double doors.



Swordplay with pesky peg-leg pirates can be difficult unless you figure out their rhythm. Wait until this one lunges, then hack him with a right-to-left slash.



25. Dance Hall

Walk to any corner and use the record. (You must have the gramophone with you.) Watch the ghosts dance, but don't let any touch you! Wait until you can slip past the twirling couples to get the key from the fireplace mantle. Exit the room and go straight across the hall back the Smoking Room again to Jeremy's study. Walk down the stairs in the floor.

26. Bottomless Chasm

Run across the collapsing bridge. Follow the tunnels until you see the giant worm behind you. Run away from the worm until you can branch to the right into another tunnel.

27. Cave

Fight or shoot the monster that waits for you in this cave. Continue down the tunnel until you see the giant worm ahead of you. Then quickly turn and run back to the entrance of the cave, exit, and turn right down the tunnel (newly created by the worm). If the worm is still there you can repeat this process until you make it to the wooden dock.



28. Underground Dock

Step down onto the dock and walk screen right until you come to a lighter-shaded brown section of the wood. Jump over this section. (It will collapse if you walk on it.) Avoid or kill the monster in the water, then climb up the ledge to the opening.

29. Tunnel

Fight or shoot the spider monster. Continue down the tunnel.

30. Rock Pillar Cavern

Stand near the edge of the opening and shoot the flying monster. Note his flight pattern, then fire just before he passes nearest to you. After you hit him, jump from pillar to pillar, always jumping to the next pillar that is furthest to the character's right. Keep jumping until you get to the opening on the other side.

Follow the tunnel until it forks, then go right.

31. Large Cavern (Planks)

Walk to the right side of the rock plateau. Jump over the light colored wooden planks onto the darker ones. Jump and climb up rock pillars until you reach the far side of the cavern. Shoot or avoid the flying creature in the middle of the cavern. Go to the chest.

32. Pirate's Chest

Use the key you got in the Dance Hall to open the chest and get the gem. Push the rock behind the chest to one side, then enter the dark opening and follow the rock corridor. Step down the ledge and continue forward until it goes black.

33. Dark Maze

Use the oil lamp. See the maps for exact route through the maze, but in general, work your way west until you can't anymore, then work south, then east until you come to a stone door with a hole in it. Put the gem on the door to open it, then walk through.



34. Final Confrontation

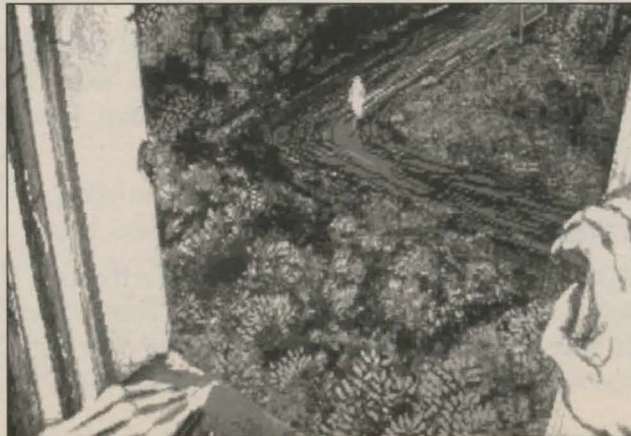
Select Open/Search from your Action menu to put the oil lamp away. Jump off the rock steps and run through the water to the stone altar. You must dodge fireballs and the swamp monster in the water. (Best course for me: Start straight ahead, quickly veer left, and when the camera angle changes, cut right and head straight for the altar.)

At the altar, get the hook. Then use the lighter to relight the oil lamp and throw the lamp at the tree. When things start crumbling, run toward screen right, then climb the rock plateau (not the one you entered on). Use the hook to open the rock door, then turn your character to his/her left and go back into the maze. It will be well-lit now.

In the maze, turn right and use the hook on the stone door. Turn to your character's left to the Underground Dock (see #28 on map). Follow the wooden docks and climb to the opening on the other side. Now turn right, follow the tunnel straight ahead to the small black opening, and go in.

35. Basement

Walk around the wine racks to the other side of the room and climb the stairs to the front lobby. Walk down the main hall and open the double doors at the end.





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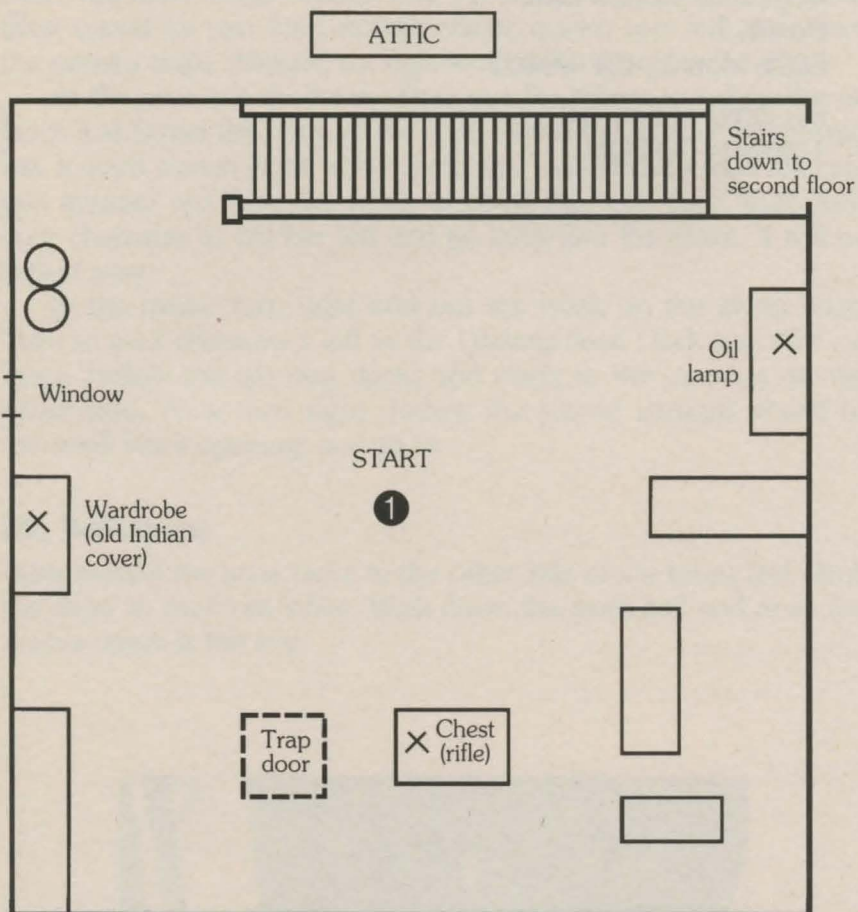
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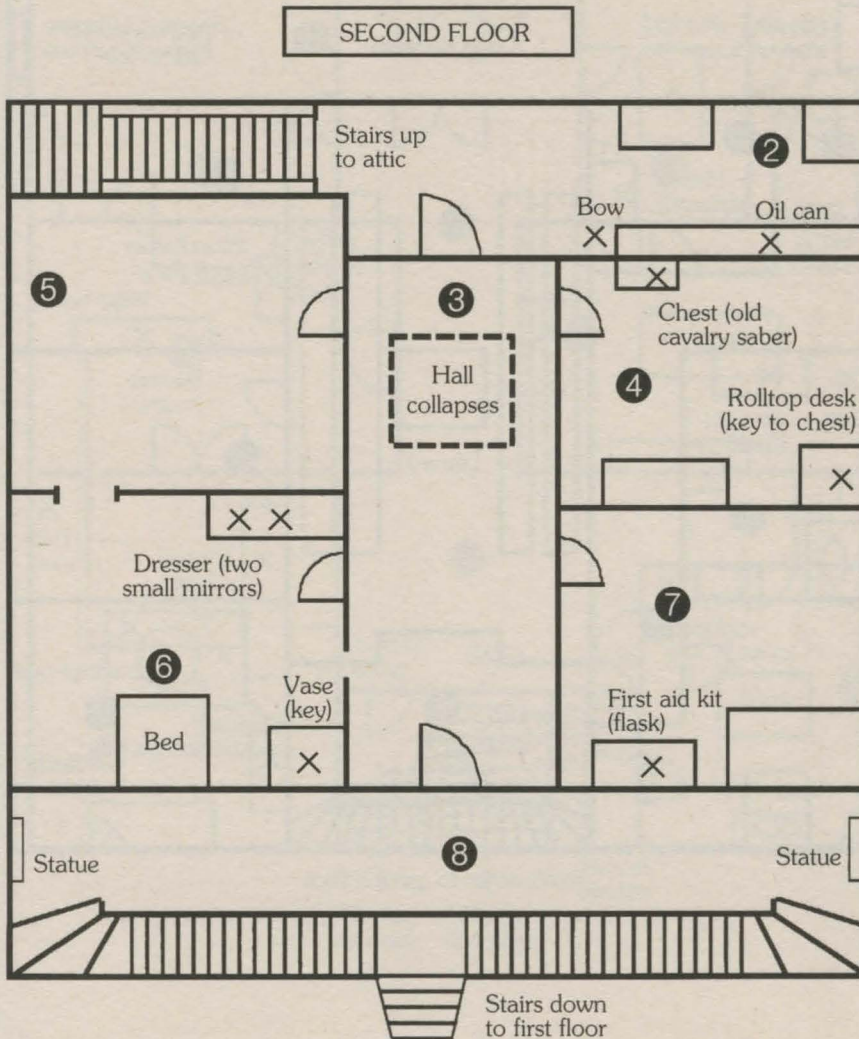
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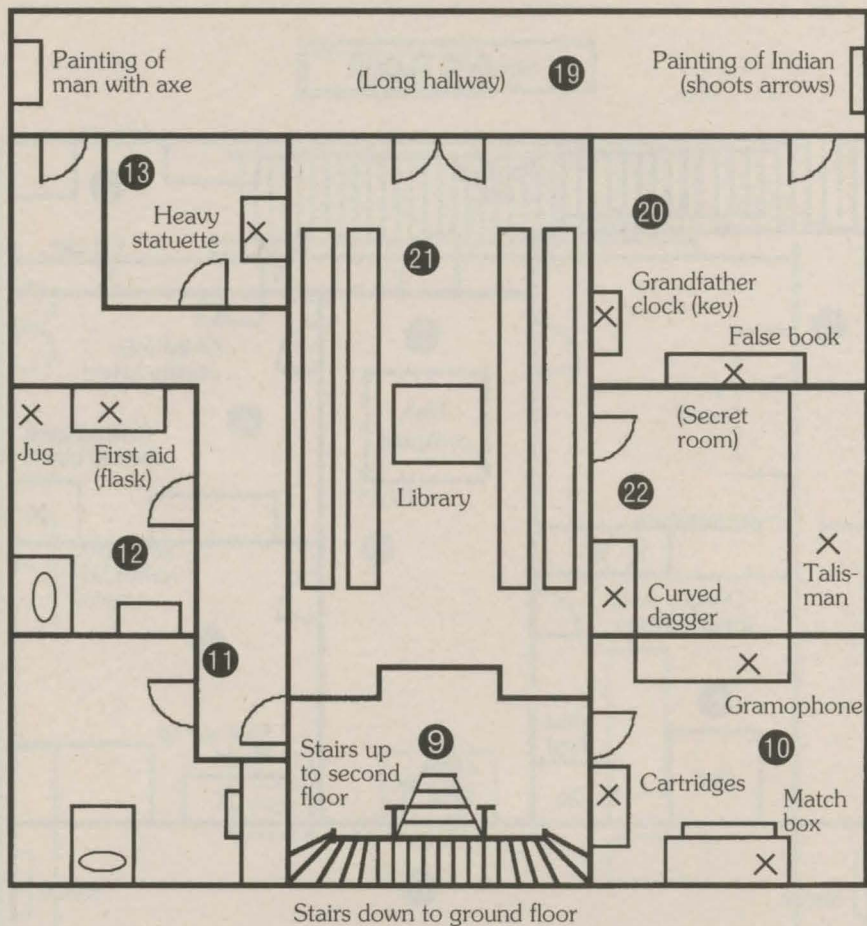
Note: The numbers here refer to the section numbers in the Flythrough.

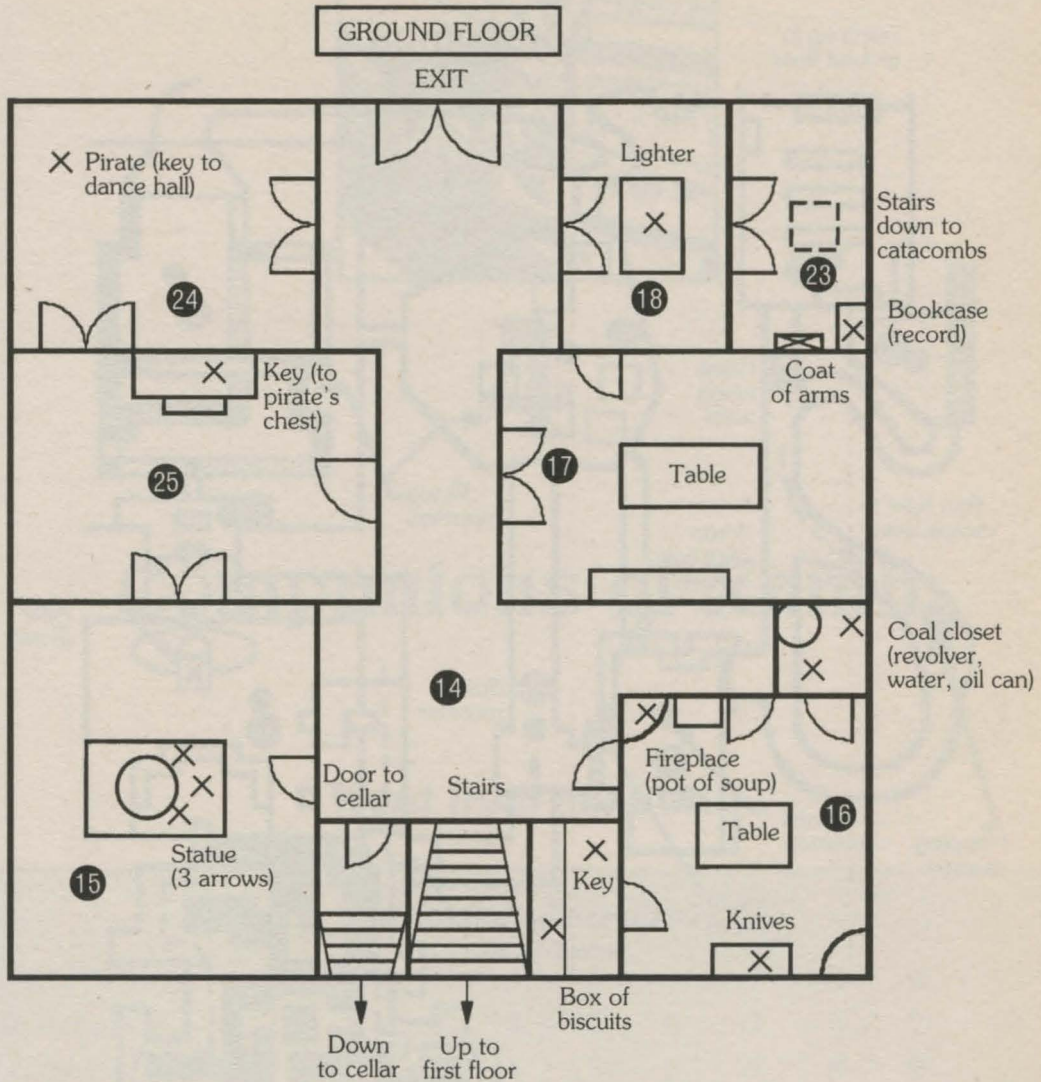


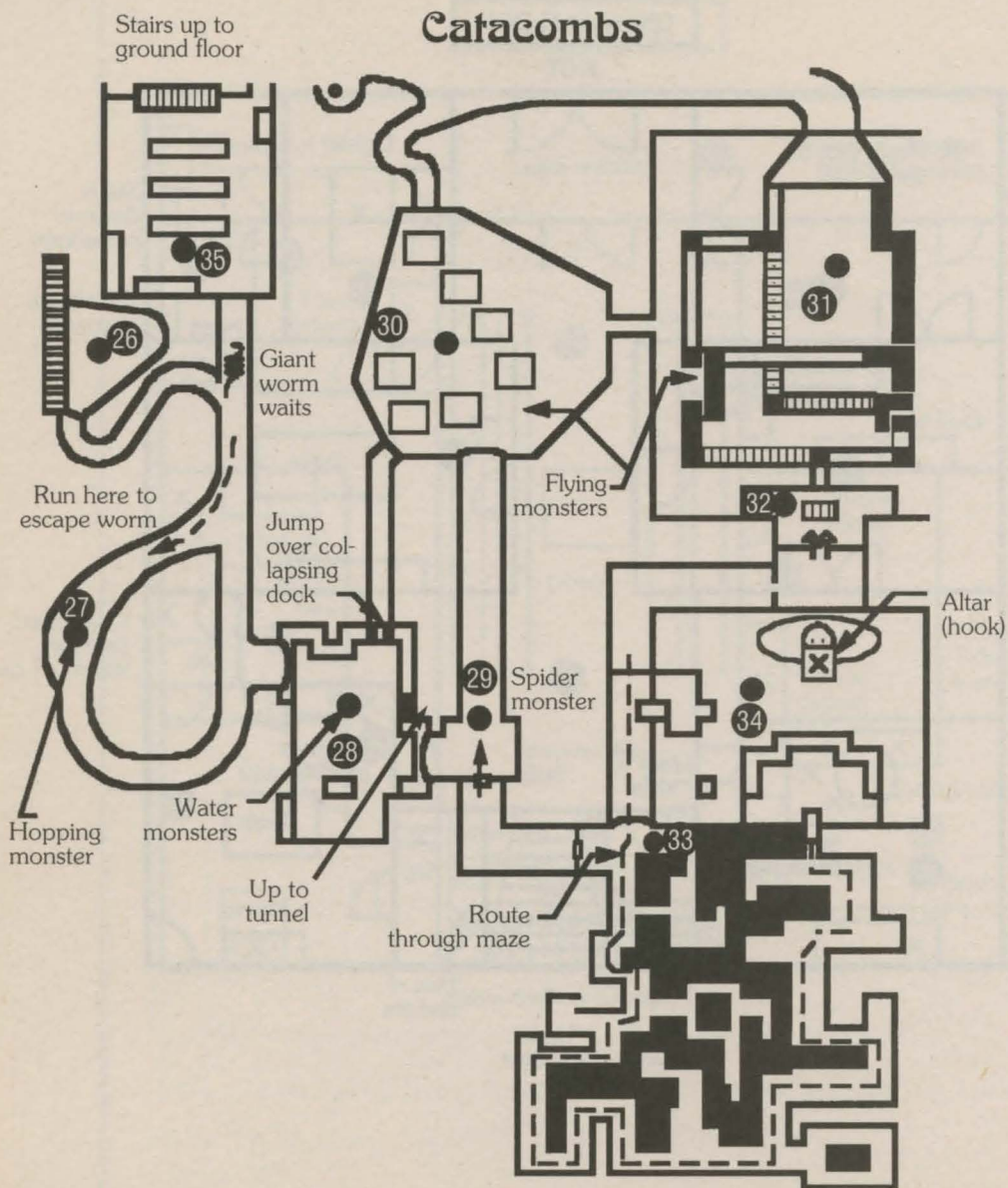


CD-ROM Classics: Cheats and Hints to Your Favorite Games

FIRST FLOOR









4

Companions of Xanth

Word from the Bird

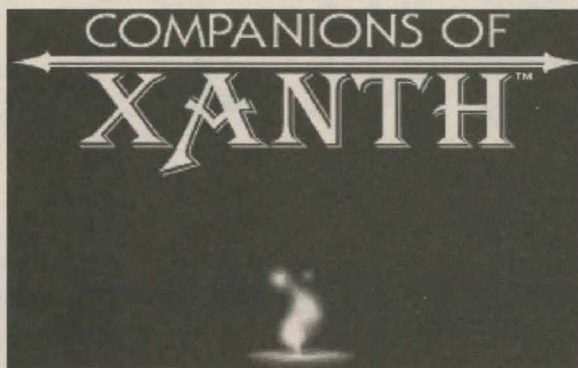
The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|----------|----------|----------|----|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Ah, Legend! Irreverence is thy middle name. From the Gateway and Spellcasting series to *Eric the Unready* through *Companions of Xanth*, Legend seems to delight in administering the digital equivalent of an atomic wedgie to all those geekwad fantasy-gamer types who take their genres a bit too seriously.

Indeed, the Condor is so fond of Legend games that they occupy a special cubby in my aviary.



The Story

Based on the Piers Anthony book *Demons Don't Dream*, this adventure starts in the realm of Mundania, a familiar world that lies adjacent to Xanth. As the name implies, Mundania is the distinctly non-magical place that you and I—well, *you*, anyway—inhabit. (I'm a mythical bird, remember?)

As the game begins, you are a kid named Dug Mundane sitting in your bedroom on a rainy day. A bet with a friend leads you to load his new computer game into your rig. The game? *Companions of Xanth*, of course.

Soon you're sucked into a competition to acquire a mysterious prize goblet. You race against another human, a teen girl named Kim who seems to be one step ahead of you wherever you go. The quest features the usual puzzle-solving—which, as in most Legend games, has a distinctly whacky, bizarre, and pun-happy quality to it. You deal with beings named Fairy Nuff, Ma Anathe (get it?), the



dreaded Loc Pic monster, and the evil Com-Pewter. You also get to insult a storm cloud named Cumulo Fracto Nimbus, which is kind of fun. There's a troll under the bridge, of course—he's carnivorous, but his condo is pretty sweet.

And then there's this pail in the road. Can you get beyond it? Beyond the pail? Get it? Ha ha ha ha ha!

The Verdict

Companions of Xanth is a goofy, fun little game with an auspicious development. Legend games, you see, were not particularly known for their scintillating visual qualities. But this game's rudimentary use of digitized video sequences finally pushed Legend into the '90s. While it can't compete with, say, *The 7th Guest* in terms of sizzling production values, at least *Companions of Xanth* attempts to hitch Legend's traditional good storytelling to the "new cinema" that is revolutionizing adventure gaming.

* * *

The Flythrough

Mundania

Bedroom (Opening Scene)

Take the envelope, then open it. Look at the letter. Go northwest to get to the front hall.

Front Hall

Turn on the light switch (next to the door), then go west into the kitchen.

Kitchen

Answer the ringing phone. (If it isn't ringing yet, do something else until it does.) Say "Hi, Edsel," then follow dialogue path 1, 2, 2, 3.



You might want to flip on that power switch. Pop your game diskette into the floppy drive, too. You didn't forget to close the drive, did you?



(He'll send the computer game via courier.) Take the teabag from the table. Open the icebox and take the mustard.

Front Hall

Open and close the front door. Open the door again, take the package, and close the door. Open the package, then open the game box that's inside. Go southeast, back to your computer.

Load the Game

Flip the power switch on the right side of the computer. Put the game diskette in the floppy drive, then close the drive.

Choosing a Companion

Look at the computer screen. Talk to the tiny man (Grundy Golem). Ask him everything you can about the game, its rules, Xanth, companions, et cetera. Choose Nada Naga as your companion.

Welcome to Xanth

The Cavern

Wear the 3-D glasses. Wait a few turns until Nada opens the coffin-shaped door. Go north through it. (Don't worry about being a screen. It'll pass.) Go northeast to the crossroads.



The Crossroads and the Village

Go east, then southeast to the village gate. Take the rock on the ground. Take both lamp covers. Talk to the headman at the gate. Agree to help rid the town of the censorship. He'll give you a key; click on the gate, unlock it with the key, then open it. Go north to the pier.

Pier

Take the scrap of sailcloth. Ask Nada to get the rope for you. She'll get the anchor too. Now go south, northwest, then west to the crossroads.

Crossroads

Click on the anchor, then pry the log with the anchor.

Beyond the Pail

Making a Catapult

Go east, then southeast to the village gate. Talk to the headman; ask him to make a thin flat board. Wait a turn or two. He'll return with the board. Now go east one screen, and put the board on the boulder, put the rock on the board. Talk to Nada and ask her to whack the catapult with her tail. Go northeast. Take the pail. Go northeast twice more, to the screen door.

The Eye Screen

Talk to the eye on the screen door. Keep talking until you can ask to see Fairy Nuff. After the eye closes, open the screen, then the door. Go north, then take the tee. Go north, then take the egg. Go northeast to the booth of Fairy Nuff.

Fairy Nuff

Talk to Fairy Nuff. Tell him about the problem in Isthmus Village. When he asks about the number of censors on the ship, tell him, "Two." Read the solution recipe. *Note:* Use the pail to collect ingre-



dients for the solution. Go back to the dark misty forest just northwest of the village. (If you haven't taken the egg, the pail, or the lamp covers yet, you should grab these items on the way back to the forest.)

Fairy Nuff's Solution

Cough Drops

Talk to Nada, ask about the bush, then ask her to get a cough drop. Wait. Ask Nada to get another one. (You need two cough drops.) Put the cough drops in the pail. Go west to the crossroads.

Crossroads Ingredients

Put the pail in the brook three times to get three pints (six cups) of fresh water. Take a buttercup and empty it to get butter. Put the butter in the pail. Click on the empty sticky buttercup, then on the fireflies to catch one. Put the firefly into the pail. Now go back to the "eye screen" doorway.

Eye Screams

Take the eye scream nearest you on the right side of the path and put it in the pail. Repeat. (You need two dashes of eye scream.) Finally, put both the egg and the scrap of sailcloth (from the pier) into the pail. The solution is ready. Take it to Fairy Nuff.

Douse the censors with a double dose of Fairy Nuff's secret sauce. Dump a lamp cover full of solution on each of the foul smokepots.





Use the Solution

Talk to Fairy Nuff. If you've taken the two lamp covers from the village, he'll divide the solution into two equal portions. Go back to the censor ship and put one portion of the solution on each censor.

The Fairy's "Shortcut"

After the cut-scene, go back to the village headman. He'll give you a sword. Then return to Fairy Nuff. Talk to him to find the shortcut through the regions. Then take the path to the northwest.

The Void

Click repeatedly on any direction in the compass rose. Watch the picture closely — a shimmering door will appear, then disappear. Every time it does, talk to Nada and strongly affirm that you saw it. After several appearances, the door will appear permanently. Open the door and enter.

The Region of Earth

Metria the Demoness

Walk southeast past the barrow. Keep talking to Metria and turning down her offers to drink from the pool; if she avoids conversation, just keep looking at the pool. Eventually she'll give up in disgust and



A door shimmers into view, taking on a look of permanence.
[10 points]

Hey. Did you see that door? If so, be very assertive about reporting it to Nada Naga.



open the door to the barrow. Go northwest, then north to the barrow door.

The Barrow

Open the barrow door and enter the darkness. (Explore using your map screen; switch back to picture mode whenever something interesting is indicated by the text window.) When the lights go out, Nada will disappear for a moment. Wait a few turns. When she returns and the lights come back on, she'll drag you to the spring.

Back to the Spring

Refuse to drink; Nada is actually Metria in disguise! When Metria finally admits her trickery, she'll give you a "finder" to help locate Nada. Her instructions are bogus—actually, the *lower* the reading, the closer you are to finding Nada. Be sure to turn on the finder. Go back into the barrow maze and start exploring.

The Maze (Lower Level)

In this level of the maze you'll find a stone pestle, a mirror room, a plaque room, a switch room, and a metal pad room. You can get to the upper level of the maze through the metal pad room (find out how below).

Mirror Room

Look into the mirror to see how Kim's doing.

Plaque Room

Click on the plaque, then touch it. Flatten the paper you've been carrying around; put the paper on the plaque.

Switch Room

Click the metal switch, then flip it. Keep flipping each new switch that appears (16 in all). Then flip all of the switches off. When the big glowing reddish button appears, push it. A descending staircase



will appear. Don't go down until you've finished exploring the rest of the maze, upper and lower levels.

Metal Pad Room (Passage)

Click on the pad. Then get onto it. It will zap you to another level of the maze. You'll find the stone mortar and the "door ajar" on this level.

The Maze (Upper Level)

In this level you'll need to find a stone mortar and a room with a door that is ajar.

"Door Ajar" Room

Take the door. (It reverts to its real form—a jar.) Take the jar. You can't get past the ironwood tree unless you have some blue agony moss. You'll find that in the Dungeon (reached via the Switch Room).

Dungeon

Go to the Switch Room and go down the staircase. (If you haven't opened the passage to the staircase yet, see "Switch Room" above.) Select only dialogue choices that keep you looking away from Nada.



You're in a foul-smelling dungeon. Nada Naga is chained to the dungeon wall.

Nada Naga is quite a sight to see, but Dug had better not look. Talk to the manacles . . . and don't forget to "jar" some of that blue moss on the wall.



Then talk to the manacles. After Nada is free, open the jar (see “‘Door Ajar’ Room,” above). Put some of the blue agony moss (on the wall just left of Nada) in the jar. Now go back to the “Door Ajar” Room and put the moss on the ironwood tree. Exit north.

The Region of Fire

Molten Lake

Click on the tunnel end, then go to it. Go southeast to the room with the hot dog and the fireman. Talk to Nada, tell her she looks uncomfortable, and convince her to put her hair up in a bun. She’ll do so and give it to you. Open the mustard (from your refrigerator back home) and squirt it on the bun. When the dog disappears, go northeast.

Wall of Fire

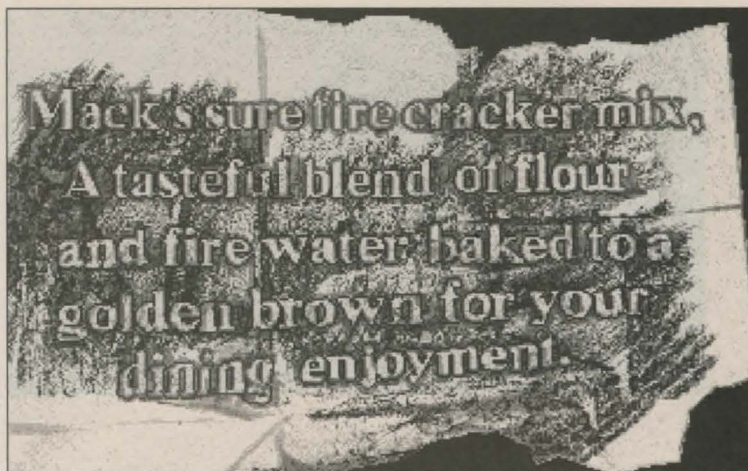
Take the charcoal on the path. Now you must return all the way to the Plaque Room, in the lower level of the barrow maze.

Back to the Barrow: Plaque Room

Click on the paper you put over the plaque, click on Rub, then click on the charcoal. Take the paper and look at it. (See the screen shot on the next page.) Return to the room with the fireman.

Firecracker Mix

You can talk to the fireman if you want, but if you try to put lava in your jar, the fireman will give you a wineskin full of firewater. Put the buttercup into the mortar. Put the firewater into the mortar. (If the fireman takes away the wineskin, don’t worry—he’ll give it back soon enough.) Then use the pestle with the mortar. Put the mortar into the opening in the rock (a natural oven) at the left. Look at the mortar. When the dough has risen and is golden brown, take the mortar; it will yield Mack’s cracker. Now go northeast to the firewall.



Tack that paper to the plaque, rub a little charcoal over it, and voilà! Mack's recipe could make Texas chili seem mint-flavored in comparison.

Blast the Firewall

Throw the firecracker at the wall. Wait a few turns until it blows up. Go north to the opening in the ceiling.

The Opening

Now tie the rope to the anchor. Throw the resulting grappling hook into the opening. Now go up.

Region of Water

Troll Bridge

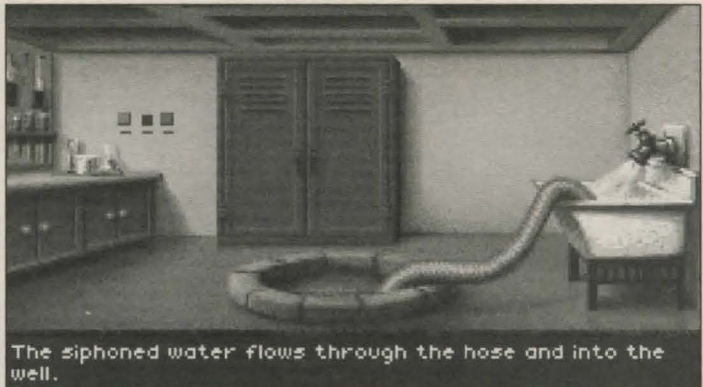
Go north toward the bridge. Be respectful to the troll and agree to perform a free service for him. Go north across the bridge to the three-pronged fork in the road.

Fork in the Road

Close the hydrant, then take the hose that's connected to the faucet at the left. Go south, back over the bridge, then go down into the troll's cushy living room.



Need a key? Get that hose from the fork in the road, run it from the sink to the well, turn on the faucet, and do a Lloyd Bridges into the drink.



Troll's Digs

Go west into the troll's lab. Put the hose in the sink on the right. Push the blue (middle) button on the back wall, left of the metal locker. Turn on the sink faucet and enter the well to retrieve the troll's key. Go east into the troll's living room and tell him you have the key.

Troll's Puzzle

Take any of the three puzzles. If you try a puzzle and fail three times, the troll will simply let you go! Go up, then cross the troll bridge. At the fork, go northeast to the cave entrance.

Com-Pewter

Com-Pewter's Lair

Go east to enter the evil machine's cave. You'll have to play Com-Pewter's game. Whatever you do, *don't* resign.



Com-Pewter's Game: Round One

To play, open the metal door on the cylinder at the right after each of Com-Pewter's questions, then put the appropriate letter tile in the cylinder and close the metal door again. The answers to the first round of the game are:

- s to make the word *spears*
- d to make the word *dates*
- p to make the work *pecans*
- e to make the word *steer*
- a to make the word *lamia*

Com-Pewter's Game: Round Two

Same rules as Round One. The answers are:

- o to make the word *moose*
- b to make the word *cobra*
- f to make the word *fleas*
- e to make the word *panties*
- t to make the word *tangles*

Of course, you don't have a *t* in your tray. But you can use one of two other "T"s you've picked up in the game—either the golf tee from the fairway or the teabag from your kitchen table.



You take the tee from your pocket and place it in the cylinder.

Tee, anyone? How about you, disk-lips? Com-Pewter's last word riddle requires a "letter" you'll have to provide yourself. ("Tea" will also work.)



Disabling Com-Pewter

Open the metal door again. Put the virus you got from Grundy into the cylinder. Close the metal door. After the various cut-scenes, exit to the northeast.

The Region of Air

Ma Anathe's Shack

Enter the shack and talk to Ma Anathe. Take the windsock from the wall at the upper left. Exit to the west. Go southeast to the ogress.

Ogress & Son

After your dialogue with the ogress, go northeast to the Ogre Boy. Put the windsock on the vent. The grateful Ogre Boy is now one of your companions. (His face appears beneath Nada's.) Go northwest to the long and winding road.

Long and Winding Road

Take the windbag lying on the ground at the intersection. Go southwest to the shack.

Fix the Cart

Now that you have Ogre Boy's help, attach the cartwheel to the broken cart. Click on the cart, then select Push. Take the sail and go northeast, then north into the strange cave.

Sailboat

Put the sail on the boat, open the windbag, then untie the line.

Guardian of the Mountain

The answers, in order, to the knight's questions are: *error*, *airedale*, *window*, *air conditioning*, *errand*, *windbag*, *airplane*, *airbag*, *windmill*, *breeze*. Go northeast to the bottom of the staircase, then



go up three times until you come to the “Mountain Closed” sign. Take the sign and retrace your route back to Ma Anathe’s shack.

Good, Bad, and Ugly

Give the sign to Ma. After she gives you the ugly potion, exit the shack and go southeast to the ogress. Give the ogress the potion. She’ll let you pass to the southeast now.

The Gap Chasm

Gap Animals

Keep talking to the gap animals—deerfly, copperhead, the yakking yak—while working your way northeast into the chasm. (They’ll all let you pass eventually.) Eventually, the game will force you to switch companions. Go with the change; you’ll now travel with Jenny Elf and Sammy Cat.

Gap Dragon

Talk to the shimmering cloud, Cumulo Fracto Nimbus. If you insult him enough, he’ll dump snow on you and Stanley Steamer, rendering the dragon harmless.

Outside Humfrey’s Castle

Front Gate

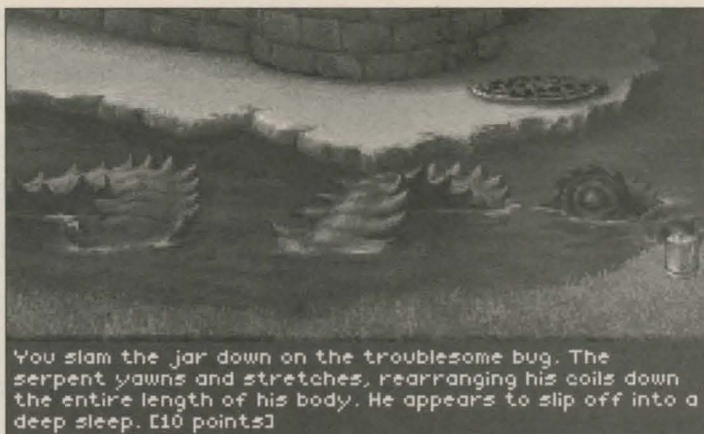
After the cut-scene and the dialogue with Jenny, move your cursor up the wall directly above where Sammy scratches the ground until you find the *loose brick*. Press the brick and flip the switch. Go north to the moat.

Drawbridge

Click on the bridge, then select Draw and click on the moat. Keep repeating this until the bridge is completely *drawn* over the moat. Go north to the front door.



Pop the jar on that annoying cricket, and help the poor Loc Pik monster catch a snooze. When sleeping, he's your bridge to the castle.



Front Door

Unfortunately, you cannot enter through the front door. Knock or open the wee door, talk to the eye, then exit south. Go northwest to the moat serpent's head.

Loc Pic Monster

Click on the jar in your inventory, then select Fill and click on the cricket (the tiny black + hopping around near the serpent's snout). When the serpent falls asleep, go east to its tail. Go northwest to cross the moat on the serpent's coils. Then use the crowbar (from the troll) on the grate and go down.

In the Tunnel

Click on the end of the tunnel, then select Go to. Remember the clue from the voice at the front door? (He said, "For one to gain entrance . . .") Push (in this order) the switches numbered four, one, and two. (Get it?)



Inside the Gourd

Humphrey

After your conversation with the wizard, look at the hypnogourd he gives you. Then go northeast to the mansion.

Cellar

You can't get past the zombie. Go northwest to the cellar door. Click on the door, select Unlock, then click on the lok pic (from the serpent). Open the doors and go down into the cellar. Go north to the closed door, then move your cursor around until you find the skeleton key. Take it. If you find the twine, take that as well. Then look for the door, click on it, select Unlock, and click on the key. Now open the door and go north through it.

Sliding Stairs

Tie the twine (from the cellar) to the lever on the balustrade. Go north up the stairs.

Top of Stairs

Press the red button on the wall to the left.

Skeleton's Study

Take the bottle of pills by the chair. Look at the third book from the left on the mantle.

Get the Cane

Use the *Pain-B-Gone* pills on the pane of glass. Take the cane. Go north up the stairs, then use the cane on the hook of the ceiling trapdoor. Go north through the trapdoor.

Attic

Click on the sword, then move the cursor to the prize goblet and click again. You'll throw the sword at the goblet.



It's brutal, but hey, you're a player, man. Throw your sword at Kim as she reaches for the prize goblet . . .



Kim's hand is reaching toward The Prize.

. . . and you'll knock the blasted thing out the window.



Bedroom

After the cut-scene, answer the telephone.

Publisher: Legend Entertainment

To order, contact:
Legend Entertainment
14200 Park Meadow Drive
Chantilly, VA 22021

For direct orders, call:
1-800-658-8891



5

Day of the Tentacle

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Okay. This game was dangerously amusing. True confession: At one point—it was during Hoagie's flag-design suggestions to Betsy Ross, I believe—the squawking grew so painful that Jeebs had to intercede. We're talking gullet stones—projectile. I laughed, is the point.

Yeah, *Day of the Tentacle* is a cartoon, but only in the same sense that *The Simpsons* or *Beavis & Butt-head* are cartoons. Indeed, the Hollywood pitch on this one would be something like "Matt Groening meets Chuck Jones." Not quite as dark and twisted as *Sam & Max Hit the Road*, but still pretty far from your standard Saturday morning pablum. Jeebs agrees with me here. *Day of the Tentacle* remains among the best cartoon animations ever!

The Story

As the action begins, Purple Tentacle has sipped toxic waste spewed into a stream by crazy Dr. Fred Edison's Sludge-O-Matic. Now the appendage is an evil, unstoppable genius who will enslave the world—unless Bernard and his buddies, Hoagie and Laverne, can travel back one day in time and halt the toxic contamination.

Unfortunately, Dr. Fred's time machine malfunctions (due to a cheap, imitation-diamond component), sending Hoagie 200 years into the past, Laverne 200 years into the future, and Bernard right back to the present. You control all three characters, switching back and forth by clicking on their faces by your Inventory.

The three adventurers have to combine efforts over this 400-year timespan to get a new diamond for the time machine (cost: \$2 million), get everyone back to the present, then try again to get just one day into the past.

The Verdict

LucasArts is pushing adventure gaming where it needs to go. Sure, everybody everywhere is doing something innovative with graphics, animation, art, digitization, and so on. But writing and storytelling remain the twin pillars of the computer adventure game genre.

Clearly, the best writers and storytellers are finding a home in LucasWorld.



* * *

General Tips

The Condor is big enough to admit when he's made a serious error of omission; I didn't read the whole manual, okay? I plunged into the game.

Please read the manual always. Or, in this case, at least be aware that in *Day of the Tentacle* you must teleport items through time from character to character. You do this by flushing each item through the Chron-O-John time machine. You do it and you do it, again and again, a lot.

There are two ways to do it:

1. *The Formal, Incredibly Slow Method.* Direct both the sending and receiving party to the Chron-O-John. Take control of the sending party. Click on the verb Use, click on the item in the sending party's inventory that you wish to send, then click on the Chron-O-John toilet.

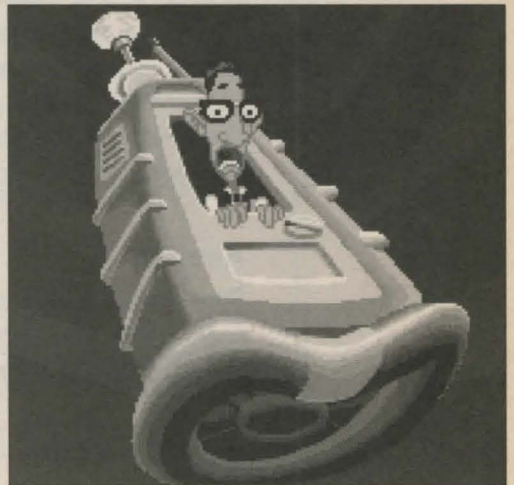
Now switch control to the receiving party. Click on the verb Pick Up, then click on the Chron-O-John toilet to transfer the item into the receiving party's Inventory.

2. *The Incredibly Easy and Fast Method That I Didn't Use.* Click on the Inventory item you want to send, then click it on the face of the person (at right of Inventory) to whom you want to send it. It's so easy, it makes me ill.

* * *

The Flythrough

The opening segment takes place with all three heroes—Bernard, Laverne, and Hoagie—at Maniac Mansion. Your job: do nothing. When the show's over, you have control of Bernard.



Bernard rockets through the space/time continuum to arrive back in the present.



Now open the grandfather clock. After the animated sequence, pick up the battery plans hanging in plain sight on the bulletin board next to the Sludge-O-Matic. When gameplay returns with Hoagie in the past, click on Bernard's face next to Inventory to continue in the present (First Bernard section).

* * *

First Bernard

Lobby

Go upstairs to the lobby. Pick up the dime from the pay phone, the "Help Wanted" sign from the front window, and the George's Hardware flier from the rack in the lobby's foreground. Walk to the office door, open it, and go in.

Dr. Fred's Office

Look at the Swiss bankbook on the desk. Open the desk drawer and take the Booboo-B-Gone. Exit into the lobby.

Novelty Convention Room

Open the double doors under the "Welcome" sign and walk through to the convention room. Open the grating on the floor by the fireplace. Walk to the chattering teeth exhibit, then chase the teeth into the grating that you opened. Pick up the trapped teeth and walk through the swinging door to the left of the grating.

Kitchen

Pick up both pots of coffee, regular and decaf, at the right. Take the fork from the table, then open the knobbed door just left of the microwave oven. Next, walk into the laundry room.

Laundry Room

Open the cabinet next to the dryer and pick up the funnel. Walk back to the lobby, then go up the stairs at the far right.



Room W

Open the door to Room W and go in. For fun, use the TV and then the phone. Use the dime from your Inventory with the FickleFingers coin slot. Close the door and pick up the keys in the door's lock. Exit into the hall.

Room R

Open the door to Room R and walk in. Pick up the disappearing ink. Exit into hall.

Room F

Open the door to Room F and walk in. Talk to Green Tentacle about Purple, his band, etcetera. Pick up the videotape sitting atop the stereo, then use the on/off button on the stereo. Push the speaker that sits on the carpet at the right. Walk out of the room and go down the far hall to the up stairway.

Video Room: Nurse Edna

Up on the next landing, open and enter the door on the left. Talk to Nurse Edna for information about Fred's sleepwalking. For fun, try pushing her. Exit and go to the door across the hall.

Weird Ed's Den

Open the door and go in. Pick up the hamster, then use the disappearing ink with his stamp album. After Ed explodes, pick up the stamp and stamp album.

Top Floor and Roof

Walk up to the top of the stairs. Open the door at right and go into the attic. Walk to the window. On the roof, pick up the crank by the flagpole at left. Walk to the chimney. After you get to the convention room, go back into the lobby.



The Safe

Pick up the fake barf (now on the floor) and walk to the grandfather clock so that you can go back down to the lab. Use decaf coffee with Dr. Fred's mug. If you follow the sleepwalking Dr. Fred to his office, you'll see him open and close his safe, but he does it too quickly for you to take the contents or see the combination.

Crowbar and Gum

Walk out to the parking lot and give the keys from your Inventory to the man in the ski mask; he'll give you the crowbar. Walk back to the lobby and use the crowbar with the gum/dime on the floor. Use the gum to get the dime.

Room W: The Sweater

Now walk back upstairs to Room W and use the dime in the Fickle-Fingers coin slot. If this is the second dime you've used, then the sleeping man will roll off the bed. When he does, pick up the sweater. Exit.

Candy Machine

Use the crowbar on the candy machine in the hallway. Pick up the quarters. Walk upstairs to the Video Room. You need to change that statue's arm somehow so that Nurse Edna won't have anything to grab next time you push her.

Flush Stuff to Hoagie

Use the "Help Wanted" sign on Hoagie's face next to Inventory. Then click again on Hoagie to switch to his adventure into the past.

* * *

First Hoagie

Inn Foyer

You are now directing Hoagie. Walk left to the inn, open the door, and walk in. Open the grandfather clock and walk in.



Red Edison's Workshop

Give the patent application (battery plans) and the "Help Wanted" sign to Red Edison. Then pick up the lab coat hanging at right and the left-handed hammer on Red's work table. Walk up the stairs.

Main Hall

Open and walk through the double doors, talk to the Founding Fathers, and walk through the swinging door next to the fireplace into the kitchen.

Kitchen

Pick up the spaghetti and oil from the pantry next to the swinging door. Open and walk through the door at right.

Washroom

Pick up the bucket. Open the cabinet at left and pick up the brush. Then go back to the kitchen and use the bucket with the water pump to fill it. Walk back to the inn foyer, past the grandfather clock, and up the stairs.

Washington's Room

Open the first door and enter. Use the bed, then pull the cord on the wall to the right of the door. Exit and take the soap from the maid's cart. Walk to the next room.

Betsy Ross's Room

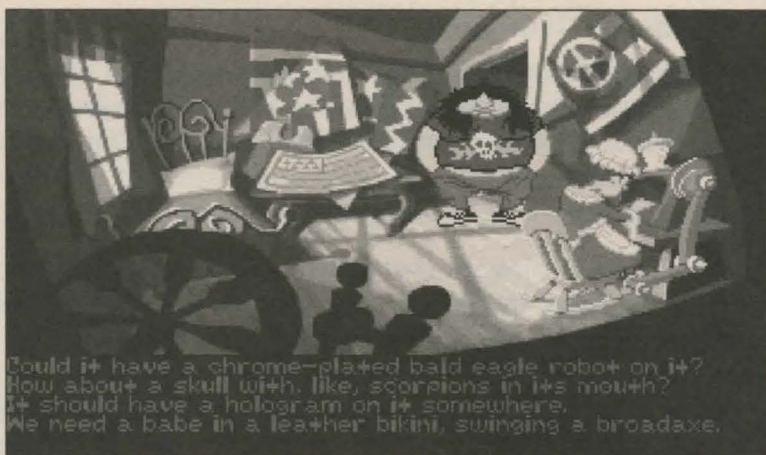
Open the door and enter. For fun, talk to her a bit, then exit. Walk to the next room.

Ben Franklin's Room

Open the door and enter. Pick up the wine bottle, then exit. Go down the far hall and go upstairs.



Here are Hoagie's flag design suggestions to Betsy Ross.



Edison Brothers' Room

Talk to the horse. Open the door and go in the room across from the horse. When Ned (the sculptor) puts down his right-handed hammer, pick it up. Then use the left-handed hammer on the table to replace it. (This triggers the reversal of the statue in the Video Room, which helps Bernard back in the present.)

Exit and go upstairs to the attic.

Attic

Take the red paint and send it with the letter to Bernard.

* * *

Second Bernard

Video Room

You are now directing Bernard. Push Nurse Edna again. Use the blank videotape with the VCR, then look at the monitor.

Click on the Record (red) button. After the IRS grabs Fred, click the Rewind (<<) button. Click on the switch at far right to change speed from SP to EP. Then click on the Play (>) button and note the combination—101, 999, 57.

Go downstairs to the office.



Record Dr. Fred on the VCR, then play it back on EP speed to get the safe combination.

Safe

Open the safe. (Bernard will automatically use the combination he just discovered.) Pick up the contract. Go to the laundry room.

Dryer

Use the sweater in the dryer and the quarters with the dryer, then walk to the fireplace in the convention hall.

Fireplace. Roof. Attic

Walk to the fireplace to get to the roof. Walk in the open window at the right and pick up the rope that binds Dr. Fred. Go back out on the roof. Use the rope on the pulley, then go down the chimney. Walk outside.

Dead Cousin Ted

Use the dangling rope with Dead Cousin Ted. Go back in the fireplace to the roof, then pull the rope. After you fall, go back in the fireplace again to the roof and walk to the open window. Use the red paint on Ted. Then use Ted with Doctor Fred. Finally,



use the rope with Doctor Fred (his feet), go out to the roof again, and pull the rope.

The Lab

Use the funnel on Dr. Fred. Use the regular coffee with the funnel. Use the contract with Dr. Fred, and take dialogue path 4, 4. Use the stamp with the signed contract. Send the signed, stamped contract to Hoagie. Switch briefly to Hoagie.

* * *

Second Hoagie

Walk to the front of the inn and use the contract on the mailbox. Switch back to Bernard.

* * *

Third Bernard

Go upstairs to the office and use the phone. Send the red paint back to Hoagie. Switch to Hoagie.

* * *

Third Hoagie

Kumquat Tree

Walk to the kumquat tree just left of the outhouses. Use the red paint with the kumquat tree. Go to the inn's main hall.

Main Hall

Give the wine to Jefferson; talk to Washington about cherry trees. If you suggest that he's "lost it," he'll give you a demonstration (thus freeing Laverne in the future). Switch to Bernard.

* * *



Fourth Bernard

Dwayne's Room

Go upstairs to Room R and give the letter (that you got from Hoagie) to Dwayne. Pick up Dwayne's flag gun. Go back out into the hall.

Hamster on Ice

Use the hamster in the ice machine. Go downstairs to the convention hall.

Exploding Cigar

Use the flag gun with the cigar lighter to switch them. Talk to the cigar salesman and use dialogue path 2, 1. Send the chattering teeth, cigar lighter, and exploding cigar to Hoagie. Switch to Hoagie.

* * *

Fourth Hoagie

Main Hall

Give the exploding cigar to Washington. Then give him the chattering teeth. Pick up Hancock's blanket, go up to the attic, and climb out the window.

Roof

Use the blanket on the chimney. Go back downstairs to the main hall.

Quill Pen

Pick up the gold-plated quill pen.

* * *



First Laverne

First Kennel Escape

Talk to the tentacle guard and tell it you're not feeling well. It'll take you to Doctor Tentacle.

Doctor Tentacle

When Doctor Tentacle leaves, take the tentacle chart from the right-hand wall. Exit, go through the big door on the back wall, then walk to the kennel (door on back wall).

Second Kennel Escape

Talk to the guard and tell him you have to go to the bathroom. Send the tentacle chart to Hoagie. Send the scalpel to Bernard. Switch to Bernard.

* * *

Fifth Bernard

Oozo the Clown

Use the scalpel on Oozo the Clown. Pick up the Box o' Laughs. Send the textbook and the flier to Hoagie. Send the Box o' Laughs, the crank, the fork, the Booboo-B-Gone, and the fake barf to Laverne. Switch to Hoagie.

* * *

Fifth Hoagie

You are now directing Hoagie. Go up to Betsy Ross's room and talk to her, then use the tentacle chart with the stack of patterns on the table. Send the can opener to Laverne. Switch to Laverne.

* * *



Second Laverne

Third Kennel Escape

Walk back to the tentacle guard. In the kennel, talk to the guard again. Tell him you feel lousy. He'll take you to the doctor's office again.

Tentacle Disguise

Walk out the infirmary door into the entryway, then go through the big door on the back wall. Walk into the fireplace. On the roof, use the crank (from Bernard) with the crank box, then turn the crank. Pick up the flag, then use it. Go back down the chimney, then walk one screen right to the blue tentacle.

Blue Tentacle

Talk to the blue tentacle. After entering the contest, go out to the entryway and walk past the grandfather clock.

Frozen Hamster

Walk upstairs to the ice machine and pick up the frozen hamster (the one Bernard put there). Walk into Room W.

Room W

Use the can opener (from Hoagie) with the time capsule. Pick up the vinegar from the capsule. Send the vinegar to Hoagie. Switch to Hoagie.

* * *

Sixth Hoagie

Super Battery

Go down to Red Edison's workshop and give him the oil, vinegar, and gold-plated quill pen. Pick up the battery when it's completed and sitting on the shelf. Go upstairs and out to the carriage.



Carriage

Use the soap with the bucket of water, then use the brush with the bucket of sudsy water. Follow Ben Franklin up to his room.

Kite

Give the lab coat to Ben. Use the battery with the pocket on the kite. Quickly now, click on the Push command, then move the cursor over the kite. Click to push the kite when Ben says, "Now!" After the kite-flying sequence, pick up the fully-charged battery and take it to the Chron-O-John.

Chron-O-John

Use the battery with the plug which is on the path to the left of the Chron-O-John. Switch to Laverne.

* * *

Third Laverne

Room R: Mummy

Walk into Room R. Use a contest entry badge on the mummy. Use the roller skates (on shelf at right) with the mummy, then push him. Go upstairs.

Human Contest

Walk to the highly restricted judging area. Talk to Doctor Tentacle at the far right to learn that sick humans are disqualified. Talk to the judges. If you ask them to get on with any of the categories, you'll soon learn that Harold (the contestant next to the mummy) is the odds-on favorite to win. Use the fake barf on Harold.

You still need to make the mummy more acceptable as a contestant. Switch to Hoagie.

* * *



Seventh Hoagie

Go upstairs to the talking horse. Use the textbook on him. When he falls asleep, pick up the dentures from the glass. Send the dentures and spaghetti to Laverne. Switch to Laverne.

* * *

Fourth Laverne

Human Contest

Use the soggy noodles, dentures, and Box o' Laughs on the mummy, then use the fork with the mummy's head. Talk to the judges. Get them to judge Best Hair, Best Smile, and Best Laugh. (You have to talk to them each time to get them to judge each category.)

Room R

Pick up the extension cord. Go downstairs to the kennel.

Kennel

Give the dinner certificate (won in the Human Contest) to the guard after your conversation. Push the switch on the wall to turn off the



Dress up Dead Cousin Ted with spaghetti, horse teeth, and Box o' Laughs to win the Best Human Contest.



force field. The humans won't escape yet, so go outside to the place where the black cat is rubbing its back on the fence. Switch to Hoagie.

* * *

Eighth Hoagie

Go up to the attic. Use the mattress on Jed's bed (near). Notice the squeak and the cat? Now use Jed's mattress on Ned's bed (far), then sit on (use) the squeaky mattress again. While the cat is occupied, quickly pick up the squeaky mouse toy. Send the squeaky mouse toy to Laverne.

* * *

Fifth Laverne

Fake Skunk

Walk toward the cat under the fence. Use the Booboo-B-Gone with the fence. After the cat jumps onto the roof, use the toy mouse with the cat. Now go to the kennel.

Kennel

Use the cat. Walk to the kitchen door (just right of the kennel), then use the frozen hamster in the microwave. Walk through the door on the right to the laundry room.

Laundry Room

Open the dryer, pick up the sweater, and use it on the cold, wet hamster. Then walk to the grandfather clock in the entryway, open it, and go down to the lab.

Lab

Use the toasty warm hamster with the generator. Switch briefly to Hoagie.



* * *

Ninth Hoagie

Go down to the main hall. Use the flier in the suggestion box.

* * *

Sixth Laverne

Lab

Use the built-in shop vac with the mouse hole to suck out the hamster. Open the hatch and pick up the "dust ball." Use the dusty warm hamster with the generator again. Use the extension cord with the outlet near the floor (on right side of generator), then use it again with the window. Go out to the Chron-O-John.

Chron-O-John

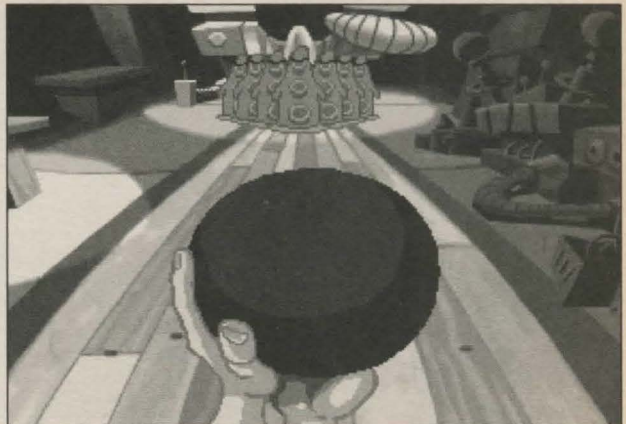
Use the extension cord with the Chron-O-John plug.

* * *

Bernard, Hoagie, Laverne: Together Again

Room R (Dwayne's Room)

Go out into the hall and open the door to Room R. When Old Purple shrinks you, go into Room R. Walk to the mouse hole in the back wall.



Bowling for Tentacles!



Room F

After you grow back to normal size, pick up the bowling ball from the table. Go down to the lab.

Lab

Use the bowling ball with the purple tentacles. After Old Purple shrinks you again, talk to him. Convince him to use the shrinking ray on Dr. Fred.

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6

The Dig

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|----------|----------|----------|----|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



The Dig is another in an unbroken string of excellent adventures from LucasArts. Based on an original concept by Steven Spielberg, the game wraps a classic sci-fi space story around fairly standard puzzle-solving.

The Story

A large asteroid hurtling out of deep space threatens Earth. Although humanity avoids a direct hit, the mountain-sized rock is pulled into a steadily declining orbit around the planet. When it decides to fall—well, remember the dinosaurs? NASA scientists concoct a desperate plan: Send up a shuttle, plant a few nukes, and blast the thing into a more stable orbit.

Your first task in *The Dig* is to complete this mission. You direct Commander Boston Lowe as he leads his shuttle crew to a fairly uneventful rendezvous with the asteroid. The NASA plan works so well that after saving the planet, Boston and two companions—a sardonic journalist, Maggie Robbins, and an arrogant Germanic scientist, Gunter Brink—take a little time to explore the interior of the asteroid. There, they discover mysterious chambers that are clearly the product of intelligent construction.

Puzzle here, puzzle there—and suddenly your three-person crew finds itself whisked to another world in a galaxy far, far away. The rest of the game involves the reactivation of a slumbering alien installation as Maggie, Boston, and Brink try to discover who brought them and why, while they desperately seek a way back home.

The Verdict

At first glance, *The Dig* may seem somewhat cartoonish and graphically dated. It doesn't have the three-dimensional whiz-bang graphics of, say, *Buried in Time* or *Under a Killing Moon*. Nor does it have the line-by-line brilliance of some of its LucasArts brethren, such as *Sam & Max Hit the Road*, *Day of the Tentacle*, *Full Throttle*, or *Indiana Jones*. Some of the dialogue is kind of corny, in fact.



But quibbling does not suit rare, wondrous birds such as me. So let us not quibble. (If I were a quibbler, would I ram my head repeatedly into rotting carcasses?) The Condor thoroughly enjoyed *The Dig*. The interplay among Boston, Maggie, and Brink was brisk, believable, and entertaining. And on the techno-side of things, the cut-scene animation (noninteractive movie-like sequences triggered by certain events) was absolutely stunning. The atmospheric art and sound was cool. And most important, the story was compelling. It was wondrous in that grand old Spielbergian style, hearkening back to his early masterpiece, *Close Encounters of the Third Kind*.

The Condor gives *The Dig* a well-deserved 8 overall and looks forward to a sequel.

* * *

The Flythrough

After the introductory movie, the landing team exits the payload bay. Use the Pen-Ultimate to contact Cora Miles.

Flying Pig

When you get dialogue choices for Cora, click on the Flying Pig icon. After Cora deploys the Pig, click on the device. Boston ferries it over to the asteroid. Click on the Pig to open it and click on it again for a close-up. Take everything—the shovel, the zero-G digger, and the two explosive units (Alpha and Beta). Click near the edge of the screen (the cursor says “asteroid”) to return to normal view. Click on “space” at the edge of the screen to get a full view of the asteroid.

Plant the Bombs

Click on quadrant 2. Use zero-G digger with target surface. Use explosive unit Alpha with dirt. Use the arming key with explosive unit Alpha. Click on “space” at the edge of the screen. Click on quadrant 3. Use the shovel on the boulder near the center of the



screen. Use explosive unit Beta with the surface. Use the arming key with explosive unit Beta. To return to the shuttle, click on "space" at the edge of the screen and then on "shuttle" at the edge of the screen.

Detonate the Bombs

Use the Pen-Ultimate. Click on Ken Borden and click on the Nuclear Explosive icon.

Explore the Asteroid

Examine the metallic plate and the odd projections. Use the zero-G digger on all three odd projections to uncover three more metallic plates. Click on each of the four plates to open dark shafts into the asteroid. Go through the one on the far left called "dark tunnel."

Inside Attila

Go to the pedestal—the pentagonal shape at the upper-right corner of screen. Click on the floating plates and place each in the proper part of the puzzle.

✖ **Note:** The triangle goes on the bottom and the large piece goes on the top.

On Cocytus

Click on anything to initiate the conversation. In the overhead shot, click on the object to the west. Walk over to the space wreck and go inside.

Inside Space Wreck

After Brink reconnoiters a bit, pull the hanging wire at the center of the screen. After the light show, pick up the engraved rod. Pick up the wire. Open the chest and take the device (a blue sphere). Go outside the wreck.

Return to the clearing and click on the mounds to the north.



Bone Mounds

Take a tusk from the right-hand mound. Use your shovel with the grave. Take the jawbone from the hole. Return to the clearing and click on the mounds to the east.

Cliff

Click on the blue device in Inventory and use it. After it glows, use the shovel on the small mound. Pick up the bracelet. Return to the dais in the clearing.

Dais

After the alien encounter, use the shovel on the small hole. This triggers an unfortunate accident for Brink.

Underground Chamber (Nexus)

After the conversation with Maggie, pick up the triangular plate on the floor. Go right and pick up the purple engraved rod. Go down the ramp.

Power Room

Click on the control panel to get a close-up. The buttons represent robot functions—up, down, left, right, grab. (The button in the upper-left corner erases the last instruction, and the button in the lower-left corner erases all instructions.) Click on the following instructions in order: down twice, left four times, grab, up six times, and grab. Now exit the control panel close-up and click on the triangular button to activate the robot. (It will replace the lens below.)

Click on the loose plate to remove it and take the blue crystal. Go back upstairs to the Nexus area.

Nexus

Examine the purple rod in Inventory to see the combination pattern. Go to the door just left of the dark tunnel. Click on the panel next to the door. Click on the crystals until they match the shape and



color of the purple rod's combination pattern: green pyramid, red cube, blue diamond, red hexagon. Go through the open door.

Tram Call (Museum Spire)

Click on the tram-call—blue lighted switch—on the podium. Get into the spherical tram.

Museum Spire

Go down the stairs. Go outside, past the weakened door and the ruined door. Click on the water at the far right. After the turtle creature is devoured, go back to the path, and follow it up the spire.

Top of Museum Spire

Click on the strange device. After the ghost appears, click on the strange device again to get a close-up of the control etching. Click and hold on the pentagonal switch until a line connects one of the outer circles to the center of the etching. Exit the close-up. You now have a light-bridge that leads to the crystal hub in the middle of the five spires. Go into the triangular door.

Museum

Pick up the green glowing crystals. Take the tablet from the wall. Click on each of the triangular niches in the wall, called “displays,” and view the animated etchings. Get the red engraved rod at far left. Enter the door below the last display on the left.

Library

After your conversation with Maggie, go back through the museum, outside, and down the spire to the tram. Take the tram and return to the Nexus area.

Nexus

Use the green glowing crystals with Brink's body. Go back to the museum tram and take it to the first spire.



Museum Spire

Open the weakened door with Brink's help. After you automatically grab some crystals, take the canister from the floor. Go outside, then down to the water.

Water's Edge

After the sea monster spits out the turtle remains and Brink disappears, click on the loose bones to get a close-up. Reassemble the turtle and exit the close-up. (The "loose bones" are now called "dead creature.") Use the canister with the dead creature. Use glowing crystals with the dead creature. After the sea monster explodes, click on the water.

Underwater Cave

Enter the chamber. Get the plate and the orange engraved rod. Go back through the cavern, jump in the water and return to the Nexus area.

Nexus

Go to the door just right of the caved-in canyon and click on its panel. Enter the code from the orange engraved rod—red hexagon, blue hexagon, blue cube, blue cube. After the door opens, enter and use the tram-call button. Take the tram.

Planetarium Spire

Go up the stairs and outside.

Path (Crevasse)

Click on "up" at the far left. At the crevasse, jump across just after the water recedes. Use the shovel with the boulder to make a bridge. Continue up the path.

Waterfall

Click once on the lens at the far right to adjust it. Click on the strange device for a close-up. Click and hold on the pentagonal



switch until another light-bridge spans the chasm. Exit the close-up. Walk across the bridge that leads over the waterfall. Go into the crevice.

Inside the Crevice

Take the glowing blue rod. Go back outside and click on the plateau.

Plateau

Walk to the cave at right. Pick up the cover, the dowel, the rib cage, and the rod. Use the dowel with the hole in the center of the wheel. Use the pole with the dowel (now called a "pin"). Use the rib cage with the hook at the end of the pole. Use the rod with the cage. Click on one of the holes near the door and get the rodent just left of the trap. To chase the rodent into the trap, click on the lower left, then the lower right to walk around the trap. Then click on the rodent.

Once the rodent is in the trap, use the bracelet with the critter. Pick up the rod just left of the trap. Click on the trap to release the rodent. Use the blue sphere device to locate the cave, if you haven't found it already. Use the shovel with the cave. Go inside the cave.

Critter's Cave

Use the blue sphere to track the rodent. Use the shovel on the tracker spot. Take the machine part from the hole. Exit through the opening at left.

Plateau

Use the machine part with the panel and use the cover with the panel. Click on the panel and go through the opened door.

Planetarium

Take the green engraved rod. Take the plate. Take the twin scepters and use one on the faint light on the ceiling. The gold scepter controls



the large moon, and the silver scepter controls the small moon. That's all you can do for now. Exit, go back to the tram, and return to the Nexus area.

Rexus

Go to the door just left of the column. Click on the panel and enter the code sequence from the red engraved rod—blue pyramid, green diamond, green oval, green pyramid. Go through the open door.

Tram Call (Tomb Spire)

Try the tram call. (It doesn't work.) Go back up to the Nexus area.

Rexus

Use your flashlight with the dark tunnel.

Crystal Chamber

Walk left along the bridge. Click on the button on the first (right-most) control panel and click on the second button to seal the airlock behind you. Click on the second button again. Go through the airlock door.

Glass Dome

Click on the glowing panel. Use the blue rod with the hole. Click on the unlit crystal at far left. (Its tip will lighten.) **SAVE YOUR GAME HERE!** Don't click on any of the "crystals." Instead, click and hold on the leftmost "sliding crystal," and drag it up until the tip of the unlit crystal at the far left lights up a bit more. Repeat this with the next two sliding crystals until the unlit crystal lights up completely.

✖ **Note:** You may have to experiment with adjusting the sliding crystals. The proper alignment has the three sliding crystals staggered in height left to right, from tallest to shortest.

Return through the dark tunnel to the Nexus area.



Nexus

Go through the open door just left of the column to the Tomb Spire.

Tram Call (Tomb Spire)

Press the tram call button, get in the tram, and ride to the spire.

Climbing the Spire

Go left into the spire. Continue up to the plateau. Use the shovel with the stone plate. Go into the hole.

Tomb

Inside the chamber, use the blue crystal (from the Nexus area) with the hole. Walk onto the flagstone marked by two crescents (at lower left). Use the rod with the loose stone. Go outside.

Outside the Chamber

Click on the dirt to the left of the tomb entrance. You can go back inside the tomb to check it out, if you want, but you can't do anything more here. Go farther up the path to the right.

Light-Bridge Device

Click twice on the lens to adjust it and use the strange device to extend another light-bridge. Continue left up the path to the cave interior and onto the platform.

Platform

Talk to Brink. Go back to the light-bridge and step onto it.

Island Overview

Click on the planetarium spire. After you arrive, walk to the planetarium and enter.



Planetarium

Look at the moon map near the ceiling. Use the silver scepter to move the large moon around to a “two o’clock” position in relation to the planet. After the animation sequence that shows the moons aligning and the rat stealing the door button, click on the button and go outside. Return across the light-bridge to the tomb spire and go back into the tomb.

Tomb

Click on the statue. Exit the tomb and return by tram to the Nexus area.

Rexus

Go to the door just to the right of the column. Use the tusk with the panel. Use the wire (from the wrecked space ship) on the panel. Use the wire with the sparks on the floor. Click on the panel for a close-up and enter the code from the green engraved rod—green pyramid, blue oval, green diamond, green oval. Go through the open door.

Tram Call (Map Spire)

Click on the tram-call and take the tram.

Climbing the Map Spire

Climb to the ledge. Cross the bridge to the cavern.

Cavern

Walk left and go into the nest at the far left.

Rest

Explore a bit and return to the cavern.



Cavern

Walk right and go into the pit at the far right and through the opening to the map room, which is overgrown with vines.

Map Chamber

Click on the panel in the center of the chamber. Enter the “tomb spire” code from the red engraved rod—blue pyramid, green diamond, green oval, green pyramid. After the hologram appears, go through the opening at the back of the chamber.

Fixing the Light Bridge Controls

Click twice on the panel to open it.

Close-up of Controls

Take the following steps:

1. Click on the center “light source” prism until the light hits the big prism at the bottom-left of the panel.
2. Click on that bottom-left prism three times. A blue light ray should connect it to the big prism at upper right, a red light ray should connect to the big prism at lower right, and a green ray should connect to the big prism at upper left.
3. Click once on the big prism at upper-right. A blue ray should connect it to the small blue prism at the bottom of the panel.
4. Click on the big prism at upper left until a green ray connects it to the small green prism at the top of the panel.

Light-Bridge

Click on the strange device and click and hold on the switch until the light-bridge is fully extended. Step onto the light-bridge, go to the tomb spire, and return to the tomb.

Tomb

Click on the crypt.



Underground Chamber

Walk left to the door. Click on the door. After the “guard dog” comes to life, use glowing crystals on the other pile of broken bones. Use the yellow engraved rod with the slot next to the door. Go through the door.

Pyramid

Click on the pyramid. Use the yellow engraved rod on the panel. Use glowing crystals on alien corpse. Ask him everything—you won’t understand a word he says. After you talk to Maggie and she is attacked, hurry back to the top of the tomb spire. Take the elevator slab back up to the tomb and go back to the cavern next to the platform where Brink is working.

Cavern

Use the flashlight with bat creatures. After Brink runs out, go up to the platform and grab the crystal stash. Go back to the light-bridge, take it to the map spire, and return to the nest area.

Nest

Talk to Brink and ask about the monster. After Brink distracts the monster and Boston walks out of the cave, go to the falls source at upper right.

Falls Source

Push the rock to divert the water into the grate. Go down, and return to the nest at lower right.

Nest

Talk to Brink and ask about the grate. After the long action sequence, exit the cavern and go to the opening past the tram area.



Beach

Click on the strange field. Show the tablet to Maggie. Walk out to the island and enter the opening.

Inside Island Opening

Take the floating plate. Return to the tram and take it back to the Nexus area. After Brink's emergency call, take any tram to any spire, and take the light-bridge to the planetarium spire.

Planetarium Spire

Cross over the waterfall to the crevice. After you see Brink's predicament, use the jaw bone with Brink.

Nexus

Fit the four metal plates together on the triangle. Go through the open door. Use the tram-call, and take the tram to the final spire.

Cathedral Spire

Go through the door into the strange room.

Laboratory

Examine the console at lower left to see the gap indicating a missing part in the machinery. Climb the spiral walkway up the spire until you get outside.

Top of Spire (Light-Bridge)

Walk left until you reach the strange device. Clear away the nest. Use the strange device to extend the light-bridge. Take the light-bridge to the museum spire.



Museum Spire

Climb down the spire to the broken door (just below the tram call area). Go inside and take some life crystals. Climb back up to the light-bridge and take it to the tomb spire.

Tomb Spire

Go back to the alien's tomb (ride the crypt elevator down and walk out to the pyramid). Use the yellow engraved rod with the pyramid. Use a life crystal with the alien corpse. Ask all questions and pick up the Creator's engraving. Go back to the light-bridge and take it to the map spire.

Map Spire

Go into the map room. Enter the code from the Creator's engraving into the panel—red pyramid, blue oval, red hexagon, red diamond. After the vision of the missing part's location, go through the pit into the chamber. Walk left and enter the nest again. Walk to the right and exit through the door. Go through the triangular opening to the beach.

Beach

Take the eye part. Go back to the light-bridge, take it to the cathedral spire, and return to the lab.

Laboratory

After the conversation with Brink, click on the console and examine it. You need a couple of life crystals for those empty slots, but Brink has cleaned out the stash in the museum spire. You must go through the bat cave to the platform on the tomb spire and get some from Brink.



Tomb Spire Platform

Use the eye part on Brink. Use the eye part with the slot on the machine. After the long conversation, take the eye part from the machine. After Brink disappears, return to the laboratory console in the cathedral spire.

Cathedral Spire Laboratory

Click on the console at the bottom of the spire. In the close-up, put the eye part in the gap. Then put the life crystals in the empty slots. Exit the close-up. Walk back up the spiral walkway to Maggie. Talk to her about the alien device. After the automatic sequence, go up to the light-bridge. After the beast chases you back, click on the strange device (light-bridge controls). In the close-up, click and hold on the switch to retract the light bridge. After the beast falls, extend the light-bridge again and take it to The Eye.

The Eye

Enter The Eye. Enter the portal. Watch the game-ending movie.

Publisher: LucasArts

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7

Dracula Unleashed

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|----------|----------|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Look out, babe! Here comes Hollywood. Viacom New Media was formerly ICOM Simulations, a true pioneer in interactive CD-ROM entertainment. As the new name implies, the Viacom entertainment conglomerate now owns ICOM, and CD-ROM will never be the same.

You may or may not recall that ICOM's classic *Sherlock Holmes, Consulting Detective* series set the early standards for CD-ROM games. In any case, *Dracula Unleashed* incorporates all the lessons of the Sherlock Holmes series while raising the genre's production values to new levels.

By the way, *Dracula Unleashed* is a pretty faithful sequel to the original Bram Stoker novel, *Dracula*. Although it helps to be familiar with the Dracula legend, you don't have to read the book in order to complete the game. As *Dracula Unleashed* progresses, you get enough background that you can figure out what's going on, what's at stake, et cetera.

The Story

The year is 1899, 10 years after Dracula was supposedly destroyed by an intrepid band of vampire hunters. You, the player, direct the actions of Alexander Morris (brother of Quincey Morris, the gallant Texan who lost his life at the end of Bram Stoker's elegant Victorian novel). Alexander, who never learned the exact circumstances surrounding his brother's death, has received a cryptic letter from a Romanian priest imploring him to go to London and investigate.

Once there, Alexander falls in love and becomes engaged to the lovely Annisette Bowen. As the story begins, however, he receives a bit of bad news: her father, Andrew, has passed away. This sad message arrives while Alexander is being introduced to the members of London's prestigious (and *snotty*) Hades Club by Quincey's old friend Arthur Holmwood, the honorable Lord Godalming. Shaken, Alexander returns home, retires . . . and faces the first of a series of shocking nightmares that will haunt his sleep throughout the game. The next morning he rushes to comfort Annisette. Andrew's death mask is not a pretty sight.



Alexander eventually meets the rest of Quincey's old compatriots—Arthur Holmwood, Dr. John Seward, Jonathan and Mina Harker . . . and Professor Abraham Van Helsing. Gradually, he comes to learn the truth about his brother's death—and the even more horrifying truth about a new terror that stalks the London night streets and threatens the very soul of civilization.

The Verdict

Dracula Unleashed was the first true interactive movie. The video clips run smoothly, even on a relatively mediocre machine. (I used a Dell 386DX/33 MHz with only 4 megs of RAM.) The acting is competent, the soundtrack is inspired, and the overall atmosphere is wonderfully eerie. The only real drawback is the time-management structure of the gameplay, which forces you to do so much backtracking (and reviewing of old scenes) that some have found it exasperating at times.



General Tips

The London "Times"

OK, it's a bad pun. Some locations are unavailable to Alexander at certain times during the day. You may have already noticed that maids and butlers will turn you away because somebody is not home, or is gone for the day, or is resting, or whatever. These times of availability can change from day to day.

As a general rule, however, the locations in *Dracula Unleashed* are open to visitors at 7 A.M. except the Saucy Jack Pub, which opens at 10 A.M. and closes at 2 A.M. The cemetery always closes at 8 P.M.



The Flythrough

Day One:

December 28, 1899

After viewing the opening scene (Alexander at Quincey's grave, and so on), exit Alexander's room, take a carriage to Annisette's house, then click on her door to enter.

1. Annisette's Home

Alexander comforts Annisette and finds the cloth in Andrew's hands. Write in your journal, then click on the door icon to exit. (You can move the cloth you took from Andrew Bowen's hand into your Satchel, though you don't have to—the game automatically moves objects into inventory as you acquire new things.) Now take a carriage to the Hades Club.

2. Hades Club

View the scene with the arrogant Goldacre, then write in your journal. Exit.

3. Holmwood Home

Learn the fate of the Holmwoods' poor carriage driver; pick up the Harkers' address. Write in your journal, then exit.

4. Newsstand

The newspaper vendor talks about the murders, then mentions the Saucy Jack Pub. (Note: If you don't get a paper today, you won't learn about the Saucy Jack.) Write in your journal to read the articles you clipped from the paper, then exit.

5. Telegraph Office

Before entering, open your Satchel and move the calling card from Father Janos into the



Here's the headline of the Daily Times for December 28, 1899.

Chapter 7 Dracula Unleashed



“At Hand” box so that you can send a telegram to him. Now enter the office and view the scene. Afterwards, write in your journal—you’ll see the telegram you sent.

6. Harker Home

Meet the Harkers and watch their reaction to your dreadful news, then write in your journal. Exit.

7. Saucy Jack Pub

Meet Rebecca and hear the legend of the eerie Bloofer Lady, then write in your journal. Exit.

8. Bookstore

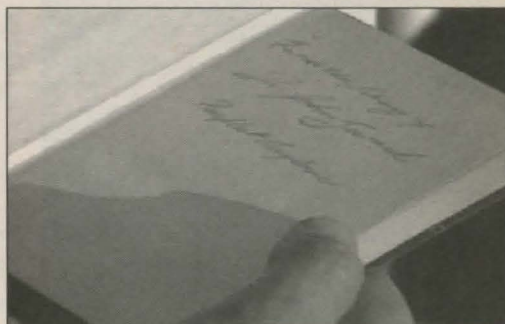
Meet the odd Alfred Horner and acquire the book on the Bloofer Lady. Write in your journal. Exit.



A pub regular tells the story of the eerie Bloofer Lady, claiming he read about it in a book he delivered to the Goldacre & Horner bookstore.



Horner recalls the Bloofer Lady legend with remarkable accuracy . . . and great enthusiasm.



This book once belonged to Dr. John Seward of the Purfleet Asylum—could he be worth a visit?

9. Asylum

Thwart the “loonie” attempting to escape. Write in your journal, then exit.



Regina Holmwood is lovely, gracious, and full of sympathy for poor Leopold Stransokowski, who lost his wife in a "carriage accident" at a place called Borgo Pass. (Do you know where that is?)



In exchange for Alexander's delivery, Harker gives this gift for Annisette. Important: Deliver it to her before 10 P.M.

10. Holmwood Home

You can't get past the stuffy butler until after 3 P.M., so "pass time," if necessary until then. Talk with Regina about Leopold Stransokowski's tragedy. Afterward, write in your journal and exit.

11. Hades Club

View the scene with the pathetic Leopold, who believes his wife is still alive. Write in your journal, then exit.

12. Harker's Office

Open your Satchel and move the Holmwoods' gift to Quincey Harker into your "At Hand" box. Then enter and watch the icy Jonathan thaw a bit. Write in your journal; exit.

13. Annisette's Home

Open your Satchel. Move the cross necklace into your "At Hand" box. Alexander gives the necklace to Annisette and listens to the



Juliet's dream about Andrew and the "angel in white" can be interpreted as comforting . . . but really, doesn't it give you the creeps?



strange dream of Juliet Adams, who gives Alexander a red rose. (Note: If you don't get the necklace to Annisette by 10 p.m., she will become a vampire bride and kill you in the street.) Write in your journal, then exit.

14. Saucy Jack Pub

Listen to the chilling story of the *Demeter* wolf. Write in your journal, then exit.



The sailor recalls the Demeter wolf's reappearance in the graveyard at Whitby . . .



. . . and its attack on his old mate Swales—"I swear that wolf reached for Swales with two arms as human as yours or mine!"

15. Asylum

If it's not 10 P.M. yet, "pass time" until it is—Seward's aide will turn you away until then. Enter and view the scene with the amiable but somewhat overworked doctor. Write in your journal, then exit.

16. Bookstore

Spy on Horner as he conducts his suspicious activities. Write in your journal; exit.

(Note: There's a good chance you'll be detained for questioning by a police officer at



A secret room? Looks suspicious as hell . . . and really, I wouldn't rephrase that any other way.



this point. You'll lose some time, but that shouldn't hurt your game yet.)

17. Home

Read the telegram from Father Janos; he also sent you Quincey's knife. Then sleep for the night. When you awaken from your nightmare about the woman/wolf, write in your journal. Exit.



Alexander suffers another unsettling nightmare. Is it just weird dream logic, product of the day's odd revelations? Or is there something to be learned? Here, a white-clad Blooferish sort of Lady transforms into a killer wolf of the Demeter variety.

Day Two: December 29, 1899

1. Annisette's Home

Miss Culpepper will turn you away until 7 A.M. When you get in, listen to Juliet's latest dream about Andrew. Write in your journal and exit.



Juliet has another dream about Andrew. Again, the message is meant to be comforting . . . but Juliet's trance doesn't look too healthy.

2. Asylum

Meet the delightful Renfield with Dr. Seward. Seward also gives you Van Helsing's card. Write in journal; exit.



Alexander finds tracks of the lupine variety on the floor.



Seward, clearly unsettled and over-worked, can't help you now. But he passes you the card of his old mentor in Amsterdam.

3. Harker's Home

Move the rose into your "At Hand" box. Talk to Mina Harker; she'll ask to speak with you at Andrew's funeral tomorrow. Write in journal; exit.

4. Telegraph

Move Father Janos' card into your Satchel's "At Hand" box before you enter. View the scene, then exit. Write in your journal to see the telegram you sent. (You can also send a telegram to Dr. Van Helsing at this point, but that isn't necessary.)

5. Bookstore

Horner is excited by your little accident. He certainly seems interested in the old cloth, too. Write in journal; exit.

6. Harker's Office

Move the knife into your "At Hand" box. Alexander finally loses his temper with the chilly Jonathan Harker. Write in journal; exit.



7. Newsstand

The vendor believes Scotland Yard is closing in on the murderer. Write in your journal (to read news clippings), then exit.



Here's the headline of the Daily Times for December 29, 1899.

8. University

Before you enter, move the piece of cloth (from Andrew Bowen) into your "At Hand" box. Then watch Dr. Briarcliffe's interesting reaction to it. Write in journal; exit.

9. Hades Club

Goldacre confirms that he owns the Bookstore, then flips you a coin. Write in your journal, then exit.

10. Holmwood Home

Listen to Arthur Holmwood tell his version of Quincey's death. Write in journal; exit.

11. Harker Home

If you arrive before 7 P.M., you'll be turned away by the Harkers' maid. If you're early and you've completed the previously listed ten steps for today, then "pass time" until 7 P.M. and enter. Meet Van Helsing and hear his long story of vampires, Quincey's death, et cetera. Write in journal; exit.



Juliet has the wounds of the nosferatu!

12. Annisette's Home

Van Helsing examines Juliet, who gives Alexander a letter for Devlin Goldacre. Be sure to write in your journal before exiting this time!



13. In the Street

This scene happens automatically. After you are attacked by the Bloofer Lady and saved by Dr. Van Helsing, write in your journal. Then take a carriage to the Hades Club.

14. Hades Club

Move Juliet's letter to Goldacre into your "At Hand" box. Enter and watch Alexander deliver it to the pathetic Goldacre. Write in your journal; exit.

15. Bookstore

Move Goldacre's keys into your "At Hand" box and enter. Alexander will discover Horner's bloody little secret, as well as an old manuscript. Write in your journal, then exit.

16. Saucy Jack Pub

Listen to the cheery song about the Bloofer Lady. Write in journal; exit.

17. Home

Check for telegrams. (There should be a second one from Father Janos, mentioning the knife and vampires.) Sleep. You'll have a gruesome dream about Quincey in the Pub. When you awaken, write in your journal.

Day Three:

December 30, 1899

1. Annisette's Home

Juliet is worse, thanks to Annisette's concern about odor. Goldacre is his usual charming self. Write in journal; exit.



Keep Goldacre's keys "At Hand" when you try the bookstore at night. If you do, Alexander will discover Horner's bloody little secret and this old manuscript of Middle European origin.



Annisette offers her gift from the Harkers to Juliet, who reacts violently by knocking the cross necklace to the floor. Not a good sign. Is it too late for poor Juliet?



2. Newsstand (you should have time before the 10 A.M. funeral).

View the scene, then write in your journal (to read the clippings). Exit.

3. Harker's Home (if you have time before the 10 A.M. funeral).

Move Harker's journal "At Hand" and enter. Alexander returns the journal to Jonathan Harker. Write in your journal, then exit.



Here's the headline of the Daily Times for December 30, 1899.

4. Cemetery

The ceremony begins at 10 A.M., but you can be late as long as you arrive before 11 A.M. (Note: If it's just a few minutes before 10:00 A.M., open your watch and click on "Pass Time" to move ahead. If it's an hour or more before 10 A.M., go visit someone else.) View Alexander's meeting with the Reverend. (This only happens if you gave Mina Harker the rose back on Day Two.) Write in your journal, then exit.

5. Asylum

Move the blackjack into your "At Hand" box and enter. Alexander will use it to save Van Helsing from Renfield's attack. Write in your journal; exit.

6. Holmwood's Home

View the uneventful post-ceremony gathering. Write in journal; exit.

7. Saucy Jack Pub

Move the Romanian manuscript "At Hand" and enter the pub. Watch Alexander inspire the dejected Van Helsing. Write in your journal, then exit.



8. University

The Romanian manuscript should still be “At Hand.” Enter and watch Briarcliffe examine it. Write in journal and exit. Then move the gold coin “At Hand” and re-enter. Again, Briarcliffe examines it. Write in your journal; exit.

9. Bookstore

Alexander asks Horner about vampire books. Write in journal; exit.

10. Home

View your telegrams. (There should be one from Briarcliffe that includes a package containing the old burial cloth.) Write in your journal, then exit.

11. Hades Club

Move the burial cloth “At Hand” and enter. Stransokowski recognizes it and loses his composure. Write in journal; exit.

12. Harker Home

The meeting won’t begin until 6 P.M. or later. Move the Romanian manuscript “At Hand” and enter. Van Helsing announces the return of Dracula. The others have trouble believing it until Alexander produces the manuscript. Write in your journal, then exit.

13. In the Street

(This happens automatically when you leave the Harker home.) Alexander and Van Helsing are nearly attacked by a wolf. Write in your journal, then take a carriage to Annisette’s home.

14. Annisette’s Home

Don’t be depressed by the fact that you “failed” Annisette—this is *supposed* to happen. Write in your journal, then exit.



Uh-oh. Looks like Annisette forgot to wear her cross necklace to bed.



Day Four:

December 31, 1899

Hint: Avoid the Bookstore today! You'll only get knocked unconscious by Horner and lose a good deal of precious time.

1. Harker Home

After 7 A.M., enter and view the scene with Mina; she'll give you a cross blessed by Reverend Jenkins. Write in journal; exit.

2. Telegraph

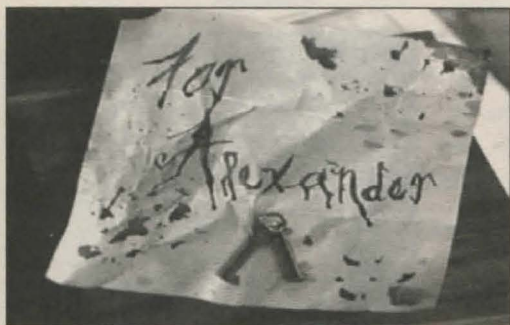
Move Father Janos' calling card "At Hand" and enter. After viewing the scene, write in your journal to see the telegram you sent. Exit.

3. Harker's Office

At the meeting, Seward learns of a fire at the asylum. Write in journal; exit.

4. Home

Check your telegrams. There should be two. Read the one from Briarcliffe first; it concerns the old manuscript. Write in journal, then click on the Telegram icon again. Now read the one from Dr. Seward; the delivery includes a Dictaphone tube as well. Write in journal; exit.



At the university in response to Briarcliffe's telegram, Alexander finds a note, some keys . . .



. . . and Briarcliffe. Well, some of Briarcliffe, anyway.



5. University

Alexander gets a gruesome shock. Write in your journal, then exit.

6. Asylum

Alexander takes a stake and a mallet from the smoky asylum. Write in journal; exit.



Larceny for a good cause: Alexander finds a stake in the ruins of the smoky asylum and takes a mallet from a nearby tool box.



Alexander must arrive at the cemetery between 12 noon and 1:00 P.M. for Juliet's funeral service. Here, Devlin Goldacre places a crushed white rose on Juliet's crypt.

7. Cemetery

The funeral for Juliet begins at 12 noon; you can be late as long as you arrive by 1 P.M., but time is so tight today that you'd best arrive as early as possible. Enter and view the ceremony. Write in journal; exit.

8. Annisette's Home

Van Helsing calls for a rendezvous at Juliet's tomb. Write in journal; exit.

9. Saucy Jack Pub

Alexander gets a note from Arthur Holmwood. Write in your journal, then exit.



Here's the headline of the Daily Times for December 31, 1899.

10. Harker's Office

Move the Dictaphone tube from Seward into your "At Hand" box, then enter. Listen to the recording of Renfield raving, "life after life after life . . ." Write in journal; exit.

11. Newsstand

Pick up the latest edition of the *Times*, then write in your journal to see the articles Alexander found most interesting. Exit.

12. Holmwood's Home

View Alexander's conversation with Regina Holmwood. Write in journal; exit.

13. Hades Club

Alexander overhears a conversation between Goldacre and Horner. Write in journal; exit.

14. Harker's Home

Mina speaks of her psychic connection with the Count. Write in your journal, then exit.

15. Cemetery

You must get here at dusk—that is, after 5 P.M., but before the gates are locked at 8 P.M. (Note: If Juliet is not destroyed by 8 P.M., she will find, seduce, and kill Alexander.) Don't forget to move the stake and mallet into your "At Hand" box before you enter the



Van Helsing saves Goldacre with his cross, forcing Juliet to levitate back into her crypt.

Chapter 7 Dracula Unleashed



cemetery. View the scene in which Alexander, Van Helsing, and Harker face Juliet. Write in journal; exit.

Note: Do not go to the Holmwoods' home anytime around 9 P.M.! Dracula awaits and will kill Alexander.

16. Saucy Jack Pub

Alexander finds a napkin full of odd drawings left by Goldacre. Write in your journal, then exit.

17. Annisette's Home

Van Helsing discovers that Annisette has been attacked again. Write in journal; exit.

18. Home

Check for telegrams. There should be one from Father Janos explaining Dracula's "resurrection." Write in journal; exit.

19. Annisette's Home

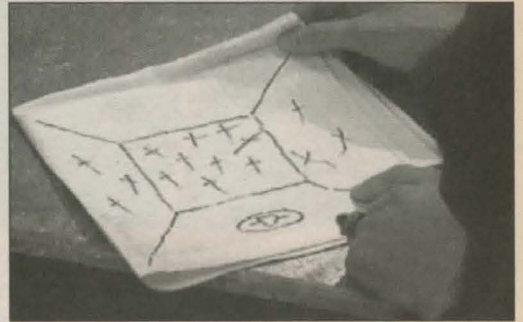
If it's not yet 9 P.M., open your watch and "pass time" until then. Enter and meet Dracula himself at last. Write in journal; exit.

20. Harker's Home

Mina arrives unexpectedly. Write in journal; exit.

21. Annisette's Home

Annisette is gone! Write in journal; exit.



The sketch appears to depict many crosses hung on several walls of a room.



The Count changes quickly to his wolf form and leaps to escape over the outside wall.



22. Holmwood's Home

Alexander discovers Regina's stony fate. Write in your journal, then exit.



A quick stop at the Holmwood home reveals Regina standing stiffly in a dark room.



She tumbles to the floor and shatters into a thousand pieces.

23. Hades Club

You can't get in until 12 midnight, so "pass time" if you have to. *Important:* Move the blessed cross to your "At Hand" box. (If you don't have the cross, Dracula will literally tear your heart out.) Enter and view the destruction of the Foul Fiend. Afterwards, click on the door icon to see the Epilogue.

Publisher: Viacom

To order, contact:
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1000 Asbury Drive
Suite 15
Buffalo Grove, IL 60089

For direct orders, call:
1-847-520-4440



8

Dragonsphere

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|----------|---|---|----------|----------|----------|---|----|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



OK, this game *does* have a dragon in a sphere (though you don't do anything with it). There's a spirit world, too. There's magic. Shamans. Enchanted lands. Shapeshifters. Faeries, sprites. Guys with butterfly wings. And *beasts*. Don't forget the beasts, man. Beasts with tentacles. Big frogs. Things like that. Meanwhile, the plot features an evil sorcerer, a brave king, and a conniving royal brother.

Sound familiar?

Yeah, it sounds familiar. If you're even a casual computer adventure gamer, you sit up and say: "Geez, another? Already?" Well, frankly . . . although I'm actually reviewing a MicroProse game called *Dragonsphere*, I couldn't truthfully answer "No" to that question.

Are You a Good Clone . . . or a Bad Clone?

In the manual, *Dragonsphere* designer Doug Kaufman actually admits it: "There's no sense in trying to deny that the fantasy AGA [animated graphic adventure] market is a dangerous one. The fine *King's Quest* series from Sierra virtually defines the state of the art." So what does he do? He goes out and designs *Son of King's Quest*. I wouldn't exactly call it plagiarism or a ripoff. Yet somehow, "derivative" isn't a strong enough word to describe *Dragonsphere*.

But wait, don't stop reading yet! Because darned if *Dragonsphere* isn't a pretty decent clone job. Despite its lack of originality,





it's a remarkably competent adventure. All aspects of the standard AGA package as defined by the *King's Quest* series—kings on quests in whimsical worlds, clever puzzles, stunning graphics and animation, atmospheric music and sounds—all of that is done quite well in this game.

But the story . . . well, except for one clever mid-point plot twist, there's not an original bone in *Dragonsphere*'s body.

The Story

You begin the game as a fellow named Callash. The good news is that you're the newly crowned king of Gran Callahach. The bad news is that a powerful sorcerer named Sanwe hates your guts. Sanwe was imprisoned in his Hightower retreat by your father's court wizard, Ner-Tom. The entrapment spell, known as *Dragonsphere*, has a shelf life of 20 years. You were a 13-year-old boy when the spell was cast. You're 33 now. Do some subtraction. Guess what time it is!

Off you go to confront the evil. You seek powerspheres, one in each of your kingdom's three lands. The red one's in Brynn Fann, land of mischievous faeries and sprites. The yellow one's in the desert region of Soptus Ecliptus. The blue one's in Hightower itself, well guarded by Sanwe. You need a sphere from the weird, shapeshifting land of Slathan ni Patan—where every rock and tree has eyes. Or maybe an ear.

Back home, your jealous brother MacMorn is stirring things up with Mom. You know the score: dark palace intrigue, stunning betrayals—your standard dysfunctional royal family. Meanwhile, you outwit things. You teleport things. You hop across chasms, turn into snakes and such. Yeah, it's a wild, whacky, king's-questing kind of world, burning off the screen in 256 blazing colors. Man, you even get to make a *ratsicle*.

The Verdict

Alright, maybe I slapped this game around a bit . . . but overall, I honestly enjoyed *Dragonsphere*. In fact, I liked it a bit better than *King's Quest VI*. I just wish it didn't feel like *King's Quest VII*.



Maybe next time the MicroProse design team can attach its competence and true love for the fantasy genre to a story that feels slightly less worn.

* * *

General Tips

Dialogue

The MicroProse adventure-game engine generally expects you to ask everything you can ask of every character you meet.

The Signet Ring

Invoking the signet ring will automatically transport you to the Waystation just outside the castle. If you play the game right, you'll never need to do this. Nice of the designers to drop it in as an all-purpose escape route.

* * *

The Flythrough

Note: The following solution path is for *Dragonsphere* in its Challenging mode. To find solutions for Novice mode, you might want to check the Infant Intelligence section of your local bookstore.

The Castle (First Time)

King's Bedchamber

The game begins in the King's Bedchamber, with Callash lying on his bed. Click anywhere to get him going; he'll wash up and put on his travelling clothes. Open the book on the nightstand. Go through the door at the far right into the Queen's Bedchamber.



Queen's Bedchamber

Try to take the Queen's diaries from the lower bookshelf on the far left wall. Go through the door at the bottom of the screen to enter the hallway. Walk directly across the hallway into the Ballroom.

Ballroom

In the Ballroom, take the goblet from the table on the left, then take the bone on the floor near the table on the right. Then walk through the door into the Throne Room (at bottom of screen).

Throne Room

Say anything to MacMorn. When he leaves, look at the Dragonsphere sitting on the table between the two thrones. You'll get a close-up look; touch the sphere and go back to the throne-room wide shot. Go through the door on the back wall at the left to enter the Meeting Chamber.

Meeting Chamber

In the Meeting Chamber, look at the bookshelf, then pull the books. (Place the cursor at the middle of the lower bookshelf to find the books.) Now pull the large tapestry at the far right to reveal the secret door. Forget about the door for now; go back through the Throne Room into the Council Room at the bottom of the screen.

Council Chamber

After the Queen and the Queen Mother "gift you" and exit, take the sword and the shieldstone from the council table. If you want, you can read the two documents on the left side of the table. Return to the Throne Room, then exit through the far right door into the Courtyard.

Courtyard

Walk through the castle gate into the Waystation.



Welcome to Callahach. It's not exactly Oz, but then again, it's not exactly Cleveland either.



Waystation

Talk to the shapechanger sitting to the left. Talk to the Soptus Ecliptus, who is standing to the right, at the merchant's stall. Then talk to the faerie sitting to the far right. Now go east until the map screen of the Kingdom of Callahach appears. Click on Slathan ni Patan, in the upper right.

Slathan ni Patan: Land of the Shapeshifters (First Visit)

Guard Post

To get past the border guards, keep demanding to get in until you get the option of giving them something. Select that option, then give them anything except the shieldstone. Tell the guards it wasn't a bribe; they'll let you go. Walk down the path to the east until you reach the pool monster.

Pool Monster

Throw the shieldstone at the pool monster. Take the tentacle remnants that appear, then walk east down the path to the bearded shifter sitting on the rock.



Wise Shifter

Talk to the bearded shifter to get the polystone. (If you don't get it the first time, talk to him again.) Ask him everything; he's loaded with information. After you exit the Cave of Shifting Dreams with the doll, you can talk to the wise shifter again and ask more questions. Or you can just go west on the path until you return to the Guard Post.

Guard Post

Talk to the guards and ask to get back the item you gave them upon entering Slathan. After the cut-scene, you'll return to the map screen. Click on Brynn Fann.

Brynn Fann: Land of the Faeries (First Visit)

Maze Entrance

Talk to the faerie guard on the rock. Take the nicest, most courteous dialogue path to get past him into the maze.

Sprites

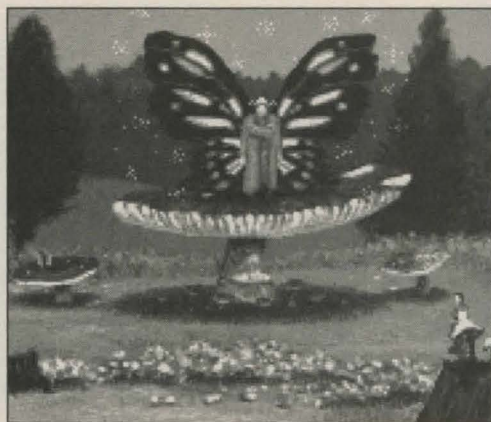
The sprites are mischievous little liars. Keep talking to them until the first letter of the sprite's name matches the first letter of its color—for example, a yellow Yvonne, a red Ralph, a blue Bart, etc. Then



Your mom told you to never trust a sprite, and darned if she wasn't right.



Sure, the Butterfly King is gorgeous . . . until he starts asking those ugly questions.



ask if it's safe to cross. Ignore their response and go. It may *not* actually be safe, but try anyway. Sooner or later you'll make it.

The Butterfly King

Talk to the Butterfly King. When he gives you the first quiz, give the following answers:

1. Anyone.
2. I don't know.
3. Home.
4. I don't know.
5. I won't like it.

He'll give you the red powerstone. Thank him. Then, when he gives the second quiz, give the following answers:

1. They like to test their limits.
2. The Race of the 500 Chariots.
3. Because he ravages and destroys the land.

After you pass, ask the Butterfly King everything you can, saving the question about the oracles for last. He'll give you a carved bird. Forget the toads for now and go back east to the map screen.



Soptus Ecliptus (First Time)

The Trader

Take a bone from the pile at the right (if you don't already have the one from the ballroom). Talk to the trader. Answer "No" to his first question, then "Yes" to his second question. He'll give directions (in Soptus) to the Caliph's tent. Shab is north; Falla is south; Ecliptus is west. Popo just means *and*. Follow his directions to the oasis.

Outside the Caliph's Tent

Talk to the shaman to get the yellow powerstone. Talk to the Caliph's guard to get inside the tent. (Be respectful; it will mean fewer gem games to earn prizes inside.)

Inside the Caliph's Tent

If you are effusive in your praise, and not too eager to get down to business, you will get to see the belly dance. More important, you'll also have to win fewer games to get prizes. When the gem game begins, play until you've won three prizes. Then exit the tent, go east to the map screen, and click on Hightower.

The Mountain (Going Up)

Base of Mountain

Talk to the stranger peeking out from behind the boulder. Choose the nicest path to get the amulet. (If you don't get it here, you can still get it later.) Climb up the rough stone at the right to the next screen—the shak nest.

Shak Nest

Take the black feathers on the rocks just to your left. For fun, you can use the sword to carve up the bird figurine, then "make noise" with it. Talk to the shak, but don't admit you're the king! Then continue climbing up.



*Oh, those whacky shaks!
This one blocks passage to
its nest, where valuable
adventure-game inventory
items await.*



The Monster

At the next level up, use the sword to attack the monster (after you converse with Llanie.) Go west to the other side of the waterfall. Take mud from the dark spot on the ground right next to the waterfall, then go back east one screen and climb up again to the base of the tower.

The Tower

Base of Tower

Take the path around behind the tower. When the vines grab you, give these answers to their questions:

1. Red
2. Leg
3. Beef stew

Walk in through the tower door.

The Eye Chamber

Throw mud at the eye guardian on the far right wall. Go through the east doorway.



Room of Magic

Take the music box on the pedestal at the left. Take the vortex stone from the dresser in the back left corner. Go through the east door into the Science Room.

Science Room

Use the vortex stone to take the magic from the rope/snake. Take the rope. Take the flask on the lab table and put it on the metal plate in the middle of the table. Open one of the petcocks at the top of the bubbling glass-ball retorts, then take the flask full of acid. Open the rat cage at the bottom right of the screen, take the dead rat, put it in the freezer, then take the contents of the freezer (click on Take, then on the freezer window). Go west until you reach the elevator shaft.

Elevator Shaft (Middle)

Go through the back doorway into the Dungeon Room.

Dungeon Room (First Visit)

Take the torch from the wall, back left corner. Pour the contents of the acid flask on the floor. Tie the rope to the manacles on the wall (near the hole). Go south, back to the elevator shaft, and push the top button to go up.

Elevator Shaft (Top)

Put the ratsicle on the door frame. Then put the tentacle parts (from the Slathan pool monster) on the door frame. Push the button to go down. At the middle level, push the lower button to go down again.

Elevator Shaft (Bottom)

Go through the doorway into the Stone Pedestal Chamber.



Stone Pedestal Chamber

You'll automatically put the torch into the wall. Exit south and take the elevator back up to the middle level.

Dungeon Room (Second Visit)

Go into the Dungeon Room and use the GO-arrow to go down through the hole and get the blue powerstone. Go back to the elevator shaft and push the top button.

Waterfall Machine

Walk through the machine room doorway on the back wall. Put the teleport door in the window. Go back to the elevator shaft and walk through the east doorway.

Long Corridor

Walk across the iron-floored corridor, then walk through the dragon doors.

Sorcerer's Room

During the first pause, use the polystone to mimic the blue powerstone. During the second pause, throw the blue powerstone at the circle of the spheres. After the cut-scene, take the black sphere on the floor near the bottom center of the screen. Take the map on the back wall just above the bookshelf. Then, from the chest at the far right, take the crystal ball and the spirit bundle. Walk out through the doorway to the west.

Base of Tower

Walk down the path around the tower, then down the path to Hightower.



Here's poor Pid on pillars, plunging. His scream and the splattering-body-sack SFX really add zest to the whole experience.

The Mountain (Going Down)

Middle Level

When you arrive at the ledge, walk west past the waterfall. Continue west past the shak until you reach the stone pillars.

Pillar-Jumping

Follow the directions on the map (from the Sorcerer's Room) to get to the other side. For your convenience, here's the jumping pattern, step by step: First, jump to the pillar at the upper right corner, then jump W, S, E, S, S, W, S, W, N, N, N, N, W, W, S, E, S, S, S, W, N, N, then W to the other ledge.

Shak's Rest

Take the belt.

Bottom Level

Walk east past the waterfall to the cave behind it, then go in.



Hermit's Cave

Put the spirit bundle on Llanie, then use the doll to heal Llanie. When it fails the first time, talk to Llanie and build the following poem: "Thou art a rose—but no! For no rose as fair did ever grow in any land." Then use the doll again to heal Llanie. She will recover and give you the parchment. Walk out through the cave entrance (at the bottom of the screen) and go back east, then south to the map screen. Click on Soptus Ecliptus.

Soptus Ecliptus (Second Visit)

The Desert

From the trader's tent, go in any direction except east to get to the oasis.

Outside the Caliph's Tent

Talk to the Caliph's guard. Tell him you wish to continue the game of sands.

Inside the Caliph's Tent

Tell the Caliph that, yes, you are a friend of King Callash, so that you'll only have to win one game per prize instead of two. Then play until you win two more prizes. After you drink the Soptus Soporific, heal yourself with the doll; you'll end up outside the tent. Go east until you hit the map screen, then click on Slathan ni Patan.

Slathan ni Patan: Land of the Shapeshifters (Second Visit)

Guard Post

To get past the border guards, admit that you're a plain shifter who wants to go home, tell them they've "got the wrong guy," offer to go only as far as they can see, then offer them a gift. Give them the Soptus Soporific. After you all drink, heal yourself with the doll, then go east down the path.



Cave of Shifting Dreams (Optional)

You can go inside the cave and see a new dream/prophesy, if you want. After you exit, go east one screen.

Green Monster

When you reach the green monster, use the doll to heal the monster. Walk through the newly created arch into the shifter village.

Shifter Village

Talk to the sitting woman. She'll return your shifter ring. Go down the path to the south. Return all the way to the map screen, then click on Soptus Ecliptus again.

Soptus Ecliptus (Third Visit)

The Desert

From the trader's tent, go in any direction except east to get to the oasis.

Outside the Caliph's Tent

Put the feathers on the bone, then put magic into the "partial bundle" with the vortex stone. Talk to the shaman and give them the spirit bundle.

Spirit Plane

Go east to the floating disks.

Floating Disks

Again, jump from disk to disk, following the map, but this time mirror the route. First jump onto the disk at the upper left corner, then jump E, S, W, S, S, E, S, E, N, N, N, N, E, E, S, W, S, S, S, E, N, N, then finally E to the far ledge.



If you got this far with the roc, congratulations . . . but you're only halfway home. To get what you need, execute a sphere switcheroo.



Snake Pit

Use the shifter ring to shift into a snake.

Roc's Nest

Use the vortex stone to take magic from the grapes. Wait until the roc eats the grapes and they don't reappear, then throw the dates (won as a game prize from the Caliph) at the roc. Take the soul egg from the nest. Put the black sphere (acquired in the Sorcerer's Room) into the nest. Go west, talk to the shaman, and ask to return.

Return from Spirit World

Once you're back, head east to the map screen, then click on Brynn Fann.

Brynn Fann: Land of the Faeries (Second Visit)

Maze Entrance

Go west until you reach the toads.



Toads

Give the flies (won as a prize from the Caliph) to the toads. After you snatch the key-crown, go east to the map screen and click on Gran Callahach.

The Castle Return

Waystation

When the guard captain confronts you, tell him you've done only good for Callahach, admit you're a shapechanger, but explain that you didn't kill the king. Try to explain what has happened, then point out the Queen Mother's evil and ask if there is something you could give him to let you go. Use the doll to heal the guard captain. After the cut-scene, jump down the well.

Bottom of Well

Take the rare coin near you on the bank. Use the shifter ring to shift into a seal. *Optional:* You can swim down the river to the left and talk to the Queen in the dungeon. Swim to the far bank and gaze into, then invoke, the crystal ball. Take the emerald, then walk to the trapdoor.



*Hey! What are you
doing to that guy's eye?*



Stair Trap

Before stepping off the stairs, put the statue on the stairway. Then walk down the passageway to the west.

Darkness Beast

Speak the words on the parchment, then go down the passageway to the west.

King's Soul Chamber

Shift into a bear, then pull the king. Give the soul egg to the king. Walk through the door to the north.

Stairway

Push the wall switch, then put on the key-crown. (If it doesn't work the first time, try again.)

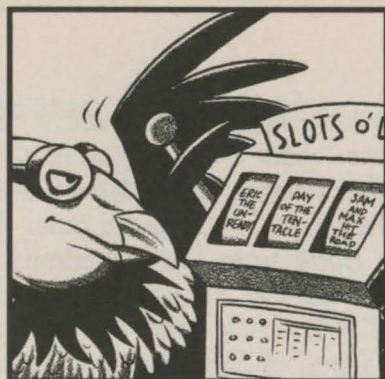
Meeting Chamber

Shift into a bear, then use the sword to attack MacMorn. Invoke the amulet.

Publisher: MicroProse

To order, contact:
MicroProse Software
P.O. Box 90848
San Diego, CA 92169

For direct orders, call:
1-800-879-PLAY



9

Eric the Unready

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|----------|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Eric the Unready is a brilliant satire of the well-worn fantasy adventure game "saga" . . . and just about everything else, come to think of it. True, designer Bob Bates has no real focus as a writer, and no specific target for his satire other than popular culture. The *Official Hint Book* from Legend admits that "Both Bob and his family are relieved that his years of watching late-night TV have finally paid off."

But *Eric's* lack of narrative flow is offset by its hilariously subversive attitude. Bates is a master of line-by-line comedy writing. It pays off hugely, again and again. Game shows, *Star Trek*, Clearinghouse sweepstakes, beer commercials, Hollywood agents, the islands of Fantasy, Gilligan, and Monkey—everything takes a few deserved shots to the head.

In fact, the best grenades are lobbed at the badly overripe medieval sword-and-sorcery genre itself; for example, a wizard named Bud sends Eric on a quest for such mythical items as the Crowbar of the Apocalypse, the Pitchfork of Damocles, and the Raw Steak of Eternity.

The Story

After a prologue in a barnyard, Eric meets the lovely princess Lorealle (of the great hair), who is subsequently kidnapped by her wicked queen stepmother and stashed away in the castle of an ugly, evil witch. (Story consultant: Susan Faludi.) A saviour is needed, and when Eric pulls Excalibanana from the stone, he proves he is worthy of the task.

So Bud the Wizard lays out the requirements, and Eric braves a number of amusing situations—including a rendezvous with the Swamp Trek crew. (Kirk pilots a log raft; Bones is but a skeleton of his former self; Mister Zulu points the way with his spear.) He also has to deal with the God of Short Term Memory and a bunch of other stuff that, now that I think of it, doesn't sound funny out of context either. Trust me.

Once you gather the requirements (the Bolt Cutters of Doom, *et al.*), you confront the witch (who looks remarkably like Margaret



Hamilton), solve some puzzles, stop the wedding, blah blah blah, and then you win.

Oh yeah. In the end, there is a duck.

The Verdict

The graphics are fine, the sound's fine—yeah, okay, okay! The hell with all that, though. Put the beeps of a PC Internal Speaker behind stick people on the screen, and *Eric the Unready* would still be one of the Top Computer Adventure Games of its time. Because despite its disjointed, episodic plot, its total lack of character development, its klunky and cluttered interface, *Eric the Unready* features the funniest computer adventure game writing I've ever read.

* * *

General Tips

The Torus Inquirer

A new edition of the newspaper appears each day. Be sure to take it and read it when you come across it; lots of useful and amusing stuff.

The Wedding Ceremony

This is a must. Save your game in the Witch's Castle before you carry out the necessary actions with the chandelier. Then forget the chandelier, get into the wedding cake and enjoy the text of the complete, uninterrupted wedding ceremony.

My favorite parts are the ritual Exhumation of the Groom's Great-Grandparents, followed by the exchange of vows ("Do you, Beast, take Lorealle to be your chattel . . . ?") and the traditional Beheading of the Best Man.

* * *



The Flythrough

Day One

The Farm

If you aren't a software pirate and actually *bought* the game, you probably have an *Eric the Unready* game manual. On page 26 of the manual, you'll find the game's opening moves. But here's a quick-start version:

Enter the barn. Open the chest and take all. Exit. Enter the privy, take the newspaper, tie the rope to the hook, and go down the hole and give the Hog-Wild to the pig. Go up, exit, kiss the pig, then go back in the barn.

* * *

Day Two

The Quest Begins

Keep trying to take the card that sits on the bed until your squire frees you. Get off the bed, take the helmet, and exit the Barracks into the Courtyard. Do anything; the Sergeant-at-Arms will drag you to the Union Hall. After you're assigned the quest, go west into the Village Square.

Go to Ulric's. After Ulric gives you the torch, go to the Feasting Hall and take the kindling from the fireplace. Go to the Ice Cream Shoppe, put kindling in the fireplace, and light it with the torch. (Bobbin will give you his earmuffs.)

Go to the Armoury and give Giovanni the card. (If you don't have it yet, go back to the Barracks and get it.) When he asks for measurements, look them up on page 2 of your *Eric the Unready* game manual or steal them from here:

| | | | |
|----------|-----|----------|--------|
| Gorget | 16 | Helmet | 14 |
| Cuirass | 1 | Pauldron | 5 |
| Vambrace | 6 | Gauntlet | Gothic |
| Tasset | 99B | Cuisse | Brown |
| Poleyn | 25 | Greave | 22 |
| Sabaton | 6E | | |



Pull Excalibanana from the stone to prove your worthiness, then Bud the Wizard will lay out your quest. Can you find the Raw Steak of Eternity, et al.? Don't forget to throw the banana in the duck pond when Bud leaves.

Put on the cloak Giovanni gives you and look in the pocket. Take the packet, open it, and take the bean. Go to the Village Green and get water with your helmet. Now go to the Courtyard, plant the bean in the garden, water the bean, then climb the beanstalk. When you hit the ground after your encounter with Bud the Wizard, go to the Ice Cream Shoppe and buy the root beer float with the coin. A new coin will appear. Give that coin to the Bard in the Village Square. (Coins will continue to appear.) To keep awake, put on the earmuffs.

Go to the Feasting Hall. Ponce will follow and put all the knights to sleep, including the guard. Go upstairs. When you return to the Hall, try to exit until Bud appears. After he transports everyone to the Village Green, pull Excalibanana from the stone. After Bud fills you in on your quest, throw the banana in the duck pond.

* * *

**Day
Three**

The Cemetery. The Forest. and the Cavern

Take the newspaper from the sepulchre and read it. Then go west through the forest. Pour root beer on the roots of the tree blocking your path. Go west one screen, and at the foot of



the tallest tree, move the branches, open door, go down stairs. You'll come to the front porch of the small white house. Open the mailbox, take the mail, and read it.

Go west into the cavern and enter Fran's Rock Emporium. When you leave, Fran will give you a pickaxe. Go back to the door of the white house, pull the board with the pickaxe, and enter. In the Living Room, roll up the rug and open the trap door. Use the key to open the trophy case, then take the beard.

Go upstairs. If you try to take the pile of bones, you'll discover Fondor Bindlecrank's driver's license. Now you can claim that sweepstakes prize. Go to the Clearinghouse. Of course, you need to look like a 3-foot, 6-inch dwarf, so put on the beard and get on your knees *before* you go in. Give the mail to Ed McDwarf and show him the license when he asks for ID.

At the ferrous wheel, stand up and take off the beard. Wait until somebody gives you a 20-Zonkmid piece. Go to Fran's and buy the starter rock (he'll give you a free bungee cord too), then go to the Card Game booth west of the ferrous wheel to win the slingshot.

Go back to the ferrous wheel and pull the lever. Sit in the chair, put the starter rock in the slingshot, then press the green button. When you get to the top, shoot the lever (or the red button) below with the rock to stop the wheel. Stand, then take the pitchfork. Now tie the bungee cord to the branch and jump.

Take the headrest rock that Fran gives you to the upstairs Bedroom of the white house. Drop the rock and stand on it to pull yourself into the attic. Once there, your next move must be to push the stone slab. (Otherwise, you will be eaten by a gnu.)

* * *

Day Four

HoJo Tavern and Blicester Castle

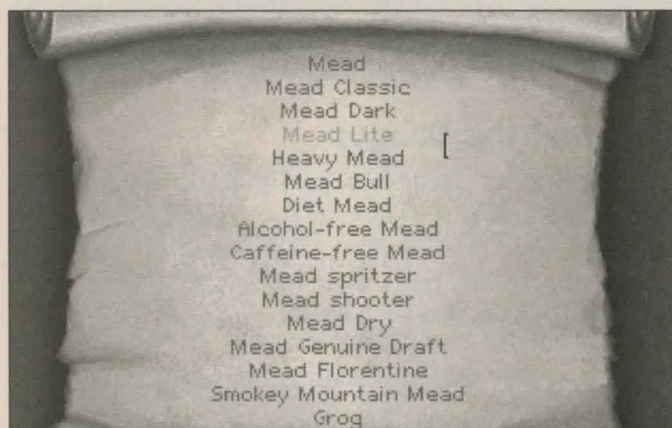
Go into the Tavern, take the newspaper and read it. Take the coupon from the book in your backpack and offer it to Bruce. Order the Mead Lite from the menu, then exit. Go west to Blicester Castle. Climb the rungs. When the bush burns away,

Chapter 9 Eric the Unready



take the roddenberries (you'll need them on Day Seven) and follow the new northwest path until you reach the open back of the castle.

Go east to the stables. Give Mead Lite to the oaf, then take the branch. Return to the Keep and give your Tort-Ease to the turtles. Go northwest around to the front of the castle, climb the rungs, then dip the branch in the flaming pitch to make a torch. Go downstairs to the Keep. Melt the wax seal with the torch, then press the key into the blob of wax. Take the wax, go northwest around the castle, then east to the Tavern. Give the wax to Howard. He'll make a key that you can take back to the Keep. Open the door with the shiny key.



Order the Mead Lite from the menu at HoJo Tavern . . .



. . . then give it to the obnoxious oaf in the Blicester Castle stables. When they have their "less taste/more filling" argument, grab that branch.



Wheel of Torture Answers

(in order from 100 to 400)

| | |
|----------------------|------------|
| Religion | 1, 3, 1, 3 |
| Potpourri | 3, 2, 3, 1 |
| Weapons 'B' | 2, 3, 1, 2 |
| More Weapons 'B' | 1, 3, 2, 3 |
| Legal | 2, 3, 2, 1 |
| Famous Sayings Bjorn | 3, 3, 3, 3 |
| Places to Avoid | 2, 3, 3, 1 |
| Mythology | 2, 2, 3, 3 |
| Geography | 1, 1, 3, 3 |

* * *

Day Five

The Fair and the Dragon

Go to the Pavilion of Tomorrow and pull the shade. Take the rubber band and put it around the viper's mouth. Tie your bungee cord to the aardvark, then stand on the loose floorboard. First, take the leech, then take the black marble from the catapult. You'll end up with the chamberpot exactly where you need it.

Go to the Shooting Gallery and shoot the crossbow at a target to win a chicken or a whoopee cushion. Then go to the Fool's Pavilion east of the Stockade and "hit" the judges with the chicken (or sit on the whoopee cushion) to earn your fool's cap. Be sure to put on the cap.

Go to the Amphitheatre and watch the shows. When the Jugglers Vain appear, throw the leech at them, then take the gloves left behind. Put on the gloves and climb the maypole in the Fairgrounds. After either of Lily's shows, take the invitation note to her "dwessing woom" and give her the boa. She'll give you a "weed" and another task to perform.

Ignore Lily's second task. When you leave her room, the "weed" becomes a "reed" for the musician who frequents the shell game. Go to the Shady Area, wait until the musician appears, and give him the reed. He'll give you his sunglasses. Put them on. Their magic will allow you to play the shell game and win.

Take the woodcuts to the Shooting Gallery and give them to the



Ignore the dragon's "vulnerable spot" bull's-eye. Shoot at the part of the dragon that corresponds to the last part of your own body that got flamed by the beast.

barker. Exit while he's preoccupied. You now have the crossbow. Spit. (That's right. I said, "Spit.") After you're pilloried, look at the crowd until the angelic boy appears. Make a face (or stick your tongue out) at the boy to get his apple.

Go back to the Fairgrounds and give the apple to the cook. He'll drop his apron. Take the apron and put it on. Now you can face the dragon. Ignore the "vulnerable spot" target and shoot at the part of the dragon that corresponds to the part of your body the dragon last tried to flame.

* * *

**Day
Six**

Temple of Virgins and Palace of the Gods

Temple of Virgins

Moon the unicorn, then take the eucagum leaf from the branch and get down from the tree. Approach the Temple and put on the robe. Ring the fourth bell to enter. Read today's paper to the virgin, then offer her your hanky. Put the leaf in the tears you've collected. A gummy blob will form. Give the blob to the virgin.

Go north into the Sanctuary. Get in the vat, then put on the ring to become entirely invisible. When the sacrificial virgin appears,



give her the boring book about the tale *Baldur*. When Molochi opens his mouth, enter it. Ride the escalator up to the top, then approach the Palace of the Gods.

Palace of the Gods

To get in the Palace, explore until you find the Windy Cave. The God of the North Wind will not talk to you until you leave. Then he will give you a note. Call 1-800-DOMINUS and wait until the delivery boy brings the cake. Take the dragon from your backpack and light the candles. Give the cake to the God of the North Wind. When he freezes everything, take the key in the Glade (from which the Goddess of Beauty has fled).

Go to the Palace. In the Lobby, show the God of the North Wind's note to Clio, then wait until Morty takes you into his office. Show Morty the note; he'll give you a token and call in Clio. Leave and take the costume from the case in the Lobby. Clio will return and put a jar of woad on her desk.

Find the library, talk to Emily the Librarian to get the book list, then choose *Setting Up Sodom/Gomorrah*. She'll give you the wrong book, which is actually the right book. Take the book to the Scriptorium and give it to Richard; he'll have his guys make a perfect copy that you can keep. Go then to the Laboratory and turn the crank on the plague machine. Take the slimewig that remains.

Go to Agora outside the palace. Take the dropped pigeon note. Show it to Clio, then wait until Morty takes you into his office. Show him the pigeon note as well. When he calls in Clio, go out to the Lobby and take the woad.

Now go to the Promontory and give the nectar to the God of Short Term Memory several times until he leaves. Take the Egg of Oblivion.

Go back to Agora. Now follow the instructions from the book: first, put on the costume and the woad. Drop the egg and stand on it. Eat the slimewig, turn around twice, then squawk. When the golden staircase appears, climb it. At the top, unlock the lock with the golden key and take the Crowbar of the Apocalypse. Wait until the mountaintop cork pops.

* * *



Day Seven

Swamp Trek Voyages of the Swampship Enterprise

Get on the raft. Give the roddenberries (the berries you got back on Day Four) to Zulu. After your encounter with Kahn, take the raft to Milligan's Island, the first island just north of Phantasy Island on the swamp map screen. Take the umbrella from the beach and the bottle floating in the water.

Take the matchbook out of the bottle, examine it, then connect the dots. (No trick here. Just click on numbers in ascending order from 1 to 17.) Put the matchbook back in the bottle and throw the bottle in the water. Wait until it returns, then take it out of the water again and take the certificate.

Go to Monkey Island (at middle left of the swamp map screen). Say "yoohoo," then give Excalibanana to the four-headed monkey. Take the coconut and sit in the Captain's Chair again. Now raft to Treasure Island, which is due north of Monkey Island on the swamp map. Open the gate. To get the bottle of rum, answer *anything* to the questions in the Pirate Quiz.

Raft to Lilliput, which is north of Milligan's Island. Put the coconut and the umbrella on the conveyor belt. (Be sure the lever is set to Import first.) Then double-click on the lever to set it to Export and put the dragon on the conveyor belt.

Once you've deminiaturized the dragon, go to the iceberg (at lower left on map screen.) After the dragon melts the iceberg, sit and raft to Gnoll Island just ahead. Get off the raft and go east down the path. Put the coconut in the guillotine, and the rum and the umbrella in the now-severed coconut. Then return to the raft and sit.

Go back to Phantasy Island and give the drink to Daddoo.

* * *

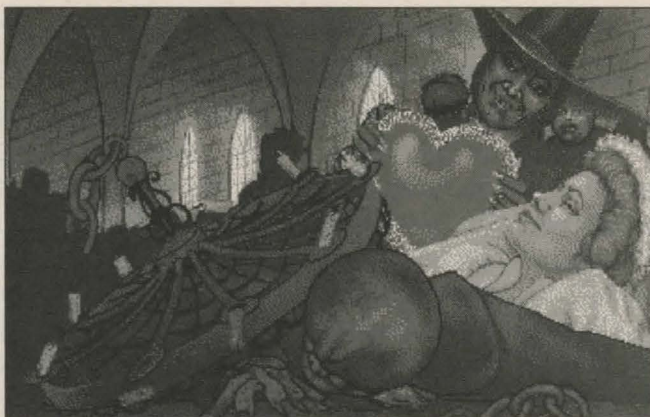
Day Eight

The Witch's Castle

Remove the pitch with the pitchfork. Remove the crow with the crowbar. Put the steak on the black eye that stares from the gate. Cut the lightning bolt with the bolt cutters. Then turn the crescent moon with the crescent wrench to open the gate. Look in the crystal ball first, then read the spellbook.



The final moment of truth. Give the candygram to the witch, and she'll literally melt in gratitude.



✧ **Hint:** The witch gives you ten minutes to live. If you run out of time, just turn over the hourglass. (Or just turn it over right away and forget about the time.)

Take the eyeballs from the jar and put them in the skull. Then hoot—this is the “word from the wise.”

Enter “IIIVX” to answer the mirror puzzle. (Confused? Remember, both the puzzle and solution are *mirror* images.) Enter the passageway that is revealed and go west past the chain to the Witch’s Bedroom. There, take the makeup and the broomstick, then open the window. Go back to the chain in the passageway, wait until 10:30 (but before 11:00!), then apply the makeup to the chain. Return to the bedroom and get on the broom.

In the Crawlspace, open the trap door and go up into the cake. Wait until 11:00. The ceremony will begin. After the chandelier falls on the beast, give the Candygram to the witch. Pick up Lorealle and go out. Blow the whistle and get on the duck. (As you might imagine, I am quite fond of this particular plot device.)

Publisher: Legend

To order, contact:
Legend Entertainment Company
14200 Park Meadow Drive
Chantilly, VA 22021

For direct orders, call:
1-800-658-8891



10

Full Throttle

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Full Throttle is a graphic adventure with an interesting twist: The game's "anti-hero" is leader of a renegade motorcycle gang. The bulk of the action consists of manipulating objects to solve standard puzzles. However, there is a brief but amusing bike-to-bike combat sequence.

The Story

Ben is the leader of the Polecats, an outlaw biker gang. As the game begins, Ben is framed for the murder of Malcolm Corley, founder of Corley Motors, which happens to produce the baddest bike money can buy. Seems Corley's lieutenant, a "chablis-swilling, limo-riding, yuppie executive . . . pond slime in an Armani suit," wants to turn Corley Motors into a maker of (gasp!) mini-vans. No villainy was ever more treacherous.

Ben fights to clear his name, with the help of Corley's best mechanic and daughter, Maureen. After scouring the desolate post-apocalyptic landscape for items to repair his mangled bike, Ben sets off for the Corley Motors Factory to set the record straight. Along the way he engages in bike-to-bike combat with Rottwheelers, Cavefish, and Vultures. (I found it hard to root against the latter.) He jumps a gorge. He blows up bunnies. He wastes hired goons in a demolition derby. It's wild. It's wacky.

And it's way too short.

The Verdict

Really, *Full Throttle* is one of the shortest computer games I've ever played. Now The Condor doesn't need 40 to 60 hours of gameplay to feel a gratifying sense of entertainment value. But *Full Throttle* rocketed past, full throttle, in less than five hours.

It was an extremely enjoyable afternoon of gaming, mind you. But look at it this way: If you see a good movie, you pay \$6 or so for approximately two hours of entertainment. If you pay seven times that (\$40 to \$45) for a highly-touted piece of software, you should get seven times the amount of entertainment. Fair? I think so.



OK. Keep in mind that a “too short” criticism is sometimes a backhanded compliment, and that is entirely true in this case. *Full Throttle* is a great game, and only its shameful brevity keeps it from nailing down a rare 10 in The Condor’s scorecard. As it is, I have to toss a 9 at the darn thing.

* * *

The Flythrough

After the introductory movie, punch the lid (top right) of the dumpster. Walk east to the front of the Kickstand. Get on the bike. Kick in the front door of the Kickstand and enter. Manhandle the bartender. After he gives you the keys, exit. Hop on the bike.

Travel Combat

Punch out the rival biker.

Maureen’s Shack

Talk to Maureen. Take the gas can and the hose (both by the radiator, back right of room). Exit the shack. Outside, talk to Miranda, the reporter. (For fun, ask her for a ride . . . then see what happens after you walk away.) Walk west.

Badlands Overview

Go to the shack in the upper left.

Todd’s Shack

Knock on the door. While Todd’s insulting you, kick in the door. Open the refrigerator in the back of the room; take the meat. Open the cabinet just above the unconscious Todd and take the lockpick. Walk onto the lift behind the open front door to ride down to Todd’s workshop.



Todd's Workshop

Get the torch. You automatically return it to Maureen and end up outside her shack. Walk west.

Badlands Overview

Go to the gas tower at the upper right.

Gas Tower

Use the lockpick with the lock on the gate. Pick up the lock from the ground. Go through the gate. Touch the tower ladder and hide in the shadows behind the pipe housing in the upper left of the screen.

After the hovercraft lands, go up to it and use the gas can on it. Use the hose on the hovercraft's fuel spout (right next to the ladder, on the tail fin). Suck on the hose.

Badlands Overview

Again, you end up outside Maureen's shack. Go west and go to the junkyard at the far upper left corner.

Todd's Junkyard

Use the lock on the entrance door. Climb the chain. Go down from the ledge. Go east until the cursor becomes a red right-arrow, and then click on anything. Put the meat in the nearest blue car. After the dog jumps in, go all the way back left and climb back onto the ledge. Go all the way right along the ledge to the crane/magnet controls.

Magnet Controls

The magnet is already over the blue car—the one with the dog and the meat—but you can move the magnet horizontally using the T-shaped control. Use the up/down lever at the far right to lower the magnet onto the blue car. Click on the Green button at left to power up the magnet. Now raise the car as far as possible. Exit to the west.



Junkyard

Get the cycle fork from the parts pile (dead center on the screen).

Badlands Overview

After the long movie sequence, go to the gas tower.

Gas Tower

Go into the compound and touch the tower ladder.

Maureen's Shack (Outside)

After yet another long movie sequence, look at the debris near the ground at the far right to get the picture of Mo and Uncle Pete. Exit to the west.

Badlands Overview

Hop on the bike and go north to the Kickstand.

Kickstand

Click on anything to get off the bike. Move the cursor until it becomes the arrow leading behind the building and click. Behind the building, click on the dumpster to talk to Miranda and get the fake I.D. Go inside the Kickstand. Show the fake I.D. to Emmet.

Uncle Pete's Mink Ranch

After the movie, go inside the house. Move the pillow and get the tire iron. Use the tire iron on the chest.

Truck Wreck

After still another long movie sequence, use the tire iron on the truck wheels. Kick the semi-trailer. Take some of the fertilizer. Get on the bike. Go southeast down the highway.



Highway 9

Go all the way to the bridge turnout and read the sign. (Read all the various plaques and pictures.) Get back on the bike and head back up the highway. Take the Mine Road exit.

Mine Road

Now you have a series of biker battles on the Mine Road. You need to beat everybody except Father Torque. The bikers appear randomly, so sometimes you overtake opponents you've already beaten. (To skip an opponent, just press the **[Esc]** key.) You'll need several tools for certain opponents:

- Use the fertilizer to beat the chainsaw mama.
- Use the chainsaw to beat the guys with the chain, the spiked ball, and two-by-four board.
- To beat the Vulture with the booster, use the chain before he fires up the booster. (You need the booster.)
- Use the two-by-four board to beat the Cavefish biker. When he looks up, swerve quickly into him as you swing. (It's tough, but you can do it.)

Now you have the Cavefish goggles. As you cruise the Mine Road, the Goggles icon appears at upper right. When you see it, right-click the mouse to put on the goggles. Now left-click when you see the arrow appear at the top of the radar screen and the word "Cave" (not "Exit") appears at the bottom.

Cavefish Cave

Keep going deeper into the cave until you see the ramp. Push it twice to hook it to your bike. Get on the bike and drag the ramp east one screen. Push the ramp again. (The Cavefish respond.)

Gorge

After you place the ramp, get on the bike and head down the full length of Highway 9 to the Mink Ranch.



Wink Ranch

In the automatic sequence, the blue car chases Ben and crashes at the fertilizer truck. After the movie, guide Ben down Highway 9 to the fertilizer truck (click when the Stop Sign icon appears at the top of the screen).

Fertilizer Truck

Use the tire iron on the rear fender of the blue car. (You automatically get a hoverlift unit.) Get back on the bike and return to the gorge.

Gorge

After you arrive at the drive-out, move the cursor to the top of the screen. When you see the Right-Arrow icon, click to jump the gorge.

Corley Motors Factory

Go down to the stadium entrance.

Souvenir Stand (Outside Stadium)

Use the RC car until the battery dies. Click on the display shirt and grab the bunny when Horrace turns around. Exit the stadium area, get on the bike, and ride north.

Minefield

Use the bunny on the minefield. After it blows up, get the battery it leaves behind. Return to the souvenir stand by the stadium.

Souvenir Stand

Put the battery in the RC car, drive it north one screen, and drive it under the turnstile. Now grab the bunny box from the souvenir stand and return to the bike. Drive back to the minefield.



Minefield

Use the bunny box on the minefield. Grab as many bunnies as you can before they get out into the field. Walk as far out into the bunny trail as you can and use a bunny on the minefield. Keep doing this until you reach the other side of the minefield.

Vulture Den

After Ben's captured, select "Let me go, or else . . ." Threaten to call Mo names; then call her a Diapered Dynamo.

Demolition Derby

After the long movie sequence, use the west ramp to jump onto the brown car. Push the now-crushed brown car to the bottom of the east ramp. Then push it up and over the ramp. Back up and jump the west ramp to smash the blue car and trigger the fiery collision sequence with Mo.

Run to the striped exit doors. After the stadium catches fire, click on the brown car to hop on it. When the blue car rams the brown car, click on the blue car. (Ben hops onto it.) When the blue car swerves near the fire at lower right, click on the fire. (Ben runs into the fire.)

Vulture Den

Talk to Mo; ask everything. Look at the parts. Open all flaps on the parts. Write down all numbers. Exit. After you arrive at the factory, go behind it.

Behind Factory

Kick the wall on the far left, near the bottom crack; it might require a little trial and error to find the exact spot, but trust me, it's there. You also have to time your kick for when all of the utility meters display a black stripe and stop ticking. Go in the open hatch.



Corley's Office

Use the floor safe. Enter the code—it's one of the motorcycle part numbers (154492)—and click on the square button. After you get the will and the card, go through the door.

Hallway

Put the card in the card reader next to the MM door.

Multimedia Room

After the movie sequence, turn the motor switch to the down position. Turn the lamp switch to the up (high) position.

Control Room

After the automatic sequence, go into the left door. Put the tape on the reel.

Front of Truck

After the long movie sequence, open the grill, open the panel just above the grill and quickly grab the cane when Ripburger jabs it at the panel. Use the cane in the engine's fan.

Back of Truck

Use the tire iron on the right fuel line.

Cargo Plane Hold

Go up the ladder. Click the center green button, under the monitor. Select Take Off, Post Take Off, Gear, and Raise Gear.

Truck Cab

After the movie sequence, go into the truck cab. Click on the small reddish button at the far left of the controls, just in front of the monitor. Select Main Menu, Defense Menu, Machine Guns, Control, and System Off. Go east into the plane.



Cargo Plane Hold

Go left. Get on the bike.

Be sure to view all the credits—all the way to the bunny stampede! (It's the best graphic adventure denouement ever.)

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11

Gabriel Knight: Sins of the Fathers

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|---|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Wow! The Condor cannot stop thinking about this game! Just as Gabriel Knight, the main character, is haunted by weird voodoo dreams, so now am I. *Sins of the Fathers* is a truly engrossing experience. A truly magnificent effort, it is also a *collaborative* effort in the same sense as good films are. This first installment of the Sierra series brings good writing together with visionary art and some of the best voice-acting work I've ever heard in a computer game.

Indeed, casting Tim Curry as Gabriel Knight was a stroke of genius; he makes a growlingly macho yet immensely likable hero. Leah Remini's witty, sarcastic Grace is Gabriel's perfect foil . . . I mean *perfect*. And it's kind of interesting to hear Mark Hamill do someone other than Luke Skywalker. His gritty Detective Mosely drawls with the best of them.

One more thing I have to mention: the lip-synching. Sierra's cartoon technology has become state-of-the-art with all of its latest CD titles, but most impressive is the lip-movement/sound synchronization in the animated character close-ups. It's remarkably clean and accurate.

The Story

There's a lot of back-story that's presented in an eerie, graphic little comic book that accompanies the game. Suffice it to say that our



hero Gabriel is the last in a long line of *shattenjagers* (shadow hunters) whose duty is to hunt down supernatural evil. He doesn't know this, of course . . . which lends itself to some juicy plot twists, revelations, et cetera.

Set in modern-day New Orleans, *Sins of the Fathers* opens with Gabriel investigating a series of grisly, ritualistic voodoo murders. Why, you ask? No, he's not that cliché of clichés, a private detective. Actually—he's writing a book! Yeah, cashing in on the gore and sensation. So you've gotta like this guy right away. He's so . . . American.

From his base of operations—St. George's Bookstore, a charming but failing enterprise run by his assistant, Grace—Gabriel hounds his buddy on the force, Mosely, for information. As the investigation continues, Knight is increasingly sucked into the bizarre voodoo subculture of New Orleans. At a particularly bloody crime scene, he happens to meet wealthy socialite Malia Gedde. Their first exchange of looks says it all: Love! Destiny! That kind of thing.

With the help of Grace, Gabe uncovers more and more information about voodoo, the occult . . . and, eventually, his own family history. Soon he comes to realize that his fate and Malia's are entwined together by supernatural forces that seem beyond their control.

The Verdict

Okay, I'm a bird. My brain is small. But, fortunately, this one's a no-brainer: The CD-ROM version of *Sins of the Fathers* is probably the most satisfying computer adventure I've ever seen. The story is deep, rich, clever, intelligent, and well paced. The mood and atmosphere are pure New Orleans, voodoo and all. Gabriel, Grace, Malia, Mosely and the rest are the most fully developed characters ever created for a computer game.

Many kudos to designer/director/writer Jane Jensen, whose *King's Quest VI* screenplay was mere bird droppings compared to this masterpiece. And congratulations to Tim Curry, Mark Hamill, Efrem Zimbalist, Michael Dorn, and Leah Remini for having the good sense to expand their repertoire into a genre that bodes well for the future of acting.



* * *

The Flythrough

Day 1

St. George's Book Shop

Interrogate Grace to get all your messages. (Mosely's message puts the Police icon on your map; Grandma's puts her icon on your map.) Open the cash register and take the gift certificate. Take the tweezers and the magnifying glass (both sitting near the far right edge of the table). Pick up the book on Heinz Ritter (top-left shelf in the back) to read it; then pick up the one on snakes (top-right shelf in the back). Pick up the newspaper on the table. Now open the door to go to the French Quarter map, then click on the To New Orleans Map. From that map, select Grandma's house.

Grandma's House

Interrogate Grandma, then ask her about the Knight family, then about Harrison Knight, Philip Knight, and Margaret Templeton Knight. (Remember to keep clicking on the same topic name until Grandma says "I don't know what else to tell you, dear.") Keep asking questions until she suggests you visit the cemetery. (You can also get this reference from Dr. John on Day 2.) Go up the stairs into the attic.

Attic

Operate the clock to get a close-up of the clock then do the following: Push the hands to 3:00, push the outer circle until the dragon is at 12:00 (top), operate the windup key, pick up the photo and the letter in the secret drawer, then read the letter in inventory. (This adds *Heinz Ritter* to the list of topics you can discuss with Grandma, and adds *Schattenjager* to your global topic list.) Pick up the sketch book, then look at it in inventory to read it. Exit the attic.



Grandma Again

Ask Grandma about Heinz Ritter. Open the door to exit to the map screen, click on the French Quarter icon, then click on the Police Station.

Police Station Lobby (First Visit)

Ask the desk sergeant about Detective Mosely. He'll refer to the crime scene. Ask about the photographs, then open the photo envelope in inventory and look at the two photos. Exit to the map screen, then click on Jackson Square (the square itself, not the overlook).

Jackson Square

Go to the northwest corner of the square and walk next to the mime. He'll follow Gabriel. Go to the southeast corner of the square and walk next to the cop. When the mime distracts the cop, operate the cop's motorcycle radio. (Lake Pontchartrain will appear on your map.) Exit on the street running south from the park to the map screen, select the New Orleans Map, then select the Crime Scene.

Crime Scene

After the long cut-scene, look at the pattern marks on the ground. (This adds *Patterns* to the list of topics for when you interrogate Mosely later.) Use the sketchbook on the pattern, then use your magnifying glass on the marks in the grass near the tree. (You may have to click on the grass a few times until you find the marks.) When the close-up screen of the marks appears, use your tweezers on the snake scale. (This also adds *Snakes* to Mosely's topic list.) Pick up some clay from the darker ground near the water, then go back to the Police Station.

Police Station Lobby/Mosely's Office (Second Visit)

Ask the desk sergeant about Mosely, open the swinging door, then open the door to Mosely's office. Interrogate Mosely and ask about the pattern around the bodies, then about the other six patterns.



(This adds *Pattern File* to Officer Franks's topic list.) Open the door; return to the lobby.

Talk to Officer Franks, the woman typing at the desk. Select "get a file" from the topic list, then take the file from inventory and put it in Franks's in-box (next to her on her desk). Open the door to Mosely's office again, ask Mosely about the photographs, suggest a cop/author photo for the book, then select the "go check my hair" dialogue.

Back in the lobby, pick up the file from Franks's in-box and use it on the copy machine. Put the file back in the in-box, open Mosely's door, then, after the cut-scene, open the door again. Exit the lobby and click on the Dixieland Drug Store.

Dixieland Drug Store (First Visit)

Look at the sign on the counter to add *St. John's Eve* to your global topic list. Then use the murder photo on Willy to add *Cabrit Sans Cor* to the topic list. Exit the shop and click on St. George's Book Shop.

St. George's

Ask Grace to research Malia Gedde. When you exit the dialogue, the day's end cartoon will play.

Day
2

St. George's

Automatic: After you get Malia's address from Grace, it appears on the map. Pick up the newspaper, then go to the Police Station.

Police Station Lobby (Mosely's Office)

Open the swinging door, then operate the temperature control (small box next to Mosely's door). Move the temperature control to 75 degrees or more, click to set it, then exit. Open Mosely's door. Ask Mosely for coffee, then pick up his jacket while he's out to get his badge. Exit and go to Jackson Square.



Jackson Square

Go to the northeast quadrant of the square. Leave that quadrant, then return to watch the artist lose his picture. Now go to the southwest quadrant. Use the gift certificate on the Lucky Dog vendor to get a hot dog. Give the hot dog to the boy dancer. Talk to the boy and select the “fit through the bars” dialogue option.

Go to the northeast quadrant of the square and use the following items from inventory (in order) on the tech artist: the technical drawing (from the boy), the six patterns photocopy, then Gabriel's sketch of the partial pattern from the crime scene. Exit to the map screen, click on To New Orleans Map, then click on the Gedde Estate.

Gedde Estate

Operate the door knocker, ask to see Malia. Say you're on official business. Use Mosely's badge on the butler. When Malia appears, interrogate her. Ask about voodoo twice; ask about Lake Pontchartrain once. Then select the Flirt With Her option to get thrown out. Click on the French Quarter, then on the Voodoo Museum.

Historical Voodoo Museum

Ask Dr. John about voodoo, then ask about current voodoo until you get repeat answers. (This puts Moonbeam's residence on the



Flirt with Malia Gedde after you ask about voodoo (twice) and Lake Pontchartrain. You'll get thrown out, but that's OK . . . you're used to it, man.



map.) Do the same with historical voodoo, then with Marie Laveau. Now exit, click on the French Quarter, then go to St. Louis Cemetery #1.

St. Louis Cemetery #1

Ask the watchman about Marie Laveau until he tells you to go out and buy a book. Then ask him about other voodoo-marked tombs. Use the sketchbook on the tomb wall's crosses. (This puts a sketch of the crosses into inventory.) Exit to the map and go to Moonbeam's house.

Moonbeam Residence

Ask Moonbeam about voodoo, then about St. John's Eve. (This puts *Animal Masks* on the topic list.) Ask about snakes, then about Grimwald. Ask her to show you how she handles Grimwald. Pick up the snakeskin in the open cage. Use the crosses sketch on Moonbeam to get a translation. Open inventory and use the magnifying glass on both the snake skin and the single snake scale (from the Crime Scene) to see that they don't match. Now exit and go to the Dixieland Drug Store.

Dixieland Drug Store

Watch Madame Cazaunoux in the shop. Ask Willy about animal masks, then about Willy Jr. (After you do this, Gabriel can sell his father's painting.) Exit and go back to St. George's.

St. George's

Ask Grace to do research on Madame Cazaunoux.

Day
3

St. George's

If Bruno tries to buy the painting, ask how much, tell Grace to stay out of this, then say "Fine, it's yours." (Bruno gives you \$100 for it.) Now ask Grace for mes-



sages *twice*, then ask for Wolfgang Ritter's phone number. Pick up the newspaper—important, because it adds Tulane University to your map. Go through the curtains, back into Gabe's bedroom.

Gabriel's Bedroom

Pick up the hair gel from the cabinet above the sink in the bathroom. Look at the phone page in inventory to get Madame Cazaunoux's phone number (555-1280). Also, make a note of the number for the Cajun Critters Veterinary Clinic (555-6170). Operate the phone and call Madame Cazaunoux, then call the Clinic. Select the question about Madame Cazaunoux, then say you're worried about Castro. (You'll get her address.) Finally, call Wolfgang Ritter (49-09-324-3333). Now exit the shop and go to Jackson Square.

Jackson Square

Go to the northeast quadrant of the square and talk to the artist; you'll get the reconstructed *vévé* from him. Go to the northwest quadrant of the square and wait until the fortune teller dances, click the "pick up" cursor on her *while* she dances, then pick up the veil on the ground. In your inventory, use the magnifying glass on the veil, look at the veil close-up, then use the magnifying glass to look at the "snake scale" again. Aha!

Exit the close-up and use the tweezers on the veil. Compare the two snake scales in inventory. Use the veil on the fortune teller; she'll tell Gabe's fortune. Exit and go back to the bookshop.

St. George's

Ask Grace to research the *vévé* pattern, then exit and go to the Dixieland Drug Store.

Dixieland Drug Store

Give the \$100 to Willy; you'll get the crocodile mask and a free bottle of gambling oil. Exit and go to the Police Station.



Sure, the lecture's a little boring. But you're a student of life, and you know that brown-nosing afterward is usually good for some extra credit.



Police Station

Open Mosely's door. Watch the interview of Crash. Exit the station and go to St. Louis Cemetery #1.

St. Louis Cemetery #1

Go two screens to the right. Watch the scene with Malia at the Gedde tomb. Exit, select the New Orleans Map, then go to Tulane University.

Tulane University

Sit through the lecture. Open the door on the left side of the stage to enter Professor Hartridge's office.

Hartridge's Office

Use the reconstructed vèvè on Hartridge, then use the murder photo on him as well. Ask him about Cabrit Sans Cor and Black Voodoo. Exit and go to St. Louis Cathedral.

St. Louis Cathedral

Open the door at the back right of the cathedral. In the priest's closet, pick up the priest's white collar from the bottom-right shelf. Then pick up the priest's black shirt hanging on the right side of the closet. Exit to the map and go to Madame Cazaunoux's residence.



Casaunoux Residence

Use the priest's shirt and collar on Gabriel, then use the hair gel on Gabriel. Operate the door knocker and say you're Father MacLaughlin. Once inside, ask the Madame about Cabrit Sans Cor, then select "goat without horns." Ask about human sacrifice, then about real voodoo queens, and finally about voodoo hounfour. When she gives you the bracelet, wait until after Gabriel says "Let us pray"—then quickly use the lump of clay on the bracelet close-up. (If Madame takes the bracelet before you make your mold, you can ask to see it again.) Exit to the map and go to the Napoleon House.

Napoleon House

Ask the bartender about voodoo, then *twice* about bar patrons, then about Sam and voodoo. Use gambling oil on Sam. After Sam wins the chess game, use the clay impression of the snake bracelet on Sam. Exit to the map screen.

Day
4

St. George's

After getting the v  v   clipping from Grace, pick up the newspaper. Exit and go to the Napoleon House.

Napoleon House

Sam will automatically give you the bracelet. Exit and go to the Jackson Square Overlook (just south of the square itself on the map).

Jackson Square Overlook

Operate the first pair of binoculars on the far left. Follow Crash as he talks with the drummer. Exit and go to the Cathedral.

St. Louis Cathedral

Use the snake bracelet on Crash. Ask Crash about the drummer, then ask about voodoo hounfour. After Crash dies, look at him to get a close-up. Open his shirt, and then use the sketchbook on the tattoo. Exit to the map screen.



This important Day 4 overview of Jackson Square reveals a jittery Crash in action . . .



. . . but the view in the St. Louis Cathedral afterwards is somewhat less kinetic. Be sure to open the poor kid's shirt and get that tattoo in your sketchbook.



Day 5

St. George's

After getting the mail package from Grace and the phone call from Hartridge, pick up the newspaper. Then go into inventory and read both Wolfgang's letter and Gunter's journal. Ask Grace to do research on rada drums, then exit to the map screen. Select the New Orleans Map and click on Tulane University.

Tulane University

Pick up Hartridge's notes from his desk. Exit to the map screen; click on the French Quarter, then on the Voodoo Museum.



Historical Voodoo Museum

After Gabe is attacked by the snake, quickly operate the fan switch next to the door. Click on the book shop.

St. George's

After Grace puts the snake scale in the ashtray on her desk, use the tweezers on the ashtray. Use the magnifying glass on the scale from the museum python. Aha! It matches the one from the crime scene! Exit and go to St. Louis Cemetery.

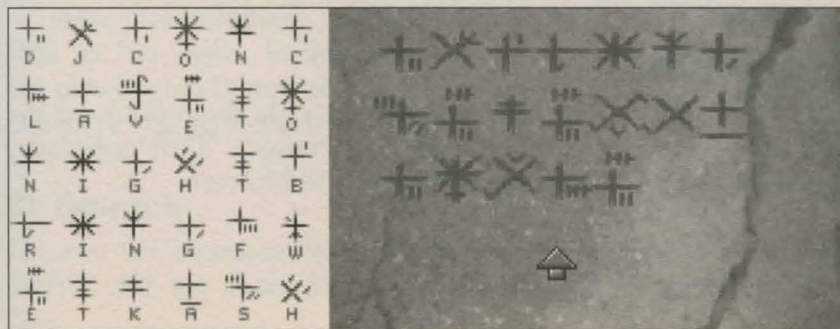
St. Louis Cemetery

Use the sketchbook on the new voodoo message. In inventory, use the new voodoo message on the translated voodoo message. (The missing three letters are, in order: Y, U, M.) Pick up the piece of red brick from the ground at the front corner of the tomb, then take it from inventory and click it on the tomb wall.

By clicking on the letters from the two previous messages, make the following message: *"DJ bring sekey madoule."* (This tells Dr. John to bring the small ritual coffin from his museum to the ceremony.) Exit and go to Jackson Square.

Jackson Square

Go to the northwest quadrant and talk to the fortune teller. Exit and go to the Police Station.



Here's the encoded message you need to etch in red brick on the tomb wall. Translated, it means: *"DJ bring sekey madoule."*



Police Station

Open Mosely's door. Ask Mosely to reopen the case, then use the following items on Mosely, in this order: the reconstructed véné, Hartridge's notes, the 1810 news clipping, then the two snake scales. After Mosely reopens the case, exit the station.

Day
6

St. George's

After getting the drum book from Grace, pick up the envelope that's delivered, open it, then read it. Pick up the newspaper. Use the tattoo tracing on Grace. In the resulting dialogue, select the "costume party" and "if you're jealous" choices. Exit and go to Jackson Square.

Jackson Square

Go to the southwest quadrant and talk to the beignet vendor. You need to get him over by the Police Station to distract the desk sergeant. In the resulting dialogue, select the following dialogue choices: "haven't I seen you before," "Royal and Conti," "why don't you go back there," and "I definitely think you should." Exit and go to the Police Station.

Police Station

After the desk sergeant leaves, open the swinging door. Use Mosely's key on his office door. Open the lower-left desk drawer, then pick up the tracker from the drawer. Exit to the map screen and go to Jackson Square.

Jackson Square

Go to the northeast quadrant and use the rada drum book on the drummer. Then construct this drum message: "Call conclave, tonight, swamp." Exit and go to the Voodoo Museum.



Historical Voodoo Museum

Use one of the signal devices on the *sekey madoule* (ritual coffin). Exit, click on the New Orleans Map, and go to Bayou St. John.

Bayou St. John

Use the tracker on Gabriel. The activated tracker appears now in the bottom right corner of the maze. Follow the signal to get to the ritual—that is, Gabriel's position is always represented by the center of the crosshairs on the tracker screen, so walk him in the direction of the flashing dot. Once you get to the ritual entrance, use the crocodile mask on Gabriel. Now select the following dialogue choices: "Damballah" and "Ogoun Badagris."

Day 7

St. George's

After talking to Grace, pick up the flashlight. Operate the phone and call Wolfgang Ritter (49-09-324-3333). Ask Wolfgang about Tetelo, about talisman *twice*, about Tetelo's remains, then about Africa homeland. Exit and go to the St. Louis Cemetery.

St. Louis Cemetery (Gedde Tomb)

Go two screens right to the Gedde tomb. Operate the red button under the raised plate. In the tomb, take the flashlight from inventory and click it on the room. Click the flashlight wherever you want to shine light. There are nine crypt drawers; shine the light on the center one, then open it.

After the automatic sequence, open the center drawer again. Pick up the wallet. In inventory, open the wallet. Finally, operate the glowing red button at the right to open the tomb door. Exit the cemetery and go to the book shop.

St. George's

Go into the bedroom and operate the phone. Call a travel agent (585-1130), ask about a trip to Rittersberg, Germany, then charge



it. Exit the shop; click on the New Orleans Map, then on the Airport. (Automatic sequence kicks in.)

Wolfgang's Bedroom

Go to the top of the stairs. Look at the ornate lintel above the elaborate wooden door (look just beneath the lion's head). Exit the room to the hall. From the bottom of the stairs, walk past Gerde one screen to the right, to the chapel.

Chapel

Look at the panels on either side of the chapel, then exit to the hall.

Hall

Ask Gerde about the portal poem, the chapel panels, then the initiation ceremony. Go back up to the bedroom.

Wolfgang's Bedroom

Open the window, then operate the snow outside. Pick up the scissors from the cabinet at the far right of the room, then use the scissors on Gabriel. Pick up the chamber pot (next to the scissors), then pick up the scroll from the scroll case on the wall behind the cabinet. Now exit to the hall.

Hall

Pick up the knife from the wall above the lion's head (by the banister at the far left). Pick up the salt from the floor next to the couch where Gerde sits. Go to the chapel.

Chapel

Use the chamber pot on the altar. Use the salt in the chamber pot. Next, use the knife on Gabriel. Operate the altar. Use the scroll on Gabriel.



Though Gabriel brings the correct items to the chapel (chamber pot, knife, salt, scroll) and performs the correct ritual, nothing seems to happen . . . until he sleeps. Then Gabriel faces a harrowing initiation rite that includes talking tyrannosaurs who administer brutal trials by fire.

Day
8

Wolfgang's Bedroom

Pick up the key from the foot of the bed, then use the key on the locked door at the left to enter the library.



Library

You need to find five separate books in the following order:

1. Look at, then pick up, the first book (*People's Republic of Benin*) from the lower shelf of the center bookcase on the back wall.
 2. Look at, then pick up, the second book (*The Primal Ones*) from the top shelf of the right-side bookcase on the back wall.
 3. Look at, then pick up, the third book (*Ancient Roots of Africa*) from the top shelf of the left-wall bookcase.
 4. Look at, then pick up, the fourth book (*Sun Worshippers*) from the top shelf of the left-side bookcase on the back wall.
 5. Look at, then pick up, the fifth book (*Ancient Digs of Africa*) from the lower shelf of the right-side bookcase on the back wall.
- Now go back through the bedroom to the hall where Gerde sits.

Hall

Use the snake mound book on Gerde. Select the response that refers to the credit card.

Day 9

Snake Mound (Outer Ring)

Walk down to the snake mound. You need to go from room to room, picking up 10 snake tiles that are distributed throughout various rooms and in various positions (some on the floor, some in the wall slots). Then do the following:

Pick up the snake rod in Room #9. Put all snake tiles in the correct rooms. (Each tile has a certain number of snakes, from 1 to 12. These match the 12 hourly positions of the clock. Using the two tiles still in position as a reference point, place the other 10 tiles in numerical order as you go from room to room.) Use the snake rod on tile #3. Quickly now, avoid and outrun the guards by moving clockwise to the room with snake tile #6. Quickly again, operate the hanging vines. (Wolfgang appears.) Use the snake rod on the hole inside the secret passageway.



Nice view, isn't it? Jackson Square, the cathedral . . . does it look familiar? If it doesn't, you should be flogged. At the very least, you should make a confession . . . in a logical place.

Snake Mound (Inner Ring)

Go east one screen. Look at the carvings on the side of the stone table, then look at the top of the table. Pick up the iron bars on the wall twice; Gabriel and Wolfgang will slide the bars into place. Then pick up the top of the stone table. Follow Wolfgang's instructions and go west one screen. Use the Ritter dagger on the dead guard. Watch the automatic sequence in which Wolfgang dies a grisly death and Grace is kidnapped. When the sequence ends, go to St. George's.

**Day
10**

St. George's

Pick up the newspaper. Pick up Malia's note by the cash register. After you join Mosely in the bedroom, ask him to help you make a plan. Where to next? Remember the view from the airplane on your New Orleans approach? Exit the shop and go to the cathedral.

St. Louis Cathedral

Enter the far-right confessional on the left-side wall. Use the snake rod on the knothole, then on the bench. Use the remaining signal device on the bench and exit the confessional to enter the hidden voodoo hounfour.



Elevator and Hall

Operate the control pad next to the door on the right. Go down the hall to the next room, Room #7. (Check for the *seven snakes* sign above the door to be sure it's the right room.) Operate the control pad by the door to enter.

Room #7

Pick up both masks (wolf and boar); pick up the hanging robes *twice*. Exit to the hall, then walk Gabriel toward you until you find Room #4. (Again, look at the signs above the doors to check.)

Room #4

Pick up the black record book from the the desk in-box at the back right. Operate the control panel by the door to exit into the hall.

Hallway to Ceremonial Room

Walk Gabriel toward you to the next screen, outside Door #3. Then go to your right down the hallway. Continue to the right until you reach the ceremonial room in the center of the hounfour.

Ceremonial Room

Operate the drums. Using the pages of the rada book, create the message *Summon Brother Eagle*. Exit by any hallway except the one you came through.

Hallway

You need to avoid Dr. John. To do this, go to his room, Room #2. Operate the control panel to enter.

Dr. John's Room (#2)

Pick up the key card hanging on the left wall. Exit by operating the control panel and go to Room #1.



Money Room (#1)

Use the key card on the keypad of Room #1. Pick up stacks of money *three times*. Then exit by operating the control panel and go to Room #11.

Corpse Storage Room (#11)

Use the key card on the keypad of Room #11. Enter, then exit immediately and go to Room #8.

Guest Room (#8)

Use the key card on the keypad of Room #8. Use the talisman on Grace. Use the boar mask/robe on Mosely, then use the wolf mask/robe on Gabriel.

Ceremonial Room

Use the talisman on Tetelo. When the cursor turns into the talisman, click it on Mosely. When Tetelo/Malia has the knife to your throat, pick up the stone idol. Finally, you can do either of the following:

1. To betray Malia, use the knife on her (or do nothing). If you do this, Gabriel dies with Malia.
2. To avoid betraying Malia, pick her up while she's in the pit. If you do this, Gabriel survives.



To betray, or not to betray? That is the question. (You can do either, but it's always best to follow your heart.)



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Gabriel Knight 2

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Gabriel Knight 2: The Beast Within is a worthy sequel. It replaces the animated characters of its predecessor, *Gabriel Knight: Sins of the Fathers*, with live actors and full-motion video. Although the second game features werewolves and such, it's more of a rich, historical detective story than a horror story.

The Story

The Beast Within begins where its prequel ended—in Schloss Ritter, the ancestral home of the Ritter family. The Ritters are a Germanic clan of *shattenjagers*, whose family tree traces back hundreds of years, with American crime novelist Gabriel Knight as the last of the line. What's a *shattenjager*? It's literally a "shadow hunter"—a guy who keeps the forces of darkness at bay so they don't, like, eat your neck.

As *The Beast Within* opens, some local folks who think a werewolf killed their daughter interrupt Gabriel's tortured attempts to begin a novel. Gabriel takes the case, and the trail leads to a hunt club full of German bluebloods led by a charismatic aristocrat named Baron von Glower. More "wolf" murders occur. The police are baffled. Gabriel is glib and boyish as hell. His assistant, Grace Nakimura, steals the show as she digs up crucial evidence and follows a trail of werewolvary leading back to the time of Bismarck, Wagner, and King Ludwig II.

And here's the best part: It all ends with opera.

That's right, man, opera. The fat lady sings. Game designer Jane Jensen wrote a libretto, and the whole damn thing gets performed. Is that wild, or what? Now when sophisticates suggest that computer games are for heathens, you can load a saved game that will blow their little minds.

The Verdict

This is definitely a Top 10 game, if for no other reason than the opera. The Condor watched it over and over, agog. Other reasons: The writing is first-rate; the characters are well-developed and extremely well-acted (for a computer game); and you get to be a wolf for a while and click on a button labeled "Smell."



Of course, I'm a vulture, and any story that features the rending of meat is OK in my book. But I admit, I did suffer one bit of petty disappointment in playing *The Beast Within*. For a werewolf story, it sure wasn't very scary. *Phantasmagoria*, another Sierra horror game released the same year, had me totally creeped out, flinching, draping my tarsal feathers over my eyes, etc. This Gabriel Knight tale was quite mysterious and moody and loaded with dark possibilities. But in the end, I squawked but once or twice, barely. I had no Gabriel nightmares to speak of, ha ha ha.

Ah, well. The overall depth and richness of the story had my beak glued to the screen for two consecutive 12-hour days. Can't say that about too many other games. The Condor gives *The Beast Within* a near-perfect 9 overall.

* * *

The Flythrough

Although *The Beast Within* is subtitled "A Gabriel Knight Mystery," you spend about half the game in the role of Grace Nakimura, Gabriel's plucky research assistant. Their stories proceed in alternating fashion, with Gabriel starring in the odd chapters and Grace in the even ones.

Chapter One

You open the game as Gabriel Knight. After a fairly hairy dream, you awaken in the home of the Hubers, the poor farm couple who lost their little girl to the wolf creature.

Huber Farm Interior

Open the duffel bag on the floor. Click on the open bag to get Gabriel's wallet, knife, and two letters. Read the first letter, which is from his family lawyer, Herr Übergrau. (Marienplatz—the location of Übergrau's law office—now appears on your travel map.) Read the other letter, from Grace.



Cross the room by clicking on the Exit icon at the bottom of the screen. Click on the stationery (left side of desk) to write a letter to Grace. Click on the newspaper (right side of desk). Click on the newspaper article to get information and to add the zoo and police station to your map. Exit the newspaper close-up. Take the car keys hanging under the mirror. Read the note from Frau Huber (on the wall near the coat rack). If you want, you can check Gabriel's hair in the mirror. Exit through the door.

Huber Farm Exterior

Explore the woods by clicking on Exit at the far right. Click on the log water trough, and click on the paw print in the close-up. Continue toward the woods. Examine the tall grass under the trees. Take the fur. Return to the house.

Exit left into the barn. Click on the sink for a close-up, and use the sack of cement on the shelf. Exit and return to the paw print. Use the bucket of wet cement on the paw print. Exit. After Gabriel replaces the bucket, return to the paw print again. Pick up the dried cast of the print.

Go to the car by the front door. Take the keys from Inventory and click them on the car. When the map appears, click on Thalkirchen to take the U-Bahn to the zoo.

Zoologischer Garten München: Kennels

Examine the sign on the kennels. Look inside the kennels, and click on one of the wolves. When the zoo worker approaches, talk to him. Ask all questions. Exit left to Klingmann's office.

Klingmann's Office

Talk to Klingmann. Ask all questions. (Be sure you ask him about Wolves. He'll say, "Thomas?") Return to the Huber Farm in Lochham.

Huber Farm Exterior

Click on the Tape Recorder icon (lower right). Select the tape labeled "Klingmann." Click on the Load A. Select any blank tape, and click on Load B. Click on the Splice button.



Splice Tape Interface

Select words from the top screen by clicking on them until the Splice Message on the bottom screen reads, "THOMAS? HERR DOKTOR KLINGMANN HERE. SHOW OUR WOLVES TO MR. KNIGHT." Click on the Transfer button. Then click on Exit twice. Drive the car back to the zoo and return to Dr. Klingmann's office.

Klingmann's Office

Examine Klingmann's coat to get a receipt. Take the tape marked "Klingmann Splice" from Inventory and use it with the walkie-talkie on Klingmann's desk. After Klingmann enters the room, you go automatically to the wolf kennels.

Kennels

After the non-interactive sequence, click on the wolf to examine her zoo tag. Click on her again to obtain a fur sample. Exit the zoo, return to the Huber farm, and go inside the house.

Huber Farm Interior

Examine the receipt from Dr. Klingmann's coat. Turn it over and examine the carbon writing on the back. Exit Inventory, and click the receipt on the mirror. (Gabriel reads the writing.) Go out to the car and get in. Take the U-Bahn to Marienplatz.

Marienplatz

Go left and through the open doorways to reach Übergrau's law office.

Übergrau's Office

Click on Übergrau and ask all questions. Exit and take the U-Bahn (click on the Exit icon pointing down) to the Biology Lab at the Universität.

Biology Lab

Give the red wolf hair from the Huber farm to Michael. After he analyzes it, give him the gray wolf hair from the zoo. Next, give



Michael the paw print cast. When you exit the lab, Michael gives you a report of his findings. Take the U-Bahn to Marienplatz.

Marienplatz

Go right to the plaza where the guitarist plays "When the Saints Go Marching In." Continue around the corner to Dienerstrasse. Click on the post office (right side of the street). Take the letter to Grace from Inventory and click it on the post office door to mail the letter.

Continue down Dienerstrasse. Click on the hunt club entrance (right side of street), and enter.

Hunt Club: Front Hall

Ask all questions of the doorman. Return to Übergrau's office.

Übergrau's Office

Ask Übergrau about the Ritter family papers. After you get them, exit and return to the hunt club.

Hunt Club: Front Hall

Talk to the doorman, and give him the Ritter family papers. This triggers the chapter-ending movie.

Chapter Two

You now control the character of Grace Nakimura, Gabriel's able assistant.

Schloss Ritter: Gabriel's Bedroom

Try the door to the library (next to the bed)—it's locked. Exit through the other door.

Main Hall

Talk to Gerde. Ask everything. Exit through the doors at the far right; outside, exit to the left of the screen.



Rittersberg Town Square

Go right until you see the Gasthof Goldener Löwe. Click on it to enter.

Gasthof Goldener Löwe

Talk to Werner Huber, the bartender. Ask all questions. Exit and click on the building just to the left of the Gasthof.

Rittersberg Rathaus

Click on the window. Talk to Herr Habermas and ask everything. Return to Schloss Ritter and go upstairs.

Gabriel's Bedroom

Look at the fireplace, and click on the toolbox. Take the screwdriver. Click on the arrow pointing up to see the hole in the fireplace. Use the screwdriver on the hole; Grace hears a click. Open the closet door and go through the new opening.

Secret Passageway

Exit to the right.

Gerde's Bedroom

Open the closet. Take the key hanging on the hook. Look at the picture on the table next to the closet. Open the closet again and return to Gabriel's bedroom.

Gabriel's Bedroom

Use the key to unlock the library door.

Library

Click on the center bookshelf—occult books—to find the book on lycanthropy (werewolves). After Grace lambasts Gerde, read Christian Ritter's letter to King Ludwig. Read the Lycanthropy book. Click on the far-right bookshelf to get the journal of Victor Ritter. Read



Victor's journal. Click on the far-right bookshelf again to get the journal of Christian Ritter. Read Christian's journal.

Click on Exit at the far right to sit in the chair and get a close-up of Gabriel's writing desk. Take Professor Barclay's card from Inventory and click it on the phone to call Barclay.

Exit Schloss Ritter and go back to the Rauthaus in Rittersberg.

Rauthaus

Click on the window to talk to Herr Habermas. Ask everything. At Grace's request, he takes her down to the dungeon.

Rauthaus Dungeon

Examine the dungeon window. Click on the church in the window. Exit back to the courtyard.

Rauthaus

Click on the window again to get Herr Habermas. Ask about the church records; he gives you a note for the priest at St. Georg's. Go left to the church and click on the door.

St. Georg's Church

Give the note from Habermas to the priest. After he gives you the church records, take them back to Herr Habermas.

Rauthaus

Tell Herr Habermas about the church records. After he reads them, visit Werner Huber at the Gasthof.

Gasthof

Talk to Werner and learn about Ludwig II. Return to Schloss Ritter and go up to the library.

Library

Sit at Gabriel's writing desk and use the typewriter. After Grace types the letter, go downstairs to the main hall.



Main Hall

Click the envelope of research on Gerde to get Gabriel's address. Go to Rittersberg.

Rittersberg Town Square

Go to the post office (the door between the Rauthaus and the Gasthof). Ring the bell to get the postmistress, and give her the addressed envelope. Then click Grace's wallet on the postmistress to pay the postage. Watch the chapter-ending movie and meet the Smiths.

Chapter Three

Back to Gabriel. The plot thickens.

Huber Farm Interior

Examine Baron von Glower's business card in Inventory. (His location appears on your travel map.) Read the newspaper on the desk to learn about the latest wolf attack. Go to Marienplatz, then to Übergrau's office.

Übergrau's Office

After Übergrau gives you Grace's envelope, open it in Inventory and read Grace's letter. Talk to Übergrau and ask everything. Exit the office.

Marienplatz

Go to the cuckoo clock shop (far right of Marienplatz arrival screen). Click on the door to enter.

Cuckoo Clock Shop

Enter and click on the clock at the far left of the worktable. When the clock maker tells you the price, click Gabriel's wallet on him to purchase the clock. Now go to Dienerstrasse.



Dienerstrasse

Continue down the street. Click on the crowd (police cars, etc.) at the crime scene.

Crime Scene

Click twice on Leber (the bald guy in the alley with his back to you). After he ignores you, use the lab analysis (from Michael at the university) on the TV crew just to Gabriel's left. After you get Leber's attention, go to the hunt club.

Hunt Club: Front Hall

Talk to Xaver and ask all questions. Exit at left to the club's main hall, and continue through the door at the far right into the back hall.

Hunt Club: Back Hall

Take the woodpecker clock from Inventory and hide it in the plant. Go directly back to the front hall.

Hunt Club: Front Hall

Wait. When Xaver leaves to investigate the clock's noise, click on his desk, then on the desk drawer. Take the keys. When Xaver returns, go back to the club's back hall.

Hunt Club: Back Hall

Use the keys to unlock the basement (left) door. Click on the plant to retrieve the clock, and click on the clock on the plant again. Return to the front hall.

Hunt Club: Front Hall

Wait again. When the clock draws Xaver away again, click his keys on the desk to return them. Return to the back hall and click on the unlocked door to enter the basement.



Hunt Club: Ritual Room

Click on the far-right wall to get a close-up of framed photographs of club hunts. Examine them. Exit the close-up, and click on the back wall. Examine the animal heads and the skull. Finally, click on the appointment book lying on the right side of the table. Examine the pages, and exit the close-up. (Von Zell catches Gabriel and escorts him to the main hall.)

Hunt Club: Main Hall

Talk to von Zell and ask everything. Exit the club and take the U-Bahn to von Glower's residence in Perlach.

Von Glower's House

Talk to von Glower and ask all questions. Look at the mask on the bookcase, and then exit. Go to the police station in Prinzregentenplatz.

Police Station: Leber's Office

Talk to Leber. Ask all questions. Click on the wall map, and examine the close-up. Click on the tacked note to see Grossberg's phone number and address. Take Gabriel's notebook from Inventory and click it on the note. (A notebook page with Grossberg's number appears in Inventory.) Exit the close-up, and then exit Leber's office. Go back to the Huber farm and go inside the house.

Huber Farm Interior

Take Grossberg's phone number from Inventory and use it on the phone. After the conversation, click on the stationery to write a letter to Grace. Go to Übergrau's office.

Übergrau's Office

Ask Übergrau about missing persons. Exit and go to Dienerstrasse.

Dienerstrasse

Go to the post office. Click Gabriel's new letter to Grace on the post office door to mail it. Go to the hunt club and enter the main hall.



Hunt Club: Main Hall

After Preiss sits, talk to him. Ask all questions. After the other members arrive and split up, talk to Hennemann and von Aigner by the bar. Ask all questions. After Gabriel is invited to the hunt, click on von Zell, who is on the chair by the fire. Ask to grab a magazine. In Inventory, click Gabriel's tape recorder on the magazine. Click on von Zell again. Tell them, "Just wanted to put back this magazine." Watch the chapter-ending movie.

Chapter Four

And back to Grace. After the opening movie, she is in Gabriel's bedroom at Schloss Ritter. Go into the library.

Schloss Ritter: Library

Click on the Biography section (far left shelf) to get the Ludwig biography. Go to the Rittersberg Town Square.

Rittersberg Town Square

Go to the post office. Ring the buzzer to get the letter from Gabriel. In Inventory, read the letter. Go to the Gasthof.

Gasthof Goldener Löwe

Talk to the Smiths (at table in foreground) and ask everything. Talk to Werner Huber, if you want; he has nothing much to say, though. Exit and go to St. Georg's Church.

St. Georg's Church: Interior

Click on the Exit icon that leads to the left-rear of the church. Go through the doorway in the back corner; Gerde sobs in the crypt. Click on Gerde a couple of times to learn of her love for Wolfgang. Return to Schloss Ritter and enter the secret passage between Gabriel and Gerde's rooms.



Schloss Ritter: Secret Passage

Go down the back stairs. When you emerge through the emergency exit door, pick the roses. Take them back to the crypt at St. Georg's Church.

St. Georg's Church: Interior

Put the roses on Wolfgang's coffin. When Gerde gives the car keys to Grace, two new locations appear on Grace's travel map—the castles Neuschwanstein and Herrenchiemsee. Go back to Schloss Ritter.

Schloss Ritter: Exterior

Click the keys on Gabriel's car. Drive to Neuschwanstein and click on the castle.

Castle Neuschwanstein: Entry Hall

Click on the Tour Tape button at lower left. Listen to the description of Ludwig's life. Click on paintings and other items in the room; when each close-up appears, click on the Tour Tape button for information.

Go forward into the next room.

Neuschwanstein: Bedroom

Click on the Tour Tape button to learn more about Ludwig's life. Again, click on the paintings and room items. Click on the Tour Tape button to get information on each item. Go forward through the door on the right.

Neuschwanstein: Chapel

Click on the Tour Tape button to find out more about Ludwig. Again, click on room items and use the Tour Tape button to get information on each item. Return to the bedroom, and go through the door on the left.



Reuschwanstein: Living Room

Click on the Tour Tape button for more on Ludwig's life. (This room is in two halves.) Again, click on room items and use the Tour Tape button to get information on each item. Exit the room to the right.

Reuschwanstein: Grotto

Click on the Tour Tape button to continue to learn about Ludwig. Again, click on room items and use the Tour Tape button to get information on each item. Go forward through the door on the left. Continue forward to the next room.

Reuschwanstein: Study

Click on the Tour Tape button for still more on Ludwig's life. Again, click on paintings and room items. Use the tour tape button to get information on each item. Go forward through the next door.

Reuschwanstein: Singer's Hall

Click on the Tour Tape button and listen to further description of Ludwig. Click on the paintings (some with wolves!) and room items and click the Tour Tape button to get information on each item. (This room is in two parts.) Exit the castle via the door next to the open balcony, and drive to Herrenheimsee.

Castle Herrenheimsee: Entry Room

Talk to the woman at the counter and ask everything. Click on the left wall to see a display of four letters. Read all four and go forward. Click on the Exit icon facing left to continue into the next display room.

Herrenheimsee: Display Room 1 (Left)

Examine the displays from the Knights of St. George—robe, sash pins, and painting. Examine the photo of Wagner, then the display case (left wall) with the plaque about Ludwig's diary. (It mentions that the diary is in the royal archives.) Read all four entries on the



opposite wall, under “Ludwig’s Diary.” Exit into the hall and click on the Exit icon pointing right to go into the next display room.

Herrenheimsee: Display Room 2 (Right)

Examine the “Last Days” display at the left. Read all four entries. Examine the painting and its plaque (just to the left of the painting); read both notes to servants in the display case beneath the painting. Examine Ludwig’s death mask. Go back to the entry room.

Herrenheimsee: Entry Room

Talk to the woman at the counter. Ask both questions—about Ludwig’s diary and the new Wagner opera. (Talk to her a second time, if necessary, to get this information.) After the conversation, Bayreuth (the Wagner Museum) appears on Grace’s travel map. Exit, drive back to Rittersberg, and go inside Schloss Ritter.

Schloss Ritter: Main Hall

Gerde tells Grace about a call from Professor Barclay. Go upstairs to the library.

Schloss Ritter: Library

In Inventory, read all available pages of the biography of Ludwig II. Sit at Gabriel’s writing desk. Click Barclay’s card on the phone to call him. After Barclay gives you Joseph Dallmeier’s number, click it on the phone to call him and arrange a meeting. After the conversation, Seeshaupt (Starnberger See) appears on Grace’s travel map. Drive to Seeshaupt.

Starnberger See

Walk as far left as possible and click on the railing or bench—Dallmeier appears. Ask all questions. After Dallmeier leaves, return to the car and drive to Bayreuth.

Wagner Museum: Entry Room

Watch Grace meet Georg Immerding.



Wagner Museum: Display Rooms

After Georg lets Grace enter the display rooms, click on the piano. Click on the busts on the pedestals. Enter the room on the left. Click on the sofa and its plaque. Examine the desk, the theater diagram, and the letter. Continue forward into the next display room. Examine the display case and read both letters. Go forward into the final display room. Check out the opera displays and return to the entry hall.

Wagner Museum: Entry Hall

Talk to Georg and ask all questions. Exit the museum, return to Rittersberg, and go into Schloss Ritter.

Schloss Ritter: Main Hall

Talk to Gerde. Ask about Gabriel and about the special permit and go up to the library.

Schloss Ritter: Library

Sit at Gabriel's writing desk. Click on the typewriter to write him a letter. Sit at the desk again and click the Ludwig II biography on the phone; Grace calls Bertil Publishing to get Thomas Chaphill's phone number. Click Chaphill's number on the phone to call him and ask about Ludwig's diary. Exit and go to the Gasthof.

Gasthof

Talk to Werner and ask about the Smiths. When they come down from their room, tell them about the Ludwig dream. Exit and go to the post office.

Rittersberg Town Square

Click on the buzzer and give the postmistress Grace's new letter to Gabriel. Click Grace's wallet on the postmistress to pay the postage. Exit and walk over to St. Georg's Church. Click on the foliage to the right of the church entrance and click on the lilies. After the



priest gives a lily to Grace, exit. Go back to Schloss Ritter, use the keys to start the car, and drive to Starnberger See (Seeshaupt).

Starnberger See

Walk left to the railing. Click on the railing, and then click on the water for a close-up of the shore. Use the lily on the water. Go back to Schloss Ritter and go inside.

Schloss Ritter: Main Hall

Gerde tells Grace about a fax waiting for her at the post office in town. Go to the post office.

Rittersberg Town Square

Take Chaphill's fax from the postmistress. In Inventory, read all available pages. Go back to the Wagner Museum in Bayreuth.

Wagner Museum: Entry Hall

Click the fax of Ludwig's diary on Georg. Watch the chapter-ending movie.

Chapter Five

Gabriel wakes up after a somewhat steamy (I'd call it PG-13) night at Baron von Glower's residence. After the movie sequence, Gabriel is ready to take the U-Bahn to Marienplatz.

Marienplatz

Go left one screen and click on the vendor's shop. Click Gabriel's wallet on the white sausages (weiss wurst) in the glass case to buy some. Go to the hunt club and enter the main hall.

Hunt Club: Main Hall

Click on the table between chairs by the fireplace. Take the magazine—remember, the tape recorder is inside. A tape of von



Zell's conversations at the hunt club meeting appears in your Inventory. Exit and go to Übergrau's office.

Übergrau's Office

Gabriel gets the letter from Grace. Read it in Inventory. Ask Übergrau about the missing persons research. Click the tape of von Zell on Übergrau; he'll translate for you. Exit the office and take the U-Bahn to the police station at Prinzregentenplatz.

Leber's Office

Talk to Leber and ask all questions. Use the von Zell tape on Leber. After Leber gets the account books and leaves, examine the account books (on the desk) for a close-up. Click again on the ledger; Dorn's address in Buchenau appears on Gabriel's travel map. Exit and go to Buchenau.

Grossberg's Contact Dorn

Click on the door to knock. After your brief conversation with Dorn, go back to Übergrau's office.

Übergrau's Office

Talk to Übergrau and ask about getting cash. After you get the money, exit and return to Buchenau.

Grossberg's Contact Dorn

Knock on the door. Give the cash to Dorn. He invites you into the kennel building.

Exotic Animal Kennel

Talk to Dorn and ask all questions. Click the Exit icon at the bottom of the screen. Examine the last cage on the right to get a close-up. Click on the straw at bottom right of the cage. Use the weiss wurst on the tiger to distract it. Click on the tags at the bottom right of the cage. Exit the kennel and return to the hunt club.



Hunt Club: Front Hall

Watch the movie as the club members head off on their hunting expedition. After your arrival, Gabriel ends up in his room at the hunting lodge.

Hunting Lodge: Gabriel's Bedroom

Explore the room a bit. Exit into the hallway.

Hunting Lodge: Upstairs Hall

Visit Gabriel's next-door neighbor, von Aigner. Click on the second door on the left to knock.

Von Aigner's Room

Talk to von Aigner and ask all questions. Exit into the hallway, and go into the last room on the right.

Preiss's Bedroom

Open the closet. Get the rope. Cross the room and open the window. Click on the Down icon to look down at the ledge. Use the rope on the ledge.

Bedroom Ledge

Click on the middle window twice to get into von Zell's bedroom.

Von Zell's Bedroom

Click on the Exit icon at the far right to get a close-up of the bedside table. Take the appointment book. Click on the paper sticking out of the right side. Read Grossberg's letter, and exit the close-ups. Click on the bathroom doorway and then on the bathroom rug to get a close-up view. Click on the partially covered footprint to move the rug, and then click on the footprint.

Go to the window and click on it to exit onto the ledge. Return to Preiss's room.



Priess's Bedroom

Exit the bedroom into the upstairs hall, and click on the Exit icon pointing down to descend the stairs to the great room.

Great Room

Talk to Hennemann and explore all topics. Open the closet and take the lantern. Go back upstairs to Klingmann's room (first door on the left).

Klingmann's Room

Click the zoo wolf tags from Dorn's kennel on Klingmann to give him a bit of "attitude adjustment." After the conversation, go back downstairs to the great room.

Great Room

Click on the fireplace for a close-up, and take the matchbox from the mantle. Exit the lodge and go into the stable at right.

Hunting Lodge: Stable

Click on the far wall to get a close-up of the tools. Take the shears. Exit the stable and head into the woods to the right.

Woods (Mud Patch)

Click on the mud patch at right. In the close-up, click on the paw print. Then go east to the bare trees, south to the green clearing, and south again.



Note: You should make a map of the woods as you move through them. You'll need it later.

Woods (Lair Exterior)

Click on the mud patch to get a close-up, and click on the paw print. Exit the close-up and click the shears on the hedges near the mud patch. Gabriel cuts through to the mouth of a cave.



Woods (Cave)

Enter the cave (lower left). Click on the dark area at lower right; Gabriel nearly falls into the pit. (Pardon his French.) In Inventory, click the matchbox on the lantern. After viewing the pleasant sight of von Zell lunching (and Gabriel de-lunching), go north, north, west, and west to return to the lodge. Go upstairs.

Hunting Lodge: Upstairs Hall

Enter von Glower's room (first door on right). Watch the long movie. Gabriel ends up alone in the woods.

Woods

Get out your map of the woods. Take Gabriel's talisman from Inventory and use it to herd the werewolf (von Zell) toward the ravine.

✖ **Tip:** If you move quickly north, west, west, then south, you can get to the area just north of the ravine without being attacked. Don't linger anywhere, though. When the wolf appears, click the talisman on him. After he backs away, go directly south to the ravine.

Once you herd the wolf to the ravine, von Glower arrives and tosses you the gun. Use it to shoot the wolf. Watch the chapter-ending movie.

Chapter Six

After a hallucinogenic dream sequence—a doozy, by the way—we see Grace in the Rauthaus dungeon in Rittersberg. Gabriel lies on a cot nearby.

Rittersberg Rauthaus: Dungeon

Click on Gabriel to check him, and exit to the town square.



Rittersberg Town Square

Go to the post office and push the bell. The postmistress gives you a letter from von Glower. Read it in Inventory, and go next door to the Gasthof.

Gasthof

Talk to Mrs. Smith and explore all topics. Click on the basket in front of her to take a roll. Exit and go up to Gabriel's bedroom at Schloss Ritter.

Schloss Ritter: Gabriel's Bedroom

Click on the fresh bedding to get a pillowcase. Exit and go back to the town square.

Rittersberg Town Square

Click on the door of the Rauthaus to gain access to the dungeon.

Rauthaus Dungeon

Use the roll to lure the pigeon inside. Click the pillowcase on the pigeon to capture it. Exit and go to Gabriel's car in front of Schloss Ritter. Drive to Altötting and go inside the church.

Altötting: Church Exterior

Examine the silver penitent offerings (body parts). Click the Exit icon pointing up to reach the entrance to the priest's office. Go in the office.

Altötting: Priest's Office

Click on the priest to meet him. Click on the basket on the table to get a close-up of the bottles of "Mary's Water." Click Grace's wallet on the basket to make a donation and get a bottle. Exit back to the car, drive to Neuschwanstein, and go to the king's living room.



Neuschwanstein: Living Room

After the child tries to sit in the chair and leaves with the guard, click on the chair for a close-up. Use the bottle of water on the chair. When the guard runs off, hurry into the bedroom.

Neuschwanstein: Bedroom

Click on the secret panel area between the two doorways. After Grace retrieves Wagner's opera scroll, go through the living room to the grotto.

Neuschwanstein: Grotto

When the guard leaves, click on the left wall to retrieve another act of Wagner's lost opera. Go to the singer's hall.

Neuschwanstein: Singer's Hall

Note where the guard is standing—he's directly in front of the secret panel. Go to the other half of the room (with the open balcony looking on the Alps). Click the pigeon on the entrance to the adjoining hallway at left. When the guard leaves to chase the bird, click on the secret panel to retrieve the third act of Wagner's lost opera.

Return to Rittersberg and go into the crypt in St. Georg's Church.

St. Georg's Church

Click on Wolfgang's coffin twice to get a close-up of Gerde's penitent gift, a silver heart. Click twice on the heart to learn what Grace is thinking, and go to Schloss Ritter.

Schloss Ritter: Main Hall

Ask Gerde about the silver heart. Go back to the crypt in St. Georg's Church.

St. Georg's Church

Take the silver heart. Go to the priest's office in Altötting.



Altötting: Priest's Office

Click the silver heart on the priest; he'll take you to the shrine in the chapel.

Altötting: Chapel

Click the silver heart on the penitent basket (right side of altar, near the railing). When the wind kicks up, open the exterior door (at right) to the chapel. Click on the chair under the urns. Click on the urns to get a close-up view, and click on Ludwig's urn (bottom left corner) to get Wagner's diagram of the theater.

Watch the chapter midpoint movie. The game continues with Grace in the foyer of the Wittelsbacher Theater.

Wittelsbacher Theater: Foyer

Look at the opera poster. Grab a program from the table. Walk across the foyer (click on the Exit icon pointing down). Go down the side hallway to the right.

Wittelsbacher Theater: Side Hallway

Click on the door at the end of the hall—the office.

Wittelsbacher Theater: Office

Examine the bulletin board to get a close-up view. Take the seating chart. Click on the table for a close-up. Take the opera glasses and the Things-To-Do list. Read the list in Inventory. Talk to Gabriel. Exit the office and return to the foyer. Go into the auditorium through the big double doors.

Wittelsbacher Theater: Auditorium

After Georg's brother leaves, talk to Georg. Talk to the chandelier man working (upper left box). In Inventory, examine Wagner's theater diagram. Click on the big X in the middle. Then look at the seating chart. Click on the box labeled "Mittel Loge." Exit the auditorium.



Wittelsbacher Theater: Foyer

Go upstairs to the center hall.

Wittelsbacher Theater: Center Hall

Go through the double doors into the mittel loge. After Grace confirms the seating arrangement, return to the hall. Exit to the right, into another side hallway. Click on the door at the end of the hall.

Spotlight Room

Click on the window to get a close-up, and then click on it again to get a view of the theater. Click on the spotlight to get a close-up. Turn on the power switch. Click on the handle at the bottom to get a view of the theater again, and move the mouse to aim the spotlight at the mittel loge. Click again to exit the room, then go downstairs to the foyer.

Wittelsbacher Theater: Foyer

Use the seating chart on the usher. Cross the foyer and take the exit to the left of the auditorium double doors. You end up in another side hall. Click on the door at the far end to get backstage.

Wittelsbacher Theater: Backstage

Click on the coil of rope near the door to get a close-up shot. Click twice on the rope near the middle to take it (just watch for your cursor to change). Go down the stairs at the right to reach the basement.

Wittelsbacher Theater: Basement Hall

Go east one room. Click on the switch box on the back wall. After Grace opens it, take the key and exit the close-up shot. Go south, west, and west again into the Prop Room.



Wittelsbacher Theater: Prop Room

Go left and take the "Privat" sign sitting on the junk to the left of the trunk. Try the key from the switch box on the door. You end up back in the basement hall.

Wittelsbacher Theater: Basement Hall

From just outside the Prop Room, go south, west three times, then south again to enter the Furnace Room.

Wittelsbacher Theater: Furnace Room

Open the furnace door, and click on the coal bin. After Grace scoops coal into the furnace, click on the controls (beneath door) to get a close-up. Push the red Automatisch button. Then turn the heat up to "HOCH." Exit to the left, and climb the stairs on the right to the foyer.

Wittelsbacher Theater: Foyer

After Grace learns the doors open in five minutes, go directly to the office.

Wittelsbacher Theater: Office

Click on Gabriel to move him down to the Prop Room. After the somewhat disturbing exchange, Grace ends up back in the foyer.

Wittelsbacher Theater: Foyer

The Overture begins. Go back to the office.

Wittelsbacher Theater: Office

Click on the formal clothes in the corner to change. Meet Leber, and head up to the spotlight room.

Spotlight Room

Click twice on the window to view the auditorium. Click the opera glasses on the mittel loge to see von Glower. Exit the room and go to the center hall, just outside the mittel loge doors.



Wittelsbacher Theater: Center Hall

Click on the mittell loge doors to get a close-up. Click the rope on the handles; Grace ties the door shut. Put the PRIVAT sign on the handles to cover the rope. Now we switch to Gabriel.

Wittelsbacher Theater: Prop Room

Go left and click on the trunk to reveal the vent. Use Gabriel's knife to remove the vent cover. Enter the open vent.

Wittelsbacher Theater: Basement Hall

When Gabriel emerges, go north twice, and west up the stairs to the backstage area.

Wittelsbacher Theater: Backstage

Click on the coil of rope at the far left, and click twice on the roll of tape. Exit through the door to the right to reach the dressing room.

Wittelsbacher Theater: Dressing Room

Click on the rack of clothes to get Englehart's minstrel costume. Put the costume on Gabriel. Click on the dressing table, and click on the jar of powder. Use the powder on the mirror. Click on the changing screen to hide. After the actor playing Englehart enters, use the roll of tape on him. This triggers a very long movie sequence, after which Gabriel ends up in the basement as a wolf.

Wittelsbacher Theater: Basement

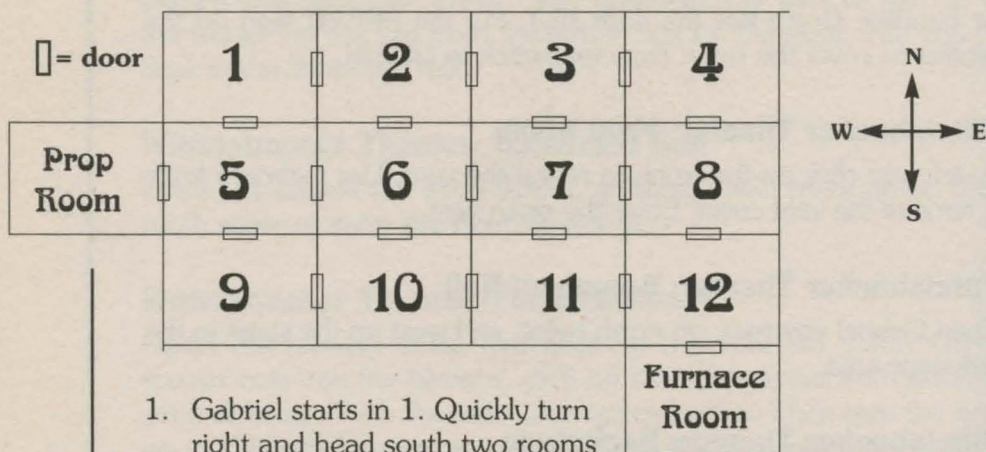
Now comes a tricky puzzle sequence. Your goal is to drive von Glower into the Furnace Room. Lock the doors to close off areas of the basement. The key is to leave von Glower an open path to the Furnace Room without trapping him anywhere else. Von Glower will attack if he is cornered—and his attack will kill Gabriel.



Note: Click on the Smell button to check the current locations of both Gabriel and von Glower.



In the following instructions, refer to the map of the basement below:



1. Gabriel starts in 1. Quickly turn right and head south two rooms to 9. Close the north door.
2. Go east to 10. Close the west door.
3. Go east two rooms to 12. Close the west door.
4. Go north one room to 8. Close the west door.
5. Go north, west, then south to 7. Close both doors (north and west).
6. Go south to 11. Close the north door.
7. Go east, then north to 6. Close the north door. You now have von Glower confined to a path that leads to the Furnace Room.
8. Go west, then north to 1.
9. Go east three rooms to 4, then south three rooms.

Wittelsbacher Theater: Furnace Room

After Grace and Leber enter, click on Grace. Click on the furnace door to open it. Click on Gabriel. **SAVE YOUR GAME HERE!** When von Glower begins his leap, click on him. Gabriel knocks von Glower into the furnace.



Note: Timing is crucial! Be sure to click on von Glower before he passes across the furnace door. Otherwise, you will be too late.

Watch the game-ending movie.



13

Indiana Jones and the Fate of Atlantis

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



The Condor worried before playing this game. A lot. Seriously. Really, I lost feathers over it. I mean, I got these little fever blisters on my talons. I didn't know why at first, but then it hit me. Jeebs once pointed out that, in a character sense, *Raiders of the Lost Ark* is the greatest action film ever made. Why? Because Harrison Ford as Indiana Jones is one of the most perfect natural pairings since—I don't know—Lincoln and Gettysburg.

So here I was, about to move this little digitized Jones guy around a little digitized world, and it made me clammy. I'd rather see Joe Montana get old and do Milk of Magnesia commercials than see the Indiana Jones myth diminished.

But I'm here to tell you that all this angst was for naught. From the opening sequence, I was hooked. Hal Barwood's Indiana was . . . well, *totally* Indiana. Indeed, *Fate of Atlantis* features interactive character writing at its finest.

As Herr Jones himself would say, "Trust me."

Oh, one other thing. This game, with its three different paths (Team, Wits, Fists), is one of the very few I've actually enjoyed playing more than once. That, in itself, is an achievement of truly heroic proportions.

The Story

Fate of Atlantis lets you play the role of Indiana Jones as he matches wits (and fists) with Nazi agents in a deadly race to discover the legendary lost city of Atlantis. The Nazis, of course, want to harness the awesome power of the Atlantean machinery to enslave the world.

You start at Barnett College, where Indy is a professor of archaeology, then sojourn to New York City for a reunion with ex-colleague Sophia Hapgood, a fiesty psychic with a direct line (she claims) to Nur-Ab-Sal, ancient Atlantean king/deity. From there, you choose one of three paths—team up with Sophia, or go it alone with either your wits or your fists.

Each of the three paths features different solutions to the same puzzles; and better yet, some puzzles are entirely unique to each path. All three take you to exotic locales—Algiers, Monte Carlo, Crete, and Thera.



There are multiple interfaces that put you in charge of a wild car chase and a literally breathtaking deep-sea dive. You can also pilot a balloon, a submarine, and a massive Atlantean digging machine.

Needless to say, it all ends up in the ancient underwater city of Atlantis, a cunning circular maze laced with Nazi guards, molten lava, and lots of cute little crabs.

The Verdict

Barwood is a Hollywood screenwriter, and it shows. He also has a firm grasp of the Indiana Jones character. His Jones cracks wise with the best of them, digitized or no. You can truly hear Harrison Ford in the lines. The voice actor on the CD-ROM version does a heroic job of recreating Ford's Indiana as well.

Puzzle-wise, *Fate of Atlantis* is just hard enough to make you buy this book, unless you're one of those goofy little guys who sits around at lunch speaking in DOS programming languages while playing multiple-board modern chess with six other guys who get charged up for all-nighters by drinking Coke syrup straight like B. F. Skinner used to do.

Oh, you are? Geez, I'm sorry. Don't get me wrong. Some of my best friends are nerds. Even Jeebs has that quality about him, though his days on the professional kickboxing circuit neutralized it somewhat.

But let's not swing too far out on a tangent. The point is this: *Fate of Atlantis* is a damn good game; and, thanks to the superb writing of Barwood, it's a more-than-worthy addition to the Indiana Jones oeuvre.

* * *

General Tips

Maps: The Labyrinth and Atlantis

I'm not big on mapmaking. Hate it, in fact. Even though this is a cheat book, I still think it's your job to put pen to paper and keep track of your aimless wanderings. But mazes and such can be maddening, I suppose—and anyway, Jeebs insisted—so at the end of



this section is a pair of maps: one for the labyrinth at Crete, the other for Atlantis itself. Use them if you must.

And don't thank me, thank Jeebs.

* * *

The Flythrough

Part One: The Lost Manuscript

The Opening

Simple cinematic opening, very clever. Click on the peculiar statue at the left. In the next room, click on the rope behind the open trap door at the right. In the library, click on the "books on statues" at the far left. In the next room, click on a couple of cats. Finally, in the furnace room, click on each of the three lockers at the right. (The horned statue will always be in the third one you pick.) Now click on the statue and watch the show.

New York

The Theater

Take the newspaper in front of the building, then go down the alley. There are three ways to get in, each corresponding to one of the three paths (Team, Fists, Wits) you will eventually take. But don't worry. Choosing one way to get in the theater now does not obligate you to select that path later. The three ways are:

1. Go to the back door and open it. When the doorman emerges, make the following choices from the Dialogue menus: 1, 2, 1, 3, 3. Sophia will later suggest the Team path.
2. Insult the doorman until he throws punches, then fight. If you beat him, Sophia will later suggest the Fists path.
3. Forget the doorman altogether. Push crates in the alleyway until you can walk to the fire escape. Later, Sophia will recommend the Wits path.



The Stagehand

Once inside, say anything when confronted by the stagehand, then watch Sophia's presentation. Keep trying to talk to the stagehand. When he finally responds, choose a Dialogue path of 3, 1, 1, then give the newspaper to the stagehand. Now go to the prop machine and push the left lever, then the right lever, then push the button.

Sophia's Room

Once you get into Sophia's room, follow any Dialogue path you want in order to receive necessary information.

Iceland (Part 1)

Dr. Heimdall

Go into the old dig site and talk to Dr. Heimdall. Use Dialogue path 3, 3, 1 to find out about Sternhart and Costa. Then use the truck to head for the airport. At the map screen, click on Tikal.

Tikal

The Snake

Walk into the jungle entrance. Use your whip on the jungle rodent until you drive it onto the path that leads to the giant anaconda. (It's the dark path near the middle of the screen, furthest back and just to the left of the thick tree branch.) Now follow it to the chasm. Walk to the snake's tree to get across.

Dr. Sternhart

Walk to the kerosene lamp at the Trinkets stand. When Sternhart appears, ask who he is. Then go through the Dialogue tree until Sternhart asks you the question about the Lost Dialogue. Admit you don't know the answer, then ask the parrot. ("Title?") Now walk to the Temple. When Sternhart reappears, give him the correct answer, "The Hermocrates."



The Temple

Look at the darkened spiral in the spiral design on the left. Talk to Sophia; ask her to keep Sternhart occupied. Then go pick up the kerosene lamp from the Trinkets stand outside, and return. Open the lamp, then use it with the spiral design. Pick up the spiral design and use it with the animal head on the left wall, then pull the nose. After Sternhart leaves, pick up the shiny bead of orichalcum that he overlooked in the tomb.

Exit the temple, walk to the path around the jungle at the far right. Use the truck to get back to the airport, then click on Iceland.

Iceland (Part 2)

The Eel Figurine

Walk into the old dig site to the eel figurine. Use the orichalcum in the exposed eel head. Now pick up the figurine. Use the truck to get to the airport, then click on The Azores.

The Azores

Cranky Old Costa

Open Costa's door to knock on it. He won't talk with you, so talk to Sophia and suggest she do the talking. After Costa offers a trade and goes back in, have Sophia talk to Indy and suggest he take over again. Suggest a trade, and offer the eel figurine for the information.

Barnett College

Finding the Lost Dialogue

There are actually three different places where the Lost Dialogue of Plato can be hiding in *Fate of Atlantis*. You may have to try more than one place to find the manuscript. After Sophia goes to your office:

1. Go across the street to Indy's office. Open the office door and walk in. Open the ice box and pick up the jar of mayon-



naise, then return to the Main Building where you started. Go upstairs to the library, walk to the rope, and use it to climb up to the room with the totem pole.

Use the jar of mayonnaise with the totem pole, then pull the pole until it's under the hole in the ceiling. Use the totem pole to climb to the top floor. Open the urn, then pick up the ashes. Walk to the trap door to climb back down. Push the big crate to reveal the dusty old chest. Use the key in the chest.

2. Go downstairs to the cellar and take the dirty red rag sitting on the crate at the right. Now go upstairs to the Library and use the rope to climb into the totem pole room. Take the arrowhead from the middle shelves in the back. Go back down to the Library. Use the rag with the arrowhead to form a crude screwdriver, then use that to unscrew all five screws in the tipped-over bookcase. Open the bookcase.

✧ **Hint:** If the manuscript is in the bookcase, you can also pick up a lump of coal in the cellar, then take it up the chute to the storage room and throw it up through the hole in the ceiling at the book.

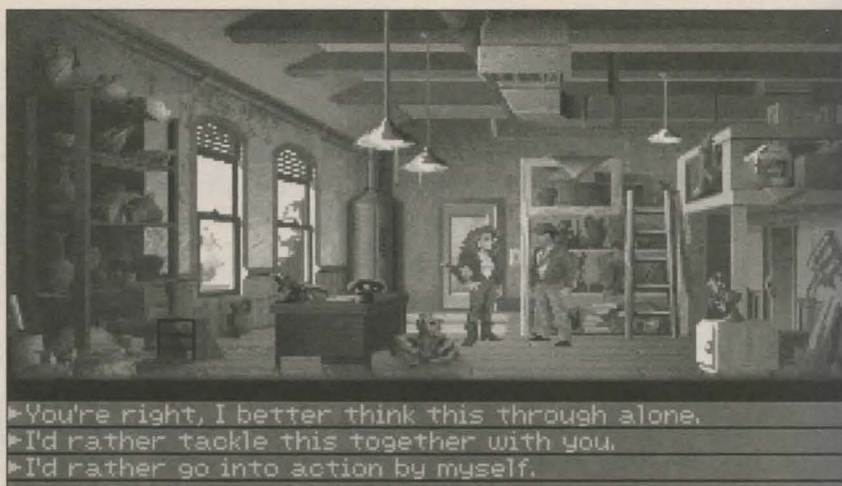
3. Go upstairs to the Library. First look at the old school desk. You'll see a wad of gum. Pick up the wad of gum. Now go downstairs to the cellar and use the gum with the coal chute. Walk up the chute to the next room. Take the first cat idol (the only one you can pick up) and go back down the chute to the cellar. Open the furnace. Then use the wax cat with the furnace.

Choosing Your Path: The Decision Point

Once you have the manuscript, go back to Indy's office and talk to Sophia. At some point in the conversation, Sophia will read your fortune, and then you will face a three-branched Dialogue path that lets you choose how you want to proceed through the rest of the adventure:



Decision Point.
Here's where you choose one of the three paths: Wits, Team, or Fists (in order from the top).



- If you choose to think this through alone, you take the Wits path.
- If you choose to tackle this together with Sophia, you take the Team path.
- If you choose to go into action by yourself, you take the Fists path.

* * *

Part Two: The Team Path

Algiers (Part 1)

Omar Al-Jabbar

Go west across the town, then walk into the back alley. Omar won't talk to you unless you have a stone disk—which you don't at this point. Pick up the spooky mask that hangs at the back of the shop and leave.

Knifethrower

Talk to the knifethrower and comment on his nice knives. Talk to Sophia to get her to volunteer as his assistant. Choose Dialogue

Chapter 13 Indiana Jones and the Fate of Atlantis



path 3, 1, then push her when she walks over to watch. (Do it quickly, before she turns back to Indy!) Now walk the long, dusty path back to the airport and fly to Monte Carlo.

Monte Carlo

Finding Trottier

After Sophia goes up to her room, look for Trottier.

✖ **Hint:** Be sure you've read the Lost Dialogue of Plato before you look for Trottier!

Trottier has gray hair, a big nose, and a flower in the lapel of his brown suit. When you find him, talk to him using Dialogue path 1, 2, 1, 3. Then answer his question about Atlantis; again, the answer can be found in the Plato manuscript. Ask him to follow you. Madame Sophia will read his fortune. When he balks, prod him to take a chance.

The Séance

Here's another challenge that you can do two ways. Either let Sophia do her thing, or let Indy try something.

If Sophia does the work, follow this Dialogue path: 3, 1, 2, 3. When Trottier asks you about his fingers, you have a one-in-five chance. If by chance you guess right, say anything—he'll give you the stone key and leave.

If you try it Indy's way, Sophia will keep Trottier occupied. Hurry, though; you have limited time. Open the cabinet behind the partition, then pick up the flashlight. Open the fuse box and use the circuit breaker. Use the bedding, the mask (the one you got from Omar's shop in Algiers), and the flashlight.

After Getting the Sunstone

Open the room's door, walk out, then use the first taxi to get to the airport. Fly back to Algiers.



Algiers (Part 2)

Omar's Trade

Go to Omar's shop and talk to him. Reiterate your interest in Atlantis and show him the Sunstone. Get any information you can about the dig site in the Atlas Mountains. When he asks about the mask, tell him you have it, and make a trade for anything he offers. (You have quite an extensive list of choices.)

The Grocer

Take the trade item to the grocer and try to trade him for the squab-on-a-stick. If he refuses, pay attention to his reply. You'll get a clue as to what he does want. Then go and trade with Omar for an item that fits the grocer's conditions. It may take a number of trades with Omar, but be patient.

The Beggar

Once you finally get the squab, give it to the beggar. He'll give you a free pass for a balloon ride.

The Balloon Ride

Go upstairs (behind the beggar) to the balloon man. Give him the balloon ticket. Then walk to the balloon. Once you go up, use the blood-stained knife on the rope to break free.

The Desert

Flying the Balloon

Guiding the balloon is a real joy. Here's how to control your flight:

1. *Altitude.* Drop Ballast (click right mouse button) to raise altitude or Vent Hydrogen (click left mouse button) to lower altitude.
2. *Direction.* To change direction, click to lower or raise your altitude. Each click will change your bearing by 45 degrees. Click the right button (Drop Ballast) to alter your compass direction clockwise; click the left button (Vent Hydrogen) to alter your compass direction counterclockwise.



✖ **Hint:** As long as you don't alter your altitude, you'll continue floating in the same direction.

Finding the Dig Site

Land at the nomad camps and talk to the nomads for directional clues. Show them the map. "Far to the [direction]" or "considerably to the [direction]" means two screens in that direction. "To the [direction]" means one screen in that direction. "Slightly to the [direction]" or "a little to the [direction]" means the dig site is somewhere on the current screen.

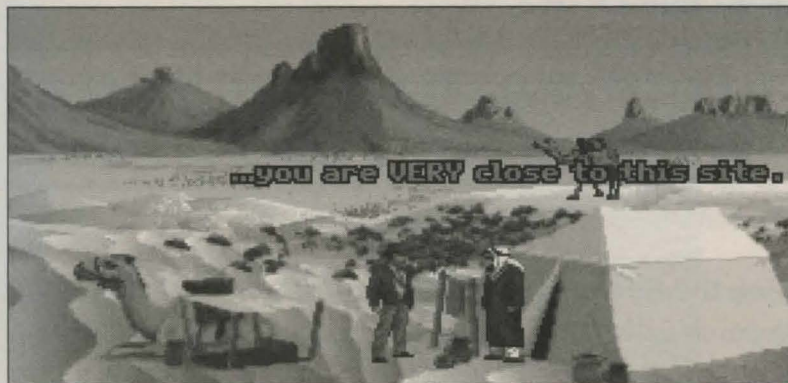
✖ **Hint:** Once you're on the right screen, look for the red X to appear below. Then land on the X.

After you land on the rifle sentryman, walk west to the dig site.

Working Underground

After Sophia falls in the hole, walk to the ladder leading down into the trench at the left of the screen. When you get underground, pick up the long tubular thing (hose) and the clay thing (jar) and walk back to the ladder. Walk to the truck in the foreground.

Open the truck's gas tank. Use the hose with the gas tank, then use the clay jar with the end of the hose. Walk to the ladder. Open the gas cap on the generator, then use the gas-filled clay jar with the



In the Algerian desert, the nomad campers will direct you to the dig site. Pay close attention to their subtle directional clues.



cap. Finally, use the little metal thing (on/off switch) to turn on the generator.

Finding Sophia

Go one screen to the right. Pick up the ship rib and use it on the crumbling wall at the far right. You'll uncover a map of Crete. Pick up the wooden peg from the table and use it with the wall. Now use the Sunstone with the peg.

Setting the Sunstone

Look at the Lost Dialogue of Plato in your inventory and click on the third paper clip, then read the last paragraph on the left-hand page—"if darkness concealed the tall horns." Look at the Sunstone. Move the cursor over the four etchings and note their labels. Click on the disk until the "darkness" lines up with the "tall horns" at the top, then click on the peg.

Starting the Truck

In order to escape, you'll need a spark plug. Turn off the generator (use the button on the front) and open it, then pick up the ceramic thing (spark plug). Walk to the ladder. Walk to the engine of the truck. Use the spark plug and the distributor cap with the engine, then use the truck to get to the airport. Fly to Crete.

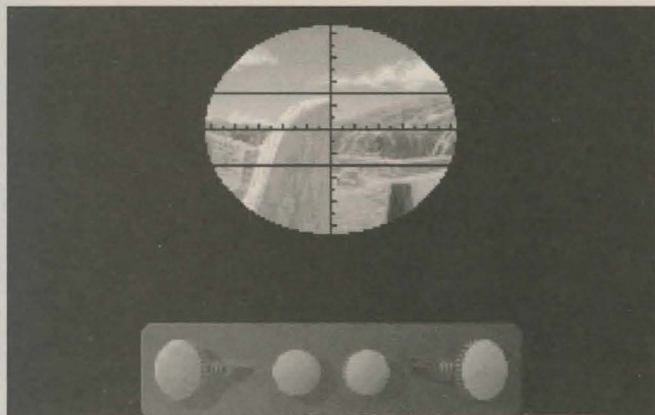
Crete

Finding the Bull's Horns

Walk left two screens, then walk to the path that leads over the hill to the dig site. There, go over the footbridge and follow the path until you get to the surveyor's transit. Pick it up and go back across the footbridge. Now go left until you reach the center of the town. Push the two piles of stones that are closest to the tall horns to reveal the bull's head and bull's tail statues.

Surveying the Situation

Use the transit with the bull's head statue. Align the crosshairs on the left horn of the tall horns, then click on the picture. If you've



If you've sited the second bull's horn correctly through the surveyor's instrument . . .

sited correctly, a dotted line will extend past the horn. (If not, keep trying, making minute adjustments left or right.)

Once the dotted line appears, pick up the transit and use it on the bull's tail statue. Repeat the process, this time siting on the right horn. When you've got it, an X will mark the spot where the survey lines triangulate. Walk to that spot and use the ship's rib (from the underground dig site in Algeria) on that spot. You'll recover the Moonstone.

Aligning the Moonstone

Go back to the pedestal where you first arrived. Use the Sunstone with the pedestal, then the Moonstone. Look at the Plato manuscript in your inventory, click on the third paper clip, and read the first paragraph on the right-hand page—"sun dying as a new moon is born."



. . . a dotted line will reveal the spot (marked by an X) where the lines triangulate. There you'll find the Moonstone.



Now look at the Moonstone. Align the Sunstone as before in Algiers, "darkness" at the top by the tall horns. Then click on the Moonstone until the "new moon" aligns with the "setting sun." Click on the spindle. Walk into the secret entrance.

The Labyrinth

The Godly Busts

In the first room, pick up the first two busts on the shelf (Apollo and Ares), then walk through the right doorway. Use the whip with the remaining statue head (Zeus) in the next room. Go upstairs, walk through the right door, then the far left door into the Minotaur room.

The Minotaur Elevator

Position Indy on the floor at the base of the stairs so that Sophia joins him, then ride the elevator down. Pick up Sternhart's staff and the Worldstone. Look at the waterfall; you'll see a chain. Use the chain to climb back up.

The Bronze Gate (Upstairs)

From the Minotaur room, take the left door, then go to the closed bronze gate. Use all three busts on the shelf to open the gate, then walk through. Go upstairs, then go right to get to the top of the stone shaft.

The Gold Box

Use the staff with the chock to free the counterweight. Go back down the stairs, walk to the right doorway, then through the next doorway as well to reach the bottom of the elevator shaft.

Use the staff in the statue's mouth. When the platform reaches the top, take the gold box. If you open the box, then look at it, you'll see it has a lead lining. Use the two orichalcum beads from your Inventory in the box, then close it.

The Bronze Gate (Downstairs)

Go back to the Minotaur room (downstairs, left door; upstairs, left door) and use the whip on the statue's head. Walk to the head and



ride back down to Sophia. Now walk back through the door to the bronze gate. Talk to Sophia and convince her to climb through the hole using Dialogue path 2, 2, 1, 4, 2.

The Map Room

If you haven't done so already, put your orichalcum beads in the gold box. Use the orichalcum detector (fish on string). Then convince Sophia to put her necklace in the gold box using Dialogue path 2, 2, 1, 1, 1. Now use the orichalcum detector again in each room. When it reveals the hidden door, push the door until it opens into the Map Room.

The Passage to Atlantis

Look at the Plato manuscript, third paper clip, right-hand page—"darkest night soon to rule the western sea." Set the Sunstone and Moonstone as you did before ("darkness" equates to north and "new moon" equates to west), then rotate the Worldstone until the "west sea" is facing west. Click on the spindle. Walk to the open door.

Another Nazi Moment

You have no choice but to hand the stones over to Kern. Use the ship rib on the rock wall at the right of the cave. When you emerge, walk to the submarine at the dock.

The Submarine

Getting Below

Climb the conning tower and open the hatch. After dispatching the captain, pull the depth control level; it will break off. Talk to the intercom on the wall, just ahead of the ladder. Order "All hands to the bow." Now climb down one level.

Saving Sophia (Again)

Walk to the aft section (left) one screen. Pick up the porcelain mug, bread, and cold cuts. Open the trapdoor on the floor at the far right of the galley. Walk down the galley ladder, then talk to Sophia, using Dialogue path 3, 2. Use the mug with the battery acid leaking



just left of the ladder. Now go back up the galley ladder and walk to the main ladder. Climb down and walk up behind the guard. When he turns to you, say anything except the line with “leather jackets.”

Retrieving the Stones

Go forward (right) to the next room and eavesdrop on Kerner and Ubermann. While you're there, take the plunger. Climb up one level and walk forward to the trapdoor on the floor at the far right of the bunk compartment. Open the trapdoor and climb down. Use the acid-filled mug on the strongbox.

Taking Control of the Sub

Climb up the ladder and go aft to the control room left of the galley. Push the switch to activate Reverse Engines control. Pull the lever to activate Engine Speed control. Use the small key to unlock the emergency rudder control in the room where Sophia waits. Pull the control to activate Steering control. Go up to the conning tower and use the plunger with the broken depth lever to activate Depth control.

Steering the Sub

See your game manual for more details on operating the four controls on the submarine. Steer the submarine into the opening in the sea bed at the right of the farthest right screen. You can back the sub in if you need to.

✖ **Hint:** Using the rudder wheel can be frustrating. Turn right, then left in *alternating succession* to keep the sub moving in the same direction nearer or farther from you. If your alternating turns are taking the sub farther away but you want it to cruise toward you, turn right *twice*, then alternate left, right, left, right again. This reverses the pattern and brings the sub toward you on each turn.

Now go to Part Five: Atlantis, where all three paths—Team, Fists, and Wits—converge again.

* * *



Part Three: The Fists Path

Monte Carlo

Finding Trottier

You need to talk to Trottier, but be sure to read Plato's Lost Dialogue first. Trottier has gray hair, a big nose, and a flower in the lapel of his brown suit. (You can ask some of the passing pedestrians about him.) When you find him, use Dialogue path 1, 2, 1, 1. Then answer his question about Atlantis; again, the answer can be found in the Plato manuscript. After he gives you his card, use the taxi to go to the airport. Fly to Algiers.

Algiers

Finding Al-Jabbar

Go down the back alley to the Artifacts shop. Talk to his servant, Paul Abdul (ar! ar! ar!), using Dialogue path 1, 1, 1. Give him Trottier's business card. After he leaves, exit and come back in. He'll reappear with bad news. Ask him if he'll see Al-Jabbar again. When he leaves again, follow him. Keep walking to the right until you get the overhead city shot. Continue clicking on Paul's red fez (the red dot) to follow him through the crowded streets. When he ducks into Omar's house, click on that house.

Omar's House

Use your whip with the hanging crockery over Horst's head. After your conversation with Omar, pick up the pole in the barrel at the lower left, then use it with the hanging laundry at the upper left to get the map. The camel is right outside the window. Use it.

The Desert

Finding the Dig Site

Click on the spot to which you want to ride. Avoid trouble if you can, but there's nothing like a good fistfight to get the adrenalin flowing, eh? Stop at the nomad camps and talk to the nomads to get directional clues.



Here's how: Show them the map. "Considerably to the [direction]" or "far to the [direction]" means two screens in that direction. "To the [direction]" means one screen in that direction. "Slightly to the [direction]" or "a little to the [direction]" means the dig site is somewhere on the current screen. After your conversation, use the camel again to move on.



Hint: Once you ask a nomad for directions on the correct screen, look for the red X to appear. Then simply click on it.

The Dig Site

Once you arrive, walk west one screen and walk to the ladder. In the dark, use the little metal thing to turn on the generator and get light. Go to the table at the right. Pick up the clay jar to get a bead of orichalcum. Pick up the wooden peg. Walk to the painting on the left wall and push the painting of round object. When the secret door opens, take the stone disk.

Now pick up the ship rib (the last one on the right) and use it with the crumbling wall. Use the wooden peg with the mural, then use the Sunstone with the peg. Look at the stone disk. Click on the disk to rotate it until the "darkness" is due north, next to the tall horns. Then click on the peg.

Walk into the secret passage. When you find yourself at gun-point, use your whip on the gun-toting Nazi. Now beat the hell out of him. Walk to the rope ladder on the left side of the dig site, then use it to get to the balloon.

Flying the Balloon

Click on Vent Hydrogen until you're heading due north. Then just wait. Once you get to the sea, you'll go automatically to Crete.

Crete

Finding the Bull's Horns

Walk over the hill behind the balloon to the dig site. There, go over the footbridge and follow the path until you get to the surveyor's transit. Pick it up and go back across the footbridge. Now go left until you reach the center of the town. Push the two piles of stones



that are closest to the tall horns to reveal the bull's head statue and the bull's tail statue.

Surveying the Situation

Use the transit with the bull's head statue. Align the crosshairs on the left horn of the "tall horns," then click on the picture. If you've sited correctly, Indy will say "I see the left horn," and a dotted line will extend past the horn. (If not, keep trying, making minute adjustments left or right.)

Once the dotted line appears, pick up the transit and use it on the bull's tail statue and repeat the process, this time sitting on the right horn. When you've got it, an X will mark the spot where the survey lines triangulate. Walk to that spot and use the ship's rib (from the underground dig site in Algeria) on that spot. You'll recover the Moonstone.

Aligning the Moonstone

Come back past the balloon to the foreground, then walk two screens to the right. Use the Sunstone with the pedestal, then use the Moonstone on it. Look at the Plato manuscript in your Inventory, click on the third paper clip, and read the first paragraph on the right-hand page—"sun dying as a new moon is born."

Now look at the Moonstone. Align the Sunstone as before in Algiers, "darkness" at the top by the tall horns. Then click on the Moonstone until the "new moon" aligns with the "setting sun." Click on the spindle. After you knock out the Nazi guard, walk into the secret entrance.

The Labyrinth

The Godly Busts

In the first room, pick up the first two busts on the shelf (Apollo and Ares), then walk through the right doorway. Use the whip with the statue head (Zeus) in the next room. Follow this path: upstairs, right door, then left door (the Minotaur room).

The Minotaur Elevator

Use your whip on the Minotaur statue's head, then walk to it. Ride



the elevator down. Pick up Sternhart's staff and the Worldstone. Look at the waterfall; you'll see a chain. Use the chain to climb back up.

The Bronze Gate (Upstairs)

From the Minotaur room, take the left door, then go to the closed bronze gate. Put all three busts on the shelf to open the gate, then walk through. Go upstairs, then go right to get to the top of the stone shaft.

The Stone Shaft

Use the staff with the chock to free the counterweight. Go back down the stairs, walk to the right doorway, then through the next doorway as well to reach the bottom of the elevator shaft. Use the staff in the statue's mouth. When the platform reaches the top, take the gold box.

If you open the box, then look at it, you'll see it has a lead lining. Put the two orichalcum beads in the box, then close it. Go back to the Minotaur Room, walk *around* the elevator platform (or else you'll go down again), and go out the right doorway. Push four times on the stone slab in the middle doorway until it opens.

The Chasm: Hans and Franz

Use your whip with the stone outcropping above Indy. Walk through the middle door (facing you) to the next room. When Hans sees you, walk behind the slab on the right. Push the slab when he's in front of you. (Do it quick; he'll move soon.) Save your game here, then go down the hallway and fight Franz. (He's tough, very tough.) After you win, go through the door up the stairs.

More Fun with Nazis

The first two doorways lead to Otto; he's easy to beat. The third door leads to Kurt. Knock him out, then do the same to Karl through the far left door. Now go through the left door to Anton. Anton is extremely tough to beat, so walk to the hanging column of rock over his head and push it. Walk back past Karl and Kurt, then take the far left door. Walk to Anton and pick up the stalagtite. Walk through the door at the right.



Singing Arnold

Go to the far right door. Use the ship's rib with the boulder. When it lodges, go down to face Arnold. When he asks for drinking tunes, say something like "My Blue Heaven." Now go to the right-hand doorway and use the stalagmite on the boulder. Go back and look at the squished Arnold to get the fish on a string.

Saving Sophia

Start retracing your path, using the orichalcum detector (fish) in each room. When it points down, you'll know it is detecting Sophia's necklace. Walk to the pit, then talk to it. Use your whip with the pit. Sophia will climb up.

Setting the Stones

Look at the Plato manuscript, third paper clip, right-hand page—"darkest night soon to rule the western sea." Set the Sunstone and Moonstone as you did at the pedestal near the dock, then rotate the Worldstone until the "west sea" is at the left. Click on the spindle. Walk to the open door. Look at the stone pointer. Walk to the labyrinth exit, then fly to Thera.

Thera

How to Get to Atlantis

Talk to the captain of the salvage boat at the dock until he agrees to take you where you want to go. Tell him "18 miles from here."



Hint: In Plato's manuscript, the second paper-clipped page mentions the "tenfold error" and the third paper-clipped page says the Lesser Colony (Thera) is 180 miles northwest of Atlantis. 180 divided by 10 is 18 miles away to the south-east.

The Mountain Dig Site

The captain has a diving suit, but you need to fix it. Walk to the path away from the dock up into the mountains. Then walk to



When Kerner cuts the airhose to Indy's diving suit, you have three minutes to find the undersea entrance to Atlantis.



the notch in the mountains until you come to the abandoned dig site. Pick up the tire repair kit and return to the salvage boat. Tell him you can fix the suit, and give him the destination again.

The Dive

When you arrive at the spot, open the boat's storage locker and use the tire repair kit on the diving suit. Use the air hose (at the back of the boat) with the suit. Then use the suit.

When Sophia takes over, use the hoist with Indy in the diving suit. Now is an excellent time to save your game. After Kerner cuts the air hose, you have only three minutes to find the correct cave entrance to Atlantis.

Now go to Part Five: Atlantis, where all three paths—Team, Fists, and Wits—converge again.

* * *

Part Four: The Wits Path

Monte Carlo (Part 1)

Trottier

You need to talk to Trottier, but be sure to read Plato's Lost Dialogue first. Trottier has gray hair, a big nose, and a flower in the lapel of his brown suit. (You can ask some of the passing pedestrians about him.) When you find him, use Dialogue path 1, 2, 1, 1. Then answer his question about Atlantis; again, the answer can be



found in the Plato manuscript. After he gives you his card, use the taxi to the airport. Fly to Algiers.

Algiers

Finding Al-Jabbar

Go down the back alley to the Artifacts shop. Talk to his servant, Paul Abdul, using Dialogue path 1, 1, 1. Give him Trottier's business card. After he leaves, exit, come back in, walk to the pots. He'll reappear with bad news. Ask him if he'll see Al-Jabbar again. When he leaves again, follow him. Keep walking to the right until you get the overhead city shot.

The Red Fez

Keep clicking on the red dot to follow it through the crowded streets. When it returns to the market, talk to the man in the red fez using Dialogue path 4, 3, 1, 3, 1, 2. Now go back to Omar's shop in the back alley. When Paul returns, talk to him. Ask about the pots, then give him the fez. When he asks why, tell him, "It'll make you look taller." Talk to him again, and ask him to see Mr. Al-Jabbar again. Follow him out.

Go to the city streets again and keep clicking on the red dot (Paul's fez). When Paul ducks into Omar's house, click on that house.

Omar's House

After your conversation with Omar, go to the closet at the right rear of the house. When he follows you in, walk out and close the closet door. Pick up the pole in the barrel at the lower left, then use it with the hanging laundry at the upper left to get the map. Pick up the statue and the blackbird statue. Use the camel (just outside window).

The Desert

Finding the Dig Site

Click on the spot to which you want to ride. Avoid trouble if you can, but if you do get stopped, use Dialogue path 1, 1, then give either of the statues you picked up at Omar's house to the officer.



Stop at the nomad camps and talk to the nomads to get directional clues.

Here's how: Show the map to the nomad. "Considerably to the [direction]" or "far to the [direction]" means two screens in that direction. "To the [direction]" means one screen in that direction. "Slightly to the [direction]" or "a little to the [direction]" means the dig site is somewhere on the current screen. After your conversation, use the camel again to move on.



Hint: Once you ask a nomad for directions on the correct screen, look for the red X to appear. Then simply click on it.

Working Underground

Walk left to the dig site, then to the ladder leading down into the trench at the left of the screen. When you get underground, pick up the long tubular thing (hose) and the clay thing (jar) and walk back to the ladder. Walk to the truck in the foreground.

Use the hose with the gas tank, then use the clay jar with the end of the hose. Walk to the ladder. Open the metal cap on the generator, then use the gas-filled clay jar with the gas filler pipe. Finally, use the little metal thing (on/off switch) to turn on the generator.

Taking the Statue

Walk to the painting on the left wall and push the painting of round object. When the secret door opens, take the statue.

Starting the Truck

In order to escape, you'll need a spark plug and a battery. Turn off the generator (use the button on the front) and open it, then pick up the ceramic thing (spark plug). Walk to the ladder.

Walk to the engine of the truck. Open the hood. Use the spark plug with the engine, use the orichalcum bead with the statue you found in the mural, then use the statue with the spark plug. Now use the truck. After you read the telegram, fly to Monte Carlo.



Monte Carlo (Part 2)

Trottier's Trap

When you see Trottier, talk to him. Tell him he's in trouble. After the Nazis nab him, chase their red car. Click on the streets to direct Indy's car. You'll need to ram the red car, probably several times. After the car wreck, talk to Trottier until he gives you the telegram with the cross streets. Write them down.

Look at the street signs above the car wreck. Now start walking. The streets in either direction (*Boulevard* one way, *Rue* the other) are arranged alphabetically, so keep walking until you find the intersection Trottier mentioned. Then look in the drains. To get the Sunstone, open the drain. Walk back to the hotel (identified by moving your cursor over it). Use the taxi. Fly to Thera.

Thera

The Mountain Dig Site

Walk up the path away from dock, then to the gap in mountain (not the cleft or notch). Look at the crate at the dig site, close it, and take the invoice. Walk to the entrance of the dig, go into the inner room, and close the door at the far left.

Setting the Sunstone

Look at the Lost Dialogue of Plato in your inventory and click on the third paper clip, then read the last paragraph on the left-hand



Looks like you've wasted poor Trottier. Have you tried talking to him yet?



page—"if darkness concealed the tall horns." Now look at the Sunstone. Move the cursor over the four etchings and note their labels. Click on the disk until the "darkness" lines up with the tall horns at the top, then click on the peg.

Digging Out of the Dig

Open the door and pick up the carved sign. Close the door again and pick up the Sunstone. Pick up the entrenching tool. Walk back to the blocked door. Open the entrenching tool. Now use the tool with the blocked door.

Building a Balloon

Talk to the port authority and claim the balloon. Open the crate, then use the large rubber balloon with the fish net hanging at the left. Use the netted balloon with the very large basket. When the port authority objects, offer him the ancient sign, then try again. Once the basket is connected, use the hose (from the Algerian dig site) with the deflated balloon.

Go back up to the mountain dig site and use the balloon with the vent at the upper right.

Flying the Balloon

Your goal here is to find the submarine and land as close to it as you can. Here's how to control your flight:

1. *Altitude.* Drop Ballast (click right mouse button) to raise altitude or Vent Hydrogen (click left mouse button) to lower altitude.
2. *Direction.* To change direction, click to lower or raise your altitude. Each click will change your bearing by 45 degrees. Click the right button (Drop Ballast) to alter your compass direction clockwise, click the left button (Vent Hydrogen) to alter your compass direction counterclockwise.



Hint: As long as you don't alter your altitude, you'll continue floating in the same direction.



The Submarine

The Locker Guard

Climb the conning tower and open the hatch. Climb down to where the guard is at the lockers. Talk to the guard, then go left to the galley. Pick up the cold cuts and bread, then use one with the other to make a submarine sandwich. Walk back to the guard and try to give him the sandwich. When he leaves, open the lockers. Pick up the Moonstone and the torpedo instructions.

The Torpedo Escape

Walk to the bunk room at right. Take the clothesline. Go into the forward torpedo room and take the oily rag hanging on the torpedo. Go left to the aft torpedo section and use the rag with the wires. Use the torpedo instructions with the control panel, then push the launch lever.

After the fire starts, open the trapdoor above Indy's head and go back to the forward torpedo section. Use the torpedo instructions with the control panel. Use the clothesline with the launch lever. Now walk to the torpedo tube, open it, get in, and pull the clothesline.

Crete

Walk to the pedestal at the right. Use the Sunstone with the pedestal, then use the Moonstone on it. Look at the Plato manuscript in your Inventory, click on the third paper clip, and read the first paragraph on the right-hand page—"sun dying as a new moon is born."

Now look at the Moonstone. Align the Sunstone as before in Algiers, "darkness" at the top by the tall horns. Then click on the Moonstone until the "new moon" aligns with the "setting sun." Click on the spindle. Walk in the secret door.

The Labyrinth

The Godly Busts

In the first room, pick up the first two busts on the shelf (Apollo and Ares), then walk through the right doorway. Use the whip with the



statue head (Zeus) in the next room. Follow this path: upstairs, right door, then left door (the Minotaur room).

The Minotaur Elevator

Use your whip on the Minotaur statue's head, then walk to the head. Ride the elevator down. Pick up Sternhart's staff, wool scarf, and the Worldstone. Read the note in his hand. Look at the waterfall; you'll see a chain. Use the chain to climb back up.

The Bronze Gate (Upstairs)

From the Minotaur room, take the left door. (Walk *around* the floor elevator platform, or you'll go back down a level.) Go to the closed bronze gate. Put all three busts on the shelf to open the gate, then walk through. Go upstairs, then go right to get to the top of the stone shaft.

The Gold Box

Use the staff with the chock to free the counterweight. Go back down the stairs, walk to the right doorway, then through the next doorway as well to reach the bottom of the elevator shaft. Use the staff in the statue's mouth. When the platform reaches the top, take the gold box. If you open the box, then look at it, you'll see it has a lead lining. Walk to the next door at the back right.

The Microtaur

Use the statue you got from the Algerian dig site with the hatch of the microtaur. Put an orichalcum bead in the statue. Walk to the hole that the microtaur digs.

The Map Room

Look at the Plato manuscript, third paper clip, right-hand page—"darkest night soon to rule the western sea." Use the Sunstone with the spindle, Moonstone with Sunstone, Worldstone with Moonstone. Set the Sunstone and Moonstone as you did before ("darkness" equates to north and "new moon" equates to west), then rotate the Worldstone until the "west sea" is facing west. Click on the spindle. Walk to the open door.



The Orichalcum Detector

Open the gold box and put in your remaining orichalcum bead. Use the hard rubber comb with the clothesline. Use the comb on a string with the wool scarf, then use the charged comb (now a makeshift orichalcum detector). Go through the door on the right and look at some bones. After Indy puts the beads in the box, go back through the door, recharge the comb and use it again.

When the orichalcum detector points to the blank wall, use the open entrenching tool on the wall. Push the door open, then walk through.

The Subway

Pick up the bead on the floor. Open the gold box. Use a bead in the subway car's mouth.

Now go to Part Five: Atlantis, where all three paths—Team, Fists, and Wits—converge again.

* * *

Part Five: Atlantis

Dark Room

Lighting the Room

Walk to the wood thing (ladder) and pick it up. Go further right to the rubble, then use the ladder with it. Climb the ladder, open the stone thing (box), and pick up the metal rod inside. Use a bead of orichalcum with the metal rod.



Hint: Be sure to pick up the ladder afterwards; you'll need it later.

The Final Entrance

Remember that Plato's manuscript, third paper clip, bottom right page notes this: "Final entrance yielded only to contrary minds." Put the Sunstone, Moonstone, and Worldstone on the spindle at the feet of the Sentry statue. Set each to 180 degrees *opposite* the setting



you used back in the labyrinth Map Room. Click on the spindle, then use another bead of orichalcum with the sentry statue. Walk through the open door. Don't forget the stone disks! Pick up all three.

✖ **Note:** See the maps at the end of this chapter for the following room locations.

The Outer Ring

The Guards

There are four guards, one in each quadrant of the outer ring. If you run into them, fight them and knock them out to get bratwurst that you can use for crab bait later.

The Layout

You can get to rooms that seem inaccessible in the maze by opening the grates in other rooms. Make a note of where you find various machines, parts, objects, and so on.

The Subway

The subway runs around the circumference of Atlantis, with several dead ends. Pick up the rib cage at the dead-end in the southeast quadrant.

The Statue Room (Head)

NE quadrant. Walk to the statue and pick up the statue head.

The Statue Room (Cup)

NE quadrant. Use the ladder from the airlock chamber with the hole. Walk across and pick up the cup.

The Robot Repair Room (Spoked Wheel)

NE quadrant, but only accessible through the grate from the room in SW quadrant. Actually, you end up in a room with a glowing swirl of light on the back wall. Exit that room and go two rooms to the left. Pick up the bronze spoked wheel. Go back through the grate in the next room.



The Robot Repair Room (Bronze Gear)

SE quadrant, also accessible through the grate from the room in NW quadrant. Pick up the bronze gear.

The Dungeon

SE quadrant. Use the grate from the room in NE quadrant.

✖ **Hint:** There are two air vents that lead to the dungeon. The only useful one ends at the grate near the statue. From the grate, use an orichalcum bead with the statue to incapacitate the guard, then go back through the air vent; you can't open either grate in the dungeon.

The Lava Pump Room

SW quadrant. Use the cup you got from the Statue Room with the pedestal. Use the statue head from the other Statue Room with the plaque to fill the cup.

The Machine Room

NW quadrant. Use the bronze spoked wheel (from the Robot Repair Room) with the peg above the statue. Go up to the funnel at the top of the stairs. Use the lava-filled cup with the funnel. Go downstairs and look at the dish under the statue's mouth. Take the orichalcum beads.

The Crab Room

NW quadrant. Use any of the food items you've gathered—gum (from Barnett library), bread or cold cuts (from submarine galley), bratwurst (from knocked-out guard), whatever—with the rib cage from the subway. Use the baited rib cage in the pool. Wait until you see the "Snap!", then pick it up.

The Eel Sculpture Room

SW quadrant. A room in this quadrant has a grate that leads to another room with an eel sculpture. Take the sculpture.



The Double Sentry Doors

Use an orichalcum bead with the eel sculpture. Use another bead with the fish statue. Forget Sophia for now; she won't leave until you get a hinge pin from the Middle Ring. (When you *do* have the hinge pin, give it to Sophia, pick up the cage door, and tell her to brace the door with the pin.) Pick up the statue part on the floor.

The Canal

The Octopus, the Crab, and the Gate

Give the trapped crab to the octopus. Walk to the canal; Indy will swim across. Walk onto the crab boat. Now the crab will float to wherever you click in the canal. Float to the right gate. Use the Sunstone on the spindle over the gate. When the gate opens, float on through.

The next gate uses the Moonstone, then the next uses the Worldstone. (All gates will open with the use of one of the three stone disks. Match the disk size to the size of the spindle.) Float up to the archway. Walk through it; you'll come to the door to the Middle Ring.

The Middle Ring

The Broken Sentry

Use the ladder with the sentry statue. Climb up, open the chest plate, then look at it. You still need one more part to complete the repair, but you can do these things now:

1. Put the spoked wheel on the center peg. (Click and drag it, then click again to place it.)
2. Put the robot part on top of the spoked wheel.
3. Put the bronze gear on the upper-left peg.
4. If you already have the crescent wrench, put it across the two right-hand pegs.

Climb down and walk back to the canal.

The Crescent Wrench

Get on the crab craft and float further to the right. The Worldstone opens the gate. In the next room, float ashore and walk up the



stairs. In the room, pick up the crescent wrench, then close the cupboard and look at it. You'll see a schematic drawing of the robot sentry. Ignore it, because I've already told you how to put the broken sentry back together.

Activating the Sentry

Go back to the crab craft and float left to the next room. Go back through the archway to the broken sentry robot, then put the wrench where it goes (across the right-hand pegs.) Now put the orichalcum bead in the center opening.

Opening the Door

Use the chain with the bronze loop on the door. Then use the other end of the chain with the statue's now-active left arm. Climb to the chest plate, move the gear to the lower-left peg, then feed it another bead. Climb down and pick up the hinge pin on the floor.

Reuniting the Team

At this point you should use the hinge pin to free Sophia from her cage. Follow the instructions in Double Sentry Doors back in the Outer Ring section.

✖ **Hint:** After Sophia is out, pick up the cage door again. When the hinge pin falls out, pick it up. You'll need it later.

Go back to the canal and ride back to the archway, then walk to the sentry gate and go in.

Exorcising with Sophia

After Sophia leads you to the Lava Pit Room, go up the stairs and pick up the scepter by the feet of the strange skeletons. Then talk to Sophia. Take any Dialogue path. When finished, look at Sophia. Put a bead of orichalcum in the medallion's mouth. When she takes it off, use the opened gold box with the necklace. Walk out of the room, then down the hall (toward screen) to the next room.

Before you go in, look at the strange markings on the left wall. It's a diagram showing how to start up the "hulking machine" in the room across the hallway—left and right levers pushed up.



The Hulking Machine

Go into the room across the hall. Again, examine the strange markings on the floor. They show how to stop the machine—left and middle levers pulled down. Now walk to the slots on the machine. You need to use the scepter and hinge pin to replace the missing levers in the control panel. Put either one in the right slot, and the other in the left slot, then “push” both levers so that they’re up (as in the diagram on the wall). Put a bead in the machine’s mouth.

Now you need to stop the machine. Pick up the right lever device (scepter or hinge pin) and use it in the middle slot. Then push both levers until they are all the way down.

The Inner Circle

The Pit Maze

This maze is easier than it looks. You *could* make a map, or just do what I tell you.

1. When you come out of the first door, go into the door on the right.
2. Go upstairs to the door on the right.
3. Go right until you reach the next pair of doors, then take the left door.
4. Go upstairs to the next pair of doors. Take the left door.
5. While you’re on this screen, sketch the diagram of the celestial spheres on the wall above the maze. Go into the right-hand door.

To stop the hulking machine and get to the Inner Circle of Atlantis, you need to position your two lever devices as shown.





6. Go into the far left door.
7. Go downstairs, then take the staircase to the right. Follow the stairs up to the next screen, then take the left door.
8. You've made it!

The Lava Crust

No infallible path here. But note the basic pattern of the lava: if you step on a hexagram of lava crust the next piece in the direction you're heading will collapse, so you have to zig-zag across and look ahead to plan moves that leave you a next move.

✖ **Hint:** Don't wait too long in one spot. If you find yourself within an impassible situation, return to the steps to reload (the crust hexagrams will reappear).

The Final Stone Setting

Follow the path into the city. Put the locking stone disks on the spindle and align them according to the diagram on the wall back at the Pit Maze: Sunstone with "noon sun" to the southwest, Moonstone with "full moon" to the north, and Worldstone with "volcano" to the south.

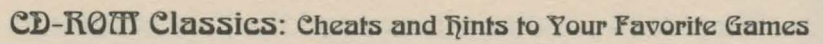
The Grand Finale

Follow any Dialogue path until Kerner eats lava. Then use this Dialogue path: 3, 2, 3, 4, 3, 2, 1.

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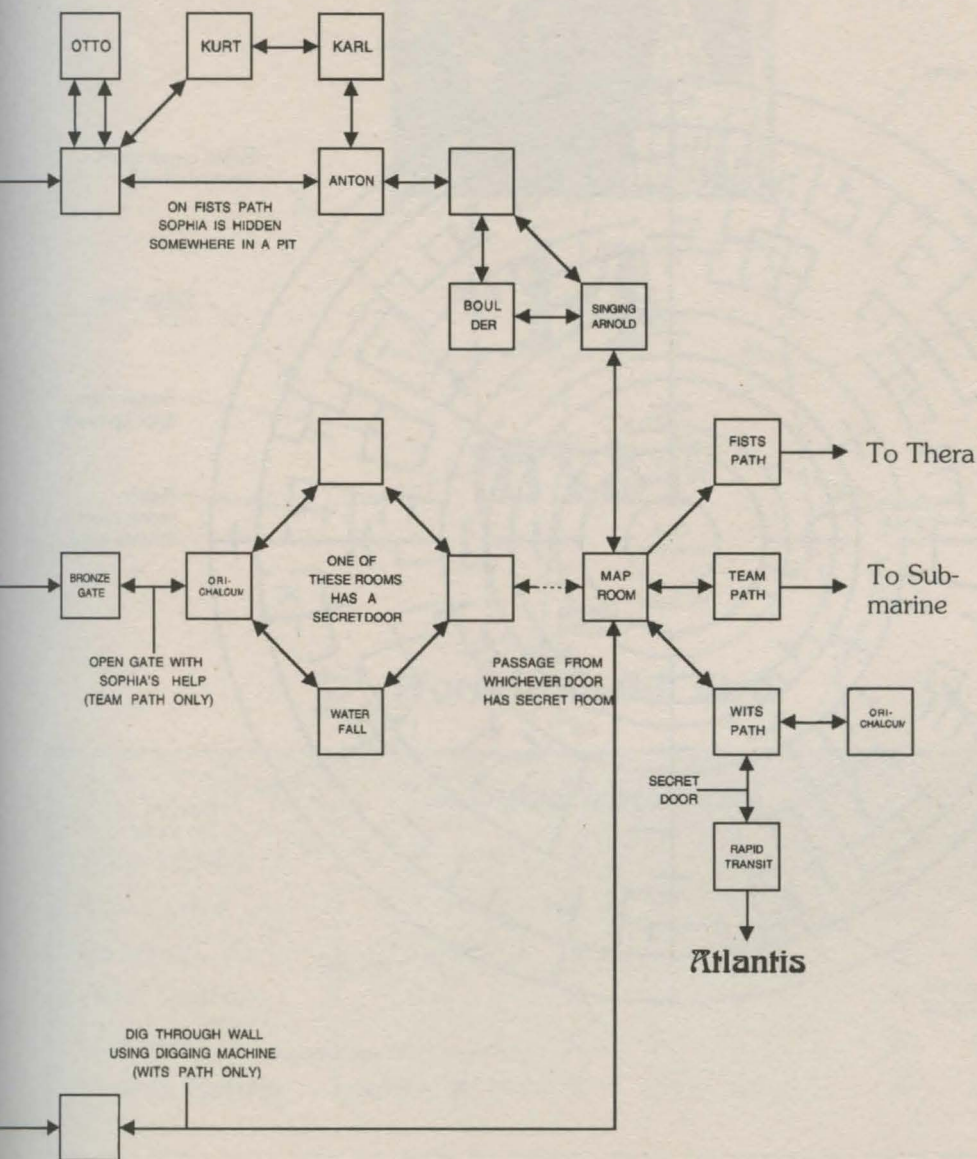
UNLOCK GATE WITH THREE URNS

ELEVATOR

GOLD BOX

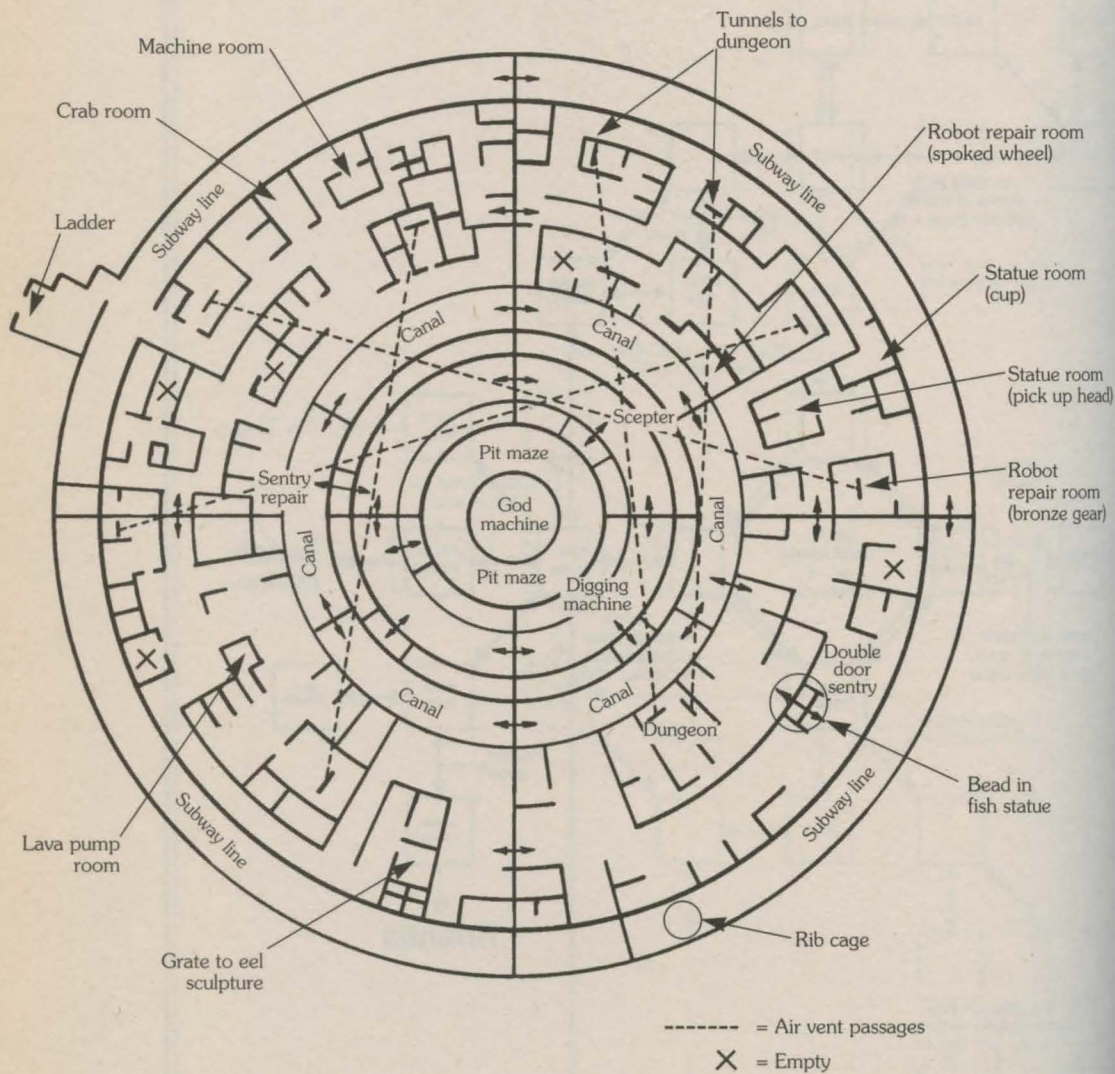
ONE WAY UP TO REACH BOX

Chapter 13 Indiana Jones and the Fate of Atlantis





Atlantis





14

MYST

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|---|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



OK, so you're hopelessly *Myst*-ified. Don't be ashamed. It happens. Hey, it happened to me. Me, the Condor, the Bird Brahmin. I'm here to state categorically that, in the realm of CD-ROM entertainment, you will not find a more compelling, more *atmospheric*, more fully realized alternative world than *Myst* . . . not by a long shot.

First, there's the *Myst* mystery. You'll find yourself obsessed with that fireplace door. *What's it do? Is that liquid mercury or what?* Or maybe you'll have haunting existential dreams about tree-climbing in the Channelwood Age—up, down, up, down, nothing happens, no progress, *nada*. Or maybe your personal *Myst* nightmare will involve aimless maze-running in the bowels of the Selenitic Age. I myself wanted to tell that blasted Observation Tower to go rotate itself.

The Story

You're in a library one day and you stumble upon an intriguing handwritten journal, simply entitled *Myst*. It describes a remarkable island world, accompanied by a stunning illustration of a wooden dock. The rendering has so much depth that you instinctively lay your hand on it . . . and suddenly you are transported through a portal to that very wooden dock! You begin to explore, and discover you're on an island covered with sophisticated structures—a library, a planetarium, a clock tower, and others. There isn't a soul in sight. Yet everything is so pristine that the place seems to have been only recently abandoned.

You eventually learn that a man named Atrus has learned a remarkable skill. Using some arcane technology, he has been able to create entire worlds (called Ages) in books, then travel to those ages through the books themselves. By the time you arrive, his library has been mostly destroyed.

Two undamaged books, however, contain unsettling images of two young men, named Achenar and Sirrus. You learn that these are the sons of Atrus, and that they are literally alive and imprisoned within the books. Even more unsettling is a holographic message



from Atrus in a secret room on something called a *dimensional imager*. Atrus believes he has been horribly betrayed by one of these two sons.

Your job: Find out which one.

Your investigation eventually leads you to the four remaining Ages created by Atrus. Each is entirely unique: Channelwood is a village of treehouses and walkways suspended above a sunken island, powered by an ingenious water technology; Selenitic is the burned-out husk of an island (destroyed by some sort of celestial bombardment), which harbors a magnificent underground labyrinth; Mechanical is a man-made island that swivels on a central pivoting mechanism; and Stoneship is an odd combination—half ship, half rock cavern—with eery submersible quarters.

The Verdict

Let's not mince words. *Myst* is the purest, most addictive experience The Condor has ever had on the computer. We're talking total *immersion* here. Sound and music have never been used more effectively in a game to enhance the mood, the atmosphere. (You'll actually want to turn *up* the soundtrack—a rare desire when it comes to computer games, as you probably know.) And the visual composition—the level of detail—is truly unprecedented. This is an ocular feast.

It's no wonder *Myst* remains the biggest-selling game of all time—it's a true classic in every sense of the word!

* * *

General Tips

Please read the following section about the Map first! Much of the Walkthrough is based on the assumption that you know how the Map works.



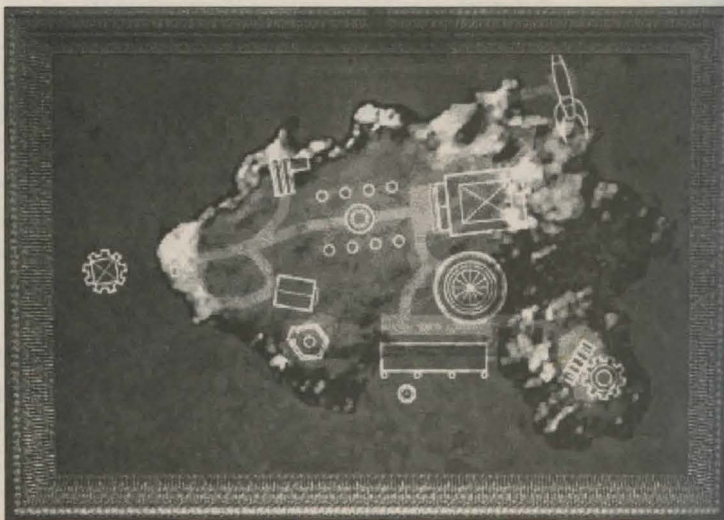
About the Map in the Library

Each time you activate a Marker Switch (that is, flip up its handle) on the Island, a corresponding icon is activated on the Map in the Myst Library. When you approach the Map, these activated icons light up. You can then use the Map to rotate the observation tower to view the island landmarks represented by each icon. This rotation reveals important clues inside the tower.

Here's how the Map works:

1. First activate the Marker Switches at these four locations on the island: dock, sunken gear, spaceship, and log cabin. (You need to turn on all eight Marker Switches to complete *Myst*, but these four are the only ones necessary for transportation to other Ages.)
2. Go to the Map. Click and hold on the tower icon (flashing concentric circles) at the Map's far right. This activates a white beam which swings in an arc around the Map.
3. Notice that the beam turns red when it passes over the four icons that correspond to the four locations mentioned above.

The tower rotation map in the Myst Island Library is the key to unlocking the other wonders of Myst, including travel to the four Ages.





Release the mouse button when the beam turns red—for example, over the spaceship icon. You'll hear the tower rotate until the viewing slot faces the location represented by the icon on the Map—in this case, the spaceship on its launch pad.

4. Now approach the bookshelf painting (to the left of the bookshelf) and click on it. When the secret passageway appears behind the bookshelf, follow it to the elevator.
5. Click on the elevator door to close it, then click on the blue button marked *Library*. This takes you up to the tower. Click on the door again to open it.
6. If you want, you can climb the ladder directly in front of you. You'll see that the viewing slot now frames the location you designated on the Map (again, in this example, the spaceship).
7. Go around behind the elevator and climb the "key" ladder (the ladder marked with the key inscription). At the top, you'll find a plaque inscribed with a clue.

Now you need to figure out what the clue means, where and how it can be implemented, and so on. For more on each of the four clues you'll find in the tower, read the rest of this walkthrough.

The Object of **MYST**

Overall, your goal is to uncover the story of Atrus and his sons, Sirrus and Achenar, then decide who is telling the truth, who is lying, and who should be set free.

More specifically, you need to:

1. Bring the red and/or blue pages from each Age back to the Library, place them in their respective books, and view messages from Sirrus and Achenar. Ultimately, you must choose freedom or continued imprisonment for each brother.
2. Find and combine the two halves of a torn journal page in order to gain access to the Marker Switch Vault on Myst Island.
3. Discover the access code for a secret compartment in the Library, where you will make your final decisions.



About Red and Blue Pages

Each Age holds one red page and one blue page. One of your primary goals, as mentioned above, is to bring them back. But note: *Only one page can be carried at a time.* If you're already holding the red page and try to pick up the blue page, the red page will automatically transport back to the place where you found it.

So in order to get both pages, you'll have to bring one back to Myst Island, then make a return trip to the Age to get the other one. This isn't particularly difficult, however. Once you've solved a puzzle in *Myst*, it stays solved. For example, if you've entered a code into a portal mechanism, it will still be entered when you return.

You don't need to bring both pages back from every Age in order to complete the game. If you decide after the first viewing that you want to help only Sirrus and not Achenar, you can bring back only the red page from each Age. Or vice versa. But in order to get the final clue, you'll need to bring *all* the red pages or *all* the blue pages. You can't just bring two red pages and two blue pages, for example.

About the Dimensional Imager

In the forechamber behind the recessed door by the Myst Island dock, you'll discover a device called a Dimensional Imager. You don't need to find the Imager to complete the game, but it's kind of fun to play with. The control panel is on the wall by the exit. Click on the button at the upper left to open the front cover. You can enter each of the three codes listed on the cover of the panel (40, 47, 67) and view those images by pressing the button on the front of the Imager itself.

If you read the note that Atrus left for Catherine on the lawn by the Planetarium (hard to miss), you know that you can view an additional 3-D image if you enter the number of Marker Switches on the island into the control panel. You can wander around the island counting the switches, or you can read the next few words in which we tell you that the correct number is 8.

Enter **08** into the Imager and meet Atrus.



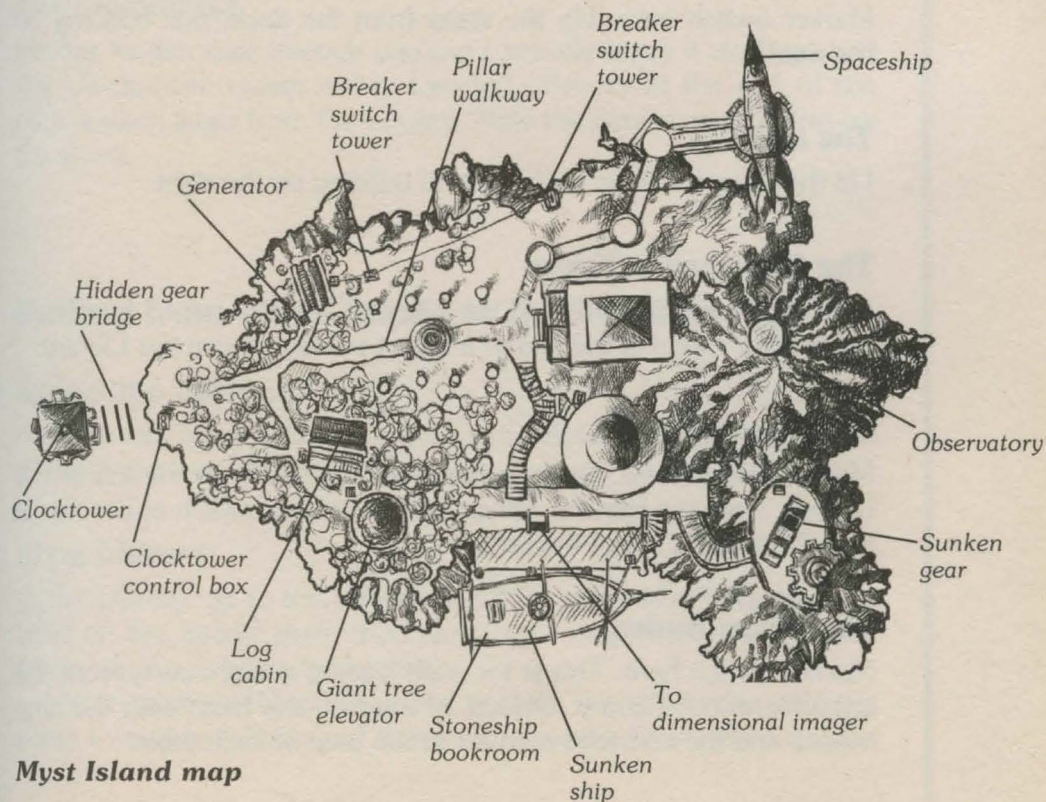
Pick an Age. Any Age

Keep in mind that the game does not have a strictly linear structure. You can explore the four Ages—Selenitic, Stoneship, Mechanical and Channelwood—in any order you wish. My Flythrough solution sequence below was chosen arbitrarily.

* * *

The Flythrough

The first thing you should do upon arriving in Myst is explore, turning on Marker Switches wherever you find them. Here's a quick list of the important locations on the island. Locations with Marker Switches are noted.



Myst Island map



The Dock

Marker Switch here. No exploration necessary. This is where you begin the game. Note the sunken ship to the right and the door recessed in the retaining wall to the left.

The Dock Forechamber

This chamber lies behind the recessed door at the dock. It contains the Dimensional Imager.

The Sunken Gear

Marker Switch here. Straight ahead up the steps from the dock.

The Planetarium

Marker Switch here. Up the stairs from the dock, first building on the right.

The Library

Up the stairs from the dock, second building on the right.

The Observation Tower

Located on the peak behind the Library. You can get to it only via an elevator found at the end of a secret passageway in the Library.

The Spaceship

Marker Switch here. Down a ramp on a platform to the left of the Library. Note the Breaker Tower (with a breaker switch at the top of its ladder) to the left of the ramp.

The Pillar Garden

Marker Switch here. This is the path leading straight away from the entrance of the Library. Objects of interest: the basin with the ship model, and the inscribed markers at the base of each pillar.



The Generator Cave

Marker Switch here. This is the brick structure farther down the path, just past the Pillar Garden. Downstairs is the generator room. Note the Breaker Tower (with a breaker switch at the top of its ladder) just to the right of the structure.

The Log Cabin

Marker Switch here. The cabin is hidden in the trees down the left side of the path, not far from the Generator Building.

The Giant Tree Platform

Behind the Log Cabin, to the right.

The Clocktower

Marker Switch here (though you can't actually reach it until you find the Clocktower access code.) Located offshore at the end of the path leading away from the Library. Note the control mechanism on the shore.

* * *

Getting from Myst Island to the Selenitic Age

Spaceship Marker Switch

Activate the Marker Switch next to the Spaceship (if you haven't already), then return to the Library.

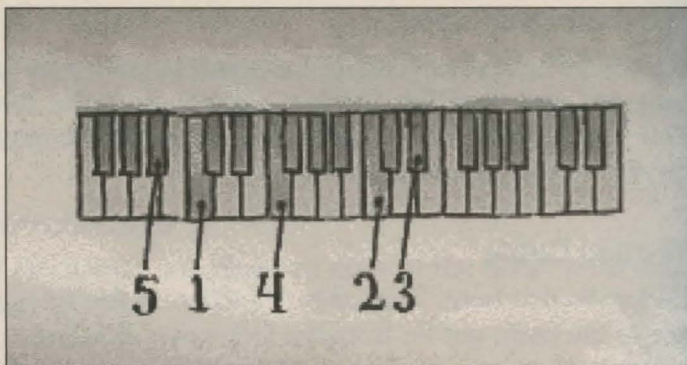
Myst Library

In the Library, go to the bookshelf. Click on the blue book that sits tilted on the middle shelf, then turn to the page with the keyboard sequence. Copy down the sequence.

Now go to the Map. Click and hold on the tower icon until the beam rotates and "locks on" (turns red) over the Spaceship icon. Go



Here's the keyboard sequence from the *Selenitic* journal. You'll need this to set the slider bar code in the spaceship.



to the observatory tower. (If you don't know how yet, refer back to "About the Map in the Library.")

Myst Observatory

The lookout slot should be lined up to view the Spaceship. Go behind the elevator and climb the ladder with the "key" insignia. The plaque at the top should read *59 volts*. Go to the generator cave.

Generator Cave

There are 10 generators, each with a different voltage output. Each can be turned on and off by clicking on one of the buttons (two rows of five) on the control panel. You need to activate a combination of generators whose voltage adds up to 59 volts in order to power up the Spaceship.

Note: If you select a combination that adds up to *more* than 59 volts, you trip a breaker switch that cuts power to the Spaceship (measured on the control panel's right gauge) to zero. If this happens, you'll have to go out and check the Breaker Towers and see which of the two switches was tripped. (The tripped switch will be in the down position.) Just click on the tripped switch to throw it back up.



Of course, you can avoid tripped switches by simply pressing these generator buttons:

Left Row

one (10v)

three (8v)

Right Row

three (22v)

four (19v)

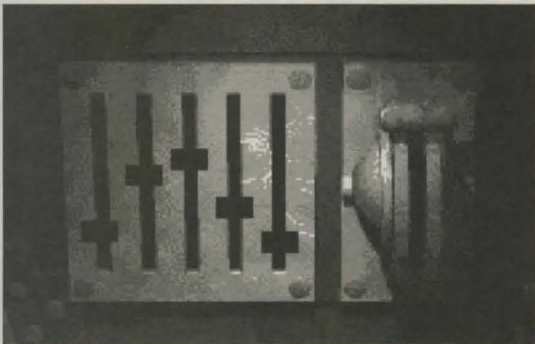
Now go to the Spaceship.

Spaceship

When you click on the door, it will open. Enter and go to the keyboard to the right. Play the five-note keyboard sequence you copied from the Selenitic journal in the library, and listen carefully. Then go to the tuner at the other end of the Spaceship and enter the sequence in order, from left to right, by moving the slider bars.

Note: If you don't have great auditory retention, you may have to play the first note on the keyboard, then go and enter it on the tuner, return and play the second note, go back to the tuner and enter it, and so on, until all five notes have been entered in sequence.

Pull the handle on the tuner mechanism. The "transport" book will appear in the viewscreen. Click on the book to see an animated "flyby" of the Selenitic Age island. Click on the viewscreen again to be transported to the Selenitic Age.



Here's the correct slider bar-code entered on the tuner in the spaceship. Pull the handle, and you're off to the Selenitic Age!



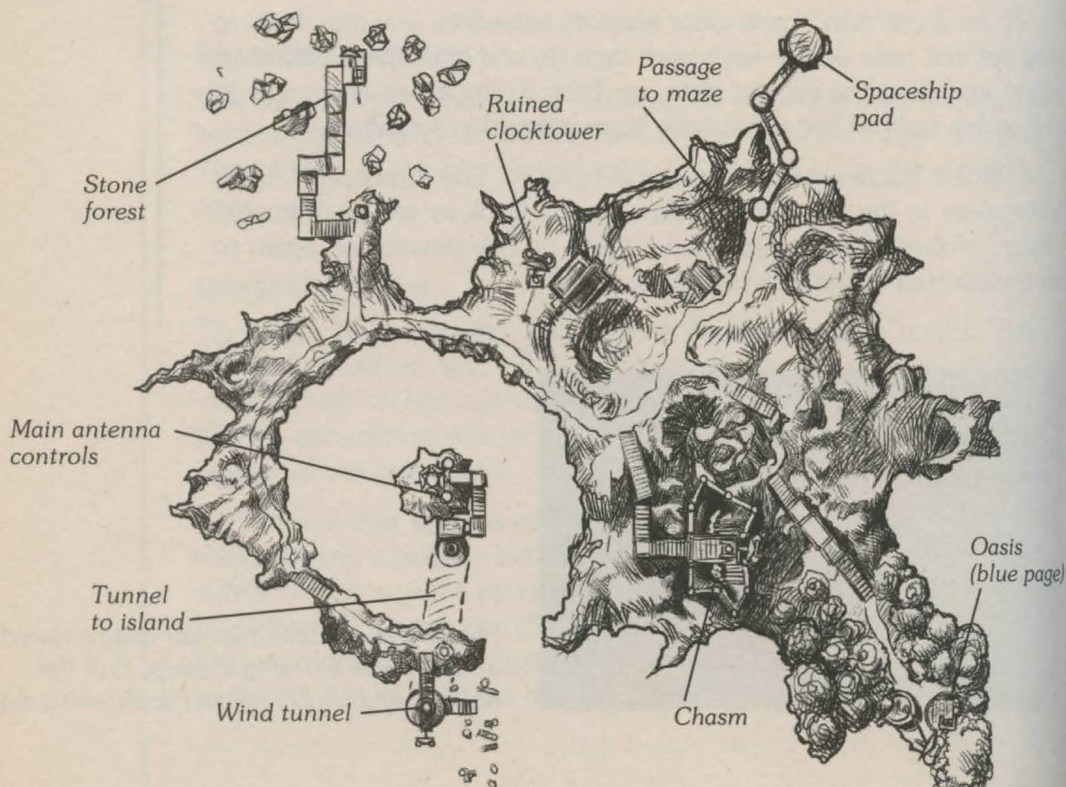
* * *

Selenitic Age

The main puzzle here is to discover a five-sound sequence that you can enter into the slider-bar mechanism at the portal building door. (The portal building is the first structure you encounter after leaving the Spaceship.) Once you enter the correct code, you can open the door and go down to the Mazerunner.

Activate the Transmitters

Travel around the Age and turn on each transmitter. There are five in all. Each one is activated in the same way: Simply click on the red



Selenitic Age map



button beneath the golden icon on each podium. This switches on a nearby microphone, which picks up that location's sound and transmits it to a central receiver on the island in the middle of the lagoon.

✖ Hint: Each of the icons on the antenna podiums is associated with the particular sound at that location. It's a good idea to sketch all the icons and describe each associated sound.

Chasm

Just past the portal building is a brick stairway to the left of the path. Follow this up to a platform over the chasm. Activate the transmitter.

Oasis

From the bottom of the chasm stairs, look back in the direction of the Spaceship. To the left is the portal structure. To the right, you'll see a worn path. Follow that path to a lush, green oasis. You'll find the Blue Page on a platform to the left of the main podium at the oasis. Activate the transmitter.

Clocktower Ruins

From the portal, follow the path past the chasm stairway. The Clocktower will loom ahead on your right. Activate the transmitter.

Stone Forest

Proceed past the Clocktower down the narrow peninsula to a Y-branch. Take the right fork out to an offshore platform. The Red Page sits atop the podium here. Remember, you can only bring back one page at a time. To get both, you'll have to make a return trip. Activate the Stone Forest transmitter.

Windtunnel

Take the left fork at the Y-branch in the peninsula. The windtunnel podium is behind an opening that looks like a well. After you've



activated the transmitter, go down the ladder and follow the tunnel to another ladder. (The switch at the bottom turns on a tunnel light, but you don't absolutely need it to traverse the tunnel.) Go up the far ladder.

Receiver Antenna Tower

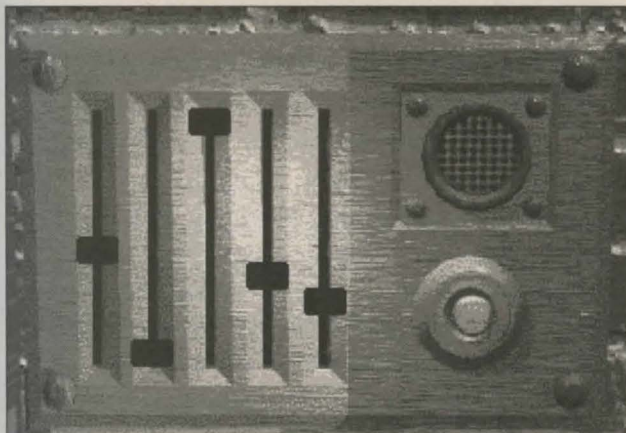
Click on the main antenna podium to open the steel doors. Five camera/receivers face 0 degrees from this main podium. Your task is to aim them at the five transmitters on the island, then press the Σ button to get the proper code sequence to enter in the portal door-slider mechanism. If you want the simple solution, skip ahead to the next section, "Portal Code Sequence." If you want to solve this puzzle step by step, here's what to do:

1. Click on the first button (the Oasis icon), then click on the arrows to swing the camera around in a 360-degree arc. Move in small increments, then stop and listen for the sound that corresponds to the icon on the button—in this case, running water.
2. When you get within 5 degrees of the correct alignment, the sound becomes faintly audible and the appropriate directional arrow flashes, showing you which way to rotate the camera.
3. When you hit the exact degree mark, the static disappears and the sound "locks in" clearly.
4. Repeat this process with the other four icon buttons.
5. When you've got all five receivers aligned, press the Σ button at the bottom. The portal code sound sequence will play, so jot it down in the correct order. Remember, the portal slider-bar mechanism relies on *sound only*. If you have poor sound memory, you might want to jot down a note *describing* each sound in the sequence.

Portal Code Sequence

Here, for the impatient, are the proper camera/receiver alignments and the code sequence:

| | | |
|---|--------------|-------|
| 1 | Stone Forest | 15.0 |
| 2 | Oasis | 153.4 |



Refer to this picture only if your sound-recognition faculties are impaired. This is the correct slider code sequence entered on the portal lock.

| | | |
|---|------------|-------|
| 3 | Windtunnel | 212.2 |
| 4 | Chasm | 130.3 |
| 5 | Clock | 55.6 |

Go back to the portal door and input the sounds from left to right in the order listed above. Push the button.

Selenitic Maze

Go down the passageway to the Mazerunner rail car. Click on the blue button to open the door, get in the car, then sit in the driver's seat. Click on Forward to lower the Mazerunner into the maze. Then navigate the maze by clicking on the arrow buttons to select directions according to the sound cues given.

Note: If you miss a sound cue, replay it by pressing the red button on the control panel.

Here are the sound/direction cues:

| | | |
|---|------------|-------------------|
| N | small bell | <i>bing</i> |
| S | dull bell | <i>clank</i> |
| E | airbrake | <i>fwssss</i> |
| W | bird | <i>twrrrreeee</i> |

NW, NE, SW, and SE combine the sounds of two directions



Also note: The Backtrack button is “smart.” When you click on it, the Mazerunner automatically moves back to the last correct position on the track.

Maze Solution

Here is the correct mazerunning sequence: N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE, and out. At the end of the maze, exit the Mazerunner. Go down the tunnel to the Myst book. Click on the book to open it, then click on the picture of the library ceiling on the right-hand page. You will be returned to the Myst library.

Optional: Return for the Other Page

After putting the page you retrieved in to its book and viewing the new message from the corresponding brother, you can return to the Selenitic Age for the other page. Simply go to the Spaceship again, click twice on the viewscreen (the correct code is still loaded), exit the ship, and then retrieve the page. Go back to the portal door (again, the code is already loaded) and renegotiate the maze to return again to Myst.

* * *

Getting from Myst Island to the Stoneship Age

Dock Marker Switch

Activate the Marker Switch at the Myst dock (if you haven’t already), then return to the Library.

Myst Library

Go to the Map. Click and hold on the tower icon until the beam rotates and “locks on” (turns red) over the dock icon. Go to the observatory tower. (If you don’t know how yet, refer back to “About the Map in the Library.”)



Myst Observatory

The lookout slot should be lined up to view the sunken ship. Go behind the elevator and climb the ladder with the *key* insignia. The plaque at the top will display the following:

| | |
|-------------------|------------|
| October 11, 1984 | 10:04 A.M. |
| January 17, 1207 | 5:46 A.M. |
| November 23, 9791 | 6:57 P.M. |

Go next to the Planetarium.

Myst Planetarium

Sit in the chair and pull down the star plotter. Enter the first date and time into the plotter, then press the button at the upper left. A constellation appears. Carefully sketch the constellation, then repeat the process for the other two star dates. Go back to the Library.

Myst Library

Go to the bookshelf. Click on the blue-and-red book that lies on the far right of the top shelf, then turn to the pages with the constellation drawings. Match the Stoneship journal drawings to your sketches. You should find: Leaf, Snake, and Insect. Go outside to the Pillar Garden.

Myst Pillar Garden

Click on the Leaf, Snake, and Insect markers. (Each insignia turns green when turned on.) You'll hear a rushing of water as both the boat model in the basin and the actual boat by the dock rise up and float. Go down to the dock.

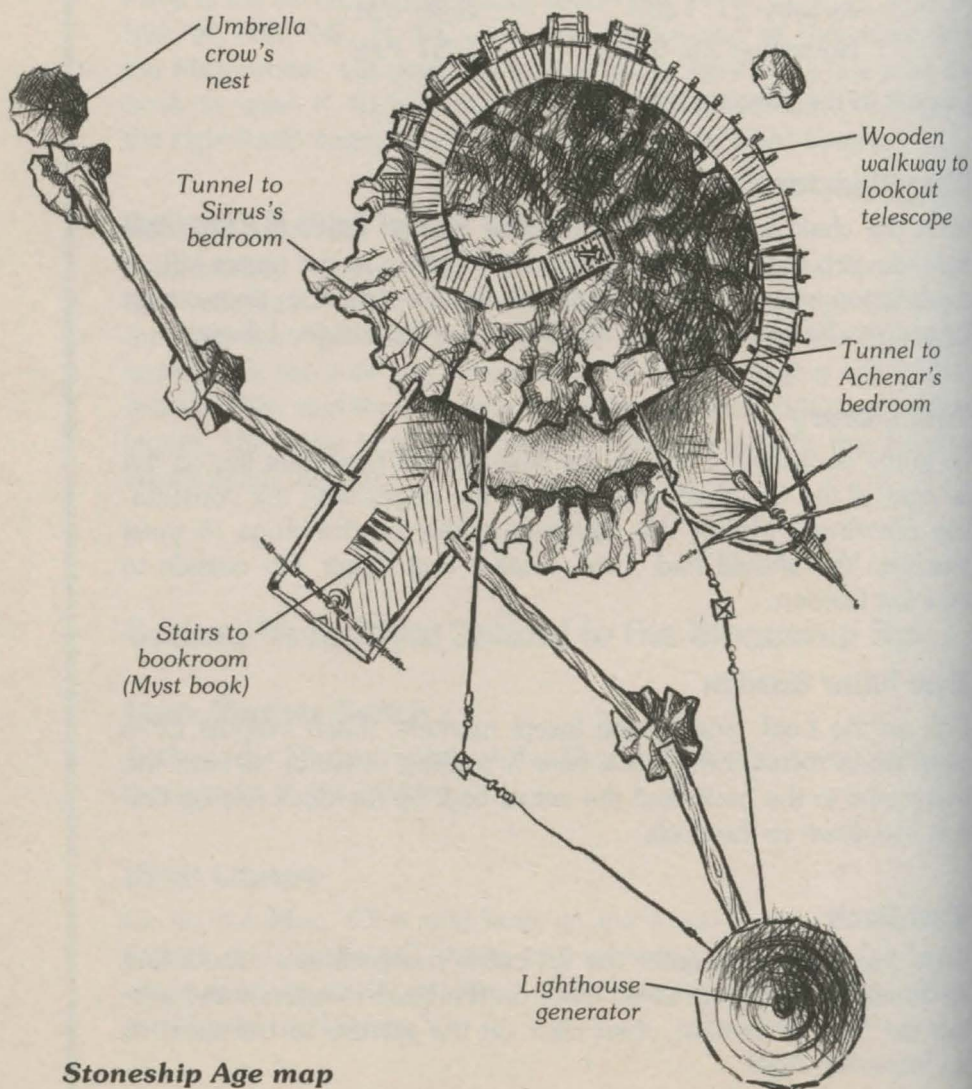
Myst Dock

Board the boat, then enter the aft cabin compartment. You'll find the Stoneship transport book. Click on the book to open it and activate the flyby animation, then click on the picture to transport to the Stoneship Age.



* * *

Stoneship Age



Stoneship Age map



Crow's Nest Pump

Go to the umbrella crow's nest. The three switches there pump out water in various parts of the ship/island:

| | |
|---------------|---------------------------------------|
| RIGHT SWITCH | Pumps out lighthouse |
| MIDDLE SWITCH | Pumps out stoneship tunnels |
| LEFT SWITCH | Pumps out ship's aft hold (book room) |

Click on the right switch to pump out the lighthouse. Now enter the lighthouse.

Lighthouse

Go downstairs and click on the spigot at the bottom left of the trunk. When the water finishes draining from the trunk, click on the spigot again to shut it (making the trunk watertight). Now go back to the crow's nest and click on the middle switch to pump out the ship's tunnels and reflood the lighthouse.

Return to the lighthouse. The trunk is now floating next to the key chained to the floor. Click on the key to unlock the trunk. You'll find another key inside. Take the key from inside the trunk. Climb the ladder and use the key to open the door on the ceiling.



Here's the Stoneship pumping station. Right pumps the lighthouse, middle pumps the tunnels, and left pumps the aft hold.



Lighthouse Generator

Upstairs, you'll find a generator with a battery pack. Click and hold on the generator to crank it up, which recharges the battery. Click on the battery to check the charge meter. (The light will run to the top of the meter when it's fully charged, which gives you about ten minutes of power to explore the ship.)

Telescope Lookout

This next step is not essential, but it does give you a clue for a later puzzle. Go up the wooden bridge path to the lookout telescope. If you scan the horizon, you'll find a blinking light. (The light won't blink if you haven't fired up the generator yet.) Note the compass direction of 135 degrees.

The Stoneship

Now it's time to explore the brothers' bedrooms. Sirrus bunked in the room down the stairs leading from the rear half of the ship; Achenar, in the room off the front half. Remember, you can take only one page at a time.

Sirrus's Bedroom

In Sirrus's room, find the red page in the bottom drawer of his dresser chest.

Achenar's Bedroom

In Achenar's room, find the blue page on the bed. Also discover a very important clue in the chest of map drawers, second drawer from the bottom—half of a torn journal page. *Very important:* Write down the message!

✖ **Note:** If the battery pack runs out of power while you're downstairs, you'll need to fumble through the dark back to the lighthouse, then crank up the generator again.



Compass Room

On the way back up the stairs from either brother's room, you'll find a sliding panel on the first landing. (It's marked by a red square.) Click on it to enter the secret compass room. When you reach the compass, click on the button corresponding to 135 degrees. (Remember the blinking light in the telescope?) It's the twelfth button clockwise from due north, at the tip of the lower right red ray. This button turns on the submersible lamp outside the watertight windows, lighting up several important underwater chambers.

✖ **Note:** If you hit the wrong button, the lights will go out. Again, you'll have to stumble back up to the lighthouse in the dark, then fire up the generator.

Crow's Nest Pump

Go to the crow's nest and push the left switch to pump out the aft hold, where the book room lies. Return to the ship and go downstairs into the hold. (Your way is lighted by the submersible lamp.) Click on the table in the book room. The Myst book will appear. Click on the book to open it, then click again on the picture to return to the Myst Library.

Optional: Return for the Other Page

As always, you can return for the other brother's page.

✖ **Note:** Besides pumping, you also have to crank up the generator and reset the compass to 135 degrees before you can get back down to the book room.

* * *

Getting from Myst Island to the Mechanical Age

Gear Marker Switch

Activate the Marker Switch at the giant sunken gears (if you haven't already), then return to the Library.



Myst Library

Go to the Map. Click and hold on the tower icon until the beam rotates and “locks on” (turns red) over the gear icon. Go to the observatory tower. (If you don’t know how yet, refer back to “About the Map in the Library.”)

Myst Observatory

The lookout slot should be lined up to view the giant gears. Go behind the elevator and climb the ladder with the “key” insignia. The plaque at the top will display the following:

2:40

2, 2, 1

Go to the clocktower site.

Myst Clocktower

Use the wheels on the control box by the shore to set the clock on the tower to 2:40.



Note: Each click of the large wheel moves the clock’s big hand forward five minutes; each click of the small wheel moves the clock’s small hand forward one hour. Once the time is set, push the red button. A gear bridge will rise out of the water.

Go across the bridge to the Clocktower and activate the Marker Switch. Go inside the Clocktower. You’ll see a gear and lever device with three numbers, set at 3, 3, 3. You need to reset it to 2, 2, 1. Each lever, left and right, works in two different ways:

Pull and Release Right Lever. Moves top two numbers one digit.

Pull and Hold Right Lever. Moves the top number once for every full rotation of middle numbers.

Pull and Release Left Lever. Moves bottom two numbers one digit.



Pull and Hold Left Lever. Moves bottom number once for every full rotation of middle numbers.

- ✖ **Also note:** You can change numbers only until the counterweight on the left wall hits the ground. If that happens, reset the mechanism back to 3, 3, 3 by pulling the handle on the back wall.

Setting the Gears

To enter the correct gear numbers: Pull and release the right lever twice. This gets the 2 on top. Then hold the left lever down. When the 1 appears on the bottom gear, wait until the middle gear's 2 rotates back around, then release immediately. Go to the giant sunken gears on the other side of the island.

Myst Sunken Gears

The main gear will be open, revealing a secret compartment that contains the Mechanical transport book. Click on the book to open it and activate the flyby animation, then click on the picture to transport to the Mechanical Age.

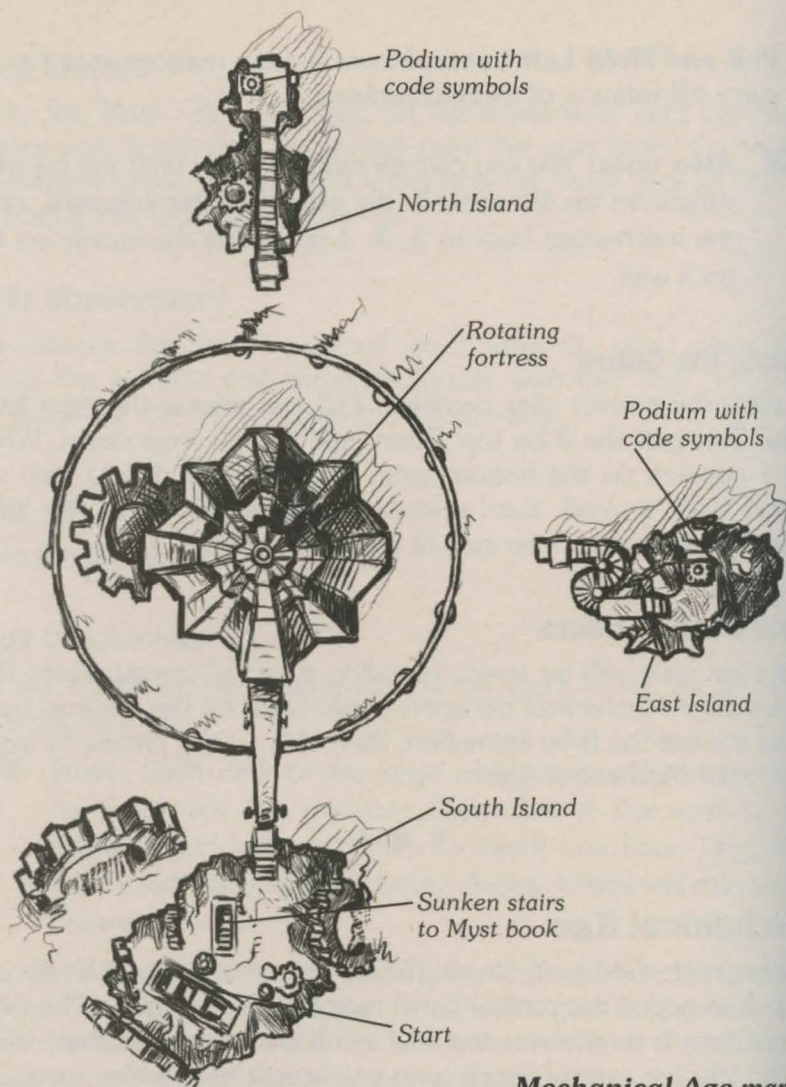
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Mechanical Age

You begin on the South island. Notice two other islands, North and East. Also notice the control panel next to the giant gear. The main puzzle here is to discover the four-symbol combination that, when loaded into the control panel, gives you access to a hidden room.

Cross the bridge and explore both of the brothers' rooms.

- ✖ **Note:** The two pages are hidden in secret storage rooms behind the main rooms.



Mechanical Age map

Sirrus's Room

In Sirrus's room, click on the recessed metal panel just to the right of the chair near the floor. The panel opens into a secret back room. The red page is in the top chest in the back left corner of the room. Also of interest: a note from Achenar, scrolled and tucked into the wine rack on the right side.



Achenar's Room

In Achenar's room, practice on the fortress rotation simulator before going into the secret room. Then click on the recessed metal panel (marked by a yellow stripe) just to the left of the chair. The blue page is beneath the shelf of poisonous vials and potions on the right side of Achenar's secret room.

Elevator Control

Go to the back hallway connecting the rooms of Sirrus and Achenar and press the red button. Go down to the elevator control panel. Push the lever; the control hub will rotate. Line up the openings in the two circles on the indicator to the left of the lever. (The circles turn red when properly aligned.) Now go back upstairs and press the red button again. When the stairs rise up, go forward into the elevator and push the up arrow.

Fortress Control

When you arrive at the top floor, push the middle button, then hurry out. The elevator will drop, revealing the fortress rotation controls. The right handle controls the rotation; the left controls the power. *Your goal here is to rotate the fortress entrance ramp to both the North and East islands, where you'll find the two halves of the access code inscribed on podiums.*

✖ **Condor's warning:** The controls are very sensitive and can be frustrating. All I can say is keep trying. Here's one tip, though: If the rotation gears start spinning wildly out of control, you can stop them by dropping the left (power) handle down to zero and pushing the right (rotation) handle all the way forward. When the gears stop, let the right handle back down gently.

North and East Islands

The North island has the first half of the code; the East island, the second half. Be sure to sketch the symbols. Once you've gotten to



Here's the four-symbol code that opens a passage to the secret Myst book chamber.



both islands, rotate the fortress until it links with the South island (with the giant gear) again.

South Island

Go to the control panel and enter the four-symbol code—which, if you number the symbols in order, turns out to be 2851. Go down to the secret book chamber. Click on the Myst book to open it, then click on the picture to return to the Myst Library.

* * *

Getting from Myst Island to the Channelwood Age

Log Cabin Marker Switch

Activate the Marker Switch by the log cabin (if you haven't already), then return to the Library.

Myst Library

Go to the Map. Click and hold on the tower icon until the beam rotates and “locks on” (turns red) over the cabin/tree icon. Before



going to the tower, retrieve the Channelwood book from the bookshelf; it's the green-and-red one at the far left of the top shelf. Open to the last page and copy the diagram of the tree hut village. *Be sure you copy it exactly.* Certain important details are not entirely obvious. Then go to the observatory tower. (If you don't know how yet, refer back to "About the Map in the Library.")

Myst Observatory

The lookout slot should be lined up to view the giant tree behind the cabin. Go behind the elevator and climb the ladder with the "key" insignia. The plaque at the top will display the following combination: 7, 2, 4. Go in to the log cabin.

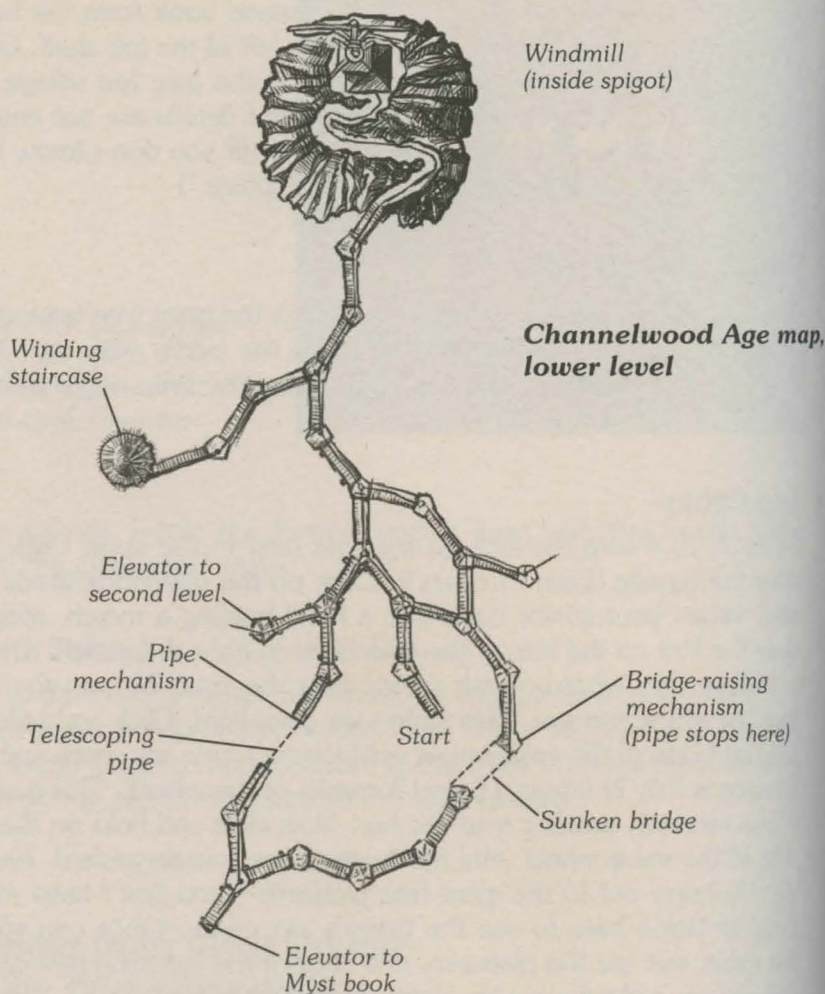
Log Cabin

Enter 7, 2, 4 into the lock on the safe next to the door. Click and drag the handle down to open it. Click on the matchbox inside the safe. When your cursor turns into a hand holding a match, move it over the flint on the side of the matchbox to *light* the match.

Move the *lighted-match* cursor over the small box on the bottom left of the furnace. This ignites the pilot light. Click and hold on the right side of the valve wheel until it won't turn any more and the furnace is fully lit (about 10 or 12 cranks of the wheel). This powers a tree elevator, sending it to the top. Now click and hold on the left side of the valve wheel until the furnace fire is extinguished. *Immediately* hurry out to the giant tree platform—you don't have much time! (It helps here to use the game's *zip mode*. Once you round the cabin and see the platform, one click of the lightning-bolt cursor will zap you right there with plenty of time to spare.)

Tree Elevator

When the tree elevator's door reaches ground level, click on it to hop in, then ride down to the underground room. There you'll find the Channelwood transport book. Click on the book to open it and activate the flyby animation, then click on the picture to transport to the Channelwood Age.



Channelwood Age

The key to this Age is understanding the water power network. You need to redirect water through the piping system on the lower level of Channelwood in order to power different mechanisms. Simple switching devices are located at almost every Y-fork in the pipes. To redirect the flow of water one way or the other, simply click to flip the switch to the left or right.



Here's one of the switching devices that lets you direct water power to various devices in the Channelwood Age.

✧ **Important tip:** Make a map of the lower walkways as you go along. It will save you a lot of time. (Of course, this is a cheat book, and I did include such a map just for you.)

Windmill

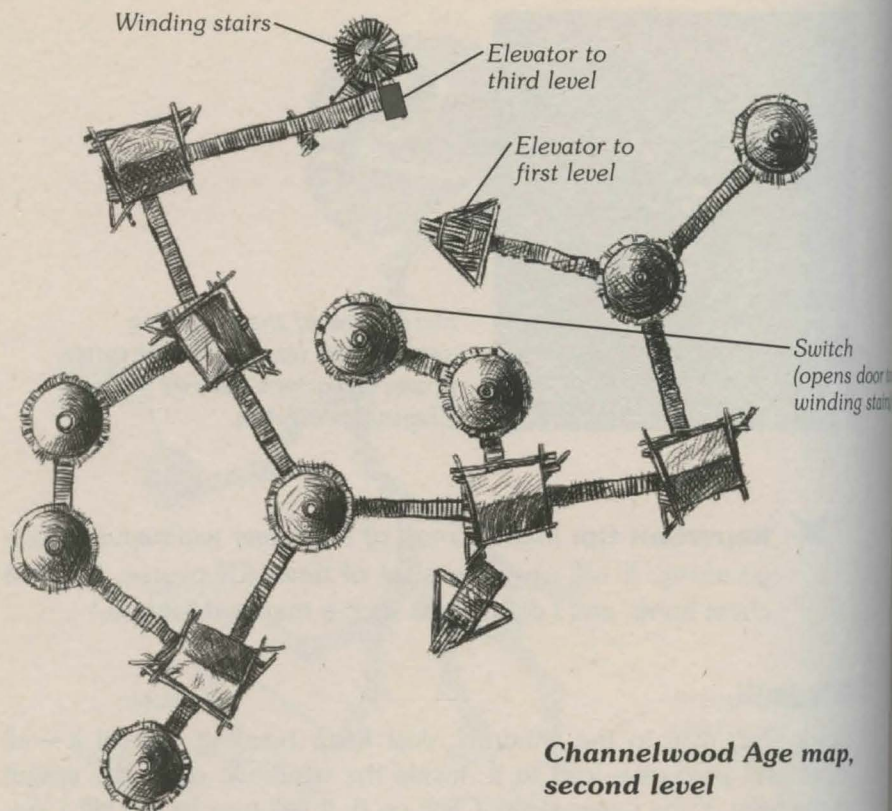
Work your way to the windmill. Just keep heading toward it—all pipes and pathways lead to it. Inside the windmill, open the spigot at the base of the water tank. (Click on it; it will turn to the left.) You should hear water flowing more loudly now. Exit the elevator and head back to the forest.

Elevator to Second Level

Next, redirect water to the elevator box that leads to the second level. At the first fork from the windmill, direct the water to the left. Then follow this order at succeeding forks: right, right, right. Take the elevator to the second level. (Get in, close door, pull handle.)

Second Level

The sketch from the Channelwood book is a map of this level of interconnected huts. Your task here is to find a way to open the upper and lower gates to the winding staircase so that you can get to the second level without using the elevator.



**Channelwood Age map,
second level**

Look on the Map. You'll see that one hut is connected to the winding staircase by a dotted line. Go to this marked hut. (From the elevator, go straight to the first hut, then go right three times, then straight ahead.)

Hut Switch

In the marked hut, you'll find a red switch. Pull the handle on the switch. This opens the gate at the top of the winding staircase. Use the Map to work your way to the winding staircase.

Winding Staircase

Go down the stairs and open (just click on) the gate at the bottom.



Elevator to Third Level

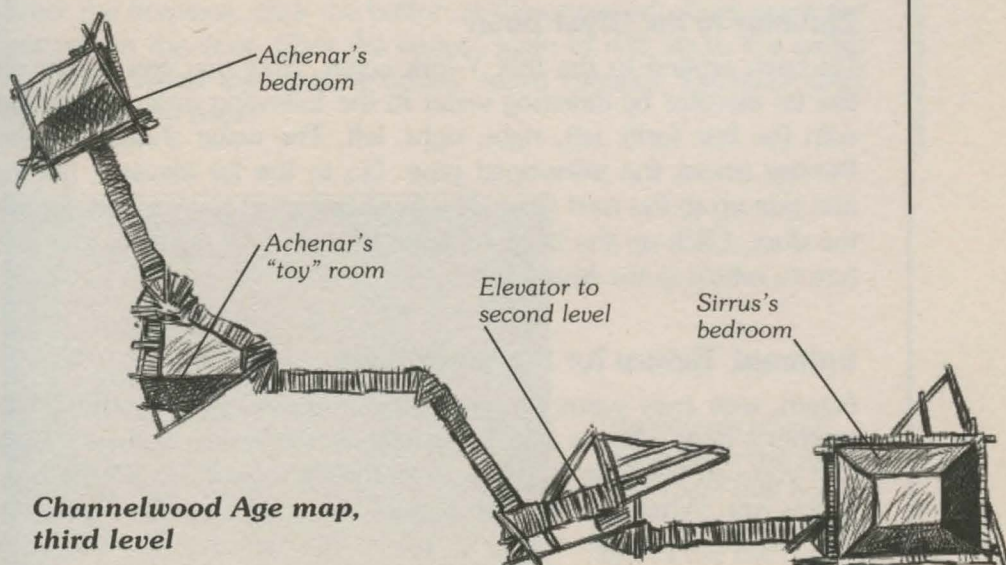
Now follow the walkway back to the first fork. At the first fork, redirect the water to the right. Then go back up the winding staircase. Get into the elevator at the top of the winding staircase and take it to the third level. Exit the elevator and follow the walkbridge straight ahead to Achenar's bedroom—it's the second room down the path.

Achenar's Bedroom

The blue page is on the floor next to the hologram device. As you return to the elevator, you'll see a walkbridge that runs to its right. Follow it to Sirrus's bedroom.

Sirrus's Bedroom

The red page is in the drawer of the desk on the left (the one beneath the window that frames the windmill). *Very important:* Also look in the right-hand drawer in the pedestal under the bed. There you'll find the other half of the torn journal page. Write down





its contents, combining them with those of the first half (which you found in Achenar's Stoneship bedroom).

Take the elevator back down, then go down the winding stairs and out to the first fork from the windmill.

Hidden Bridge

Power up the hidden bridge by directing water at the fork switches and following the flowing water in the following order (beginning with the first fork): left, left, right. At what seems like a dead end, you'll see that the pipes lead into a mechanism. Pull its handle. The hidden bridge will rise out of the water.

Telescoping Pipe

Continue down the path to the far elevator, then turn right and follow the other path (the one with water pipes) until you reach the dead end. Turn the crank to telescope the pipe across the gap. Now you can get water power all the way to the far elevator—the one to the Myst book.

Elevator to the Myst Book

Go back around to the first Y-fork again. Now you can power up the far elevator by directing water in the following order (beginning with the first fork): left, right, right, left. The water should now be flowing across the telescoped pipe. Go to the far elevator, get in, and ride up to the next level. The Myst transport book is just outside the door. Click on the book to open it, then click again on the picture to return to the Myst Library.

Optional: Return for the Other Page

Again, you may want to return to Channelwood for the other brother's page. At the first fork, redirect the water to the right so that you can take the elevator up to the third level, where the bedrooms are. When you get the page, simply return to the first fork and redirect the water to the left again. Now you can go straight to the far elevator and return to Myst.



* * *

Back at Myst: The Endgame

Myst Library

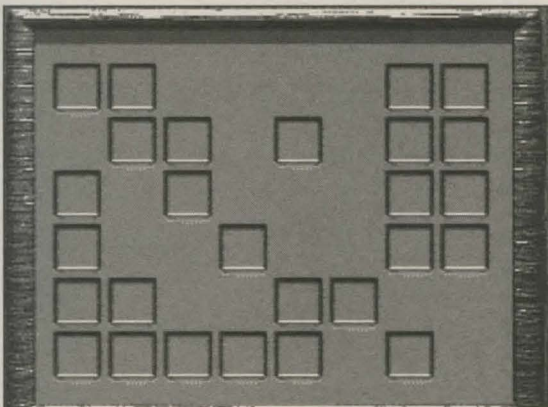
Listen to either brother's final message. If you've inserted pages from all four Ages, he'll tell you about the pattern on page 158 of the book farthest to the right of the middle shelf. Get the book, turn to page 158, and copy down the pattern. Now it's time to open the Marker Switch Vault.

Marker Switch Vault

Follow the directions from the torn journal page: Make sure all eight Marker Switches on the island are turned on. Then go to the dock and turn that Marker Switch off. Retrieve the white page from the open vault. Go back to the Library.

Myst Library

Enter the fireplace, click the button at the upper left, then enter the pattern on the door. Click the button again to ride up to the secret chamber. When the elevator opens, move forward. Decision time! Whom do you trust?



This pattern allows you to enter the secret book room that holds Atrus's green book, as well as the final red and blue pages.



The Green Book

Defy both brothers by clicking on the green book, then click on the picture of Atrus and listen to his message. When he's finished, click on him again to transport to Dunny. (Be sure you have the white page before you do this!)

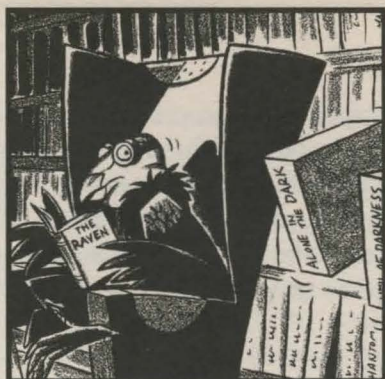
Dunny

In Dunny, give the white page to Atrus when he asks for it. You've won! Now, if you'd like, you can use the Myst book that he offers you to transport back to the Myst Library and explore at your leisure.

Publisher: Brøderbund

To order, contact:
Brøderbund Software-Direct
P.O. Box 6125
Novato, CA 94948-6125

For direct orders, call:
1-415-382-4600



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Phantasmagoria

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|----------|----------|----------|----------|----------|----|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Phantasmagoria is a graphic adventure with an emphasis on the graphic. Firmly implanted in the horror genre, the game features numerous puzzles, live actors moving through lush digitized back-grounds, and plenty of full-motion video sequences. This latest from Roberta Williams is a far cry from her *King's Quest* series. In fact, *Phantasmagoria*'s gruesome horror effects may put off some gamers.

The Story

Don Gordon and Adrienne Delaney are just your typical young American couple . . . rich, happy, deeply in love. He's a photographer; she's a best-selling novelist. They buy an island estate near scenic Nipawomsett. They move into the mansion. For some odd reason, they keep all the old furnishings, some more than a century old. But hey . . . recycle!

Anyway, Adrienne explores her house one day. Apparently, she didn't look around much before plunking down the million dollars. She finds a chapel hidden behind a fireplace. Cool! She opens a box. Oops! That was a Bad Spirit Box. Now her husband is possessed. He starts to act like . . . well, more like a real husband. Moody. Possessive. Self-absorbed. Abusive.

Are you skeptical? Look, demonic possession has been scientifically proven. I know, because I read that in the supermarket checkout line the other day. So when Don gets weirder, and the house mirrors start acting up, Adrienne does precisely what any intelligent woman would do. She goes into more dark passages and crypts, looking for trouble!

Of course, I can't say anything else without giving away the plot. Suffice it to say that by game's end, Adrienne Delaney needs a new Realtor.

The Verdict

Phantasmagoria is a creepy, gruesome game. Which is good. I'm pretty sure.

Of course, we have to overlook things. For example, Adrienne wears the exact same outfit for days on end. And the acting is too



hackneyed. And the script is a bit pedestrian. Worst of all, we're forced (not unlike Carno's wife, Regina) the classic horror film "idiot plot." How many manifestations of evil must Adrienne witness before she hops a plane to LAX? I know, I know: She loves her husband. Hey, I don't care if it's my mom acting that way. I'm gone, man.

But wait. I'm quibbling again. Obviously, you forgive the heroine's idiocy because you want to be scared. At times while I was playing *Phantasmagoria*, I found myself inching away from the screen, clawing frantically at the mouse, actually afraid to click. Now there's an achievement for a computer game.

So hats off (revealing wormy brain matter) to Sierra and Roberta Williams. The Condor gives *Phantasmagoria* a gory, blood-splattered 7.

* * *

The Flythrough

This flythrough includes steps not absolutely necessary to complete the game, but which flesh out . . . God, I love that phrase . . . the narrative.

CHAPTER ONE

The game opens with Adrienne sitting at her kitchen table after sharing a loving cup of coffee with her loving husband, Don. Time to explore.

Kitchen

Stand up from the table and click on the drawer next to the kitchen table. After Adrienne opens the drawer, take the matchbook. Go into the pantry.

Pantry

Turn on the light. Move the rug to reveal the trapdoor. Go back through the kitchen into the dining room.



Dining Room

Look at the portrait over the fireplace. Click on the fireplace for a close-up and take the poker. Return to the pantry.

Pantry

Turn on the light again. Use the poker to pry open the trapdoor. Put the poker back in Inventory take out the matchbook, and click it on Adrienne; she lights a match. After she gets into the cellar, pick up the hammer from the floor. Explore everything and go back upstairs to the dining room.

Dining Room

Continue south to the other half of the room. Look in the mirror. (Notice anything peculiar about the reflection of the portrait?) Go into the reception hall.

Reception Hall

Incidental things you can do here: Pet the cat, crank the player piano, look behind the bar at the bottle of absinthe, and try the fortune-telling machine. After you explore the room, try the door to the library (down the short passage between the fireplace and piano) or to the theater (next to the bar). Both are locked. After Adrienne discovers this, exit the reception hall through the front door, left of the fortune-telling machine.

Outside House (Front)

Go left to the car. Click on the car to drive into Nipawomsett.

Nipawomsett

Cross the footbridge veering right. Go into Robert Thompkins Realty. After your pleasant conversation with slimeball Bob, click on him again to ask about additional keys. Click on the file drawer at left to get the key. Exit the office and return to the car, but don't get in yet. Instead, walk left down the path to the house.



Malcolm's House

Check the mailbox to learn that the resident's name is Malcolm Wyrmsadow. (Note the correspondent's name and return address . . . ha!) Return to the car. Click on the car to return to your estate.

Estate Grounds

Before we try the new key, let's explore a bit. Try to open the carriage-house doors. Walk back toward the house, but veer down the garden path to the left. Just through the gate, turn right and explore the garden area. Go through the broken arbor arch and head to the lower left. Follow the path up to the crypt and examine it. Continue down the path to the lower right of the screen to the end of the path. Enter the house and go up the spiral staircase to the second floor.

Second Floor Hallway

Go through the first doorway on the right into Marie's bedroom.

Marie's Bedroom

Take the tarot cards from the dresser top. Open the vanity drawer and read the letter from Marie to her lover. Exit and go across the hall into Carno's bedroom.

Carno's Bedroom

Lie on the bed. Open the dresser drawer and examine the cigarette case. (Note three cigarettes within.) Click on the vanity, open the wooden jewelry box, and open the small box that holds a ruby ring. Exit and go down the hallway into the next room on the left.

Bathroom/Darkroom

After your conversation with Don, click on the sink. Click on the light fixture on the ceiling. Click on Don a couple of times and exit into the hallway. Go straight down the hall into the next room.



Collectibles Room

Examine the chair and get shocked. Exit into the hall and go right to climb the stairs to the third floor.

Third Floor Hallway

Try the closed door just to the right of the stairs . . . it's locked, and there's a key in the keyhole on the other side. Enter the first room on the left side of the hall.

Nursery

Try to take the teddy bear on the dresser. Cross the room and examine the odd mist hovering above the crib. Exit and proceed down the hall. Then turn left twice to enter the conservatory.

Conservatory

Cross the room to the left. Click on the red couch at the left to examine the odd lantern on the end-table. Examine the large canvas on the easel and the small painting by "Leonora" on the floor. Examine the large red vase to see a bloodstained apron embroidered with an "H." Exit and cross the hall into the bedroom.

Don and Adrienne's Bedroom

Open the dresser and take the five-dollar bill. Cross the room and click on the computer. Exit the bedroom, go forward down the hall, and go through the open door into the bathroom.

Bathroom

Go to the sink and use toiletries. Use the toilet. Exit the bathroom. Now go back downstairs and use the key on the library door.

Library

Read the magazine lying on the table. Click on the bookshelf to read book titles. Click on the desk in the back right corner. Take the black onyx statue on the desk and examine it in Inventory. It's a letter opener! (Leave the blade out.) Open the drawer and read



Carno's letter. Examine the fireplace (click on it twice) to knock out a brick. Then look through the hole to see the chapel. Use the letter opener on the fireplace. Enter the chapel.

Chapel

Cross the room. Click on the altar to move the Bible. Click on the bible to examine Carno's family tree. (Lot of wives, eh?) Now open the box on the altar. Yikes!

CHAPTER TWO

After Adrienne's morning argument with Don, get the five-dollar bill from the dresser (if you haven't already). Go downstairs to the reception hall.

Reception Hall

Hear that strange music? Before you investigate, get a new fortune from the fortune-telling machine. Look at the bottle of absinthe behind the bar. Go upstairs to the collectibles room.

Collectibles Room

After you examine the phonograph, go up to the third floor and check out the wailing from the nursery.

Nursery

Weird, man. Since you're up here, check out the conservatory.

Conservatory

Examine the big painting on the easel. Hmmm . . . has somebody been working on this thing? Go downstairs to the secret chapel.

Chapel

Open the box on the altar. After Adrienne examines the odd book, exit the house and go into Nipawomsett.



Nipawomsett Footbridge

Cross the bridge, veering to the left. Go into the Nipawomsett General Store.

General Store

Talk to the storekeeper. Quickly give him the five-dollar bill (or he'll put the drain cleaner back). After your conversation with the storekeeper, go left to the rear of the store. Grab a dog bone from the barrel. Exit and veer right down the street.

Robert Thompkins Realty

Enter and watch the sleazeball at work. After you exit, go into Lou Ann's Antiques next door.

Lou Ann's Antiques

Click several times on Lou to ask questions about Carno and the estate. (Keep clicking on Lou until you run out of questions.) Click on the display case to find out about the titanium crucifix. Exit and go to Malcolm's house.

Malcolm's House

Give the poor dog a bone. Open the gate. Knock on the door. After being rebuffed by the housekeeper, return to your car, drive home, and enter the now-open carriage house.

Carriage House

Click twice on the open stall (and have a Spaz attack, ar ar ar). Walk across the room and examine the cooking utensils. Optional: Give the drain cleaner to Don. Exit, go into the house, and go up to Don's darkroom.

Second Floor Hallway

Click on the door to the darkroom. Watch the chapter-ending pleasantries between Don and Adrienne.



CHAPTER THREE

After Don leaves the picnic with a headache and Adrienne packs up, click on the tree in the foreground. After Cyrus runs off, follow him to the “barn” (the carriage house).

Carriage House

Enter and check out the situation. Climb the ladder to the hayloft.

Hayloft

Take the pitchfork and click it on the pulley at right. Click on the pulley hook. After Harriet is free and gone, click on the hole in the hayloft (where Harriet was stuck). Use the hammer to pull out the nail. Climb down the ladder.

Carriage House

After your conversation with Harriet, exit and go into the house.

Reception Hall

Go to the fireplace and grab the newspaper lying on the floor near the chair. Get another new fortune, and check the absinthe bottle behind the bar again. Go upstairs to the third floor and enter Don and Adrienne’s bedroom.

Don and Adrienne’s

Examine Adrienne’s computer to get a close-up of odd writing. (Note that you can pick out the words, “You do have danger.”) Go across the hall to the conservatory.

Conservatory

Check out the large painting on the easel again. Who’s working on this thing? Exit and go to the locked door next to the stairway.



Locked Door (Stairs to Fourth Floor)

Use the newspaper on the door, use the nail on the door, and pull out the newspaper to get the key. (Alternate method: Use the nail on the door; then use the poker on the door.) Use the new key on the door and go upstairs.

Fourth Floor Landing

Go into the room at the right.

Malcolm's Room

Look out the window. Take the book from the dresser. Exit the house and go into the carriage house.

Carriage House

Cross the room to the fireplace and talk to both Harriet and Cyrus. Give the tarot cards to Harriet. Exit the carriage house, drive to Nipawomsett and go to the Realtor.

Robert Thompkins Realty

Click on charming Bob, who tells you that a phone man is coming out to your house tomorrow. Exit and go next door to the antique shop.

Lou Ann's Antiques

After your conversation with Lou, click on the scrapbook to read the first article about Carno. Click on the side arrows to turn pages and read all pertinent articles. Exit and head over to Malcolm's house.

Malcolm's House

Click on the gate to enter. (Apparently, the dog is still chewing on that bone you gave him yesterday.) Knock on the front door. Use the book on the housekeeper. After your brief meeting with Malcolm, drive back home. Watch the chapter-ending movie.



CHAPTER FOUR

Parents: You'll want to keep this brutal sex scene from little eyes. After Don's lustful attack on Adrienne, go across the hall into the conservatory.

Conservatory

Look at the large painting on the easel again. Exit and go down to Carno's bedroom on the second floor.

Carno's Bedroom

See the glowing item on the vanity? Click on the vanity for a close-up; then click on the necklace. After the ghostly conversation, the necklace disappears. Go downstairs to the reception hall.

Reception Hall

After your conversation with Harriet, check out that dwindling bottle of absinthe behind the bar again. Get today's fortune from the machine. Exit the house through the dining-room door.

Garden

Click on Cyrus by the woodpile. Go back in the house and go into the kitchen.

Kitchen

After Harriet does your tarot reading, walk over to the sink where Harriet washes dishes. Click on her to ask about the building you saw from the tower window. She tells you to ask Cyrus; take her advice, and go back out by the woodpile.

Garden

Talk to Cyrus and follow him. Go down the path to the crypt and continue to the washout dead end.



Washout

Cyrus waits for you. After he pushes down the tree and leaves, click on the tree to cross over the washout. Go down the path. Pick up the glinting object . . . a lens piece . . . along the way and continue to the greenhouse.

Greenhouse

Enter the building. Pick up the trowel. Gruesome, eh? Go back into the building and look in the big clay pot. Now exit and go past the greenhouse to the telescope.

Telescope

Use the lens piece on the telescope, and then look through the telescope again. Notice that other window by the tower room? Go back to the house. As you approach, you hear a car arrive. Go into the house through the front door.

Reception Hall

Talk to the telephone man. Go upstairs to the second floor and head for the stairs to the third floor.

Outside Darkroom

After Don accosts Adrienne, continue on up to the fourth floor landing.

Fourth Floor Landing

Click on the left wall. After Adrienne examines it, use the hammer on the wall. Go through the opening.

Attic Room

Examine the portraits and the strange contraption at the far left. Open the trunk. Examine the locket. Click on the trunk again and read the diary. Click on the trunk again and take the brooch. Look in the mirror at the far right. Exit the room, go back downstairs to the first floor, and watch the chapter-ending movie.



CHAPTER FIVE

After Adrienne's bad dream, look at the computer. Exit and explore the upstairs areas. First, go across the hall into the conservatory.

Conservatory

Once again, examine the large painting on the easel. Getting weirder all the time, eh? Now go upstairs to the attic room.

Attic Room

Look in the mirror. Now that's gotta hurt. Go downstairs to the second floor and enter the collectibles room.

Collectibles Room

Hey, that mirror's foggy, too. Look in it, but not before any meal you might have planned for the near future. Now go down the hall to Carno's bedroom.

Carno's Bedroom

Open the dresser drawer and look in the cigarette case again. Hey, weren't there three cigarettes before? OK, head down to the reception hall.

Reception Hall

After you talk to Cyrus, get your daily fortune from the machine and check the absinthe bottle behind the bar. Go out to the carriage house.

Carriage House

After the seance, go behind the house into the garden. Walk over to the gazebo.

Gazebo

Did you see that rose appear? Pick it. Then walk over to the fishpond.



Fishpond

Look in the fishpond. Poor kitty. This time, Adrienne ends up in the dining room.

Dining Room

Look in the mirror. Poor Victoria. Adrienne ends up in the kitchen. Go upstairs to the third floor and enter the conservatory.

Conservatory

Click on the odd lantern, which is now in the center of the room on the dais. When you see the projection of the dragon, click on that spot on the wall.

Secret Passage (Third Floor)

Proceed down the passage to the lift.

Secret Passage (Second Floor)

After Adrienne takes the lift down, click on the left wall of the passage to open a secret viewing panel that looks into Marie's bedroom. Close the panel and continue down the passage to the next lift. Use the lift to go down another floor.

Secret Passage (First Floor)

After exiting the lift, walk to Adrienne's right. Open the panel on the left wall to see into the chapel. Continue ahead through the secret door into the chapel.

Chapel

Walk across the chapel. Click on the darkened area of the wall to open another secret door and enter a continuation of the secret passage.

Secret Passage (to Crypt)

Walk down the long passageway until you reach the underground crypt.



Carno's Crypt

Read all of the plaques on the tombs. Use the fireplace poker to pry off the tomb lids of Carno and Marie. Now go all the way back to the chapel, cross to the secret passage on the other side, and return to the lift.

Secret Passage

From the lift, go straight ahead. Open the secret door and go into the theater.

Theater

Explore the theater. Examine the strange chair on the stage. Go through the door to the left of the stage.

Makeup Room

Open the armoire. Take the old photo. Exit the room into the theater and exit the theater through the main doors. Watch the chapter-ending movie.

CHAPTER SIX

After Don stalks off upstairs, do the usual reception room-things . . . get a new fortune, check the absinthe bottle. Talk to Mike, the telephone repairman. Then go through the pantry down into the wine cellar.

Wine Cellar

Cross the cellar. Look at the shimmering wine cask. Go into the theater.

Theater

Did you get the visual clue? Go up on stage and look in the flip-card machine, if you have the intestinal fortitude. Now go into the makeup room and look in the mirror again. (Uh-oh, it's shimmering. Prepare for shock.) Exit the theater and go upstairs to Marie's bedroom on the second floor.



Marie's Bedroom

Look in the vanity mirror. After the horrific vision, cross the room and click on the wall to enter the secret passage.

Secret Passage (Second Floor)

Pick up the cigarette butt. Take the lift up to the third floor and exit the secret passage into the conservatory.

Conservatory

Look at the large painting on the easel again. Looks almost finished, doesn't it? Exit and cross the hall into your bedroom.

Don and Adrienne's Bedroom

Examine the computer. Major bummer. Exit the house and go into the carriage house.

Carriage House

Talk to Harriet; then talk to Cyrus. Exit, drive to Nipawomsett, and go to the antique store.

Lou Ann's Antiques

Click the brooch from the attic trunk on Lou to trade it for the crucifix. Exit and go to Malcolm's house.

Malcolm's House

Show the photo of Malcolm and Carno to the housekeeper to get in and see Malcolm. After his long story, go back to your house, enter, and watch the chapter-ending movie.

CHAPTER SEVEN

Go directly down the hall into the nursery.



Nursery

Pick up the shard of glass. Exit and go to the conservatory.

Conservatory

Examine the large painting one last time. Is that the demon, or what? Exit and go downstairs to the reception hall.

Reception Hall

Try the front door. Uh-oh. After Adrienne ends up in the dining room, go to the theater.



Note: If you haven't gotten the crucifix from Lou's antique shop yet, you need to take the secret passageway from the chapel to Carno's crypt, then get the rosary from Marie's tomb.



Note: Don't go in the darkroom yet!

Theater

Go into the makeup room. Examine Don's vest on the floor to get the snowman Christmas ornament. Now go upstairs to Don's darkroom on the second floor.

Darkroom

Enter the darkroom. After Don attacks, quickly click on the drain-cleaner bottle to throw it in his face. Next chance you get, click on the spellbook on the table. You automatically end up in the theater.

Theater

As Don straps you into the chair, use the snowman ornament on him. As he looks it over, quickly pull the lever on the chair. This triggers a long movie sequence. When it's over, run! Click on the Cursor Arrow icon leading up the aisle at the right, to the secret passage. You end up in the secret passage.



Secret Passage

You can only run down the passage to the right, where it's blocked by a big hole. Quickly, use the water pipe to climb over the hole.

Secret Ritual Chamber

Do everything quickly now. After you get inside the door (in the nick of time), bar the door. Run down the stairs and click on the altar to approach it. Put the spellbook on the altar. After Adrienne translates a bit and realizes she needs a talisman, click on Carno's corpse to get the talisman. Put the talisman on the book. Use the glass shard (or cameo brooch) on Adrienne to draw blood. Use the crucifix (or rosary beads) on the book. Then watch the show.

It's over. You won, believe it or not.

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16

Return to Zork

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|---|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Good news for literate adventure gamers: *Zork* lives!

The Condor has long been a fan of the old Infocom text adventures set in the empire of Zork—*Zork I*, *Zork II*, *Zork III*, *Beyond Zork*, *Zork Zero*. If you're a gamer and you've never been Zorked, you're missing a real treat. Because unlike many current adventure games, the old text adventures featured clean, clever, competent writing. They *had* to, since there were no whiz-bang multimedia pyrotechnics to cloak lame storytelling.

Well, *Zork* is back. And not a moment too soon. Of course, now it's got art. Live-action video. Multi-channel sound. All the bells and whistles. Yeah, it's big, it's beautiful . . . and it still features some of the best writing/storytelling in the business.

The Story

Here's the premise. You are you, and you've just won the Grand Prize in a vacation sweepstakes. The prize package features an all-expenses-paid, four-day stay in a resort called "the fabulous Valley of the Sparrows." (You receive this information via an amusing letter packed into the *Zork* game box.)

But when you arrive in the fabulous valley, you discover that the *Sparrows* in the name has been summarily replaced by *Vultures*. Before long you're wandering amongst the ruins of the lost Underground Empire of Zork, a legendary world hidden away 400 years ago during something called the Great Diffusion. You quickly learn that an evil magic power embodied in someone named Morpheus has reinhabited the land . . . and of course it's up to you to rein in the guy.

Your adventure actually starts above ground. After a little white-water rafting, you end up in the forlorn little town of West Shanbar, where the mayor's a hustler, the mill owner's a lush, and the schoolmarm's a . . . well, a schoolmarm. A little exploring leads you underground.

Your ultimate objective is to gather all six pieces of the mythical Flying Disc of Frobozz so that you may fling it at the Wall of Illusion and face Morpheus himself in a life-or-death game of modified chess called *Survivor*.



The Verdict

By current standards, *Return to Zork* is very nearly a perfect game. It's amusing, clever, beautiful, challenging, and it all adds up to a perfect 10 in the overall fun category. Several industry magazines named it CD-ROM Game of the Year when it debuted against heavy competition—Cyan's *Myst* and Trilobyte's *The 7th Guest*. I have to admit that I've probably had more raw fun playing *Return to Zork* than I had with any other CD-ROM title of its era, and it remains among my favorites.

* * *

General Tips

Use Your Tools!

Use your camera to photograph everybody in Zork who seems in any way important. Your photo album will elicit a *lot* of useful information from characters you meet. The same is true of the notebook you get from Ms. Peepers (if you pass her quiz.) All the pertinent information that you learn on your journey is automatically recorded there. Refer to it whenever you find yourself stuck.

Killing Is Bad . . . Unless It's Good, Of Course

Look, this isn't an FRP. You can't just hack and slash your way to victory in *Zork*. These people have *rules* here. Mindless violence and sundry other felonious acts will often be punished. You could even lose your inventory. However, a sly burglary or a good whack upside the head isn't *always* a bad thing. Just keep in mind that an antisocial activity, when called for, will appear to be a fairly obvious course of action.

Ask Everybody Everything

When you meet a new Zorkian (Zorkoid, Zorker, whatever) click on the Ask icon (the question mark), then click on every other icon that



appears. *Also note:* If you meet the same character later, ask the character everything again—there may be new information lurking in that vertical icon stack.

* * *

The Flythrough

1. Approach to Shanbar

Mountain Pass

Pick up the rock and throw it at the vulture. Zoom in on the sign. Use your knife to dig up the bonding plant. Go forward.

Lighthouse

Enter the lighthouse. Talk to the lighthouse keeper. For fun, ask him about the map and click on the road to the south to get the his reaction.

Behind the Lighthouse

Use the knife to cut the vines. Tie the vines to the planks to form a raft. Ride the raft downstream.



The Wizard Trembyle is pretty sharp for a 400-year-old guy. Heed his words.



River

When the bridge appears, you will automatically exit to the left. (You've got to do this manually in the disk-based version of the game.)

2. West Shanbar

Mayor's Office (Town Hall)

The first building on the left is the town hall. *Optional:* Browse through the files to get some quite useful information.

Schoolhouse

The first building on the right is the schoolhouse. Use the knife or some other solid object to ring the bell outside the schoolhouse. Ms. Peepers will let you in.

Quiz

Answer Ms. Peepers's question. (All answers are in the *Encyclopedia Frobozzica*, which accompanies the game.) If you answer correctly, she'll give you a notebook. Use this to record pertinent info as you travel through Zork.

Gift Shop (First Visit)

The second building on the left is the gift shop. The door is locked. You cannot enter yet.

Hardware Store

The second building on the right is the hardware store. Pick up the crank and box, then place them in your inventory. The mice are worthless, gamewise. If you want, you can pick them up—but be sure to put them into the box to avoid catching hantavirus.

The Bridge

Go back to the town entrance. Turn around to face the bridge. Click to the right of the bridge (down arrow) to visit the waif under the bridge.



Under the Bridge (First Visit)

Talk to the waif. He'll offer information, but nothing more yet. (Note: Don't get tough or show him anything scary; he'll run away.) Go back up to the bridge, then go left to the Old Mill.

Old Mill (First Visit)

Drink with Boos Myller, the drunken operator of the mill. Each time he fills your glass, dump it into the plant, then offer a toast. When Boos recites the correct line from the Shanbar toasting ritual, drink from the empty glass. After the third toast, ask for his keys. Ask any further questions before the fourth toast is complete. (You can come back later, when he's sober.)

When Boos passes out after the fourth toast, put his silver flask into your inventory. (Note the trapdoor.) Now go through the door on the left to get behind the Old Mill. Retrieve the key and flip the chock to activate the water wheel. (If the trap door didn't appear when Boos passed out, it will now.) Go to the gift shop.

Gift Shop (Second Visit)

Use the single key (from behind the Old Mill) to open the door to the Gift Shop. Take the battery and place it in the Tele-Orb. Zoom in on the cash register to open it. Take the tickets and coins. Go back to visit the waif under the bridge.

Under the Bridge (Second Visit)

Give the Dizzyland/Dizzyworld tickets to the waif. He'll give you a gift in return. Go back to the old mill.

Old Mill (Second Visit)

Go down through the trapdoor. Use Boos's set of keys to open the door at the bottom; enter the New Mill, which is a portal to the underground.



3. East Shanbar (Underground Village)

New Mill

From the door, go left to East Shanbar. The path on the right leads to the Hero's Memorial.

General Store

The first building on the left is the general store. You can't unlock the door here yet. Keep going.

Moodock's Armory

Play *Survivor* with Moodock. If you win, he'll give you a coin and a rusty old sword.

Blacksmith Shop (First Visit)

Give the blacksmith your old sword.

Inn of Isenough

Talk to Molly to get information. You can't check into a room yet.

Blacksmith Shop (Second Visit)

Pay the blacksmith for repairing your sword. If you show the blacksmith the sword and then threaten him, he'll exchange it for the Dwarven Sword. (If you accept the first sword he gives you, you'll have to return when it shatters.) Go back to the bridge and turn left to the boat dock.

Boat Dock (First Visit)

Click on the knot Ben is tying. He'll teach you the cow hitch. Show Ben a photo of any woman or play him a recording of a woman's voice. He'll give you a letter for Witch Itah. Now cross the bridge into New West Shanbar.



4. New West Shanbar

Hero's Memorial

Nothing of interest here. Turn left to the Fool's Memorial.

Fool's Memorial

Take the book from the base of the memorial. (Note: When you first meet Rebecca on the road, show her this book. She won't be able to translate it then, but she will the next time you find her.) Continue down the road to Snoot's farm.

Snoot's Farm

Climb in through the window of Rebecca's trailer. Enter her bathroom, through the door on the back wall; she's a real knockout. When you awake, she'll give you another quiz. Again, the answer is in the *Encyclopedia Frobozzica*. Now go through the door on the right into the bedroom. Take the mirror. Try to enter the other bedroom, then make Alexis snarl at you—you'll need the recording later—then head for the kitchen.

In the kitchen, open the refrigerator and take the meat. Take the thermozz from the table. Pick up the soap, drop it in the sink, and turn on the water. Wash the waif's gift in the soapy water. Exit the trailer.

To the right of the trailer is the silo. Insert the crank into the silo latch and turn it clockwise. Add carrots to your inventory. Go back to face the Fool's Memorial, then go right to Pugney's ranch.

Pugney's Ranch

Pugney's house is the building on the right. Tap on the window and talk to Pugney. Be apologetic; you'll get permission to take the bra box out on the lawn. Ask him about the book; he'll translate the title for you. Back away, take the bra box, back away again, and go into the barn, the building on the left.

(Note: You'll soon notice that the meat is rotting.) Pick up the hay, then drop or throw it. Light a match and use it to burn the hay.



Warm your hands over the hay. Pick up the thermozz and use it to catch the milk as you milk the cow. Since you just burned the cow's food, feed your carrots to the hungry animal.

Note: If you need more milk later, you can always return here and repeat the same procedure. Your supply of carrots for feeding the cow can be replenished too.

Now go back through East Shanbar, then take the left fork in the road to the ruins.

5. Outside East Shanbar

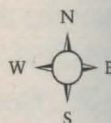
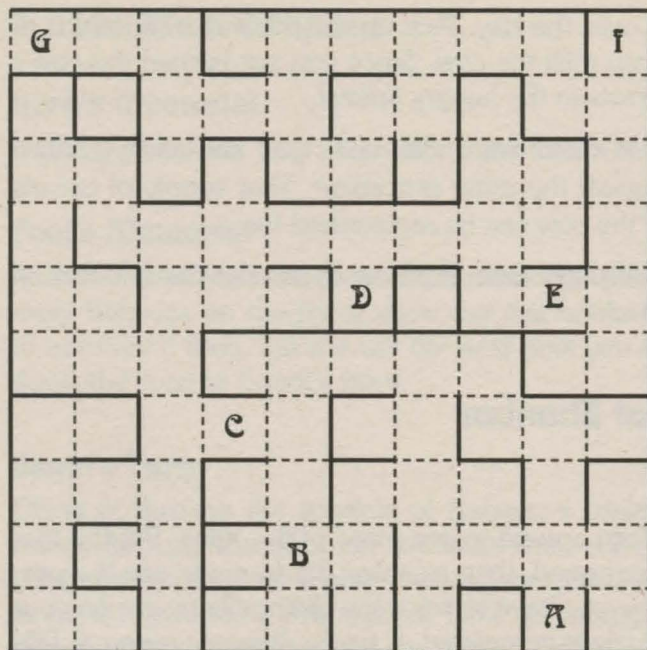
Ruins

Pick up the tiles. Turn around to see more of the ruins. Put the tiles in the frame on the ground, then examine the frame to see the puzzle. No cheat here—you have to solve the sliding-tile puzzle on your own. When the puzzle is completed, it reads: "Water unseen at falls mix with bat droppings yields potion for invisibility." The lower text reads: "... Search for three more pieces on the ground where this was found." On the ground you'll find another disc piece and two illumynite rocks. Put them in your inventory. Continue on down the path to the Forest of the Spirits.

Forest of the Spirits

Go to the Coin Tree (the one with metal leaves). Use your sword to strike the tree, then pick up the zorkmids that fall to the ground. (Note: Whenever you're short on cash, come back here for more zorkmids.) Find the Bowman. To cure his blindness, give him the thermozz of milk. He'll give you his bow and arrows. Go to the Fairy's location and strike a match to avoid a grue attack. When the Fairy appears, give her a friendly reaction. She'll give you a bag of fairy dust.

Find the Tree Spirit and listen to her songs, which change with your reaction to her. Now find the Pile of Leaves. Throw something (but not your sword) at them to spring the trap, then use your sword to free whatever you just threw. Strike the Hungry Boar Memorial



- Key**
- A = Coin tree
 - B = Bowman
 - C = Fairy
 - D = Tree Spirit
 - E = Leaf trap
 - F = Boar statue
 - G = Giant spider

↑
Entrance

three times with your sword, then take the third disc piece. Avoid the Giant Spider for now. Retrace your route to the entrance of the forest, then leave.

6. Return to East Shanbar

Blacksmith Shop (Second Visit)

Show the book to the blacksmith. For a fee of two zorkmids, he'll translate a joke. (Don't forget to pick up the rebate of one zorkmid that he returns after smudging your book.)



Inn of Jsenough

Go to the Inn and give coins to Molly to pay for a room. Back away from her and click on the elevator. In the room: If the silver flask is empty, fill it with water from the sink—that is, pick up the flask, click it on the sink, turn on the sink, then quickly click the flask on the sink while the water runs.

Put the illumynite on the nightstand. Zoom in on the monitor; for fun, zoom in closer and watch the commercial. Now turn off the lights. Morpheus will enter your dreams. Turn on the lights and retrieve the illumynite.

Incinerator

Flip lever #1 to open the incinerator. Throw the bra box over the incinerator wall (click near the top of the screen). Click lever #1 again to close the incinerator, then click lever #2. When the drawer pops open, zoom in and pour water from the flask onto the red-hot wire, then pick up the wire.

General Store

Use the wire to pick the lock on the door of the General Store. Shake the cereal box twice to reveal the whistle inside. Take the whistle. Take the mice out of the box in your inventory and drop them. Pick up the rats and put them in the box. (If you put the rats in before removing the mice, they'll catch the hantavirus and die.)

7. The Witch and the Bog

Boat Dock (Second Visit)

Pay Ben to get a boat. Put a rat into the boat's motor. The boat will take you to the Witch's Hut.



Witch's Hut (First Visit)

Leave the rotting meat outside. When Witch Itah appears, show her the joke book, the orb, and the thermozz. After you hand her Ben's letter—be sure you haven't opened it!—she'll give you her walking stick for navigating the bogs. Retrieve the meat.

Creeping Bogs

Test *every* patch of bog with the witch's stick. (If the stick sinks, so will you if you step on the patch.) When you exit, you'll be at the Whispering Woods. *Note:* The bog maze is randomly generated in each game. However, the exit is roughly to the northwest of the entrance. When you exit, go forward through East Shanbar, then back to the Forest of the Spirits.

Forest of the Spirits (Second Visit)

You're probably low on cash at this point. Whack the Coin Tree a few times with your sword. Take the money that falls and return to the Boat Dock.

Boat Dock (Third Visit)

Give Ben some zorkmids to get the boat again. It will take you to the witch's hut again.

Witch's Hut (Second Visit)

Again, leave the rotting meat outside. Ask Witch Itah about the Whispering Woods by pointing to it on the map. Take her bats, retrieve the meat, and go back through the hut to the bogs. (Use the witch's stick again to test each step.)

Now go forward through East Shanbar again, across the bridge to New West Shanbar, and back to Pugney's ranch. Go past the barn to the left to the Vulture Pits.



8. The Wizard's Shack

Vulture Pits

Before entering the pits, sprinkle fairy dust on the rotting meat, then throw the meat. The vultures will eat it and fall asleep. Enter the pit and take the talon.

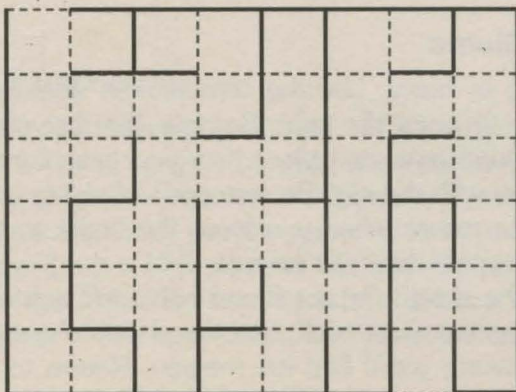
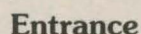
Inn of Isenough

Return for a nap. (You'll need to give Molly some zorkmids for the room again.) Be sure to put the illumynite on the nightstand and turn off the lights, so Morpheus will appear in your dreams again.

Rebecca and the Mayor

When you meet Rebecca on the road, show her the joke book again. She may or may not translate a joke. If she won't, go and show the book to Ms. Peepers in the schoolhouse. Return to the Mavor's office and show him the book too.

Whispering Woods (First Visit)



Exit



The longer you roam, the dimmer things get. Be sure the thermozz is full of milk before you start. Release the bats. Follow their trail of glowing guano to the exit. Be sure to pick up a sample of the guano for your inventory.

✖ **Note:** If you get an on-screen text message that mentions the Milky Way, drink some milk to restore your vision.

Ferryman's Dock (First Visit)

Ring the bell three times. Show (do *not* give) the coin you got from Moodock to the ferryman. He'll give you a ride to Ferryman's Isle.

Ferryman's Isle

Walk up the path on the left to reach Canuck's Shack.

Canuck's Shack

Enter the shack and examine the blueprints. For fun, feed the scroll to the duck. Toss the resulting egg at the duck. The scroll reappears! OK, now read the scroll to the duck. React in any way except Threatening. (If you threaten Canuck, you'll be turned into a duck too.) Show Canuck the joke book. When you ask about the bottle, Canuck shrinks you and stuffs you inside it.

Inside Canuck's Bottle

Your time is limited, so hurry. Use the combination written on the ship's sail—9427—to open the safe. Remove the disc piece (the fourth one you've found now) and place it in your inventory. Polish the old piece of metal with the rag. Be sure you're holding either the polished metal or the mirror when you leave the bottle so you can reflect Canuck's duck spell when you emerge.

When you exit the shack, the scroll and bottle will automatically pop out of your inventory and back into the shack. Pry open the knocker with your sword; you'll find the magnet. Return to the ferryman's dock.



Ferryman's Dock (Second Visit)

Ring the bell twice to summon the ferryman for your return trip. Again, just show him the old coin.

Whispering Woods (Second Visit)

To return to East Shanbar, you can follow the guano trail (or your map). But it's easier to use the vulture whistle in combination with the magnet to go to any spot on the map that you choose. (*Note:* The whistle and magnet will disappear from your inventory. However, from now on, you can go anywhere on the map by simply clicking on the spot you want.)

Inn of Jsenough

Rent another room, put the illumynite on the nightstand, turn off the lights, and watch your third Morpheus dream.

9. Chuckles Comedy Club

✖ **Note:** Before going to the Cliffs of Depression, find *any four* of the five jokes recorded on the tape recorder by the blacksmith, Rebecca, Witch Itah, the mayor, and Canuck. Note the track number of each.

Cliffs of Depression

Take the rope from the guard rail, tie it to the tree limb, then climb down. If you *dug up* your bonding plant earlier (rather than *cut* it), it will serve as your admission to Chuckles Comedy Club. When you get the microphone, use the tape recorder to play four (*not* five) jokes. You'll win a fifth piece of the disc. Exit the club; go and climb back up the cliffs. Be sure to take the rope with you when you leave. (Click on the spot where it's tied to the branch.)



10. The Lighthouse and Beyond

Air Vulture

If you haven't done so already, use the magnet with the whistle to summon a vulture, then choose the Lighthouse. (If you've already taken a vulture ride, just click on the Lighthouse on the map.)

Lighthouse

At the door, show the keeper your illumynite. Ask him about disc pieces; he'll hand you the sixth and final piece. Go upstairs. Use the cow hitch to tie the rope to the rail. Tie the talon to the rope, then throw the rope. Climb the rope bridge to the big tree, then climb down.

Bel Raire Temple

Take the shield from the statue and then hand the holy woman your sword. Take a vulture ride up to the Lighthouse, retrieve the rope and talon, then vulture back down to the Temple. Turn around, then take the exit that veers right out of the temple courtyard. Walk to the Dwarven Mines.

Holy woman! Give this high priestess your sword and she'll give the blessed thing back.





OK, so he's a dwarf. But listen carefully to his Abbott and Costello routine with the dwarf leader. It will reveal the directions you must take in the Dwarven Mine maze.

Dwarven Mines

Put on the mining helmet. Get into the mining cart. The mine is a maze, but the correct sequence of turns can be found in the Dwarven General's speeches if you play them back on the tape recorder: left, right, straight, right, left, right, straight, right, left, left, right, straight. You'll come to the Ancient Ruins.

Ancient Ruins

Place the pieces of the disc in the trencher. Now you need to give one item to each statue. You can find a clue to the correct series of items for the statues from left to right in the poem in the Mayor's files under the heading "Muses." ("Bog down not with your staff" and so on.) Or you can cheat and give the statues (in order from left to right, excluding the *kneeling* statue in the center) the following items:

Witch's stick
Talon
Thermozz



Box and helmet (note: two items here)

Shield

Tele-Orb

The Flying Disc of Frobozz will be forged now if you press either button on the trencher. Take the disc. Don't forget to retrieve all the other items before you exit! Now take a vulture ride to the Troll Caverns.

11. The Troll Caverns, the Spider, and the Dam

✖ **Note:** Put on your helmet (for light) and get your sword ready *before* you enter the Troll Caverns!

Troll Caverns

The skeleton's note in the sand (LUD) tells you how to defeat the three guards—left, up, down. Strike to the *left* of the first guard, swing *up* on the second guard, swing *down* on the final guard. When you meet the troll leader, threaten him repeatedly as he talks. He'll give you the Necklace of Fear. (If you let him finish his speech, you're a goner.)

Forest of the Spirits

Work your way to the Giant Spider (see the map on page 312). Show it the Necklace of Fear. Cut the spiderweb with your sword.

Flood Control Dam #3

Remember the tile puzzle message? ("Water unseen at falls mix with bat droppings yields potion for invisibility.") Go behind the falls and fill the silver flask with water. Drop the bat guano into the flask of water to create the potion of invisibility. Now go back to the blocked path by the Cliffs of Depression.



*Don't let this guy finish his speech!
Keep threatening him until he
quivers like troll jelly. He'll give
you his Necklace of Fear.*

12. Endgame: The Citadel

Blocked Path

Throw the Flying Disc of Frobozz at the blocked path.

Citadel of Zork

Use the bow with the arrows in your inventory, then shoot an arrow at the hand at the top of the citadel. Enter the citadel. To get past the orc leader, drink the potion of invisibility and play the recording of Alexis, the poodle from hell. Go forward to the bridge.

The Citadel Bridge

Throw inventory items at the Citadel Bridge, one by one. Finally, when the only items remaining are the map, photo album, camera, tape recorder, and notebook, cross the new bridge that appears on the right.



Surviving Morpheus

Play Morpheus in a game of *Survivor*. He's added a new rule: Whenever Morpheus blocks your only move, you can "pass"—that is, click near the bottom of the screen. This forces him to move. The last few moves are critical. Plan ahead!

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17

Sam & Max Hit the Road

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Yeah, it's a great country, America. Fruited plains, et cetera. Yours for the taking. All you need is a car, man. Which is why you Americans always romanticize the road: freedom, rebirth, all that stuff.

But has anybody taken a road trip lately? It's getting *weird* out there. Our highways are dealing cheese, big-time. There's a prefabricated Snuckey's at every exit. And I've seen some roadside "attractions" that make late-night cable TV telemarketing scams look like *Masterpiece Theater*.

Fortunately for weary travelers, cartoonist Steve Purcell has drawn a bead on the Nineties road. Like Hunter S. Thompson, Purcell loves mutant gonzo America. His infamous cartoon duo—Sam and Max, Freelance Police—live in a world of convenience stores that hawk "Guns, Liquor, Baby Needs." And they embrace all the weirdness with a Joycean fervor. Says Sam: "Max, crack open the Tang and those little cereal boxes with the perforated backs. I love that crap!"

The Story

At the heart of *Sam & Max*, naturally, are Sam and Max. As Sam puts it: "I'm Sam. He's Max. We bust punks." Sam is a laconic canine Bogart, and his sidekick Max is a cute, little furry woodland creature bursting with psychopathology. Their hardboiled repartée keeps the game's wit in high gear from beginning to end.

The story opens with a trip to a carnival, where we learn Bruno the Bigfoot has escaped from his block of ice in the Hall of Oddities and disappeared with Trixie the Giraffe-Necked Girl. Is it kidnapping, or what?

The road beckons, and off we go. Along the way we meet country-western singing star Conroy Bumpus and his dim henchman, Lee-Harvey. Bumpus, we learn, has a thing about killing rare mammalian creatures for display in his stately mansion, Bumpusville.

Sam and Max eventually work their way through tourist traps such as Gator Golf, World of Fish, Mystery Vortex, the Celebrity Vegetable Museum, and Frog Rock (which looks like anything *but* a frog). The sojourn eventually leads to Bumpusville . . . and finally, a Sasquatch convention at the Savage Jungle Inn.



The Verdict

Okay, so Sam Spade parodies are a dime a dozen, but I doubt there's ever been one even remotely like this. "He's a bunny. I'm a dog. We're dangerous, but we work cheap." *Sam & Max* is the most fun I've had on a computer in years. It's hip, funny, irreverent, adult, and well-written.

Purcell is a brilliant humorist. His satire of comic strip Americana is truly carnivorous. For example, in the game manual we get some Science Tips from Sam & Max: "Remember: Stalactites hold *tight* to the ceiling. Stalagmites *might* grow up. Try to keep all this stuff off your pants." Or my favorite: "Try imagining how far the universe extends! Keep thinking about it until you go insane."

Finally, I must say that the cartoon-style animation is very, very good. Like *Day of the Tentacle*, this game raises PC-game animation to new heights—not just in its frame-by-frame fluidity, but in its comic sensibility.

* * *

General Tips

When In Doubt, Use Max

Select the Max icon in your Inventory and try it on various things if you're stuck in a perplexing puzzle. Sam's furry little buddy is quite resourceful, in a primal sort of way. And boy, can he take a volt.

Look at Things in Your Inventory

Sometimes it's not enough to just get something. Examining things more closely will occasionally reveal details you missed in the taking.

* * *



The Flythrough

Chapter 1: Prologue

Office

First of all, grab a handful of cash from the mousehole. For fun, look at Max's roach farm, then take the black light from the closet. Exit the office and go downstairs to the street.

Street

Talk to the hypercephalic kitten. When you discover he can't hack up the orders, click the Max cursor on him. Use the car. When the postcard map appears, click on the carnival icon (in the New England area).

* * *

Chapter 2: Kushman Carnival

Hall of Oddities

To get in the Hall of Oddities, show your orders from the Commissioner to the fire-eater. Pick up the Sasquatch hair by the melted ice

Sam calls this street home. It's sleazy, decrepit, and covered with some really interesting stains.





block, then take the Jesse James severed hand. Exit through the back of the tent. Go past Trixie's trailer to the Wak-A-Rat game.

Wak-A-Rat

Play Wak-A-Rat until you nail 20 of the little cheese-eaters and win yourself a flashlight. (Hit them on their way up!) It has no bulb, so use the black light bulb with the flashlight. Before you leave, take the nearby magnifying lens. Go past the Cone of Tragedy to the Tunnel of Love.

Tunnel of Love

Use the swan boat to take a ride. Use the flashlight (with black light bulb) to look around in the ride until you find the fusebox. Use Max on the fusebox just before you get to it. Pull the beard of Henry the VIII in the beheading diorama to open Doug's lair. Go through the door.

Doug the Mole Man

Talk to Doug. Ask about Bruno, and he'll tell you about his uncle, a bigfoot expert. He'll also offer information and the key to Trixie's trailer for a box of pecan treats. Pull the Tunnel of Love reset switch on the wall just right of the door. Exit the room, walk to the Carni-



It all starts with a guy named Flambé. He's a fire-eater. You get the picture.



val entrance to get to the map screen, then click on the nearest Snuckey's icon (the hopping hamburger).

* * *

Chapter 3: Snuckey's (Pecans for Doug)

Pecan Candies

Pick up the discarded paper cup by the curb, then go inside. Go to the left-most of the two store shelves and pick up the box of pecan flavored candies from the top shelf at the end nearest you. Take them to the dweeb clerk, ask him a question, then ask about the candies. He'll sell them to you.

Free the Hand

Click the jar with the Jesse James severed hand on the clerk. He'll open the jar for you.

Restroom Key

If Max has expressed his desire to use the restroom, ask the clerk about the restroom. (If not, you'll have to wait until the urge strikes Max, then talk to the clerk again.) He'll give Max the key. Now, hurry outside and intercept Max by talking to him *before he goes back inside to return the key*. Ask him a question, then talk about the restroom key. You'll convince him to keep it. Now go back to the car and use it to return to the Kushman Carnival.

* * *

Chapter 4: Carnival — The Sequel

Doug Spills the Beans

Go back to the Tunnel of Love and use the swan boat. You'll go automatically to Doug's lair. Give him the pecan treats; he'll give you a "key" and a story of woeful love gone weird. Exit and go to Trixie's Trailer.



Trixie's Trailer

Use the “key”—yeah, OK, it’s a crowbar—on the trailer door. Inside, open the pink wardrobe and take the Gator Golf Emporium scorecard hanging on the inside door. Open the blue prop box and take the stilwalker’s costume. Exit the trailer and go to the Cone of Tragedy ride.

Cone of Tragedy

Talk to the ride operator and ask him a question. Then ask about the cone. You’ll get the ride of your life, and lose your entire inventory in the process. After the ride, talk to the operator again. Ask him a question, then ask about your inventory box. He’ll give you a claim ticket. Go into the Lost and Found Tent.

Lost and Found

You’ll automatically get all your junk back, plus a refrigerator magnet for the famous World of Fish (which, if you look at it in your inventory, will now appear on your map). Now go back to the car. When the map screen appears, click on the Ball of Twine.

* * *

Chapter 5: Ball of Twine

Restaurant

Take the tram up to the top of the ball of twine. (Go up to the platform; when the tram arrives, wait for the door to open, then walk aboard.) Click on the central hub to take the elevator up to the restaurant. Talk to the swami in the booth. Ask him about his tools; he’ll give you a bent wrench. Exit and take the tram back down. Now go to the World of Fish.

* * *



Chapter 6: World of Fish

Fish Disguise

First, grab one of the buckets of fish near the bait shack. Then go to the big fiberglass fish in the water, use the bent wrench on it, and climb in. Click the Max icon on the fish to get Max to join you.

Twine Sample

After you end up back on the restaurant deck, click the Max icon on the lose end of the twine ball to get some twine. Then go back to the car (after it returns) and go to Gator Golf in Florida.

* * *

Chapter 7: Gator Golf

Gator Golf

Walk up the hill and take the broken ball retriever from the wastebasket. Then go down to the Gator Golf sign. After your little confrontation with Bumpus and Lee-Harvey, take the bucket of fish from Inventory and click it on the bucket of golf balls to switch them. Now take a golf club and get ready to hit some fish.

Get your gators in a row in Gator Golf; otherwise, Max is doomed to an eternity of Dunk the Beast.





Align the Gators

The goal of this mini-game is to form an alligator bridge to Max. When you move the cursor over the swamp, it becomes a pin marker. Click on the spot where you want to hit a fish, then click on the Swing button. Sam will drive the fish to that spot, and the appropriate alligator will eat the fish, realigning his position in the process.

When you finally get the alligators aligned properly (see the figure on page 330), Sam will automatically walk to the island.

Free the Beast

To free Max, use the glass door to the tank. He'll give you a new clump of Bigfoot fur. Then open the door on the wood base and look in. You'll automatically take the Mystery Vortex sno globe and gain a new location on your map. Exit by walking to the water's edge, then walk back to the car and go to Mystery Vortex.

* * *

Chapter 8: Mystery Vortex

Gift Shop

Enter the cave and walk all the way back through the curtains into the gift shop. Walk to the closed Bigfoot display and take the tuft of



Visit the intriguing Mystery Vortex. Of course, it helps to know where it is. This sno globe will help.



hair on the pedestal. Now go back out to the main hall. You need to find Shuv-Oohl behind one of the doors in the hall, but you can't get through the doors unless you're the right size.

Magic Mirror

To "size" yourself for each door, use the mirror to pass through it into the magnet room. The three magnets, when turned on, emit the primary colors—red, blue, and yellow, respectively. To get in a hall door, you need to match its color, so turn on/off the magnets to get the combination you need for each door.

Some doors will be one of the primary colors—red, blue, yellow—so all you need do is turn off the other two magnets to match the color of the door. With other doors, you'll need to use a combination of primary colors to match. Here are the possible combinations:

red + blue = purple

red + yellow = orange

blue + yellow = green

red + yellow + blue = white

Shuv-Oohl's Room

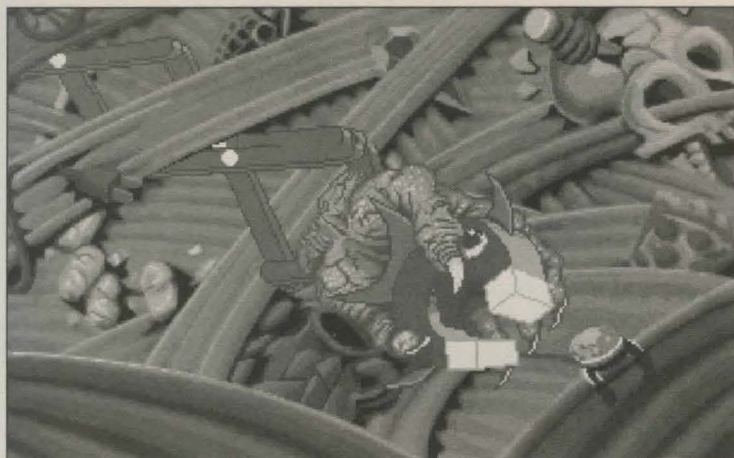
Keep trying doors until you find Shuv-Oohl. Ask him a question, then ask about Bruno. He'll tell you about the location of Frog Rock and his missing mood ring. Go to the Ball of Twine attraction.

* * *

Chapter 9: Frog Rock

Mood Ring

Go into the Ball of Twine Museum. Use the severed hand with the golf ball retriever, then use the fish magnet with those. Take this hybrid device from Inventory and click it on the Ball of Twine at right. Now take the tram and elevator up to the restaurant.



Who would've thought a severed hand and a simple fish magnet could be so much fun? And useful too!

Spy Frog Rock

Use the magnifying lens with the binoculars at the left. Then pick up the sparking wires near the elevator hub and use them with the binoculars. Use the binoculars to site all the landmarks that Shuv-Oohl mentioned; then site the gray rock. (If it's Frog Rock, it will appear on your map.) Now go back down to the car and return to Mystery Vortex.

Shuv-Oohl's Mystic Powder

Enter Shuv-Oohl's room again and tell him about his mood ring. He'll tell you about the fur rite at Frog Rock and give you mystic mole-man powder. Exit, return to the car, and go to Frog Rock.

Frog Rock

Put all three Bigfoot hair samples from your Inventory onto the rock, then do the same with the magic powder. Now go to Bum-pusville.



Are you the kind of guy that can hotwire a revolving restaurant to your binoculars? If so, this game's for you. Spot mysterious Frog Rock . . .



. . . where you can usually find your answers in the stars.



* * *

Chapter 10: Bumpusville

Bumpus Live!

Go into the house. Proceed left into the next room. Take the portrait of John Muir (which also activates an amusing moment of *edutainment*). Go into the concert hall. After the show, go back past the entry lobby, then into Bumpus's bedroom (horns over doorway).



Bumpus's Bedroom

Take the escalator up to the bed. Take the pillow, then use the golf ball retriever to take the robot maintenance manual on the top row of the bookshelf over the doorway. Now go find the robot.

Robot Rewire

Use the robot. When the brain appears, click on the wire leading to the left-most room on the Bumpusville map above the brain. (The room should change from red to green.) When the droid trips the alarm in the concert room (attracting Lee-Harvey's attention), go into the Virtual Reality Room, and use the helmet on the machine.

Virtual World

Take the sword from the stone and try to enter the cave. When the dragon emerges, click the Sword icon on the dragon's body. When the dragon falls apart, try to take the heart. You'll get a key. Now go into the concert hall.

Free the Freaks

Use the key on the alarm lock, to the right of the doorway. After the animated sequence, go back to the car and use the map to get to Evelyn Morrison's Savage Jungle Inn.

* * *

Chapter 11: Savage Jungle Inn

Inn Lobby

Go in the Inn and give the key rasp (from Snuckey's) to the big Sasquatch, then talk to Evelyn Morrison. When you leave, she'll give you some brochures. Look at them in your Inventory, and the new Destination icons for both the Mount Rushmore Dinosaur Tarpits and the Celebrity Vegetable Museum will appear on your map.

* * *



Chapter 12: Mount Rushmore

Wooly Mammoth

Walk down to the wooly mammoth figure and use Max to get some of its fur. Walk past the Tar Pit slide and enter the elevator to the Bungee jump.

Bungee Jump

Go behind the dressing screen and use the bungee suit to prepare for your jump. Go into Inventory and use the discarded Snuckey's cup with the golf ball retriever. Then walk the plank and use the bungee cord. When the screen changes, click the cup/retriever device on the tar.

After the jump's over, use the dressing screen to change back into freelance police clothes, then exit via the elevator. Go back to the car and take the map to the Celebrity Vegetable Museum.

* * *

Chapter 13: Celebrity Vegetable Museum

Vegetable Lady

Walk to the vegetable lady. Take the Conroy Bumpus eggplant from the crate at the far right. Give her the John Muir portrait, then go back to the car and return to Bumpusville.

Bumpus Wig

Go into Bumpus's bedroom and click the eggplant on the wig to pull a "switch." After you're tossed out, take the car back to the Celebrity Vegetable Museum and pick up the John Muir squash from the vegetable lady. Now go to the Jungle Inn.

* * *



Chapter 14: The Bigfoot Ball

Sasquatch Suit

Go into the Jungle Inn. Make a Bigfoot costume by using the tar with the stiltwalker's suit, then the mammoth hair with the tar-covered suit. Finally, click the Bumpus wig on the furry suit. Click the suit on Max to wear it, then walk into the ballroom.

Crash the Party

Take the bottle from the party table (left of the punch bowl). Walk to the far-back corner of the room (to the right of the bandstand) to enter the kitchen. Use the back door in the kitchen. After Bumpus and Lee-Harvey enter, take off the Sasquatch suit by clicking the Use icon on the Suit icon in Inventory. After the two go into the freezer, talk Max into making himself useful—he'll close the door on them.

After the automatic sequence, you need to solve the four totem puzzles.

* * *

Chapter 15: Totem Tetology

Totems #1 and #2

Start with the totem on the far right. Walk around the right-hand side of the pool to the hot tub. Simply give Conroy's pillow to the elder in the hot tub. Then give the John Muir zucchini to the elder. Exit back to the ballroom.

Totems #3 and #4

To solve the mystery of the next totem in line, go into the kitchen and take the ice pick. Then exit the building and go back to Mount Rushmore. Use the small speaker at the foot of the T-Rex to get him talking. When his mouth is open, click again anywhere to freeze his mouth open. Then use the twine with the beast's tooth. After it's secure, click the Max icon on the end of the twine to get the tooth.



Return to the Ball of Twine restaurant and give the ice pick to the swami. He'll bend it into a corkscrew for you. Use the corkscrew with the bottle you got from the yeti party, then use the cork with the sno globe you got from Gator Golf. Go to the Mystery Vortex gift shop and use the Mini-Vortex machine. While it runs, use the repaired sno globe with the machine.

Now return to the Jungle Inn and give the tooth and sno globe to the elder by the hot tub—and enjoy the show.

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Star Trek: The Next Generation – “A Final Unity”

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|----------|----------|----|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Star Trek: The Next Generation—“A Final Unity” is an animated adventure featuring the voices of the TV cast—Patrick Stewart, Jonathan Frakes, et al. Enhanced (or not, depending on your taste) by a tactical combat simulator, the game warps you to a series of galactic hot spots where you solve puzzles and negotiate branching dialogue paths with aliens of every race, creed, and color.

The Story

You're on patrol with the gang—Picard, Riker, Worf, Crusher, Data, La Forge, and Troi. Suddenly, a Garidian scout ship penetrates the Neutral Zone. It leaps into Federation space, pursued by a Garidian warbird bristling with armaments. The crew of the scout ship requests political asylum. The warbird threatens to annihilate the *Enterprise* if you interfere. What do you do?

Red alert! Shields up! Open hailing frequencies!

Wait. I know what you're thinking. But you're wrong. I'm not a Trekkie. In fact, I may be the only sentient creature on the planet who has never seen an episode of *Star Trek: The Next Generation*. Not even in syndication. Not once. It's a sad confession, I know. But it's true. I don't watch TV.

Yet I was sucked into the point singularity of this game at a warp factor of 11, crossing the event horizon with a deafening roar of approval. For days after playing *Star Trek: TNG*, I flapped around my aviary, referring to everything in terms of orbital mechanics and astrophysics. Before turning on my coffee maker in the morning, I'd pause and say: “Engage!”

Really, the story is almost beside the point—although it is a good one, full of epic scope. Your old nemeses, the Romulans, make a sudden, massive incursion into Federation space. But that, as it turns out, is the least of your troubles. It seems that a mythical “star-eating monster” of an ancient civilization is not such a myth after all. Worse, it's about to be reborn. Such power seems almost incomprehensible, so you'd better check it out. Quick! Before the bad guys do.

Along the way you engage in (or run from) tactical combat with various enemies. You choose and equip Away Teams for planetary



excursions. You beam up, down, all over hell and back. You meet matriarchal baboon-beings and some guys who look like big pillows with arms. You hail people. All of it is great fun. Man, I could listen to Patrick Stewart's voice all day.

The Verdict

I'm trying to come up with something I don't like about this game. OK, here's one: You can't speed-hop your Away Team around a scene. Instead, you click on a path and watch them slowly, inexorably trudge to their destination. And here's another thing: People hail you. You put them on screen. Some of them are animated, while others are digitized actors! Couldn't Spectrum HoloByte dress somebody up like a Garidian, stick her in front of a camera, and tell her to move her lips?

There. I've done my duty.

Now forget about all that. Go get this game.

Really, you don't have to be a Trekkie. Just fire it up and make it so. The Condor gives this excellent adaptation a 9, with only birdish niggles keeping it from ranking in the highest echelon of gaming.

* * *

The Flythrough

This solution path applies to the Captain difficulty level. After the opening movie, you are on the Bridge of the *USS Enterprise*. A Garidian warbird chasing a scout ship has violated Federation space. The warbird has locked a tractor beam on the scout ship.

Garidian Warbird

Talk to Data for his suggestions. Select "We'll have to take that risk. Make it so." After the Garidian hails you, use dialog path 2, 4, 2. After the warbird leaves, set course for the Ruinore sector and resume your patrol along the Neutral Zone.



Cymkoe IV: Mertens Power Station

When you receive the emergency message from Cymkoe IV, choose to put it on screen. After the long cinematic sequence, click on the turbolift at far right and select Transporter. Choose this Away Team: Riker, Worf, La Forge, and Crusher. Be sure to take a phaser, tricorder, med kit, and med tricorder. Beam the team down to the power station.

Space Station Arrival

Exit the transporter room through the door at left. Walk to the woman trapped under the big cable. Fire the phaser at the cable. Use the tricorder on the cable to get beaming coordinates. Go back to the transporter room and access the transporter panel. Use lock-on, then select Data cable as the target for transporter lock. Use energize to beam in cable. Go back to the woman.

Use both the med tricorder and the med kit on the injured woman. Have different Away Team members talk to her until she reveals the emergency systems security code for Station Administration: 334L42. Walk to the next room at right. Go to the turbolift and select Administration.

Station Administration

Look at the control panel at the far right—it's the life-support panel. Use the life-support panel to get a close-up. Use emergency systems (the top button). Access is granted only if you've learned the security code from the injured woman. Push the button in the middle to activate emergency power. Take the turbolift down to Engineering.

Engineering

Use the tricorder on the strange probe. Weird! Walk to engineering lab 4 at right. Take all the stuff from the equipment cart—flux router, graviton probe, pulse negator, wave converter, inverter coupling, and plasma shunt. Use the control panel in the back left corner. Initiate temporary shutdown. Shut down group 3. After the probe escapes, don't chase it—the station isn't stable yet.



(Optional: Take the turbolift and back up to Administration, and use the flux router on the holotable to get a damage report.)

Walk left two screens to the core control room. Have La Forge talk to Dr. Griems, using dialogue path 2, 2. Exit through the door at right. Use the inverter coupling on the hole in the casing of the damaged conduit. Then use the wave converter on the same spot. Mission accomplished.

USS Enterprise: Bridge

Put the incoming message of gratitude on screen. Afterward, decide to consider the situation a bit further. Go into the Conference Lounge at left. Speak to all three guests: T'Bak, Lucana, and Avakar. Ask all questions to learn about the mysterious Fifth Scroll and the Vulcan archaeologist Shanok. Agree to assist them in their search. You automatically set course for Horst III.

Horst III

Hail Shanok. Use dialogue path 2, 2, 2, 1, 1. (He won't let you beam down to the site.) Decide to consider the situation a bit further and wait a few seconds. Admiral Reddreck from Starfleet will hail you. Put him on screen. Stay open to his mission assignment. Ask all questions; then accept the assignment.

Morassia

Assure Constable LLiksze that your Away Team will not be armed. Take the turbolift to the transporter. Choose this Away Team: Crusher, Troi, Worf, and Data. Take the tricorder, med kit, and med tricorder. (Be honorable: Don't take a phaser!) Ask all questions, ending with a request to investigate the Preserve grounds where the doctor last worked. Exit through the door at left. Outside, walk to the laboratory.

Dr. Hyunh-Foertsch's Laboratory

Take each of the three carcasses and use them on the sonic scope, then on the biotable. Get the bioprobe that sits on the biotable. Get



the three field units: A, B, and C. Use the tricorder on each unit to determine its special purpose: A for rocky terrain and torrid climate, B for mountains and tropics, and C for aquatic travel. Use the tricorder on the comm port (near the computer at right), and then open a channel to Tracker Melas. Important: Ask all possible questions. Walk to the entrance, and then go back to the constable's office (on top of tree).

Constable's Office

Have Troi talk to Constable LLiksize and ask all questions about smuggled and mistagged animals. Troi believes the constable—do you? (You should.) Walk back to the laboratory.

Dr. Hyunh-Foertsch's Laboratory

Use the tricorder on the comm port, and then open a channel to Consultant Lydia. Ask the arrogant fellow about Aramut and the carcasses. Walk to the entrance, to the crossroads, and then to the shuttle dock.

Shuttle Dock

Take the microgenerator. Walk back to the path. Walk to the marine biotope.

Marine Biotope

Plug the microgenerator into the power port on the kiosk. Use the aquatic field unit on all four available jellycorals (the ones that light up the cursor). When it finishes its work, take it. Get the microgenerator and walk back to the path. Walk to the bogforest biotope.

Bogforest Biotope

Plug the microgenerator into the power port on the kiosk. Use the tropical field unit on each of the four tunnels in the petrified tree. When it finishes the task, take it. Get the microgenerator and walk back to the path. Walk to the crossroads, and then walk to the canyon biotope.



✖ **Note:** If the microgenerator goes dead, just return to the shuttle dock and put it in the charging unit.

Canyon Biotope

Plug the microgenerator into the power port on the kiosk. Use the rocky field unit on the caverns, the pit, and the crater. When the unit finishes its assigned work, take it. Get the microgenerator and walk back to the path. Walk to the laboratory.

Dr. Hyunh-Foertsch's Laboratory

In Inventory, use the bioprobe on each of the three field units to extract all 11 samples—birkby, edlen, kordic, dyerwood, grath, sunil, umblumba, genser, granger, comte, and neerowolf. Take each sample from Inventory and use it in the sonic scope. Use the tri-corder on the comm port, and then open a channel to Healer ZZolis. Ask all questions and learn about Tzudan. Exit and walk through the crossroads to the quarantine shelter.

Quarantine Shelter

Talk to Watcher Tzudan and ask everything. Walk back to the Constable's office.

Constable's Office

Talk to Constable LLiksze. Exit and walk to the shuttle dock.

Shuttle Dock/Main Power Grid

Walk to the shuttle. It automatically takes you to the main power grid. Use the utilities trunk. Exit to return to the quarantine shelter.

Quarantine Shelter

Talk to Dr. Hyunh-Foertsch. Use console 2 to activate the harmonic collector. When the creature appears, use console 1 to close the gates. Then use console 3 to activate the containment field. After a



long automatic sequence, you end up in pursuit of Aramut's ship in the Nigold system.

Aramut's Ship

Select "Shields up. Mr. Worf, lock phasers." Then select, "Let him go. Let's see what he does." After the exchange with Aramut, you automatically lay in a course for Shonoisho Epsilon VI, better known as Frigis.

Above Shonoisho Epsilon VI (Frigis)

After you arrive at Frigis, talk to Troi. Click on the Conference Lounge and talk to T'Bak. Wait. Worf reports no response. Wait again. When Frigis hails, a conversation ensues; when the chance comes, respond, "We have several Garidians aboard." Wait. Frigis hails you again. Complete the conversation. Go to the turbolift and select Transporter. Take the tricorder and phaser. Choose this Away Team: Riker, La Forge, Data, and Troi. Beam down.

Frigis: Planetside

Have Riker talk to Chancellor Laraq and ask everything. Walk into the doorway of the pyramid in the foreground.

Temple of the Chanters

Have Riker talk to Stamblyr. Ask everything, and agree to listen to his pluvoids sing. (Sounds almost pornographic, doesn't it?) Stamblyr gives you an orchestration of "The Futility of Wisdom." Examine the rings and instrument. Exit and walk to the next pyramid in the distance.

Temple of the Questers

Ask Madia everything. Exit and walk to the desert (lower right corner of the screen). Go into the pyramid there.



Temple of the Seekers (Hall of Triumph)

Talk to Nachyl. Ask everything, and walk to the door at the end of the path. Answer the equivalent of "I don't know" to all of the Gatekeeper's questions. Walk through the door.

Inner Chamber

Use the tricorder on the sign. Walk all the way back to the landing area (in front of the Pyramid of the Chanters). Talk to Laraq; he'll upload a translator into your tricorder. Go back past the Gatekeeper into the chamber and use the tricorder on the sign. Operate the control panel. Talk to Aelont and ask everything. Exit the inner chamber and return to the Hall of Triumph.

Hall of Triumph

Use the thermacode key to open the vault. Take the golden ring, the device, and the staff with the sphere on the end. Exit and return to the Temple of the Chanters.

Temple of the Chanters

Give the golden ring to Stamblyr. He gives you an orchestrion of "Watch Your Step." Have Data use the device to fix the musical instrument. You get an orchestrion of "Traveling Music." Go to the Temple of the Questers.

Temple of the Questers

Give the staff to Madia. After she lowers the force field, have Data look at the device—it's a control pad with a sonic lock. In Inventory, click on the "Traveling Music" orchestrion to play the tune. You are transported to a cavern full of orchestrions.

Cavern Floor Puzzle

This is a tricky puzzle. You must play orchestrions in the correct order to cross the floor. Remember, to play an orchestrion, simply click on it in Inventory. I'll refer to each one by the shape of its con-



tainer (sphere, open cup, pyramid) or the number of pluvoids (1, 2, 3, 4) it has.

1. Play the 4 ("Watch Your Step").
2. Go two squares north, one west, one north, and get the 3.
3. Go one south, one east, and play the 3.
4. Go two east, one north, and get the pyramid.
5. Go one south, one west, and play the pyramid.
6. Go three north, one west, and play the 4.
7. Go one west and get the sphere.
8. Go one east and play the pyramid.
9. Go one east, one south, and play the sphere.
10. Go one east, one north, and get the open cup.
11. Go one south, one west, and play the pyramid.
12. Go one north, one west, and play the 4.
13. Go one west and play the open cup.
14. Go one north and play the sphere.
15. Go one east to the center of the door.

Now place the blue talisman in the door niche.

Scroll Room

Take the manuscript. You automatically beam back aboard the *Enterprise*.

Enterprise: Bridge

After the automatic sequence ends the Garidian affair, resume your patrol along the Neutral Zone. Watch the movie of the Romulan attack and receive the Priority One Alert. Click on Comms (the button on Capt. Picard's chest) and hail Starfleet. You can't reach them at first, but be patient. Worf routes it through eventually.

Outpost 543

Once you arrive in orbit around Outpost 543, hail Commander Chan. Accept the mission to the Paxanona system, and get on your



way. After you finish the assignment, hail Commander Chan again for more orders. She sends you to the Balis system. After your conversation with the captain of the Klingon vessel *Bortas*, hail Commander Chan one more time. After you receive another transmission from Starfleet Admiral Williams, lay in a course for Shonoisho Epsilon VI. You immediately receive an urgent message from Chancellor Laraq.

Back to Frigis

After you waste the Romulan warbird, take the turbolift to the Transporter. You can limit the Away Team to Picard, if you want. Talk to Chancellor Laraq. Ask everything about the Chodak. Laraq gives you a data crystal and an isolinear rod "passkey" device and a programmer for the rod. After you beam back aboard the *Enterprise*, set a course for Horst III.

Horst III

Beam down an Away Team of Picard, Data, La Forge, and Troi. Be sure to take the isolinear rod and its rod programmer, along with the usual phaser and tricorder. Set your phaser to maximum setting, and then fire at the rubble. Walk to the passageway that opens.

Chodak Installation

Use the screen in the main area. In the close-up, put the isolinear rod in the aperture at lower right. Use the rod programmer on the isolinear rod. Use the tricorder on the screen, and then exit the close-up. Use the tricorder on the generator. Walk left to the rear of the site. Use the tricorder on the instrument and the instrument mounting. Take the isolinear rod. Walk back out through the access shaft, and then beam up to the *Enterprise*.

Enterprise: Bridge

Wait until Admiral Williams hails you. Then it's off to the Yajj system. When the unidentified alien vessel attacks, warp away, screaming. Watch the movie of the alien dreadnought obliterating



the outpost. Wait. Soon Data offers the computer analysis of the ancient Chodak star chart. Then it's off to Allanor.

Allanor

Beam down an Away Team of Picard, Data, La Forge, and Carlstrom, and don't forget to take the isolinear rod and its rod programmer. Use the tricorder on the schedule. Use the tricorder on the ventilation duct to reveal alloy seals. Blast all of the alloy seals with the phaser. Walk through the open ventilation duct.

Environmental Control Room

Look at the display panels (upper right). In the close-up, put the isolinear rod in the port, and use the rod programmer on the rod. Access the System Log. Select MORE and read everything. Try to access the Main Database, and then select Dispatch Repair Unit. After you return to the Main menu, initialize the system. Select Activate Facility when it appears. Take the isolinear rod to exit. Continue to the right-hand side of the chamber.

After the large droid disables the small droid for repairs, use the tricorder on the large drone and select Scan. Now you can use the tricorder on any other drone to scan or deactivate it. Pick up the sheet of metal at the far right side of the screen. (You also get a paper clip.) Go back left through the ventilation duct.

Main Room

Use the tricorder on the droid, and choose Deactivate. Remove the foreign object from the drone—it's a logic inhibitor. Return to the right-hand side of the chamber and proceed to the large door at the far end.

Exit Door

Use the tricorder on the door to reveal the door circuits. When the door is closed, use the logic inhibitor on the door circuits. This jams the door shut and stops the next droid. Use the tricorder on the



droid, and select Deactivate. Remove the logic inhibitor from the door circuits. Now the door opens—and the disabled droid keeps it open! Continue through the door.

Charging Station

Look at the display panel near the door. In the close-up, put the isolinear rod in the port and use the rod programmer on the rod. Turn on the power. Get the station online. Exit the display. After the station charges up, click on the display panel again, put the isolinear rod back in the slot, use the programmer on the rod, and turn off the power. Don't cross the metal plate yet! Wait until only one charge-level light remains on. (Several droids recharge before this happens.) Then blast the capacitor with the phaser and hurry across the metal charge plate before another droid blocks the passage. When the Chodak creatures appear, follow them into the next room.

Have Picard talk to the alien master using dialogue path 3, 2, 1, 2, 1, 1. Follow the Optimators down the passage. When they talk to you, ask all questions. Walk to the archways at the back of the hall.

Hall of Records

After your conversation with the Chodak master and the long automatic sequence, you end up inside the Hall of Records. Put the isolinear rod in the slot and use the programmer on the rod. This triggers another long non-interactive sequence—the Chodak take your isolinear rod and leave. Use the pedestal. In the close-up, read everything, and then use the tricorder to record each of the files. Exit toward the back of the hall.

Obelisk Room

Have Data look at the "dead" Optimator. Use the stimulant on the injured Optimator. Look at the security panel. The security rod is stuck, but you can insert the paper clip (called a "wire loop" in Inventory) into the hole next to the rod. After the rod pops out, reinsert it in the port. Press all six buttons to deactivate the system. Exit the close-up and climb the stairs at left.



Transporter Room

When you reach the broken Chodak shell, take the shell fragment next to it. Continue left to the next screen, and then walk to the hall at the back of the room. Look at the panel located to the right of the transporter. In the close-up, click the rightmost button in the top row, and then click on the bar gauge (timer) at right. Quickly, exit the close-up and walk under the transporter.

Back to Beam-Up Point

After you arrive, walk left to the door. Walk left again to the charging station. Keep working your way left until you can beam up to the *Enterprise*.

Enterprise: Bridge

Select "You're right, Number One." After the conversation, talk to Data. You lay in a course for the Gombara pulsar. Once you get there, you see the pulsar collapsed into a black hole 30 years ago. You can ask Data for advice, but you'd better not take the risk. Instead, ask Troi for suggestions. Click on Astrogation and plot a course to the Vigo Delta system, sector 6-5-7, section 8-18-10. Engage!

After you arrive, listen to Data's suggestion for a sector destination. Bring up Astrogation again and set a course for sector 3-1-3, section 9-14-16.

Unity Device (Orbit)

Awesome! When the Chodak Dreadnought approaches, DO NOT FIRE BACK! Order evasive maneuvers.

Unity Device (Surface)

After the shuttle lands, walk to the right. Walk Worf onto the transporter, and then have the rest of the Away Team follow him.



Glow Room

Picard ends up alone. Look at the glow—it talks! Walk to the left. Ask anything of Brodnak. Get aboard the shuttle. After some pretty spectacular visual sequences, Picard, Pentara, and Brodnak end up at the Unity Device testing area.

Testing Area

Agree to cooperate with Pentara. Go through the far door into the chamber. After your visitation from the Picard of the future, be honest with your companions. Examine everything on the field generator, including the two air gaps. Try to convince Brodnak to work together with you. Talk to Pentara and suggest you work together. Click on the table. Put your disk half in the left receptacle to shock Admiral Brodnak, and click on the button. Pentara will join you in zapping only Brodnak. Repeat this each turn until Brodnak says he's dying. Don't kill him—use dialogue path 1, 1.

In Inventory, put your two disk halves together. Look at the force field generator. In the close-up, put the disk in the lower air gap. Exit the close-up. Brodnak and Pentara give you their disk halves; in Inventory, put them together to form two more disks. Look at the field generator again and put both disks in the air gap. Walk to the right.

Control Center

Click on the artifact to cross the gap. Use it twice more to bring Pentara and Brodnak with you. Pick up the symbol and walk through the doorway to the shuttle dock. Use the symbol to open the near door, and then enter. Use the panel on the stasis chamber to free the being inside. Use dialogue path 2, 2. Exit through the door that opens to the right. Walk to the control tower.

Use the panel. Note the choices, but choose neither one. Deactivate the panel instead . . . and watch the spectacular ending show.



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19

Under a Killing Moon

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|---|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Under a Killing Moon is a graphic adventure enhanced by a startling new three-dimensional movement engine. While you do all the standard adventure game things—solve puzzles and seek the proper “dialogue paths” with various characters—you move at will through a three-dimensional world.

The Story

Tex Murphy is a down-and-out, hard-drinking private investigator in San Francisco, circa 2033. It is a post-holocaust world where everything is bathed in the dark glow of radiation, and society is segregated into mutants and norms.

Our story begins with Tex scrounging for work and some semblance of self-respect. A pawnshop burglary offers the first test of his P. I. skills. But that soon leads to bigger things—much, much bigger things. Things like a doomsday cult plotting the end of the world.

This bird doesn't want to reveal too much. After all, wrestling with the plot twists and turns is the best part of any good detective story. Suffice it to say that Tex does some serious (and humorous) detecting, and earns his spurs the hard way.

The Verdict

OK, so the humor is slapstick and campy, the acting mostly B-rated, and the script occasionally long-winded. Still, *Under a Killing Moon* is one of the most enjoyable computer experiences The Condor has ever had. Tex Murphy, as played by Chris Jones, is easily the most likable and most fully realized computer game character ever. I squawked hard at a lot of the amusing exchanges between Tex and the mutant goofballs of 21st century San Francisco.

And the technology! Zounds! Nothing could be sweeter than to move unfettered through a virtual room. Bend down, open drawers, crouch to the floor, look under stuff, get up on your tiptoes, look over stuff, walk up to anything in the room and examine it, read the fine print—it's exhilarating beyond words.

The Condor bestows a rare 10 on *Under a Killing Moon* and eagerly awaits the sequel.



* * *

The Flythrough

You don't have to follow all of these steps to complete the game. I've included all actions that score points. However, you can achieve a fully successful conclusion to *Under a Killing Moon*, yet not achieve the maximum score of 1000 points.

Day
1

Tex's Office

From the mail by the door, get the face-up envelope on the left, facing the door. You'll get a sales flyer and a credit card application. Examine the sales flyer. Open inventory and examine the credit card application. Get the remaining envelope (a surgery gift certificate) from the mail by the door. Look at the fax machine. The message light is flashing, but the machine doesn't work. Look at the Crime Link computer.

Open the bottom right desk drawer. Get the \$10 stamp from the drawer. Open the bottom left desk drawer. Get the pen from the drawer. Open inventory and combine the pen with the credit card application to create a filled-out application. Open inventory and combine the stamp with the filled-out application to create a ready-to-mail application.

Look at the gun on the credenza to the left of the door and get the gun. (Triggers FLICK: Tex plays with the gun, etc.) Look at the picture of Sylvia Linsky on the desk. (Triggers FLICK: Tex has a flashback about Sylvia.) Look at, then turn on, the phonograph in the corner. Open the office door and exit to the street.

Street

Cross the street, turn right, and look at the Auto-Postbox. Use the ready-to-mail application on the Auto-Postbox. The Credit Card will arrive on Day 2. Cross the street, go left to the corner, and get the Bay City Mirror mutant newspaper lying on the sidewalk. Examine the mutant newspaper and read the article entitled "Burglaries Baffle Police." Go to Rook's Pawnshop and look at the Pawnshop. Open the door and enter the Pawnshop.



Pawnshop

Talk to Rook. Accept case number one. (Rook takes you out into the alley.)

Alley

Move the tipped-over garbage can by the pawnshop steps. Get the key that was under the can in the alley. Look at the footprint. (Note that it's a size 14.) Get the glass shard under the window just to the right of the pawnshop steps.

Open inventory and examine the glass shard to see the red hair strand. Open the dumpster and look in. Get the radio next to the dumpster. Open inventory and examine the radio to get the batteries. Open the garbage can with "Recyclable Papers Only" sign on it. Move the fire escape to lower it. Go up the fire escape. Look at the door at the top of the fire escape. Get the basketball by the chain-link fence. Travel back to Tex's office.

Tex's Office

Turn on the Crime Link computer. Enter "shoe size 14, red hair" on Crime Link computer. Go out to Chelsee's Newsstand.

Newsstand

Talk to Chelsee. Ask about the burglary to get information on "male, green eyes, anchor tattoo." Go to Tex's office.

Tex's Office

Enter "male, green eyes, anchor tattoo" on the Crime Link computer. Travel to the Police Station.

Police Station

Talk to Mac. Follow dialogue path A, A, C to get information on the suspect—he's Caucasian, AB-negative, non-mutant (and thus has two eyes). Travel to Tex's office.



Tex's Office

Enter "Caucasian, two eyes, AB-, non-mutant" on the Crime Link computer. Travel to the alley behind the pawnshop on Chandler Avenue.

Alley

Talk to Clint. (He doesn't give you any information yet.) Keep talking to Clint until you learn about his chocolate problem. Travel to the street on Chandler Avenue and go to the Brew & Stew.

Brew & Stew

Talk to Louie. Ask about chocolate to get the slice of chocolate pie. Go to the alley behind the pawnshop.

Alley

Talk to Clint. Offer him the chocolate pie. Ask about the burglary to get information on the suspect's height and weight. Travel to Tex's office.

Tex's Office

Turn on the Crime Link computer. Under Height, select 6'0" — 6'4". Under Weight, select 281-320 pounds. Under View Suspect File, choose Yes. Read the note in Flemm's file to get Beek Ask About and the other entries. Go to Chelsee's newsstand.

Newsstand

Talk to Chelsee. Ask about Beek to get the Coit Tower destination. Go left down the street, turn left at the Golden Gate Hotel and go through the gap in the fence to Coit Tower.

Coit Tower

Talk to Beek using dialog path C, A, C. Offer him the surgery gift certificate. Ask about Mick Flemm to get information on the Snow



White (now ACME) Warehouse. Ask about Rusty Clown to get information on bozophobia. After you end the conversation, you're placed back on the street. Go straight ahead to the ACME Warehouse, open the door, and enter.

Warehouse

Go up the stairs. Get the "key from warehouse" hanging on the wall at the top of the stairs. Go back downstairs and use the key from warehouse on the pulley control box. Open the pulley control box to expose the pulley hook lever. Pull the lever in the pulley control box to activate the pulley hook. Open the crate. Get the fireman's uniform from inside the crate. Exit the warehouse and go to Rusty's Fun House.

Rusty's Fun House

Look at the door to Rusty's. Move the doormat. Get "key to Rusty's" from under the mat. Use the key to Rusty's to unlock the front door and enter. Get the suction dart crossbow from the first shelf on the far left. Get the Inspector Burns mask from the floor, between the two shelves of masks. Turn on the TV built into the left wall.

Move the top box on the floor, between the rows of shelves. Get the Rusty Clown doll from the bottom box. Get the stacking ring ("ring toss ring") that's hanging on the wall under all the plastic weapons. Get the "key to Rusty's back room" taped to the column at the right of the mask shelves. Use the key to unlock the "Employees Only" door. Open the door and go into Rusty's back room. Get the suction dart from the back wall. Get the balloon from the left sink. Open the barrel of toxic chemicals. (Triggers FLICK.) Leave Rusty's back room. Exit Rusty's Fun House and go back to the ACME warehouse.

Warehouse

Open inventory and combine the batteries with the Rusty Doll to create a live Rusty doll. Use the live Rusty doll on the pulley hook.



Hide behind the crate. (Triggers FLICK: Flemm enters the warehouse, leaves the keys and the bracelet on the table, sees the Rusty doll, and runs off.) Get Flemm's keys from the table. Get the bracelet from the table. Use Flemm's keys to open the locked storage compartment. Get the strongbox from the storage compartment. Open inventory and combine the "key from alley" with the strongbox to create an unlocked strongbox. Examine the unlocked strongbox, open it, and get the jade.

BRIDGE FLICK number one: Watch Percival in the castle with the Chameleon, talking about "hiring" Tex.

Day
2

Tex's Office

Get the Electronics Shop credit card from the mail delivery. Go to the Electronics Shop.

Electronics Shop

Use the credit card on the Electronics Shop door. Enter and talk to Hamm. Look at the Blue Light Special Box. Use the credit card on the Blue Light Special Box. Get the fax machine. Travel to Tex's office.

Tex's Office

Go to the fax machine and get the fax from Countess Renier. Examine the fax. Travel to the Countess's Mansion.

Mansion

(Your trip to the mansion triggers a lengthy FLICK. Tex converses with the Countess and gets information about the statuette.) Travel to the street on Chandler Avenue.

Street

Go to Chelsea's newsstand.



Newsstand

Talk to Chelsea. Ask about the statuette to add Franco Franco to your Ask About list. Travel to the police station.

Police Station

Talk to Mac. Ask about Franco Franco to add jade to your Ask About list. Travel to Chandler Avenue, Rook's Pawnshop.

Pawnshop

Ask Rook about Franco Franco, then about jade. You'll get information on the trade paper he had just thrown out. Exit to the alley.

Alley

Open the "Recyclable Papers Only" garbage can. Get the Jewelry Weekly trade paper from the garbage can. Open inventory and examine the trade paper; read Franco's ad for jade and see his Alhambra Theater location. Travel to the Alhambra Theater.

Alhambra Theater

Talk to Franco. Offer Franco the jade. **DON'T GET GREEDY!** Ask about the mysterious artifact to get Eddie Ching's name. Travel to Tex's office.

Tex's Office

Get the fax from Franco. Examine the fax to get information on the Knickerbocker. Travel to the police station.

Police Station

Ask Mac about the Knickerbocker to get the Knickerbocker destination on your travel map. Travel to the Electronics Shop on Chandler Avenue.



Electronics Shop

Talk to Hamm, using dialogue path C, C, B, A to get information on Knickerbocker and the laserblade. Use the credit card on the Blue Light Special Box. Get the laserblade. Travel to the Knickerbocker.

(Triggers two FLICKs: Tex's speeder lands on the Knickerbocker roof; the laserblade cuts through the glass window.)

Library (Knickerbocker)

Get the book, Behind the Looking Glass, on top of the bookcase. Open inventory and examine the book to get Eddie Ching's key. Open the Closet door on the left. Get the trap. Get the fish food. Open the aquarium. Use the fish food on the aquarium. Open the Hallway door on the right and exit the room.

Hallway

Look at the lasernets and note the power box at the end of the Hallway. Open inventory and combine the suction dart with the crossbow to create a loaded crossbow. Use the loaded crossbow on the switchbox. (Triggers FLICK: Tex loads and shoots crossbow.) DON'T TRY THE RING TOSS YET! Go back into the Library first.

Library

Use the stacking ring on the aquarium (and not on the fish) to create a filled ring. Go back into the Hallway.

Hallway

Use the filled ring on the lever in the switch box. (Triggers FLICK: Tex tosses the ring.) Go into the Study through the only door on the left.

Study

Look at the geiger tank. Get the capture noose. Get the geiger chow from behind the left marble obelisk. Open inventory and combine the geiger chow with the trap to create a baited geiger trap.



Use the baited trap on the terrarium door to get the geigger. (Triggers FLICK: Geigger gets caught in the trap.)

Move the "nudity" painting to expose the safe. Look at the safe. Get the birthday fax from the floor. Open inventory and examine the birthday fax to get Ching's birth date—Ching is 30 years old on 10-14-42, so he was born on 10-14-12. (It's actually the safe combination.) Open the safe to get the digital combination control. Enter the combination (101412) in the safe and click the Enter button; it opens automatically. Get the security card for the laser beams in the Secret Room. Get the list of bidders interested in getting the statuette. Open inventory and examine the list to add Percival to your Ask About list. Move the mirror. Use Eddie Ching's key to open the switch lock. Go back into the library and into the Secret Room.

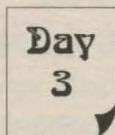
Secret Room

Look at the statuette in the laser cage. Get the bandana from the statue of David. Use the bandana on the sign that's above the lever on the side of the display case.

✖ **Note:** Save your game before you try this next step! (EXTRA) If you pull the lever on the hermetic chamber lever sign, you'll have fun but lose points.

Move the middle-right painting to expose the security card slot. Use the security card on the slot to shut off the laser beams. Move the empty crate that's nearest the statuette. Use the capture noose on the statuette. (Triggers FLICK: Tex uses the capture noose on the statuette.) Travel back to Tex's office.

BRIDGE FLICK number two: The Chameleon jumps Tex.



Tex's Office

Exit Tex's office and go to Slice O' Heaven, the "Pizza Bar" just past the Auto-Postbox.

Slice O' Heaven

Talk to Francesca. Get Case number three—getting the dirt on Sal. Open inventory and examine the note. Go to the Brew & Stew.



Brew & Stew

Ask Louie about Sal to find out about the note scraps. End the conversation. Tex automatically exits to the street.

Street

Open the trash can at the side of Brew & Stew. Get the note scraps. Open inventory and examine the note scraps. In inventory, assemble the note scraps and decipher the cryptogram. Here's the code:

Z = A, J = B, S = C, G = D, V = E, K = F, C = G,
U = H, W = I, O = L, H = M, A = N, I = O E = P,
B = R, X = S, L = T, P = U, N = V, Y = W, R = Y

(If you still have trouble, or happen to be impatient, we suggest you seek some form of counseling . . . and, by the way, here's the decoded message: "WE HAVE CONFIRMED YOUR APPOINTMENT WITH CHASTITY AT THE SUITE IN THE GOLDEN GATE HOTEL AT THE USUAL TIME. THE PASSWORD TODAY IS SILICON.")

Go into the Golden Gate Hotel.

Golden Gate Hotel (Lobby)

Talk to Ardo to learn about his love for Inspector Burns. End the conversation and go to Rusty's Fun House.

Rusty's Fun House

Find the helium nozzle; it's in the mouth of the big clown face painted on the left wall. Use the balloon on the nozzle to make a helium-filled balloon. Open inventory and combine the Inspector Burns mask with the fireman's uniform to create an Inspector Burns disguise. Go back to the Golden Gate Hotel.

Golden Gate Hotel (Lobby)

Disguised as Inspector Burns, talk to Ardo. (Be as nice as possible—try dialog path A, A—bluffing with the disguise to get into the hotel.)



Hotel Hallway (Outside Suite)

Enter the "SILICON" password.

Hotel Suite (Main Room)

Get the gold foil from the table on the left. Move the yellow painting on the right side of the far wall to expose the list. Look at the list of "Sal's Conquests." Move "Mishap on the High Seas" painting, second from far end on the left wall to expose the Twistee Game compartment. Look at the Twistee game box. Open the French doors to the Piano Room on the right wall and enter.

Piano Room

Play (using the Move command) the piano. (Triggers FLICK: Tex plays the piano.) Get the deodorizer magnet next to the Tudor window. Go back into the Main Room, then into the Bedroom.

Hotel Suite Bedroom

Look at the locked desk drawer (upper left). Open the middle desk drawer, left side, and look at the Gideon's Bible. Open the bottom desk drawer, left side. Look at the camera. Open the top desk drawer, right side, and look at 12 cents. Open the left nightstand cabinet. Look at Playboy Magazine. Open the closet doors. Get the champagne glass. Go back into the suite's Main Room and open the French doors to the Jacuzzi Room and enter.

Golden Gate Hotel Jacuzzi Room

Look at the mounted vase to see the champagne cork. Fill the champagne glass in the hot tub. Use the filled champagne glass on the mounted vase. (TRIGGERS FLICK: Tex uses glass to fill vase, then gets the champagne cork.) Open inventory and examine the champagne cork to get the wire. Go back to the Bedroom.

Golden Gate Hotel Bedroom

Use the wire to open the locked desk drawer. Get the shoelace. Go to the Jacuzzi Room.



Golden Gate Hotel Jacuzzi Room

Move the towel to expose the drain. Look at the drain. Open inventory and combine the shoelace with the magnet to create a magnet-on-a-string. Use the magnet-on-a-string on the screwdriver to get the screwdriver. Use the screwdriver on the drain. Get the roll of film. Go back into the Main Room.

Suite Main Room

Exit the room. (Tex automatically leaves the hotel.)

Street

Use your credit card on the Electronics Shop door and enter.

Electronics Shop

Use your credit card on the Blue Light Special Box. Get the PhotoMatic Pro film developing kit. Open inventory and combine the film with the developing kit to get some incriminating photos of Sal. In inventory, look at the incriminating photos. Exit the shop and go to Slice O' Heaven.

Slice O' Heaven

Offer the incriminating photos of Sal to Francesca. Ask Francesca about the mugging (to get Pug added to your Ask About list). Go to Coit Tower.

Coit Tower

Ask Beek about Pug to discover his location. End the conversation; Tex goes directly to Pug's alley.

Pug's Alley

Talk to Pug to get information on the Colonel. Travel to the Colonel's Office.



Colonel's Office

(FLICK: Tex talks to the Colonel, takes him to the hospital, then returns to his office.) Talk to Eddie Ching. (FLICK: Eddie Ching and his goons nab Tex and knock him out.)

BRIDGE FLICK number three: Watch Chameleon and Percival in the Castle.

Day 4

Tex's Office

Travel to the Mansion.

Mansion

Look at the bird on the chandelier. Get the watch on top of the fireplace mantel. Open inventory and examine the watch to find the secret compartment. Use the gold foil on the bird. (Triggers FLICK: The bird drops the pack, gets the foil, and flies off.) Get the cigarette case. Open inventory and examine the cigarette case to get a cigarette. Move the newspaper (obituary section of Standard Examiner) in front of the table to reveal the ashtray. Look at the ashtray to see the cigarette butts. (This verifies it's the same type of fancy cigarette that you found in the case.) Look in the wastebasket. Get the note scraps. Open inventory and examine the note pieces.

Assemble the note pieces to reveal the following partial note (ellipses indicate missing segments):

... circumstances—... s are progressing smoothly... delighted to hear that Murphy was able... the final piece of our puzzle. He probably doesn't... we repaid him by not killing him immediately... he gets too nosy, don't be afraid to deal with... meantime, go to the Bastion of Sanctity and...

Travel to the Colonel's Office.

Colonel's Office

Move the picture frame on the table. Look at the photo of Melahn. Open the bottom desk drawer, left side. Get the greeting card. Open inventory and examine the greeting card. Open the bottom desk



drawer, right side. Get the envelope. Open inventory and examine the envelope to get Melahn's address. Move the vase in the lower-right corner of the display case to reveal the disk.

Get the emergency disk on the vase. Turn on the computer. Use the emergency disk on the computer and read all the information. Travel to Melahn Tode's.

Melahn Tode's

Talk to Melahn. (Don't hit on her too hard, or she'll shut you out.) Offer the greeting card to Melahn. Ask about the Colonel to get the Colonel's key added to your Ask About list. Ask about the Colonel's key to get the key—it opens the file cabinet at the Colonel's Office. For fun, ask about Chameleon. End the conversation and travel back to the Colonel's Office.

Colonel's Office

Use the Colonel's key to unlock the file cabinet. Open the top drawer and get the coded documents. Open inventory and examine the coded documents. Move the magazine on the floor to reveal the UPEX receipt. Get the UPEX receipt. Open inventory and examine the UPEX receipt to get Melahn's address. Travel back to Melahn Tode.

Melahn Tode's

Talk to Melahn. Offer (or ask about) the UPEX receipt to get the paper with the combination. Open inventory, examine the paper with numbers, "5-7-1." End the conversation and travel back to the Colonel's Office.

Colonel's Office

Move the "Air Force" painting to expose the safe. Remember the combination: 5-7-1. Move the safe's left knob clockwise five ticks. Move the safe's center knob clockwise seven ticks. Move the safe's right knob clockwise one tick. When the safe door opens automatically, get the code book. Open inventory and combine the code book with the coded documents to create decoded files. In inven-



tory, examine the decoded files to get the Motel destination and G. R. S. information. Travel to the Motel.

Roadside Motel

Talk to Alaynah to get the passkey, and information on G. R. S. Travel to G. R. S.

G. R. S.

Tex automatically uses the passkey to enter.

G. R. S. Hallway

Run away from the security eye. Run left around the curving hallway to the second door on the right, "Research & Development." Open the door and enter.

R&D Room

Hide in the back-right corner from the security eye.

✖ **Note:** You need to get between Paul DuBois' desk and the wall. Then, still in Movement mode, press and hold the **Ctrl** key until you've crouched down as low as possible.

✖ **Warning!** Security sweeps will occur periodically. If you get caught in one, repeat the above procedure.

Get the San Francisco Stars pennant from the wall on the left side of the room. Get the hex wrench from the floor in the middle of room. Get the TV from desktop behind the lamp of the first desk on the right.

R&D Room (Paul DuBois Area)

Look at Paul DuBois' computer. Open inventory and examine the pennant to get Paul's computer access card. Turn on the computer. Use the computer card on Paul's computer. Click on various topics



to get information on G.R.S., the Brotherhood, the Secret Doctrine, and other topics. Open the door and go back into the Hallway.

Hallway

Go left to the Project Supervisor's Room, open the door, and enter.

Project Supervisor's Room

Hide from the security eye behind the partition wall in the back corner. (Again, be sure to press and hold the **Ctrl** key in Movement mode until you get down as low as possible.) Use the wrench on the vent plate in the door to the High Security Area. Use the geiger on the vent opening. (Triggers FLICK: Geigger goes for sandwich, but trips the button to open the door, and gets fried.)

Project Supervisor's Room (High Security Area)

Get the mini-disk on the far desk. Look at the note under the mini-disk for information on Eva Schanzee. Open the upper-left desk drawer. Get the laser disc. Open the lower left desk drawer. Get the passkey to Tucker's Office. Exit the High Security Area and go to Eva Schanzee's desk.

Project Supervisor's Room (Eva Schanzee Area)

Look at Eva Schanzee's computer. Crouch down and look up under Eva's desk (right side) to see her computer access card. Get the computer card from under Eva's desk. Turn on the computer. Use Eva's computer card on the computer. Use the mini-disk on the computer. (Triggers FLICK: View Eva's personal logs on the computer.) Open the door to the Hallway.

Hallway

Listen and watch for the Security Eye, hurry around the curving hallway to the Conference Room, open the door, and enter.



Conference Room

Hide behind the single desk from the security eye. (Again, be sure to press and hold the **Ctrl** key until you get down as low as possible.) Look at the video screen. Open the top left desk drawer and look at the Playbub Magazine. Open the bottom left desk drawer. Get the laser disc player. Exit the Conference room into the Hallway and take a right. The next room down is Marcus Tucker's office.

Hallway

Look at the access panel by the door to Tucker's office. Use the passkey on the access panel. Open Tucker's office door. Enter Tucker's office.

Tucker's Office

Duck behind the plants to hide from the security eye. (Again, be sure to press and hold the **Ctrl** key until you crouch down as low as possible.)

Look at Tucker's safe—the big door across the room from the entrance/exit door. Look at Tucker's safe access panel. Open inventory and combine the laser disc player with the TV to create audio-visual equipment. In inventory, combine the laser disc with the audio-visual equipment to create loaded audio-visual equipment. Open inventory and examine the loaded audio-visual equipment to see that Marcus Tucker is recorded on the laser disc.

Open the lower left drawer. Read the number (142235) on the masking tape. Open the lower right drawer and get the match. Turn on the safe access panel. Use the loaded audio-visual equipment on the access panel for voice recognition. (Triggers FLICK: Marcus Tucker appears on the TV screen.) Go into Tucker's safe.

Tucker's Safe

Get the Anti-Genesis videocassette. Get Eva's Buddha. Look in the wastebasket and get the note shreds. Exit the safe.



Tucker's Office

Hide from the security eye behind the plant again. Wait for the security eye to enter the safe. Click on the safe access panel, activate the ON/OFF cursor, and click again to close the door and trap the security eye in the safe. Open inventory and examine Eva's Buddha to get the Winter Chip. In inventory, combine the Winter Chip with the watch to create a watch with hidden chip. Assemble the note shreds, and examine the assembled note to get the Bastion destination.

Here's the full text of the note:

Brother Marcus:

We are seekers of purity who will abide no defect in spirit or form. The time is close at hand—your work was exemplary and adhered in every detail to the holy prophecies. Now that we have the sacred relic in our possession, our plans can be carried out.

I regret that you had to eliminate DuBois. Alas, such is the folly of man. Schanzee is being held on the Moon Child and will pay dearly for her treachery. Also, as feared, Brother Thaniel was not genetically suitable for our Order and had to be retired.

Now your instructions. Go to the Bastion of Sanctity (Long: 122 degrees 47' 11", Latit: 41 degrees 28' 6"). Upon arriving, the Chameleon will provide transport, though he will not travel with you to the Moon Child just now, as he has other business to attend to before joining us.

Godspeed Brother.

Go into the Hallway, then back to the Project Supervisor's Room.

Project Supervisor's Room

Look at the wall safe. Open the safe to get the access panel. Enter the number code you got from Tucker's desk (142235) on the access panel and click on the Enter button. Open the safe and get the viral powder. Exit the room into the Hallway.



Hallway

Go to the Conference Room and open the door.

Conference Room

Get the cabinet door key from the ledge running along the wall to the left as you enter. (Hint: The key is under the photo portrait of that guy about whom Murphy says: "He'll sell no wine before it's time.") Use the cabinet door key on the middle of the console. Look at the VCR. Turn on the VCR. Use the videocassette on the VCR. Turn on the remote pad on the conference table and watch the video of the virus. Travel back to Tex's Office.

BRIDGE FLICK number four: Alaynah is kidnapped by Chameleon, who appears in a cube message to Tex.

Day
5

Tex's Office

Travel to the Bastion.

Bastion Entrance

Look at Chameleon. Look at Alaynah. **DON'T ENTER THE MAIN ROOM!** Chameleon will kill you. Instead, take the passageway to the right just before the entrance into the main room.

Bastion Passageway

Get the clamp stuck on the coat of arms on the right wall. Continue down the passage to the alcove on the right and look at the expensive vase on the shelf. Get the gargoyle's eye (gemstone).

Continue farther and get the bungee cord on the left wall. Return to the alcove, open inventory, and combine the clamp with the bungee cord to create a slingshot. In inventory, combine the slingshot with the gemstone to create a loaded slingshot. Use the loaded slingshot on the vase. (Triggers FLICK: Tex shoots the slingshot at the vase, which falls.)

Hurry now, Chameleon is coming to investigate. In inventory,



combine the cigarette with the viral powder to create a lethal cigarette, and combine the lethal cigarette with the match to create a lit lethal cigarette. Hurry around the passage and out into the main room.

Main Room

Use the lit lethal cigarette on Chameleon's cigarette, which sits in the ashtray on the table. (Triggers FLICK: Tex goes to the Main Room, switches cigarettes.) Move the shield on the right wall to expose a switch. Turn off the switch to remove the force field. Talk to Alaynah. Find out about Ferrel Pus and the Broken Skull. (Tex describes returning Alaynah to her motel, and his own return to the Broken Skull. A \$100 bill is automatically added to inventory.) After the Poe reading, travel to The Broken Skull.

The Broken Skull

Talk to the bartender and use dialogue path B, C, B. Offer her the \$100 bill. Choose response attitude A or B (but not C). Then, when the bartender asks about the token, choose response B. Travel to the Roadside Motel.

Motel

Ask Alaynah about the token to get Silver Dollar added to your Ask About list. End the conversation and travel to Rook's Pawnshop on Chandler Avenue.

Pawnshop

Ask Rook about the silver dollar to get the silver dollar. Travel back to the Broken Skull.

Broken Skull

Talk to the bartender and choose response attitude A or B. Offer the silver dollar. (Tex is automatically taken to the Ferrellette Room.)



Ferrellette Room

Talk to Ferrel Pus.

Ferrellette Game

Round 1: Choose the ball in the northeast position. Round 2: Choose the ball in the center position. Round 3: Choose the ball in the south position. Round 4: Choose the ball in the south position. (Tex wins and automatically returns to the bar.)

The Broken Skull

Talk to the bartender. (Triggers FLICK: Tex is slipped a mickey, and the screen fades to black.)

BRIDGE FLICK number five: View the prophecy reading at the cult meeting on Moon Child.

✖ **Note:** Day Six will open with a death sequence if Tex didn't hide the Winter Chip in the watch on Day Four.

Day 6

Arboretum

After Lowell Percival appears on the cube, look at the door. Look at the smoke alarm above the door. Look at the pile of leaves on the ground. Find and open the closet door.

Closet

Get the lighter fluid. Find and get the rake.

Arboretum

Find and get the piece of flint—from the entrance, go all the way around to the far windows that look out on Earth. Then look on top of the rock wall to the right, at the end closest to the windows. Find and get the stone—from the entrance, go toward the stone cube sculpture and turn left. Look for the loose stone in the right-side rock wall.

Use the rake on the leaves on the floor by the door to create a "hidden-rake booby trap." Use the lighter fluid on the leaves that



hide the rake. Open inventory and combine the flint with the stone to create sparks. Start a fire by using the sparks on the leaves that hide the rake. (Triggers FLICK: Smoke billows, and Tex yells "Fire!") The guard enters and steps on the rake. Tex goes into the Moon Child Hallway.)

Moon Child Hallway

Find and look at the Stasis Room door. Open the door and enter. (Triggers FLICK: Tex finds Eva, who is in stasis.) Turn on the Stasis Console.

Now Tex needs to revive Eva in the following three phases:

Stasis Reversal: Phase 1

At the Stasis Console, move the slider for Stasis Chamber Temperature to 58 degrees (until the red box lights up under the Phase 1 Complete indicator). Move the slider for Oxygen Level to 12 percent. Push the Epinephrine (Adrenaline) button. Push the Electric Shock button—"Phase 1 complete."

Stasis Reversal: Phase 2

Move the slider for Stasis Chamber Temperature to 86 degrees. Push the Sodium Pentathol ($\text{NaC}_{11}\text{H}_{18}\text{N}_{2}\text{O}_2\text{S}$) button. Push the Epinephrine button. Move the slider for Oxygen Level to 14 percent—"Phase 2 complete."

Stasis Reversal: Phase 3

Move the slider for Stasis Chamber Temperature to 98.6 degrees and move the slider for Oxygen Level to 16 percent. Push the Epinephrine button. Push the Sodium Bicarbonate (NaHCO_3) button. (Triggers series of FLICKS: Eva awakens. Tex talks to her and gets the mission paper with plan information as well as Eva's key.)

Moon Child Hallway

Open inventory and examine the mission paper. Find the Observatory. Open the door to the Observation Deck and enter.



Observation Deck

Use Eva's key to unlock the wall panel door. Move the Links 986 box to expose the mini-computer. Get the mini-computer. Move the potted plant in the far corner to expose the floor panel. Look at the floor panel. Go back into the Moon Child Hallway.

Moon Child Hallway

Get the pipe lying in front of the Residential Decks door. Go back into the Observatory.

Observatory

Use the pipe on the floor panel to open it. Get the computer cable. Get the cocktail glass from the table. Open inventory and examine the cocktail glass to get the flex-straw. Find and look at the recessed button on the wall next to the door. Use the flex-straw on the recessed button. (A panel slides open, revealing a computer.)

In inventory, combine the link-up computer with the Winter Chip to create a computer virus link-up. Then combine the computer virus link-up with the computer cord to create a virus link-up connection.

Observatory Computer

Use the computer viral link-up connection on Port C. (Triggers FINAL FLICK: Watch the Moon Child explode and view the story finale.)

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Wing Commander III Heart of the Tiger

Word from the Bird

The Condor's Scorecard

| | | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|----------|----------|----------|-----------|
| Story/Writing | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Atmosphere | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Gameplay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Visual Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Originality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Overall Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



Wing Commander III: Heart of the Tiger is the latest space combat simulator/adventure hybrid in the wildly successful *Wing Commander* series created by Chris Roberts for Origin. More a "shoot-'em-up" than an adventure game, *Wing Commander III* features long combat sequences of the quick-twitch reflex variety, linked by short cinematic sequences featuring the likes of Mark Hamill, Malcolm McDowell, John Rhys-Davies, and other Hollywood presences.

The Story

Heroes are good. Nazi cats are bad. Destroy them. There's your story in a nutshell.

The good news is that there actually is a story. Not *much* of one, but what the hey. At least the Origin team provides a well-acted Big Picture to frame each of the pulse-pounding dogfight sequences.

OK, I'll expand the synopsis. You direct the actions of a grizzled starfighter pilot, Colonel Christopher Blair (played by Luke, I mean Mark Hamill), the "wing commander" of the title. As the game begins, the forces of the Terran Confederation (your team) reel before the onslaught of the evil Kilrathi Empire, a bunch of huge, predatory warrior-cats with really deep voices. Luke, I mean Blair, is a renowned ace, but for some reason he is assigned to the *TCS Victory*, an older and somewhat unassuming capital ship.

Once aboard the *Victory*, Luke, I mean Blair, meets his ragtag bunch of wingmen—Maniac, brash egoist; Flint, hard-driven daughter of a storied star-pilot; Vaquero, easygoing guitarist with cantina dreams; Vagabond, card shark with a murky, classified past; Cobra, who bears a bitter grudge against all things feline; and Hobbes, Blair's friend and former wingman, a guy who just happens to be Kilrathi himself.

Then the real game begins—you fly a few warm-up missions, blow up stuff, get to know your crew, blow up stuff, and then (for a change) you blow up stuff. You yank around a joystick for hours. If you have bird claws for hands, as I do, you end up in the waiting room of an orthopedic surgeon. It's great, man.



The Verdict

OK, here's a secret, but I'm going to whisper: *Story is good if it's a good story*. Otherwise not. I say this because the happy trigger-finger crowd goes nuts over any story-like rationale for good carnage. If you can knit carnage into a coherent scheme, you are CyberChekhov. (I'm talking about the writer, not the Star Trek guy.)

So The Condor sees two ways to look at *Wing Commander III*.

On the one hand, I find all the hoopla about "the first true interactive movie" kind of laughable. Yes, there is a "plot." Yes, the missions follow a logical progression, and the acting is quite good—particularly Malcolm McDowell as Tolwyn, and the excellent Jason Bernard as Capt. William Eisen. But as stories go, this one's pretty shallow.

If I sound condescending, sorry, I can't help it. I'm a Condor.

Now, *Wing Commander III* makes a good start at telling a story. But with Luke, I mean Mark Hamill trooping around as the hero, it's hard not to compare this space saga with another one. In *Star Wars*, the character arcs of Luke and Han and Leia and even Darth Vader form the spine of a good story. In *Wing Commander III*, we get Good Guys versus Bad Guys, with the bare bones of love interest thrown in. There are sparks of character development here and there, but they get snuffed—which is too bad, because the characters are well-drawn and well-acted. They just don't go anywhere, except to blow up stuff.

On the other hand, The Condor enjoyed the game immensely.

Go figure.

Despite the flimsy, pedestrian story line, *Wing Commander III* delivers a lot of entertainment value. The character interaction makes the down-time between missions interesting, at least. The dialogue is clean, believable, well-delivered. But it's the death-defying missions that make this a great game. Flying into the teeth of Kilrathi fury—cool! The crisp intelligence behind each scenario infuses the campaign against the Kilrathi with variety and purpose; the production values of the movie sequences are Hollywood-quality; and the Tachyon gun butt-kicking (with subwoofer cranked) is truly glorious.

The Condor has to give *Wing Commander III: Heart of the Tiger* a 9 for edge-of-the-perch thrills, with some good acting thrown into the cracks between missions.



* * *

The Flythrough

After the long opening movie, you end up on the Flight Deck of the TCS Victory. Go to Flight Control. Talk to Hobbes. Go to the Lift. Talk to Rollins. Choose "Play along with him." Go to the Living Level by clicking the green box on the lift controls. Watch the scene in the Rec Room, and then talk to Vagabond. Select "He's got a point." Go to the Berths and look in the open locker to see the holograph of Angel.

Go to the Rec Room. Go to the Lift. Go to the Bridge Level by clicking the red box on the lift controls. Talk to Maniac. Go to Gun-nery Control. Talk to Flint. (Not much of a conversation.) Go back to the Lift and go to Flight Level by clicking the yellow box on the lift controls.

The Orsini Missions

After you exit the lift, attend the briefing. (Pay attention to the mission objectives.) Pick Hobbes as your wingman. Talk to Rachel. Fly the mission.

Mission One: Routine Patrol of the Orsini System

- Enemies by Zone:

1: 2 Darket

2: None

3: 2 Darket

Zone 1

Dogfight the pair of Darkets. Note that the Darket has 150 percent more armor on its nose and tail than on its sides. A good tactic is to circle these fighters and attack from the flank. Press [A] to autopilot to the next zone.

Zone 2

No enemy craft present. Press [A] to autopilot to the next zone.



Zone 3

Destroy the next pair of Darkets. Press [A] to autopilot back to the TCS Victory.

Landing Sequence

Here's the easy auto-landing sequence. Approach the TCS Victory. Press [C] to access communications. Press [2] to open a communication frequency with the Victory. Select "Need clearance" to get landing clearance from Rollins. (You won't get this option until you are close enough to the Victory.) Press [A] for an auto-landing. Or steer it in yourself, you big jock, you.

After the mission, you end up on the Flight Deck of the TCS Victory. Talk to Hobbes. Take the Lift up to the Living Level. Talk to Vaquero. Select "Sounds good to me." Go to the Berths. Talk to Cobra. Return to the Flight Deck and attend the next briefing. Pick any wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendation: Thunderbolt with default loadout.

Mission Two: Kill the Kilrathi Capital Ship

- Enemies by Zone:
 - 1: None
 - 2: 2 Darket
 - 3: 2 Darket, 1 Transport

Zone 1

No enemy craft are present in this sector.

Zone 2

Two Darkets want to mix it up. Not a bad idea to signal your wingman to "break and attack."

Zone 3

A Kilrathi transport with two laser turrets awaits, along with two more Darkets. Don't let the Kilrathi fighters lure you into range of the capital ship. Finish off the fighters, then engage the transport.



Remember: Once you destroy its gun turrets, the big ship will be defenseless.

After the mission, you end up on the Flight Deck of the *TCS Victory*. Take the lift to the Living Level. Talk to Rachel in the Rec Room. Return to the Flight Deck and attend the next briefing. Pick Cobra as your wingman. (Her aggressive style is good for escort missions.) Talk to Rachel and choose your ship and weapons configuration. My recommendations: Thunderbolt loaded with Friend-or-Foe Missiles.

Mission Three: Escort Medical Cargo Ship

- Enemies by Zone:

- 1: None
- 2: 2 Darket, 2 Dralthi
- 3: 2 Darket, 1 Corvette
- 4: 2 Darket (1st wave), 2 Darket (2nd wave)



Before you can engage your Autopilot, you need to manually approach the cargo ship and create an autopilot link. The cargo ship is right outside the launch bay. Once you're close enough, your computer acknowledges the link with the message: "Confederate ID Confirmed. Autopilot linked." Then press **[A]** to jump to the first zone.

Zone 1

No enemy ships present.

Zone 2

Successful escort work is *quick* work. Eliminate the four enemy fighters in this sector as quickly as possible. Best tactic: Tell your wingman to break off and attack. Don't stray too far from your cargo ship. Other tips: Save missiles and torpedoes for capital ships, if possible. But if a Kilrathi fighter gets too close to your cargo ship, you might need to expend a missile.



Zone 3

Again, let your wingman break off and attack the Darkets. After the fighters are destroyed, your wingman will dart off to attack the Corvette. Note that this habit can get wingmen killed, so you might want to call them back to form your wing and take on the Corvette (with its five gun turrets) yourself.

Zone 4

Again, let your wingman break off and attack the Darkets. Be aware that a second wave of fighters lurks as well. The sooner you finish off the first wave, the better. Autopilot back to the *Victory*.

After the mission, you end up on the Flight Deck of the *TCS Victory*. Go to Flight Control. Take the lift up to Bridge Level and go into Gunnery Control. Talk to Flint. Select "She has a point." Return to the Flight Level and attend the next briefing. Pick Cobra or Maniac as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendation: Thunderbolt with default loadout.

Mission Four: Protect the Civilian Transport

- Enemies by Zone:

- 1: 4 Darket (1st wave), 2 Dralhti (2nd wave)
- 2: 2 Dralhti, 1 Corvette (armed with Skipper missiles)
- 3: None
- 4: If transport destroyed in zone 2—2 Dralhti, 2 Corvettes
- 4: If transport saved in zone 2—2 Darket (1st wave), 2 Darket (2nd wave)

Zone 1

Order your wingman to break off and attack. (Save your torpedo for the Corvette in the next zone.) After you destroy both waves of enemy fighters, approach your transport until you get the "Confederate ID confirmed" message. Autopilot to the next zone . . . and get ready for some slick flying.



Zone 2

Here's your first real piloting challenge. The deadly Skipper missile fired from the Corvette appears as a yellow dot on radar. First, order your wingman to break off and attack. Then accelerate and chase the Skipper missile, blasting it with guns. (Your missiles won't lock on because of its stealth technology.) Once the Skipper is destroyed, you can return to destroy the Corvette with your torpedo.

Zone 3

No enemy craft are present in this sector.

Zone 4

If you saved the transport back in zone 2, you face two pairs of Darkets here. If you lost the transport, battle two Dralhti and two big Corvettes. After the engagement, autopilot back to the *Victory*. You learn that you're making a jump to the Tamayo system.

The Tamayo Missions

Watch the movie sequence. Flash, the test pilot, arrives in a sparkling new Excalibur fighter. Select "This kid's a smartass." (Flash could use a little dressing down.) You end up on the Flight Deck of the *TCS Victory*. Take the Lift up to Bridge level and go into Gunnery Control. Talk to Maniac and Flint. Select "They're right." Go back out to the Bridge and talk to Hobbes and Eisen. After the attack on the *Victory* begins, take the lift down to the Flight Level. You automatically end up in an Arrow, with Maniac on your wing.

Mission One: Defend TCS Victory

- Enemies: 2 Darket (1st wave), 1 Paktahn, 2 Darket (2nd wave), 1 Paktahn, 3 Darket (3rd wave), 2 Paktahn, 2 Darket (4th wave), 2 Paktahn



Zone Tactics

The key here is to learn how to keep the Paktahn bombers from launching their deadly torpedoes at the object you are defending—in this case, the *Victory*. After takeoff, kick in your afterburners to meet the enemy as far away from the *Victory* as possible. Maniac breaks off to attack the fighters on his own; he won't wait for orders. Focus your own attack on the Paktahns, pressing [T] to cycle through possible targets until you identify bombers. When the bombers are dead, mop up the fighter escorts.

After the mission, you end up on the Flight Deck of the TCS *Victory*. Take the Lift up to the Living Level and go into the Berths. Talk to Flash. Go back to the Rec Room and talk to Rachel. Select "I'd love to fly that ship." Return to the Flight Level and attend the next briefing. Pick Hobbes or Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendation: Excalibur (if Rachel offers it) with Friend-or-foe missiles.

Mission Two: Scramble to Defend Tamayo II

- Enemies by Zone:
 - 1: 4 Vaktoth, 4 Darket, 4 Dralhti, 1 Corvette
 - 2: 4 Transport

Zone 1

If you're following this walkthrough successfully, you now have the pleasure of putting the Excalibur through its paces. Use Tachyon guns only for this mission. Immediately order your wingman to break off and attack. Target the four Vaktoth heavy fighters first. Note that Vaktoth heavy fighters have two rear guns, so attack them from the sides. Attack the Corvette last.

Zone 2

The four unescorted Kilrathi transports are easy prey.

After the mission, Flash confronts you on the Flight Deck. Select "Time to teach this punk a lesson." Go to Flight Control. Talk to Eisen. Challenge Flash.



Mission Three: Simulator Duel with Flash

Strike fast, because Flash gets better the longer he lasts. Press [B] to arm all missiles right away. As soon as he gets in range, fire two missiles, then two more to take him out.

The Locanda Missions

After the movie, you end up in the Flight Control area of the TCS Victory. If Flash is there, talk to him. He apologizes, and you have a new wingman on the roster. Take the Lift up to the Living Level and go to the Berths. Talk to Cobra. Select "She knows something." Take the Lift up to the Bridge Level, go into Gunnery Control, and talk to Flint. Select "Give her a shot." Return to the Flight Level and attend the next briefing. Pick Cobra, Flint, or Vagabond as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendations: Thunderbolt with Heat-seek missiles.

Mission One: Corral the Kilrathi Raiders

- Enemies by Zone:
 - 1: None
 - 2: 2 Vaktoth, 2 Dralthi
 - 3: 2 Darket, 4 Strakha
 - 4: 4 Dralthi, 1 Light Destroyer
 - 5: 6 Darket (1 ace)

Zone 1

No enemy craft are present.

Zone 2

Upon arrival, order your wingman to break off and attack. Target the Vaktoths first. Save your torpedo for zone 4.



Zone 3

The Darkets are no problem. But you face a new nemesis here—the Strakha stealth fighter. Use your heat-seek missiles on Strakhas as soon as they emerge from cloaking within firing range.

Zone 4

Take out the four Dralthis first. Then use your torpedo on the light destroyer. Note that it has eight laser turrets and very thick shields, so if you didn't save your torpedo, you're in deep tuna here. The best tactic: Take out the destroyer's tail guns to create a safe zone behind it, then press **[Y]** to match its speed and blast away at the tail area.

Zone 5

Six Darkets led by a Kilrathi ace named "Fireclaw" buzz around this zone. Don't worry, he's not so hot. Use standard dogfight tactics to clear the zone, and head back to the *Victory*.

After the mission, you end up on the Flight Deck of the *TCS Victory*. Take the Lift up to the Living Level and talk to Vagabond. Select "He might be right." Go up to the Bridge Level, enter Gunner Control, and talk to Hobbes. Return to the Flight Deck and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel, and choose your ship and weapons configuration. My recommendation: Thunderbolt with Friend-or-foe missiles.

Mission Two: Destroy Kilrathi Bio-Warheads

- Enemies: 1 Light Destroyer (laden with warheads),
2 Strakhas

Zone Tactics

Here's the most critical battle of the Locando missions. Order your wingman to break off and attack immediately. Then *speed* toward that Kilrathi light destroyer, using afterburners (hold down the **[Tab]** key). Put your torpedo into it as quickly as possible. Keep an eye on your radar. The destroyer launches three deadly bio-warheads at the



planet. They're fast suckers, so torch up your afterburners again and chase them down. A few good laser shots take each one out, but you burn a lot of precious fuel in the process.

After you successfully complete the mission and autopilot back to the *Victory*, Captain Eisen informs you that Flint has gone renegade, flying solo into superior Kilrathi forces. He asks if you can risk bringing her back. In your Communications screen, select the *Victory* frequency, and then select *Going After Flint*.

Mission Three: Rescue Flint

- Enemies by Zone:
 - 1 & 2: None
 - 3: 4 Darket, 3 Dralhti, 2 Vaktoth, 1 Scout
 - 4: 3 Darket, 2 Dralhti, 2 Vaktoth, 1 Cruiser
 - 5 & 6: None

Zones 1 and 2

No enemy craft are present.

Zone 3

Ten Kilrathi ships versus you. Cool! The Vaktoth pack the most punch, so nail them first. Deal with the other fighters, leaving the Scout for last. You can save your missiles for the big Cruiser you meet in the next zone.

Zone 4

Here's Flint . . . and the worst fire zone yet. The fighters are deadly and aggressive, but if you leave Flint alone with the giant Cruiser, it blasts her ship. (Don't worry, she gets rescued.) Try knocking out a few of the Cruiser gun turrets first. This keeps Flint flying awhile. Then turn on the pesky Kilrathi fighters. Once they're eliminated, help Flint with the Cruiser.

Zones 5 and 6

No enemy craft are present.



The Blackmane Missions

After the long opening movie, you end up on the Flight Deck of the *TCS Victory*. When you talk to Flint, select "Give her a break." After the conversation with Rollins, go up to the Berths area and look in the open locker. Take the Lift up to the Bridge Level and talk to Eisen. Return to the Flight Level and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendations: Thunderbolt with Friend-or-foe missiles.

Mission One: Defend the Blackmane Base

- Enemies: 4 Dralthi (1st wave), 4 Darket (2nd wave), 4 Darket (3rd wave), 4 Paktahn (4th wave)

Zone Tactics

Remember that only the Paktahn bombers present any real threat against the Blackmane base. So the first three waves of fighters are for fun. Unleash your wingman on them, and don't stray too far from the base. When the bombers come in the fourth wave, they are led by a Kilrathi ace named "Bloodmist." Fire missiles at them as soon as they come into range.

After the mission, you end up on the Flight Deck of the *TCS Victory*. When you talk to Rachel, select "She understands." Go up to the Berths area and talk to Maniac. Select "He's jealous." Return to the Flight Level and attend the next briefing. Pick Cobra, Maniac, or Hobbes as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendations: Arrow with Heat-seeking missiles.

Mission Two: Escort Supply Convoy

- Enemies by Zone:
 - 1: 4 Dralthi
 - 2: 4 Strakha (1st wave), 4 Strakha (2nd wave)



Zone 1

The Kilrathi are already on the attack, so quickly send your wingman after them. Speed to the attack. Afterwards, fly close to the transport ships to confirm ID, and then autopilot to the next zone. The first transports are safe, so autopilot again to escort another transport in the next zone.

Zone 2

Two waves of stealth fighters come after your transports here. Nail the cats at your leisure, and don't be bummed when they destroy the transport. You can't save it.

After the mission, you end up on the Flight Deck of the *TCS Victory*. Go up to the Gunnery Control area and talk to Flint. Return to the Flight Level and attend the next briefing. You need an aggressive wingman this time, so pick Cobra. Talk to Rachel and choose your ship and weapons configuration. My recommendation: Thunderbolt with Friend-or-foe missiles.

Mission Three: Protect the Weapons Convoy

- Enemies by Zone:
 - 1: 2 Sorthak (1st wave), 2 Sorthak (2nd wave)
 - 2: 4 Strakha (1st wave), 4 Strakha (2nd wave)
 - 3: 2 Vaktoth (1st wave), 2 Vaktoth (2nd wave)
 - 4: None

Zone 1

Before you can autopilot to this zone, you must fly to the weapons convoy (the big ships just outside the *Victory* launch bay) for visual ID and autopilot link. Then press [A] to reach the first zone, where a new type of foe awaits—a mysterious new Kilrathi fighter called the Sorthak. Order your wingman to break off and attack. Fire missiles immediately when the enemy's in range; once you beat the first pair of Sorthaks, a second pair appears, putting your wingman in deadly peril, so hustle over to help him/her out.



Zone 2

Two waves of Strakha stealth fighters come after your convoy. Don't stray far from the convoy while battling the first wave.

Zone 3

Remember that heavy Vaktoth fighters are most vulnerable from the side.

Zone 4

No enemy craft are present in this zone. Autopilot back to the Victory.

The Ariel Missions (Kilrathi Space)

After the mission, you end up on the Flight Deck of the TCS Victory. Talk to Rachel. After she snubs you—hey, she's busy—go to Flight Control and talk to Cobra. Select "She's right." Take the Lift up to the Living Level and talk to Vagabond. Select "He's worried about nothing." Go up to Bridge Level and talk to Rollins. Return to the Flight Deck and attend the next briefing. Pick Cobra as your wingman. (She's getting pretty damn good, isn't she?) Talk to Rachel and choose your ship and weapons configuration. You have a new ship choice now—the Longbow bomber—with some serious firepower aboard. Take advantage of it here. My recommendation: Longbow with default loadout.

Mission One: Deny Kilrathi Forces the Jump Point

- Enemies by Zone:
 - 1: 2 Strakha, 2 Transport, 1 Corvette
 - 2: 3 Strakha
 - 3: 4 Darket, 4 Dralhti, 1 Carrier

Zone 1

Don't chase the Strakhas; your Longbow is too slow, and their cloaking will frustrate you. Instead, let them de-cloak behind you,



then press **[F4]** (rear view) and blast them with your rear turret guns. Then use missiles to take out the Corvette and transports. (Your Longbow is much too slow for effective strafing runs.) Save your torpedoes for zone 3!

Zone 2

Order your wingman to break off and attack, then follow them in.

Zone 3

Order your wingman to break off and attack. She'll handle the fighters, so you can focus on the carrier. Nail it with torpedoes when you get in range.

After the mission, you end up on the Flight Deck of the TCS Victory. Go up to the Living Level, enter the Berths, and talk to Vaquero. Select "Stop worrying, Vaquero." Go up to Bridge Level, enter Gunnery Control, and talk to Hobbes. Return to the Flight Deck and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendation: Longbow with default loadout.

Mission Two: Clear the Rebula

- Enemies by Zone:
 - 1: 4 Vaktoth, 1 Transport, 1 Destroyer
 - 2: 4 Darket, 1 Transport, 1 Corvette
 - 3: 4 Vaktoth, 1 Destroyer, 1 Transport, 4 Vaktoth (1st wave of reinforcements), 4 Darket (2nd wave of reinforcements)

Zone 1

Order your wingman to break off and attack. Lock on the Vaktoth fighters first, and use missiles. (Save torpedoes for zone 3.) Then hit the Destroyer.

Zone 2

Order your wingman to break off and attack. Don't waste missiles on the Darket fighters.



Zone 3

This is one hellacious hornet's nest. Take on a few of the Vaktoth fighters, then leave the rest for your wingman and go torpedo the Destroyer. Then help your wingman mop up. Don't miss anything!

After the mission, you end up on the Flight Deck of the TCS *Victory*. Take the Lift up to the Living Level and talk to Flint. Return to the Flight Deck and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendations: Thunderbolt with Friend-or-foe missiles.

Mission Three: Escort Victory to Jump Point

- Enemies by Zone:
 - 1: 2 Darket, 2 Paktahn
 - 2: 3 Strakha, 1 Carrier, 2 Darket
 - 3: 5 Strakha, 1 Corvette

Zone 1

As usual, send your wingman to the attack. The Darkets aren't much of a threat to the *Victory*, but don't let the torpedo-laden Paktahn bombers get close. Focus on them first.

Zone 2

Order your wingman to break off and attack, and join in the attack on the Kilrathi fighters for a moment or two. Once you waste a Strakha or two (to even up the odds for your wingman), head for the carrier. *Save your torpedo!* Instead, fire missiles and shoot out the carrier's rear gun turrets. Then drop in behind the capital ship, press ☐ to match its speed, and blast away.

Zone 3

Immediately order your wingman to break off and attack. Then use afterburn to rocket toward the Corvette. It's armed with those deadly cloaking Skipper missiles, so you need to put a torpedo up its pipe before it can launch any against the *Victory*. Check your radar for yellow dots, which are Skipper missiles. If you see one,



leave the Corvette and chase the Skipper with your afterburners . . . or else the *Victory* is doomed.

The Caliban Missions

After the movie, you end up on the Flight Deck of the *TCS Victory*. Talk to Cobra and Hobbes. Select "Stick up for Hobbes." Go to Flight Control; Col. Blair is ordered to report to the Bridge. Go there to view the Kilrathi transmission and aftermath. Step into Gunnery Control and talk to Maniac. Select "Hey—it's tough for both sides." Go down to the Berths and talk to Flash. Return to the Flight Level and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendations: Longbow or Thunderbolt loaded out with Friend-or-foe missiles.

Mission One: Escort Confederation Destroyers

- Enemies by Zone:
 - 1: 2 Vaktoth, 1 Destroyer (destroyed immediately)
 - 2: 2 Vaktoth (1st wave), 1 Destroyer, 2 Vaktoth (2nd wave)

Zone 1

The *TCS Sheffield* destroys a Kilrathi destroyer as you arrive. Confed destroyers really don't need much help, but get in there and take out a Vaktoth or two, if you can.

Zone 2

Order your wingman to break off and attack. Take out one of the Vaktoths before you hit the Kilrathi destroyer with a torpedo (or more, if you're in a Longbow).

After the mission, you end up on the Flight Deck of the *TCS Victory*. Go to Flight Control and talk to Flint. Select "It's tough getting old." Attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendation: Longbow (or Thunderbolt) with default loadout.



Mission Two: Sweep the Area

- Enemies by Zone:
 - 1: 4 Darket
 - 2: 6 Dralhti (1st wave), 4 Vaktoth (2nd wave)
 - 3: 2 Corvette, 1 Destroyer, 1 Scout

Zone 1

Take your time, especially if you're in a Longbow. Order your wingman to break off and attack, and then let the Kilrathi fighters come to you. They're more nimble, but you've got them seriously out-gunned. Save your torpedoes for zone 3.

Zone 2

Order your wingman to break off and attack. Dogfight!

Zone 3

Order your wingman to break off and attack. Focus on the destroyer first. Nail it with torpedoes when you get in range. If you have torpedoes left, use them on the remaining capital ships

After the mission, you end up on the Flight Deck of the TCS Victory. Go to Flight Control and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration. You need a nimble fighter for the next mission. My recommendations: Arrow with default loadout.

Mission Three: Escort Victory to the Jump Point

- Enemies by Zone:
 - 1: 4 Darket, 1 Corvette
 - 2: 4 Darket, 1 Corvette
 - 3: 4 Dralhti (1st wave), 1 Corvette, 2 Dralhti (2nd wave), 2 Vaktoth, 2 Darket (3rd wave), 2 Vaktoth, 4 Darket (4th wave)



Zone 1

Order your wingman to break and attack. The Corvette carries Skipper cloaking missiles, gosh darn it, so try to take the capital ship out before it launches them. Chances are a Skipper or two will cut loose. Chase down those yellow dots on radar, and keep firing even when they cloak and disappear.

Zone 2

Order your wingman to break off and attack. That Corvette has Skipper missiles too, so hit it fast.

Zone 3

Another hornet's nest, with four waves of fighters and a capital ship to deal with. Order your wingman to break off and attack. Happy flying, tiger.

The Torgo Missions

After the movie, you end up on the Flight Deck of the *TCS Victory*. After Admiral Tolwyn arrives and talks to you, select "We're all equal here." (Your crew appreciates it.) Go up to Gunnery Control and talk to Flint. Select "She can see Tolwyn's a jerk." Return to the Flight Level and attend the next briefing. The briefing triggers an automatic launch. You pilot an Arrow.

Mission One: Sweep Out the Kilrathi Presence

- Enemies by Zone:
 - 1: 2 Strakha, 2 Paktahn
 - 2: 2 Vaktoth (1st wave), 2 Paktahn, 2 Vaktoth (2nd wave), 2 Paktahn, 2 Vaktoth (3rd wave), 2 Paktahn, 2 Vaktoth (4th wave), 2 Paktahn, 2 Vaktoth (5th wave), 2 Paktahn
 - 3: 2 Strakha, 2 Paktahn
 - 4: None



Zone 1

Order your wingman to break off and attack. Paktahn bombers are slow compared to your Arrow, but their missiles can be pesky, so be ready to press **[E]** to release decoys.

Zone 2

Order your wingman to break off and attack. Five waves of Kilrathi come at you, so be careful. Target the Vaktoth fighters first, and then wipe out the bombers.

Zone 3

Order your wingman to break off and attack. Again, target fighters first, then hit the lumbering bombers. Autopilot away to a rendezvous with the *Behemoth*, then again back to the *Victory*.

After the mission, you end up on the Flight Deck of the TCS *Victory*. Talk to Rachel. Go to Flight Control and get in the Lift. Talk to Rollins about the coded transmissions. Go up to Bridge Level and talk to Tolwyn. Return to the Flight Deck and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration: A Longbow (only ship that carries mines) with the default loadout.

Mission Two: Mine the Jump Buoys

- Enemies by Zone:
 - 1: 2 Vaktoth, 2 Paktahn
 - 2: 2 Vaktoth, 2 Paktahn
 - 3: 2 Vaktoth, 2 Paktahn
 - 4: 2 Vaktoth, 2 Paktahn

Zone 1

Order your wingman to break and attack. You can't outmaneuver even a Paktahn in your Longbow, so watch your radar. If a Kilrathi fighter drops in behind you, press **[F4]** and blast it with your rear guns. If you find yourself in a melee, hit your afterburner. After you clear the zone, press **[M]** to load two mines, and then press **[Enter]** twice (and no more) to release both.



- ✈ *Don't accidentally fire any of your mines! You need to drop two mines in each of the four zones, and if you used the default loadout, you only have a total of eight mines.*

Zones 2, 3, and 4

Same as zone 1.

After the mission, you end up on the Flight Deck of the *TCS Victory*. Go to Flight Control and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration. My recommendation: Arrow with default loadout.

Mission Three: Capture Enemy Tankers

- Enemies: 3 Asteroid fighters, 3 Tankers

Zone Tactics

This mission's a little tricky. Your best bet is to target and lock on the nearest tanker, then order your wingman to "attack your target." Break off and tangle with the bizarre Asteroid fighters. When your wingman returns, repeat the process on each of the next two tankers.

The Loki Missions

After the brief movie, you end up on the Flight Deck of the *TCS Victory*. Talk to Rachel. Go up to the Berths and talk to Vaquero. Return to the Flight Level and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configurations. My recommendation: Arrow with default loadout.

Mission One: Secure Behemoth Test Site

- Enemies by Zone:
 - 1: 4 Darket (first wave), 1 Corvette, 4 Vaktoth (2nd wave), 1 Corvette
 - 2: 5 Dralhti (1st wave), 5 Dralhti (2nd wave)



3: 6 Vaktoth (1st wave), 4 Darket (2nd wave), 3 Strakha (3rd wave)

Zone 1

Order your wingman to break off and attack. Speed doesn't count here, so you can be cautious. You must face a lot of fighters in the next two zones, so avoid unnecessary damage. As always, engage the fighters first, and save the capital ships for last.

Zone 2

Order your wingman to break off and attack. Ten Dralhti fighters is no picnic, but your Arrow is a nimble ship

Zone 3

Order your wingman to break off and attack. Use up any remaining missiles on that first wave of Vaktoth heavy fighters.

After the mission, you end up on the Flight Deck of the *TCS Victory*. Go up to the Living Level and talk to Maniac. Go into the Berths and have an emotional discussion with Cobra. See where she's coming from now? Go up to Bridge Level and talk to Tolwyn. Go to Gunnery Control and talk to Eisen. Return to the Flight Deck and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration: Arrow with default loadout.

Mission Two: Protect the Behemoth

- Enemies: 1st part—4 Paktahn; 2nd part—2 Corvette, 4 Strakha, 2 Paktahn

Zone Tactics

In the first part of this battle, order your wingman to break and attack. Go straight for the Paktahn and eliminate them with full guns before they can launch torpedoes at the *Behemoth*. Save your missiles for the second part of the battle. Once you wipe out the Paktahn, watch the *Behemoth* test fire.



Now new Kilrathi forces arrive. Target a Corvette and assign your wingman to attack your target. Then go after the other Corvette, pressing [B] to select a full salvo of missiles. Fire when in range. Boom! Hunt down the Paktahn next. One suggestion: Taunt them to draw them away from the *Behemoth*. When you complete the mission objectives, return to the *Victory*.

After you land, you end up on the Flight Deck. Go up to Gunner Control and talk to Hobbes. Go to Flight Control and attend the next briefing. Pick anyone as your wingman. Talk to Rachel and choose any ship and weapons configuration. It makes no difference. You can't win this next fight.

Mission Three: Defend the Behemoth

- Enemies: Lots

Zone Tactics

Don't do anything. That's right . . . there's nothing you can do to defend the Behemoth. Just hang out and let it blow. Afterwards, ignore Thrakhath's challenge and make a beeline for the *Victory*. Get aboard before she jumps.

The Alcor Missions

After the movie, you end up on the Flight Deck of the *TCS Victory*. Go up to the Rec Room and talk to Rachel. Select "She's OK. She understands." Red alert! Take the lift down to Flight Level and hit the Flight Deck running. The computer assigns you an Arrow and a wingman. (If it's Hobbes, you're in good shape—he's indestructible at this point in the game.) This is one bitch of a mission.

Mission One: Defend the Victory

- Enemies by Zone:
 - 1: 4 Vaktoth (first wave), 3 Corvettes, 8 Darket (2nd wave), 1 Corvette
 - 2: 2 Vaktoth (1st wave), 4 Paktahn, 6 Dralhti (2nd wave), 6 Dralhti (3rd wave), 4 Paktahn (4th wave)



3: 4 Strakha

4: 4 Vaktoth

5: 2 Sorthak (1st wave), 2 Sorthak (2nd wave)

Zone 1

If Hobbes is your wingman, target a Corvette and order him to attack your target. Then engage the Vaktoth fighters. Save your missiles for zone 5, if possible. When Hobbes finishes his Corvette, send him after another one. Keep doing this, and focus on the fighters. When the eight Darkets arrive, hop from target to target. If you stay on one too long, the others will gang up on you.

Zone 2

Order your wingman to break off and attack. Since you're a zone away from the Victory, you can focus on the deadlier Vaktoth fighters first, and save the Paktahns for later. Remember to get in close when you duel Vaktoths and strafe across their sides. And avoid head-on skirmishes with Paktahns; nail the from above or either side.

Zone 3

Order your wingman to break off and attack. Remember: Save your missiles for zone 5!

Zone 4

Order your wingman to break off and attack. Again, get up close and personal with Vaktoth heavy fighters.

Zone 5

Order your wingman to break off and attack. Don't try to outgun the Sorthak fighters. Use your missiles instead. Return to the Victory.

After the mission, you end up on the Flight Deck of the TCS Victory and have a brief conversation with Flint. Go up to the Living Level and talk to Cobra and Rollins. Select "She's got a point." Go up to Gunnery Control for a conversation with the recently-arrived Paladin. Select "Punch the son-of-a-bitch." Return to the Flight Level and attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons



configuration: Longbow (or Thunderbolt at higher skill levels) with default layout.



The Longbow is swell for the five capital ships you face in zone 1. But at higher levels, the sheer number of speedy fighters in the subsequent zones will outmatch your bomber. Thus, I recommend the Thunderbolt for skill levels of Hard and above.

Mission Two: Prep Alcor System for Invasion

- Enemies by Zone:

- 1: 3 Corvette (1st wave), 1 Destroyer, 4 Darket (2nd wave), 1 Corvette
- 2: 4 Asteroid (1st wave), 4 Strakha (2nd wave), 3 Darket (3rd wave)
- 3: 4 Paktahn (1st wave), 1 Destroyer, 6 Darket (2nd wave), 4 Dralhti (3rd wave)

Zone 1

For once, keep your Longbow wingman in formation at first. Launch a single torpedo against the Kilrathi destroyer. Do the same to a Corvette, then target another Corvette and order your wingman to attack your target. Hang onto your missiles, if possible. (You need them more in zone 3.) Pick off the Darket swarm by switching frequently to your rear view (by pressing **F4**). When this wave hits, send your wingman after the Corvette that accompanies the fighters. Save at least one torpedo for zone 3.

If you pilot a Thunderbolt, use your single torpedo on the Destroyer and then slowly take out each of the Corvettes, targeting gun turrets one by one.

Zone 2

A big, ugly swarm of nimble Kilrathi fighters awaits. Order your wingman to break off and attack. If you pilot a Longbow, remember that you have thick shields but not much maneuverability. Your full



guns will knock out Kilrathi fighters quickly, but don't chase them! Just turn to face attackers and return their fire.

Zone 3

Order your wingman to break off and attack. Launch a torpedo at the Destroyer, then unleash any remaining missiles against the Pak-tahn bombers. Autopilot back to the zone where the *Victory* awaits.

After the mission, you end up on the Flight Deck of the *TCS Victory*. Go up to the Living Level and talk to Vagabond. Select "He shouldn't blame himself." Emergency on the Flight Deck! Head down there for the bad news . . . you just lost Cobra, the best wingman you ever had. Revenge? Or listen to reason? I suggest the latter. If you go after Hobbes at this point, the Kilrathi attack the *Victory*, and you lose Vaquero to the assault.

Go up to the Berths to see Eisen clearing out Cobra's locker. Exit to trigger the automatic funeral sequence. Attend the next briefing. Pick Cobra as your wingman. Talk to Rachel and choose your ship and weapons configuration: Excalibur with the default loadout.

Mission Three: Support Marine Invasion of Alcor

- Enemies by Zone:
 - 1: 6 Darket
 - 2: 6 Ekapshi, 4 Buildings
 - 3: 4 Ekapshi (1st wave), 2 Ekapshi (2nd wave), 2 Buildings
 - 4: None
 - 5: 4 Tanks

Zone 1

No problem. Darkets are like gnats to your Excalibur.

Zone 2

Ekapshi fighters are quick atmospheric combatants, but they go down with a well-placed shot or two. While you're at it, blow up any buildings you find planetside.



Zone 3

Destroy the building in this zone. Nail the tanks deployed around it, and don't miss the power station.

Zone 4

This zone is clear. No enemies present.

Zone 5

Strafing tanks is a lot of fun, and much like destroying turrets on a capital ship.

The Freya Missions

After the final Alcor mission, you watch the Kilrathi ponder your Confederation moves, and then end up on the Flight Deck of the *TCS Victory*. Go into the Lift and talk to Rollins. Select "Well, Vagabond had his reasons." Ride up to the Living Level and talk to Maniac. Return to the Flight Level and attend the next briefing. At this point, Vaquero and Flash are both quite vulnerable if you choose them as wingman. Instead, pick Flint. Talk to Rachel and select your ship and weapons configuration: Longbow with the default loadout.

Mission One: Sweep Out the Kilrathi Presence

- Enemies by Zone:
 - 1: 2 Darket (first wave), 1 Destroyer, 4 Darket (2nd wave)
 - 2: 4 Dralhti, 2 Corvettes
 - 3: 4 Dralhti (1st wave), 1 Carrier, 4 Darket (2nd wave), 4 Dralhti (3rd wave)

Zone 1

Order your wingman to break off and attack. Get a target lock on the Destroyer, head straight for it, and torpedo the big honker. Then help your wingman with those buzzing Darkets.



Zone 2

Target a Corvette and order your wingman to attack your target. Take on the second Corvette yourself, engaging Dralthis on the way.

Zone 3

Order your wingman to break off and attack. Take out one or two fighters before nailing the Carrier with two torpedoes. Remember to use **[F4]** to pick off tailgaters.

After the mission, you end up on the Flight Deck of the TCS Victory. Go up to the Living Level, enter the Berths and talk to Flint. Getting warm? Go up to Bridge Level and talk to Eisen. Select "Try the hard sell." Return to the Flight Level and attend the next briefing. Talk to Rachel and choose your ship and weapons configuration: Excalibur with the default loadout.

Mission Two: Destroy the Shield Generator

- Enemies by Zone:
 - 1: 4 Dralthis
 - 2: 4 Ekapshi
 - 3: 4 Ekapshi, 8 Buildings, 6 Tanks
 - 4: 4 Ekapshi, 4 Tanks, 1 Shield Generator
 - 5 & 6: 2 Dralthis

Zone 1

Save your missiles for later.

Zone 2

Ekapshi are quicker than your Excalibur, but not quicker than an Image Rec missile.

Zone 3

You get it from above and below in this deadly crossfire. Fire missiles at the Ekapshi, and use full guns to take out tanks.



Zone 4

Same as zone 3, at first. But here's where you find the all-important shield generator.

Zones 5 and 6

Pairs of Dralhti fighters should be no match for your Excalibur. You should have them outgunned and outmaneuvered.

After the mission, you end up on the Flight Deck of the TCS Victory. Go up to the Living Level and talk to Vagabond (if you got him sprung, as you should in this walkthrough). Return to the Flight Level and attend the next briefing. Pick Maniac as your wingman. Talk to Rachel and choose your ship and weapons configuration: Excalibur with the default loadout.

Mission One: Secure the Jump Point to Kilrah

- Enemies: 3 Dralhti (1st wave), 2 Darket, 1 Corvette, 3 Darket (2nd wave), 3 Darket (3rd wave), 3 Vaktoth (4th wave), 1 Darket (5th wave), 2 Vaktoth, 3 Darket (6th wave)

Zone Tactics

After you tangle with Dralthis, target the Corvette and order your wingman to attack your target. Use your missiles on the Vaktoth heavy fighters.

You end up on the Flight Deck of the TCS Victory. Go up to the Living Level and face a terrible, horrible choice—Rachel or Flint? Take your pick. If you choose Flint, Rachel won't outfit your starfighters anymore. No big deal. If you choose Rachel, you won't have Flint on your wing anymore. You can survive that, too. If you back away from both of them, they still fulfill their duties, but it's just not the same, you know? Now go down to the Briefing Room for the next mission plan.

The Hyperion Missions

This is a solo mission. Choose your ship and weapons configuration: Excalibur with the default loadout.



Mission One: Test the Temblor Bomb

- Enemies by Zone:
 - 1: 4 Dralthi
 - 2: 2 Ekapshi
 - 3: 2 Ekapshi
 - 4: 2 Ekapshi, Test Site
 - 5: None
 - 6: 5 Dralthi

Zone 1

Gun down the Dralthi, saving your missiles for the more elusive Ekapshi in the next three zones.

Zones 2 and 3

Pick off the Ekapshi with missiles.

Zone 4

After you eliminate the fighters, use the VDU on the right to identify the test site target. Get your Temblor active and ready as soon as possible—it takes several seconds to lock on target.

Zone 5

No enemy craft are present in this zone.

Zone 6

Waste the annoying Dralthi wing of four and return to the *Victory*.

After the mission, you end up on the Flight Deck of the *TCS Victory*. Go up to the Living Level, enter the Berths and talk to Flash. Select "Have to admit—he's a damn good pilot." Go on up to Bridge Level and talk to Vaquero. Enter Gunnery Control and talk to Vagabond. Select "He really deserves a home." Return to the Flight Level and attend the next briefing. Pick Maniac as your wingman. Choose your ship and weapons configuration. My humble suggestions: Excalibur (or Longbow, if available) with the default loadout.



Mission Two: Escort the Confederation Fleet

- Enemies by Zone:

- 1: 2 Darket (1st wave), 1 Destroyer, 2 Darket (2nd wave)
- 2: 2 Dralthi (1st wave), 1 Carrier, 2 Dralthi (2nd wave)
- 3: 2 Paktahn, 1 Cruiser

Zone 1

If you have torpedoes, order your wingman to break off and attack, then torpedo the Kilrathi destroyer. If you have no torpedoes, target the destroyer and order your wingman to attack your target. Then go after the fighters.

Zone 2

If you have torpedoes, order your wingman to break off and attack, then torpedo the Kilrathi carrier. If you have no torpedoes, target the carrier and order your wingman to attack your target, then go after the fighters.

Zone 3

If you have torpedoes, order your wingman to break off and attack, then torpedo the Kilrathi cruiser. If you have no torpedoes, target the cruiser and order your wingman to attack your target, then go after the fighters.

The Second Freya Mission

After the second Hyperion mission, you end up on the Flight Deck of the *TCS Victory*. Go up to the Living Level and talk to Flint. Select "Give her a shot." Return to the Flight Level and attend the next briefing. Pick anyone as your wingman. Choose your ship and weapons configuration. My recommendations: Longbow with the default loadout.



Mission: Secure the Jump Point to Kilrah (Again)

- Enemies by Zone:
 - 1: 4 Darket (1st wave), 1 Destroyer, 4 Darket (2nd wave), 4 Dralhti (3rd wave)
 - 2: 4 Darket
 - 3: 4 Darket, 1 Cruiser

Zone 1

Order your wingman to break off and attack. Torpedo the Kilrathi destroyer, then pick off the waves of fighters with your wingman.

Zone 2

Order your wingman to break off and attack. These guys are easy.

Zone 3

Order your wingman to break off and attack. Torpedo the Kilrathi cruiser. Hit the big sucker with all your remaining torpedoes, just to be sure.

The Kilrah Mission

After the second Freya mission is successfully completed, watch the movie sequence to see the Kilrathi armada gather and your final mission briefing. Your only ship choice is the Excalibur, loaded with the Temblor bomb. Pick any three wingmen, knowing that you may lose all three of them. A very tough, three-part mission lies ahead.

Mission One: Reach the First Depot

- Enemies by Zone:
 - 1: 2 Sorthak
 - 2: 4 Darket (1st wave), 2 Corvette, 4 Dralhti
 - 3: 4 Dralhti (1st wave), 2 Corvette, 6 Strakha (second wave)
 - 4: 3 Darket (first wave), 1 Destroyer, 6 Darket (second wave)
 - 5: None



- ✖ Remember, the future of human civilization lies in your hands in the form of the Temblor bomb. You know it, and your wingmen know it, too. So don't feel bad about ordering them to bear the brunt of the enemy attack.

Zone 1

Order all wingmen to break off and attack. You need to avoid damage as much as possible, so let them fly ahead and engage the enemy fighters. After you clear the zone, press [J] to make the jump to the Kilrathi home world.

Zones 2 and 3

Again, let your wingmen break off and attack, and assist them only cautiously, avoiding damage. They'll target fighters first, so you might want to get in a few *careful* licks on those Corvettes while you wait. Once your wingmen get to the big ships, though, let them take over. There's still a long road ahead for you.

Zone 4

Same strategy as in zones 2 and 3, except you must assist your wingmen in attacking the Kilrathi destroyer. Otherwise, at least one will die in the attack.

Zone 5

Rendezvous with the asteroid-shaped depot. When you get close enough, press [C] and select Depot. Then you can request clearance to land, and press [A] to autopilot into the depot.

Inside the depot, your Excalibur automatically refuels. Click on Activate Loadout Terminal to load in a new supply of missiles. Then click on Leave Refueling Depot to get to the mission's next leg.

Mission Two: Load T-Bomb at Second Depot

- Enemies by Zone:
1: 4 Darket (1st wave), 2 Corvette, 4 Dralhti (2nd wave)



- 2: 2 Vaktoth (1st wave), 2 Corvette, 6 Strakha (2nd wave)
- 3: 3 Sorthak (1st wave), 1 Destroyer, 7 Strakha (2nd wave), 4 Darket (3rd wave), 1 Sorthak
- 4: None

Zones 1 and 2

Order all wingmen to break off and attack. Continue the strategy of letting them take the heat until they reach the capital ships. Then help them out, or else they die. Save your missiles for the Sorthak fighters in zone 3.

Zone 3

Order your wingman to break off and attack. Use missiles against the Sorthak here, and help your wingmen with the Kilrathi destroyer, if your damage is low. Preserve your ship at all costs!

Zone 4

Approach the depot, request clearance to land, autopilot in, and repeat your re-arming procedure. You get both the Temblor bomb and the stealth technology device.

Mission Three: Shake Up Kilrah

- Enemies by Zone:
 - 1, 2, 3: No Encounters
 - 4: 2 Paktahn, Thrakhath, Hobbes (if he's still alive)
 - 5: Target Only
- Weapons: Guns full, torpedoes ready

Zones 1, 2, and 3

The moment you leave the depot, order your remaining wingmen back to base. Then press **[Ctrl] [C]** to engage your new cloaking device. Head for the Way Area marker, the white cross hairs on your HUD. When all enemy ships disappear from your radar screen, you can press **[A]** to autopilot to the next zone.



Zone 4

OK, get some well-deserved revenge, laddie. Thrakath, killer of Angel, and Hobbes, traitor and killer of Cobra, gallivant about in this zone, along with a pair of Paktahn bombers. Press **[Ctrl] [C]** to uncloak, then go get 'em. (You *have* to, or else you can't get to the planet.) Obviously, if you already wrought your revenge against Hobbes back in the Alcor system, he won't be here.

Zone 5

Press **[Ctrl] [C]** to recloak as soon as you penetrate Kilrah's atmosphere. Be sure your Temblor bomb is active and ready. Follow the Way Area marker (white cross hairs) to the target. When you reach the target, your right-hand VDU turns into a targeting marker. Quickly press **[Ctrl] [C]** to uncloak, and press **[Enter]** to deliver the Temblor when your missile target locks on. Then watch the glorious ending.

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