

Quest for Clues™

Shay Addams

THE BOOK OF ORBS™

Complete solutions
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games!



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12-325 Quest for Clues™

THE BOOK OF ORBS™

Solutions by The QuestBusters Guild

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DEDICATION

To Noel Moore

*You only go around once in life,
so try not to go around in circles.*

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CONTENTS

<i>How to Use This Book</i>	8
<i>The Adventures of Willy Beamish</i>	10
<i>Buck Rogers: Matrix Cubed</i>	14
<i>Conan The Cimmerian</i>	28
<i>Cruise for a Corpse</i>	34
<i>Elvira II: The Jaws Of Cerberus</i>	38
<i>Gateway to the Savage Frontier</i>	44
<i>Hare Raising Havoc (Roger Rabbit and Baby Herman)</i>	50
<i>Leisure Suit Larry V:</i> <i>Passionate Patti Does a Little Undercover Work</i>	52
<i>Les Manley in: Lost in L. A.</i>	57
<i>Martian Memorandum</i>	60
<i>MegaTraveller 2: Quest for the Ancients</i>	65
<i>Might and Magic III: Isles of Terra</i>	70
<i>Monkey Island 2: LeChuck's Revenge</i>	83
<i>Police Quest 3: The Kindred</i>	90
<i>Pools Of Darkness</i>	96
<i>Robin Hood: Conquests of the Longbow</i>	114
<i>Spellcasting 201: The Sorcerer's Appliance</i>	120
<i>Star Trek: 25th Anniversary</i>	126
<i>Ultima Underworld: The Stygian Abyss</i>	132
<i>Vengeance Of Excalibur</i>	139

OUR HEROES, THE PLAYER CHARACTERS



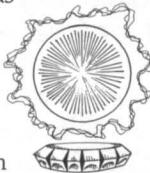
TOBY

WEEZ

GLORIA

INTRODUCTION

It was the best of orbs, it was the worst of orbs. But it was not the *New York Orbs*. No, it was *The Book of Orbs* ... found behind the secret panel in a battered pigskin attache case purchased at a local thrift shop one October twilight by a rabid evangelist with a penchant for small scorpions and a knapsack full of candy — an archaic yet still inspirational manuscript that has since been painstakingly translated from the Zona language, excruciatingly



reproduced in this volume and not coincidentally (after intensive and grueling debates and endless meetings on whether or not to call it *Ye Book of Orbs*) republished under its original title: *The Book of Orbs*.

The orb, as the original manuscript's introduction so eloquently pointed out, constitutes the very shape of our planet, which may go some way in explaining the ubiquitous invention of a ball game of some sort by every culture and civilization on earth. Or may not. In medieval times, the orb was elevated to mystical status as a Crystal Ball and utilized by prophets to foretell the future.

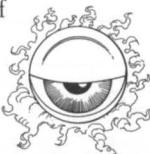
Today — in that future — orbs have again manifested on the planet in vast numbers, this time in the form of magical gems and stones employed by magicians and wizards in a variety of adventure games.



From the Moonstones of Lord British in *Ultima VII* to the King's Power Orbs of Terra in *Might and Magic III*, orbs continue to play a central role, often as linchpins holding their respective worlds together. For without an orb, you couldn't teleport far in Britannia, or score a passing grade in your *Spellcasting 201* class at Sorcerer University. Neither would you want to venture far into the Gateway to the Savage Frontier without retrieving the invaluable Pearl found in the Kraken Fortress, or ever hope to complete *Ultima Underworld*'s villain without smashing the Orb of Tyball.



So much for the past and present — what lies in store for the orbs of the future? Even with a crystal ball, there is no way of predicting what form or fashion adventure and roleplaying games will assume by the turn of the century. You can be certain of one thing, however — that they will still be filled with all manner of orbs, and that you will still be questing away till dawn trying to find them and figuring out where and how to apply their mystical powers



Looking for more clues?

The QuestBusters Guild is already rounding up onyx keys and decoding passwords for the next Quest for Clues — but many of them can be yours months sooner in *QuestBusters*, the monthly journal of the world's largest group of computer adventure gamers.

YOU'LL GET

- news, clues and reviews of the latest quests
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THE QUESTBUSTERS GUILD

Neither rain nor sleet, neither dragons nor Evil Wizards can stop the members of the QuestBusters Guild from delivering the answers to the puzzles that have been driving you up the wall since the fateful day you embarked on your latest quest (and for a nominal tip, several Guild members will also deliver pizzas). This volume, however, was nearly delayed due to a UPS strike in Britannia and the "orb riots" in Cimmeria — but thanks to Unicorn Express, the final manuscripts arrived just in time. The following members of the Guild are to be thanked, honored, exalted and — in some parts of Southern California — worshipped as virtual gods for their ceaseless efforts to rescue adventurers everywhere from wandering lost forever in one maze after another, seeking the key, that orb or those passwords needed to fulfill their latest quest.

Paul Shaffer

The Adventures of Willy Beamish, Leisure Suit Larry V, Les Manley in: Lost in L. A., Monkey Island 2, Police Quest 3, Star Trek: 25th Anniversary

C. F. Shaffer

Gateway to the Savage Frontier, MegaTraveller 2, Pools of Darkness, Robin Hood: Conquests of the Longbow

F. J. Philipp

Conan the Cimmerian, Martian Memorandum, Vengeance of Excalibur

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Buck Rogers: Matrix Cubed

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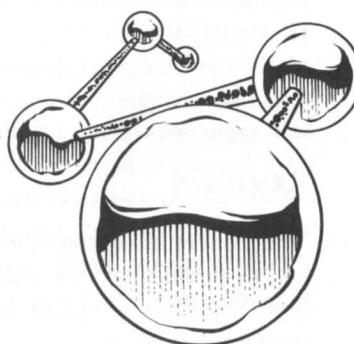
Might and Magic III: Isles of Terra

Andrew Phang

Cruise for a Corpse

F. J. Philipp and C. F. Shaffer

Elvira II: The Jaws of Cerberus



ACKNOWLEDGEMENTS

Special thanks also go out to the other Guild members who verified and corrected these solutions: Bruce Wiley, Peggy Wiley, F. J. Philipp, Al C. Giovetti, Scott Glenrer and Shay Addams, as well as to David Ladyman and ORIGIN for the *Ultima Underworld* solution.

HOW TO USE THIS BOOK

MAPS

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

Lines that indicate one-way connections from one location to another are depicted in this way: if a line starting at the Zoo goes toward, but does not quite reach, the Farm, that means that you can get to the Farm from the Zoo, but cannot return via the same path.

On some maps, dotted lines represent archways and doors, both regular and secret. Maps always show every location necessary to solve the game, but may not show every room, dungeon or maze level.

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

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

REVIEWS

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

SOLUTIONS

When appropriate, a solution begins with **General Tips** on how to create characters, learn spells, get started and best play the game in other ways. Every solution also has a **Walkthrough**, divided into sections labelled with the person, place, puzzle or action that it describes, so you can quickly find the situation that is driving you up the wall of your game. By looking at the section titles, you can also get a general idea of the path to follow in solving the quest. Each section describes the necessary actions to perform in sequential order.

Some boldface words appear to be gibberish. They are key words hidden in the *QuestBusters* code so that you can't read them just by glancing at them (and won't accidentally find out something you don't want to know). The *QuestBusters* code converts vowels and a few consonants into numbers — easy enough to remember, but different enough to keep you from accidentally reading the word. The coded letters, and their corresponding numbers, are listed below:

1 = a

4 = o

7 = r

2 = e

5 = u

8 = d

3 = i

6 = y

9 = s

While these solutions have been verified, checked and double-checked, and the *QuestBusters* Guild members have staked their very lives on the accuracy of their work, there is a remote possibility that some adventurer, somewhere, will encounter what seems to be a mistake. Should this happen to you, Unlucky One, first look back over the preceding passages in the solution. This situation may result from having failed to do something earlier in the quest (push that button, tote that bale, polish that Orb). But if your every effort turns into a complete, total nightmare and you find yourself equally, if not more, frustrated than when you got stuck in the first place, send a brief note describing exactly where you're stuck to *QuestBusters* Guild, P.O. Box 5845, Tucson AZ 85703. Include a self-addressed, stamped envelope to ensure a prompt response. (For an even faster reply, toss in a handful of Benjamin Franklins!)

THE ADVENTURES OF WILLY BEAMISH

TYPE

Interactive Cartoon

DIFFICULTY

Novice to Intermediate

SYSTEMS

Amiga

Macintosh (color)

MSDOS (640K, hard disk and 10 MHz or faster required, mouse recommended; EGA, VGA or Tandy, Ad Lib, Roland, Sound Blaster, Thunderboard, Pro Audio Spectrum)

COMPANY

Dynamix/Sierra



Jeff Tunnel's story of a nine-year-old boy named Willy Beamish is a fresh and original interpretation of the interactive cartoon, one that more closely resembles Walt Disney's feature length theatrical productions than TV cartoons. That's because a team of more than 40 cartoonists and animators employed Disney-style cell animation techniques to produce the animated characters and background art. The music is equally impressive and plays a big part in the game's success. As Willy, you'll wrangle with the typical troubles of a kid his age: mean teachers, frog races and saving the town from environmental disaster. Willy Beamish uses a point-and-click interface that's easy to work with, and the puzzles range from simple to fairly tough. While families will appreciate the story more than some others, this adventure is certainly not limited to that audience.

WALKTHROUGH

2. 2. 2. 2. Open desk. Get wood block and two crayons. When teacher falls asleep, exit room. Use **wh3t2 c7164n** on wood block. Go to bathroom. 1. Show wood block to coach. 2. Give GameBuddy to Spider. Exit school.

Get report card at front door. Enter house. Take dog for a walk. Check phone for calls. Go to kitchen. Talk to Mom. 1. 2. Go to bathroom. Open cabinet. Get Germaway. 2. Get Bandaid. Go to Willy's room. Get jar of flies. Play Nintari. Go to dining room at 6 p.m. for dinner. Talk to Dad. 1. Give report card to Dad. Go to living room. 2. Go to Tiffany's room. Use scale. 2. Take diary. 1. Go to bathroom. Talk to Tiffany. Give **c4n83t34n27** to Tiffany. 1. Reenter bathroom. Show diary to Tiffany. 1. Get key. Go to bed.

2. 2. 2. Check phone for calls. Go to tree house. Talk to Perry. 1. Pick up comic book. Exit tree house.

2. 1. Take "No Smoking" sign. 1. Give comic book to Spider. Talk to Dana. Exit tree house.

Talk to vendor. Give money to vendor. Put frog on jumping square. Give **c4l1** to frog. Go to East Frumpton.

Go to Olde Towne. Look in fountain. Get token. Go to shirt stand. Talk to vendor. 2. Give **p3ct572** to vendor. Look lottery machine. Push coin return lever. Take ticket. Return to tree house. Give shirt to Dana. Go home.

Go to bedroom. Use key on Nintari.

Around 5 p.m. the babysitter arrives. After meeting her, go to kitchen. Go to dining room. When Alicia changes, go to bathroom. Get **h137 9p716** from **c1b3n2t. 9p716** bat to delay its attack. Go to Brianna's room and get **m4592**. Go to living room. Get vacuum. Put **m4592** on table. Aim crosshairs at bat when it settles on table, sucking it into vacuum.

Go to living room. 1. Go to tree house. Talk to Perry. Get jar of fire ants. Go to East Frumpton. Go to pier. Give token to Gus.

Go to Tootsweet. Knock on window. Go to pier. Go to Olde Towne. Go to Sludge Works. Talk to plumber. Go to Union. Enter building. Go to tavern. Enter tavern (keep trying until gang shows up). Throw **9m4k2 b4mb** at gang. Use wrench on fire hydrant. Go to Tootsweet. Talk to Oriental family. 1. Enter house. Go to bed.

DAY 1**Getting out of Detention****Home****DAY 2****Home****Pizza Parlor****Park****East Frumpton****Home Again****Babysitter****DAY 3****Home****West Frumpton**

DAY 4**Home**

Go to living room. 1. Go to tree house. Talk to Dana. Go to pier.

Frog Race

Go to Tootsweet. Give entry blank to judge. After big frog shows muscles, give jar of flies to frog. Save. In the race, pace yourself. Restore race until you come in first (or second). A good strategy is to start jumping as soon as red shows on the jump meter, and then jump each time your frog's front feet touch the ground. Follow frog into building. When caught by guard, use Nintari key on dogtag chain. Use **chl3n** and **k26** on guard. Use hypnosis phrase from game manual. Exit building.

Leona's Mansion

Go to pier. Board jet ski. Examine jet ski. Get tape recorder. Go to mansion by jet ski. Enter mansion. Talk to parrot. 1. 2. 1. 2. Go to dining room. Examine Leona in living room. Move **chl3c2** on table. Take tablecloth. Get chalice. Return to foyer. Put tablecloth under knight. Move knight. Get blueprint and helmet. Go to kitchen. Throw **chl3c2** at chef. Go to cauldron. Get skillet from stove. Pour **b5tt27** (from **9k3ll2t**) on floor in front of cauldron. Push cauldron. Return to kitchen entrance. Jump on conveyor belt. Put **h2lm2t** on chef. Push stop button for conveyor belt. (The stop button is the one on the right.) Exit. (After exiting kitchen, wait for the frogs to rescue you before returning to West Frumpton.) Return to West Frumpton. Go to Union.

Union

Enter office through window. Search desk. Throw **pl5ng27** at man. Get security card from desk. Exit. Go to phone booth. Put tape player on shelf below phone. Put receiver on tape player. Push record button. Dial phone number for astrology hotline (432-7446). Stop recording when message ends. Dial tavern (342-3403). When Ray answers, push playback on tape player. Go to tavern.

Tavern

Enter tavern. Give lottery ticket to Burt. After Burt wins, examine counter (calendars). Get calendar. Go to Sludge Works.

Sludge Works

Give **c1l2n817** to strikers. Enter building. Give security pass to Frank. Enter building. Save. Go to platform. Uncover switch. Turn switch on. Push brown button, then purple, green, purple (as indicated on blueprint). Move joystick left just when guards appear on the walkway, dumping them into mud vat. Exit by using east walkway.

Platform (second time)

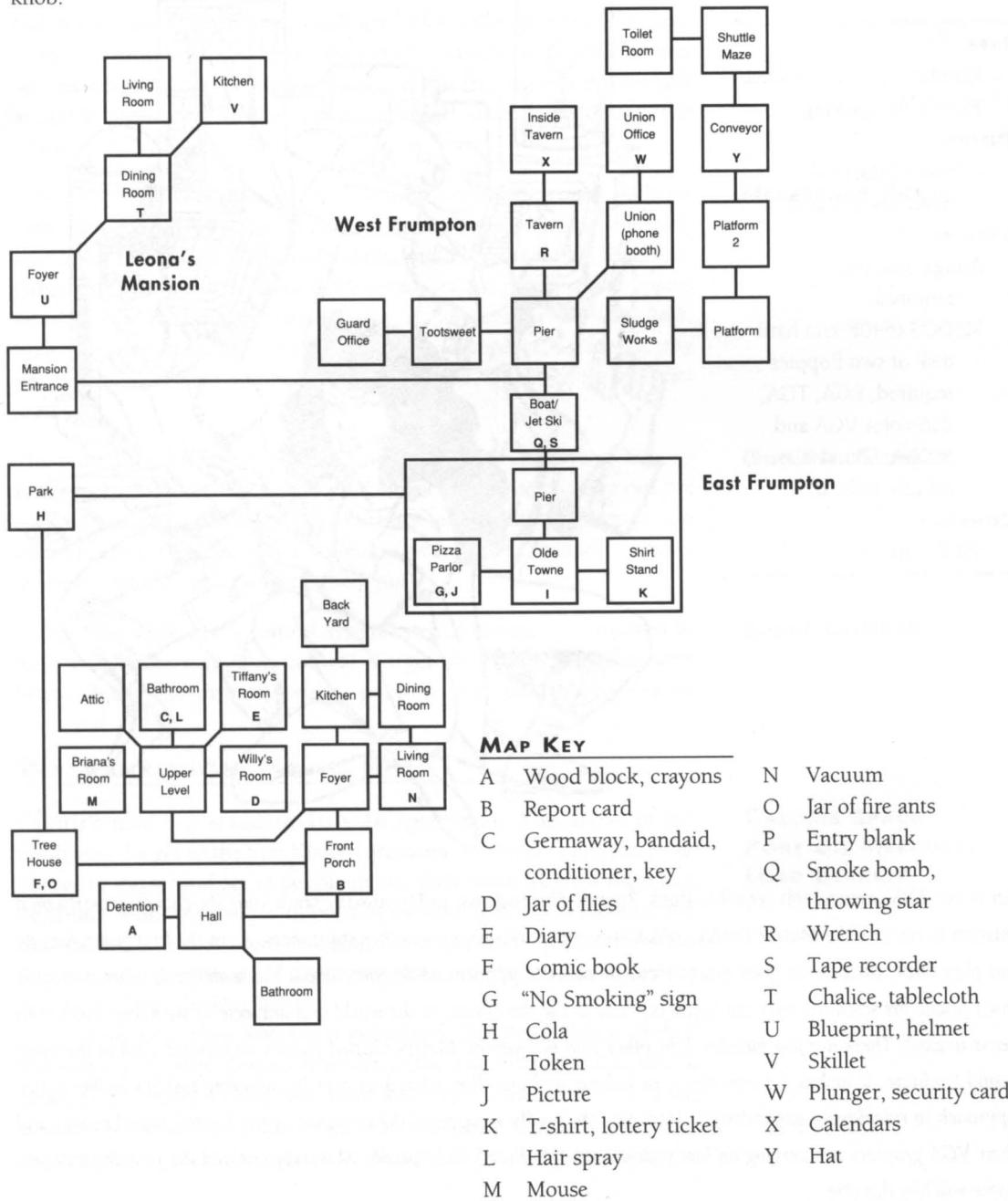
Go to control panel. Flip on switch. Type **137**. Push **Enter** as guards approach tubes (should be blown off platform). Type **t71m** and push **Enter**.

Conveyor Room

Duck as fatman throws hat at you. Get hat. Use crosshairs and throw hat at fatman. Jump onto raised column. Jump onto shuttle car. Follow directions on blueprint (forward, right, left, forward, left) through maze to symbol of large toilet.

As Leona and boyfriend come at you, use **64-64** on them. They will stop for a few seconds as they come toward you. Hit Leona with **64-64** at that moment, using the crosshairs. When she falls into bowl, jump on flush knob.

End Game: Toilet Room



0
BUCK ROGERS: MATRIX CUBED**TYPE**

Combat-Intensive Science Fiction Roleplaying

DIFFICULTY

Advanced (tactical combat; few puzzles)

SYSTEMS

Amiga (one meg required)

MSDOS (640K and hard disk or two floppies required; EGA, TGA, 256-color VGA and MCGA; Sound Blaster, Ad Lib, Roland)

COMPANY

SSI/Electronic Arts



Set in the 25th century, this sequel to *Buck Rogers: Countdown to Doomsday* sends your six-character party on a mission to retrieve the Matrix Device, which transmutes elements into other substances. As in the first game, you do not play Buck. Instead, he gives you various missions to perform while going about the main goal; ultimately, you must rescue the scientists who can figure out how to use the device, or the world and universe as we know it will soon cease to exist. There are few puzzles. Like other gold box games, *Matrix Cubed* focuses on combat. And in the same grand tradition, it makes the experience as tedious and one-dimensional as ever by adhering to SSI's cookie cutter approach to roleplaying game design. (At least they finally recognized the existence of the Roland sound board, and their VGA graphics are verging on last year's state of the art.) Only people who truly enjoyed the first *Buck Rogers* game will like this one.

GENERAL TIPS

Most areas are 16 x 16 spaces in size. Unless this solution indicates otherwise, wait when given a choice to provide more information. In the end game, essential personnel will get killed when you wait, so save often. You must be careful to use the correct character to perform certain actions and to view the character to confirm that he has the highest available proficiency in the appropriate skill needed to perform the action.

Maneuver in zero-G and *first aid* are the most important general skills for each character. At least one should emphasize *battle tactics* (a Warrior), *pilot rocket* (Rocket Jock), all *medic* skills, and all *repair* skills (Engineer). Other useful skills include *fast talk/convince*, *notice*, *programming*, *bypass security*, *hide in shadows*, *move silently*, *demolitions*, *acrobatics*, *climb*, *leadership*, *open locks*, *repair weapons*, *diagnose*, *astrogation*, *shadowing*, *jury rig*, *use jetpack*, *commo*, *sensor*, *life support*, *distract*, *life suspension* and *pilot fixed wing*.

The poor autocombat system takes a turn for characters to change to heavy weapons, and your team will often get blasted before they can fire a shot if using autocombat mode. There is a lot of fighting in *Matrix*, and you will need the best melee weapon (sword), area weapon (plasma thrower) and Individual weapon (bolt gun).

Target your opponent's control system with K-cannon and missiles as long as its pilot maintains control. Target the weapons system with lasers. Board the ship as soon as possible after controls have been destroyed.

WALKTHROUGH

Caloris's map is a standard 16 x 16 space map. You arrive in the northwest. To get to the Sun King's coronation to protect him, you must go east to the second set of double doors, then south through them to a dead end. Work your way southwest to the double doors to the west and into the westernmost room of Caloris. Get important papers from Dr. Romney, who is northeast of the service elevator (which is just east of the Maelstrom Rider docking bay).

Call security when Romney is kidnapped. The Purge ship is docked just below your ship. Contact scott.dos at the computer consoles. Knock down Lord Berkley to save him from RAM. Go to the office east of the coronation hall and get your reward from the traitor, Chancellor de Sade. Do not give de Sade the papers or tell him of Dr. Romney. Go to the

NECESSARY SKILLS

GROUND COMBAT

SPACE COMBAT

CALORIS SPACE PORT ON MERCURY: LORD BERKLEY

security office just north of Chancellor de Sade's office. If you do not attack, security will tell you of Dr. Romney's deportation. If you do attack security, you'll find a rocket jock in the second cell to the west of security. Return to the Purge ship dock, disembark in Maelstrom Rider and return to Earth Salvation base.

**RAM ASTEROID BASE
NEAR CERES ASTEROID:
DOOMSDAY LASER**

The team arrives in the southwest part of a 16 x 16 space map. To the east is the docking bay of Suarez, who is delivering doomsday laser crystals. Attack the guards in the guard barracks to the northwest of the docking port, and get the used security uniforms and a security pass.

Use the disguises and pass to slip into the room just to the northeast of Docking Bay Two and observe the exchange of crystals with General Mavroudis, base commander. After the exchange, go to the armory directly to the north and get explosives to blow up the base.

North of the armory is the general's office, where the computer console has interesting information. The general's bathroom has the code for the laser control room access code. Go west from the door to the general's quarters and enter the room south of Laser Control. Enter the communications room to the south and use a character with high *sensor* skill to observe the RAM heavy cruiser. Go north through Laser Control to the laser room and arm the laser. Return to Laser Control and set coordinates to destroy the RAM heavy cruiser. Go back and set charges to destroy the doomsday laser. Leave base by going directly south to the Maelstrom Rider. You will pass through a security station, which is southwest of the communications room. Return to Salvation.

VENUSIAN LOWLANDS

Land on Venus, save the game and work your way from the northwest to the circular area in the southeast. Keep Zane alive, and his father (Landon) will help you with valuable information. (Reboot if Zane gets killed.) The Lowlander village is entered from the southeast portion of the 16 x 16 space map. Work your way west while entering huts for Lowlander clues. Use *unlock* skills repeatedly until the door to the west of the primitive village opens. The buildings in this southwestern area manufacture "primitive" artifacts. Exit this area by repeatedly unlocking one of the two doors to the north. You can explore the northern area to find the elevator in the large eastern building with the door in the west "alley." You will find the elevator down to the Lowlander mines by going in a clockwise fashion around to the north, east, south and finally west.

LOWLANDER MINES

You enter the 16 x 16 space mine area in the southwest corner. Follow the mine shafts around to the north, then east. When you hear mining to the north, go east to avoid fighting the miners. (If you want to fight them, go north (left fork) to the dead end, then west. After fighting, go back to the intersection where you heard the miners.) Go east to the next

intersection where you turn north (if you go east and south, you will have to fight the miners again). Save the game.

At the next fork, go east to another fork. When you are captured, wait until the earthquake hurls Llorok, the miner leader, down a shaft. Use a character with good *climb* skills to descend the shaft and go north, then west at the intersection to save Llorok. If you are killed while saving Llorok, reboot the game. Return south to the mine shaft, climb out and go south to meet a Lowlander medic who returns your equipment. Go east from the mine shaft and take the left or southern fork and follow it east and north to the entrance to the Lowlander laboratory.

You enter this partial 16 x 16 space map (which has only northwest, northeast and southeast sections) on a corridor from the southwest. Save game. When you see the crushed Purge forces, you should be four spaces south and two west of the entrance to the laboratory, which is now accessible and visible from the surface. Go: 1E, 1N, 3E, 4N, 2E. (Do not enter the gravity field to the east, or you will be crushed.) Go 3S, 3E, 1S, 2W, 1S, 3E, 5N, 1E and 2S and fight Purge for control of the gravity field computer. Shut off the computer and return to save Leander, who will be the first "real" non-player character to actually join the team. Go 5S, 3E, 2S, 2W, 1S, 6E, 2S and 2W to rescue the lab director from Purge. Go 2E, 2S, 4W, 3S, 2E and 1S to rescue the data archive from Purge. Go 1N and 2E to the elevator to the lower level, which activates only with Leander's passcard.

Again you enter from the southeast into a partial 16 x 16 map with parts of the southwest missing. Go west from the elevator to a dead end, then go north to a dead end, then go east to a four-way intersection. Follow Leander south to the confrontation with Purge. After the battle, go east to a dead end, then move north to another dead end. Go through the open door to the west. Keep going through the western doors until you reach a dead end, then go south through two doors and rescue the scientists. A passcard obtained here will open the hydraulic doors.

Go 2N, 2E, 2N (through the hydraulic door), then east to a dead end. From here head south until you have a battle with the Mercurians. After the battle, continue south to the dead end, then go west to a dead end. Go south through the hydraulic doors. Go east to the dead end, south to the dead end and west through the hydraulic door for another battle with Purge. Go north out of the room and east to the elevator and another battle with Mercurians. Take elevator back to Level 1. On Level 1, work your way to exit to the surface just north of the entrance to Level 1. Once on the surface, return to the ship and head for Salvation.

**LOWLANDER
LABORATORY
Level 1: Leander**

Level 2

LOSANGELORG
SPRAWLS ON EARTH:
DR. CHADE

Pilot your ship to the duke's hill spaceport by flying away from Earth and back again. Work your way to a walled area northeast of the ruins (the dark amorphous triangular-shaped area at the top of the map) called the Sprawls. The Sprawls are composed of five areas or levels: basement (8 x 8), street (8 x 8), second floor (9 x 8), roof (9 x 8) and Isha's hideout (2 x 2). This is one of the toughest areas in the game.

You must map it, because it's easy to get disoriented, and there is a complex cast of characters who must be dealt with in an orchestrated fashion. There are three gangs, and RAM has infiltrated the warren and placed operatives (Isha) and troops to disrupt it.

The Basement

You enter the warren on the street level and proceed south and west down the stairs. Agree to meet Loa-Loa, the "good" leader of the Leech gang. Get information from Loa-Loa about the other gangs, Isha and Chade. Help Loa-Loa and the Leeches whenever possible. If asked to retrieve weapons in the southwest corner of the basement, follow the corridor to the northeast and go through the north door at the dead end of the corridor. Follow the new corridor west to a 3 x 3 room, then go south through two doors to the RAM weapons cache. Take the cache to Loa-Loa to gain her favor. Go to the southeast and help the Leeches fight the White Monks (they attack sometime after the team meets with Loa-Loa). Help the wounded Leeches after the battle with the Monks. After Loa-Loa is kidnapped by Gargoyle and Wink, rescue her in the 3 x 3 room mentioned just above. You may have to leave and return to this level several times to complete all tasks.

The Street

Complete the street level after completing the basement. After climbing the basement stairs and emerging on the street level, take the first door north into the 4 x 3 gymnasium and help the residents against ECGs if they are present. (If the ECGs are not here now, try again later.) Go through the western of the two doors in the north of this room and help the residents against the gangs. (Notice will reveal the clue that, later in the museum, you step on only prime number steps on the staircase.)

Return to the east-west corridor in the south and turn north into the second hallway to the north. The stairs up to the second floor are located to the east. Go into the room to the north, fight the gennies, go through the west door and go through the secret door in the north to Isha's hideout. Help the Leeches capture Isha. Go to the second floor.

Agree to meet with Wink and Gargoyle. A doctor in the northwest of this level will help the party and cure them if the party acts respectfully. The southwest area of this level can only be accessed by going up to the roof and climbing down another staircase. In a room to the northeast there is a RAM ambush. The staircase up to the roof is in the southeast

corner of the level. After the attack on the Leeches (in the room due north of the stairs to the roof and due east of the stairs down to the street), find Gargoyle.

(The room is accessed by going through the room where the team met with Gargoyle and Wink.) Usually you must meet with Gargoyle and Wink, then return to the basement to help the Leeches defend against the Monks' attack.

You arrive here in the southwest corner. To the north, the Monks guard Wink's retreat after saving Loa-Loa from Gargoyle in the basement and getting Gargoyle's key to the roof. Go through the northern of the two doors to the west and look for a trap before the corridor turns south to the room where Monks stand guard. The room to the south is in the far southeast corner of the level and has a door to the second floor area where Chade is being kept hostage. The secret door will only open with Gargoyle's key.

The southwest portion of Level 2 is entered from the southwest corner. Go 2E and 2N into the room where RAM and Isha interrogate Wink. Save Wink, but leave him tied up to obtain information about Chade, who has escaped. Search Chade's room to the north for a hole in the wall that holds a device that destroys holograms (logbook, page eight). Go back down and exit the warren to the wilderness map.

The Historical Museum is hidden by a hologram of a mesa in the south-central portion of the wilderness map. Use the hologram disrupter to reveal it. Upon entering the lower level of the museum, which is a 16 x 16 space map, the team should go west four or five paces, then and north three paces and into the computer exhibit room.

Use programming skill to reveal the safe steps up to Level 2 from the staircase in the north-central portion of the level (the safe steps are the prime numbers of 1, 2, 3, 5, 7, 11, 13 and 17). To find Chade, go north to the dead end, then east five spaces to the second door that faces north.

Chade will take the team south into the movie theater, then to a northeast room (2N, 5E and 1N), then to the computer exhibit room and on to the northwest room (2W and 7N) where RAM is holding Stefi. After the battle, Chade tells the group of a secret door and stairway up to the second level in the north wall of the room where they found him earlier.

They must return to this room, but at the entrance will find themselves surrounded by RAM. Chade attacks RAM to give Stefi time to escape to the second level. Follow Stefi, who is the real scientist, and barricade the door.

The Roof

HISTORICAL MUSEUM AT EARTH'S LOSANGELORG

On the second level go west from the staircase, then turn north at the fork and into the first door on the west. Save the game. Wait to hear where RAM cornered Stefi. Go through the west door and find Stefi's notes under the mattress in the corner of the room. Go back to the corridor and go north, then west to the second south-facing door. Attack the technicians in the southeast corner of the room. Knock on the door to the east, and you'll be attacked by RAM. (Or blast the door to enter, which will injure Stefi.) Enter the room to the east. Return to the stairs and leave the museum. RAM will attack you as you attempt to leave the museum. Go to your ship and return to Sanctuary with Stefi.

Other Activities

While in Losangelorg you may participate in searching KRUN radio (where the river meets the desert in the east of the Sprawls), chase a gang member who steals a team member's wallet to an ambush by a warren gang, or help some warren dwellers retrieve their children who have been dragged off by Ratworsts.

LOSANGELORG PURGE HEADQUARTERS ON EARTH: DR. ROMNEY AND DR. MALCOLM

If this mission isn't assigned at this time, it will be after the Copernicus Base mission. The team returns to Losangelorg and enters the Tower Island Residential Building (the middle building on the south portion of Newporg, one of the newly built high rises on the bay). You can enter the building and go straight to the Spark House Cafe on Level 85 (go straight after leaving the elevator) to get Red Carrin's passcard, which enables you to use his boat to get to Purge Headquarters. Red Carrin's room is on Level 54, where a note has been altered to meet him at Smoking Gun Slots on Level 13A. Level 13 is full of crooks, card sharks and beggars. Give credits to the beggar, and he'll warn you about the Smoking Gun ambush. The bar has hints about arcology.

Purge Headquarters consists of two 16 x 8 levels that you can enter from the front door or from the maintenance tunnel, where *bypass security* must be used successfully three times to avoid battles with maintenance robots to prevent an alarm from going off. The team must work its way from the south of the map, where they will emerge from either the maintenance tunnel or the front door to the staircase in the northwest corner of the level.

Just south of the staircase to Level 2 is a set of detention cells; Dr. Romney is in the middle cell. Wait when you enter the propaganda department, printing press room and field operation room with Hanibl Sooth to get some interesting information. Hanibl Sooth's office will give you information, but the alarm will go off if you enter.

Level 2 starts in the northwest corner of this level. Go east, enter the first door facing. This is the computer lab. Use *programming* skill to find information on the bug nine virus. Turn south at the intersection and

enter the next door that faces south, which leads to a weapons lab. A powerful Lunarian laser rifle can be obtained by using *repair weapons* skill in the southwest corner of the room.

Continue east, take the south fork, enter the door facing east, sneak up on the scientist and interrogate him. Continue west along the corridor, turn south at the dead end, enter the door facing south to another computer lab, and walk to the table in the southeast corner for more information on the bug nine virus program.

Continue east along the corridor, take the south fork, enter the first door facing west and find Hanibl Sooth uploading his personality into the Purge computer system. Go south, then east into Dr. Malcolm's lab. Dr. Malcolm will attack with effanite gas bombs. Go east, then south into the computer room and head all the way west in the computer room. Access the computer with *programming* skill. Go up the security access to Level 4, where you should load and run the bug nine program. Change access to Level 2 and download the effanite file. Leave Purge headquarters, return to the ship and go to Salvation.

You enter the 16 x 16 space map of Luna base from the south-central portion of the level. Your ship is immediately impounded. Emerge from the dock, go north, talk to Dr. Coldor and watch him drive off. You are directed to police Lieutenant Jenner, whose office is in the southeast part of the level (follow directions). After meeting with Jenner and agreeing to help, go to the Data Bank in the north-central part of the map. Talk to scott.dos first.

Keep accessing the computer until you learn the location of the evidence against Chief McKay, Mr. Tsai and Senator Koi. Search Mr. Tsai's residence in the northeast area of the map, Senator Koi's office in the northeast area (just southwest of Mr. Tsai), and Chief McKay's residence in the southwest area.

Ask to see Senator Koi, and you will be asked to wait in his office, which you can search while you wait. As soon as you get the evidence, go to Chief McKay's office at the police station in the southeast corner of the map and arrange to talk with the criminals about releasing Dr. Coldor to you. Go to the meeting in Senator Koi's office, and you will be free to enter Tsai Weaponry Labs (in the northwest area of map) with Jenner's blessing. Also scattered around are a training ground and shops to replenish ammo and equipment.

Make sure you have plenty of demolition charges before entering Tsai Weaponry. As soon as you enter, the cyborg makes a speech (journal entry seven) and shoves Dr. Coldor into a room to the west with plant gennies or carniferns (4,13).

COPERNICUS BASE ON EARTH'S MOON: TSAI WEAPONRY LABS AND DR. COLDOR

Save Dr. Coldor, go north and west to a corridor, then turn south into a room that can be used to repair hummers (requiring a high *repair electrical* skill). Go north and into the first door to the east, which is a lab containing a hummer that keeps the carnifers at bay (when it works).

Go north to the intersection, then west to obtain demo charges. Go east and follow the corridor around to the south, then take the first door facing north to reach the main security control room; here a successful *bypass security* skill will open all lab doors.

Follow the corridor south, east, south, then east and enter the next door facing south to reach the main lab control center, where *programming* skill can spray herbicide throughout the complex and jam the launch bay dome controls. The dome will impede the egress of the Purge commandos. Follow the corridor east, then north into the launch area. Hide in shadows to get close enough to surprise the commandos and fight two waves of enemies before Dr. Coldor takes off. Jenner will then arrive and put you on your ship back to Salvation.

**KILLER KANE,
RAM BATTLER,
DIEMOS**

After leaving Copernicus, the team is diverted by Killer Kane on a long-drawn-out adventure that takes them from their ship to Killer Kane's ship, to the RAM battler ship and eventually to Mars Prison, from which they must break out. The Maelstrom Rider has an apparent engineering malfunction that requires the team to leave the ship by the escape pod to the east of where they begin the scenario. If you wish, you can take a stair to the computer level to attempt to determine the cause, but eventually you must use the escape pod. Killer Kane requests a meeting and docks with the pod. Agree to meet with Kane and walk around the room until he shows up.

Whether the group agrees to Killer Kane's plan or not, the team is captured and put in the detention level of the RAM battler named Diemos. They will be asked to complete the mission by NEO while in the detention cell. If you don't agree, you'll find Killer Kane in the detention cell of the Mars Prison later in the sequence of events. Go west one space and south four out of the detention cell, then west and south into the air shaft leading to the civilian and guest level. Go 2E, 2S and 1E to the elevator and take it to the primary recreation level. Go 3E, 3N, 1E and 2N, and take the air shaft to the secondary control level. Go 1S, 4W, 5S, 2W and 1N, and take the RAM security card from the sleeping secondary weapons control commander. Go 4S, 3E, 1N, 1E and fight off an attack in a 5 x 3 secondary control room. Place the explosive device in the northeast corner of the room. When you leave the room, you are captured by RAM robots with stunners.

You wake up in a Mars Prison cell that has infinite dimensions. Walk in any direction, and you'll encounter Buck Rogers. He will join the team. Save the game. You continue to walk until Rogers suggests trying to touch the sky. Select a character with *acrobatics* and *climbing* skills. At the top, this character will have to fight guard dog gennies.

You emerge in the northwest portion of a 16 x 16 map of Level 1 of the Mars Prison. Walk around on the level and you may be able to recruit desert runners and Lowlanders to help in the fight. Be wary, because robot autosurgeons and others also roam the halls. The exit to Level 2 is in the northeast corner of this level.

You enter Mars Prison Level 2 in the northeast corner of a 16 x 16 space map. Go south, take the next corridor to the east, take the next door to the north, go through the north door and recover the team's weapons. Go back to the north-south corridor and go south until you hit a dead end room. Then move east, south, and west. Take the third door on the south side of the corridor and go west through five doors. Go northeast and take the first door to the north. Rescue Natbakka, a Stormrider, from this 3 x 3 interrogation room. Backtrack to the area in the south-central portion of the level. Find a 2 x 3 room with a door in the north wall.

Go through the door to a 1 x 1 room, then go west two paces. Use *programming* skill to access the computer and save scott.dos. Save scott.dos from digital sharks by shutting down most of the computer cells, then searching the shut cells to find and release scott.dos. Exit the room from the northeast door to a 2 x 2 room. Exit south via the southeast door, go east, then north into the courtyard, where an NEO cutter is waiting to take the team to Salvation.

There are five small levels on the asteroid base, which contain the following locations:

Level 1	Airlock One
Level 2	Science
Level 3	Cabins
Level 4	Administration
Level 5	Detention and Airlock Two

Six spaces to the east of airlock one is a room with evidence to take to the base director on Level 4, two spaces south and one east of the elevator shaft.

At each step of the investigation, go to the director, who will suggest and authorize further actions. Search the cabin level thoroughly to find RAM agents in Zachary's room (second door on north, west of elevator),

MARS PRISON

NEO INSTALLATION NEAR FORTUNA ASTEROID: SPY INVESTIGATION

and a RAM spy in the bathroom (first door on south, west of elevator). Take the document that you found in the bathroom encounter and subsequent chase (*fast-talk* is helpful here) to the director.

Take the device to the director, then to the research director on Level 2 (four spaces north and one west of elevator), then to Dr. Hampshire on Level 2 (three spaces west of elevator), and then return to director. Evidence proves that Zachary Cebert is the traitor, and when it is presented, RAM attacks the base and kills the base director. The computer room is south of the director's office (five south and two east). Capture Zachary, who is three paces south of the director's office.

Input **w3lb57** into the computer to seal airlock two, return to the dance hall on Level 3 (seven west and one north from elevator), and escort people to airlock one. Go to Level 5 and lock Zachary into a cell lining the north wall of Level 5. Go to airlock two on Level 5 and defend against the invaders. Go back to computer on Level 4 and input self destruct code: **81n1t1t**. Leave base via the escape hatch on Level 3 (fourth door to the west from elevator on the south side of the corridor).

LIVING SHIP, FUNGUS ASTEROID (JUNO) BASE

Natbakka arranges for a living ship to take the team to the Stormrider University. The team travels to the Stormrider base on the Juno asteroid by ship. This subplot can be completed in a variety of ways. The best way is to try to convince the Pirates and the Stormriders to work together and form an alliance.

At the fungus asteroid base, the team can rest in the east portion of the ship, or go to the control room in the southwest area of the 5 x 5 map. *Commo operation* and *programming* skills allow the living ship to dock and board normally, otherwise the fungus base is swallowed with the asteroid and the team must make its way to the northeast and out of the ship's stomach past the dead body of Natbakka.

Once out of the stomach, the team moves west until it comes to a northward passage and overhears Pirates. Using *follow* skill leads the party eight spaces north, three east and one south, to the place the Pirates have imprisoned the Stormriders. *Convince* skill can help forge an alliance between Pirates and Stormriders. Go out in the corridor and move west five spaces, then north through the door and distract the Pirates. Convince both sides that a truce would be mutually beneficial.

Back in the corridor, go east eleven spaces and north into a room where techs are working. Ask the techs about gear, and the team receives tools to help repair the ship. (You have a better chance of getting the tools if you attack the techs and pick up the tools later.) In the southwest portion of this level is the Sick Bay and Autodoc, which must be jury-rigged to make it operational.

In the southeast section of the general quarters is a north-south corridor that leads to a passage down to Level 1, the propulsion level. To help forge the Pirate-Stormrider alliance, jury-rig the propulsion equipment and diagnose and treat the stun paralysis of the nerve endings.

North of the general quarters level, the team can go up to the crew quarters, which is Level 3. In the north portion of Level 3, you can convince the Pirates discussing plans and hiding the Stormriders (found in two rooms) to forge an alliance. If you are successful, the planning Pirates will give the team a security pass to Level 4. Other Level 3 rooms provide additional information.

Going further north takes the team to the control center, or bridge, on Level 4. Save game. In the northernmost section of Level 4, offer to repair the ship in return for passage to Jupiter. Before repairing the bridge, you must repair the brain of the ship by going to Level 5 (which is the brain). Several chambers in the brain have damaged tissue that requires diagnosis, *treat stun-paralysis* skills and *jury rig*. The team must repair Communications (*commo* and *convince* skill), Sensor, Life Support Repair and Navigation (*astrogation*). Be sure to repair Navigation last, or you cannot finish the game. Do not choose the Pirates as allies, or you can't finish the game.

Stormrider University is on an irregular 16 x 16 map. Labs are in the southwest, the library-computer is in the southeast, classrooms are in the northeast, and dormitories and the landing pad are in the northeast. Go southeast from the landing pad, turn south at the fork, and keep going south to the building. Go around the building to the east and south until you find a door to the west. Go through it and west until you meet Dr. Makali. After the Amaltheans attack and you have completed the computer, library, classroom and dormitory defense, you will return to this lab to fight the last battle for Stormrider University.

Retrace your steps back toward the landing pad, turn east at the fork, and go east until you find the first door to the south. Go south through the door and attack the Amalthean Bomb Squad. Interrogate the survivor, who will give you the disarm code for the bomb in the library. Go south along the east wall, go through the first door to the north, two spaces east, two spaces south and two spaces east. Use the code and *disarm* skill to disarm the bomb. Go to the classrooms in the northeast, the library in the southeast and the dormitory in the northwest, then return to the labs. After agreeing to help with the attack on the Genetics Foundation Building, go to the landing pad and lift off.

**STORMRIDER
UNIVERSITY:
DR. MAKALI**

GENETICS FOUNDATION BUILDING ON JUPITER'S AMALTHEA MOON

The Hard Way

When the team enters the building on Level 1, they are captured and taken to see the CEO at (14,15) on Level 4. There are two ways to deal with this area, the hard way and the easy way. If you like a serious challenge, try the hard way.

Go north out of the room, then head west and follow the corridor around to the room in the northwest corner of the level and deactivate the security robots. Go south and take the first eastward corridor to the Stormrider kitchen. Follow the passage around to the stairway leading to Level 3 (in the northeast corner of Level 4). On Level 3, follow the corridor south and east into the room with the team's equipment.

The Easy Way

Go east through the door and follow the corridor around to the north through the door to the intersection. Turn east and follow around to the Stormrider kitchen. Take the hidden door and go down the access ladder to the third level. From the ladder, follow the corridor south, then west, straight through the door, and retrieve all your equipment. Return to Level 4 and go back to the intersection. At this point you would be wise to re-arm with all your heavy weapons. From the intersection, go north and attack the security robots there. This will render all the robots ineffective. Return to the ladder and descend to Level 3. The elevator to the rest of the complex is two spaces north of where you found your equipment. Go north and take the elevator to Level 2. Go east from the elevator, then south, east and north into the prison guards' room.

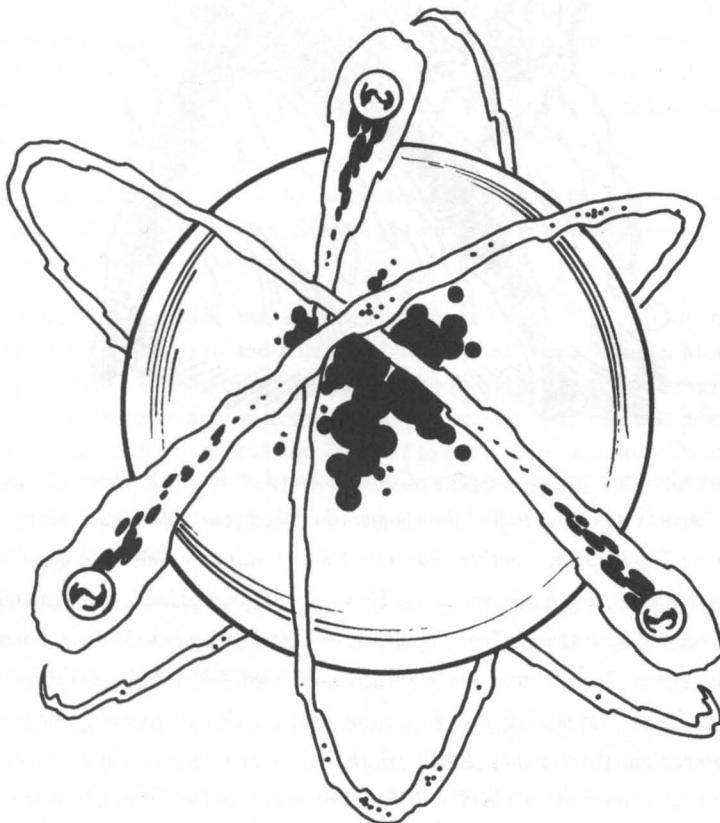
Continuing

After completing either of the above and finishing the encounter, go east into the main security computer and deactivate it. Return to Level 3 and take the northwest door from the elevator corridor to a shaft down to the secondary security computer on Level 2. Return to the elevator and go to Level 1. The Waspshopper Grubs are in a room in the southwest corner of this level. To get through the maze, go: 1S, 1W, 2E, 4N, 1W, 1N, 1W, 1N, 3W, 6S, 1E, 1S. Retrieve the Waspshoppers. *Life suspension* skill is necessary to revive the Grubs. The rooms to the east have life suspension equipment, which can assist in the revival if needed. Return to Level 3 and enter the labs and communications center to the east and north. Put the Grubs in the vats and attack the communications center guards. Return to Level 1 and leave the base.

JUPITER HEAVY GAS MINING RIG

This area will be repeatedly attacked and infiltrated by enemy troops until the scientists can complete and activate the Matrix Device. The team will be asked to defend the landing areas from attack. Walk west out of the landing area doors until you're confronted by enemy troops. Then return to the rig boss's office and the aircar to check on the progress of the Matrix Device and to get orders.

You enter the rig from the north of two shuttle landing areas. The rig boss's office is in the central-easternmost portion of the ship (15,8). The power rooms and power pods are in the north and south edges of the ship. There is a hatch six spaces west of the rig boss's office. It leads to the aircar suspended below the platform. In the central-western portion of the ship is the autosnare, which catches debris that falls off the ship. After the attack begins, search the autosnare for enemy equipment. Mines can be found in the power pods later in the game. After the ECG's attack, retreat to the aircar, where effanite gas will be used to kill the massive infiltration. Once the Matrix Device is completed and a battle with the Purge android (Lord Refuge) is finished, Buck and Wilma Dearing show up at the landing area to save the day.



CONAN THE CIMMERIAN

TYPE

Fantasy Adventure
Roleplaying, with
Arcade Action

DIFFICULTY

Moderate

SYSTEMS

MSDOS (640K required,
10 MHz, hard disk
and Microsoft-
compatible mouse
recommended,
joystick optional;
TGA, EGA, MCGA,
VGA; Roland, Ad Lib,
Sound Blaster, CMS,
Covox, Tandy 3-voice)

PLANNED CONVERSIONS

Amiga

COMPANY

Virgin Games



An odd mixture of roleplaying, animated adventure and arcade game, Conan is based on Robert E. Howard's epic hero of swords and sorcery. As young Conan, you set out to find the villains who killed your wife. This leads to a confrontation with the snake-worshipping Thoth Amon, another character from Howard's novels. The quest is divided into seven episodes and several mini-quests, which take you across Howard's imaginative lands to the capital of Aquilonia. Your three attributes are boosted by training, obtaining objects and finishing quests. Magic consists mainly of a few Lotus spells with various effects. The real-time combat is action-oriented, but strategy also plays a part: there are 20 kinds of opponents, and some can be slain only by shifting your attack style to swing, chop or thrust. Object manipulation is more important than in most RPGs, which gives Conan the feel of a graphic adventure game. The quirky interface is a variation of the one used in Virgin's Vengeance of Excalibur and War in Middle Earth, with a sword-shaped cursor used to click on assorted icons. Conan was a bit buggy when initially released, but its bugs should be fixed by now. Even so, it's such an unusual game design that you should try to get a look at it before deciding to buy and play it.

GENERAL TIPS

These are the best attacks against the following opponents:

Use *swing* versus: Thieves, assassins, horned warrior, horned ape, high priestess

Use *chop* versus: Guards, mummy, Jalung Thongpa, corsair, elite guard of Set, guard in Thoth's Palace

Use *thrust* versus: Toughs, all other priests, guardian, underground rats, spiders, Thoth Amon

WALKTHROUGH

There are seven main episodes, and six mini-quests before the episodes. The mini-quests are not necessary to complete the game, but will furnish you with gold and other useful items.

Your first objective will be to rob every house in sight for money and gems (sell them). While you're doing this, talk to everyone for clues and hints. When you have accumulated sufficient funds, buy a better sword and train with Quan Yo in *thrust* and *chop*. Buy one of each key. Buy torches.

Buy two *Teleport* spells. Go to the southwest corner of the broker (west along wall from main gate). *Teleport* to roof with door. Enter. Get gem. Take it to Temple of Crom.

Buy one *Teleport* spell. Buy a golden key from broker in the southwest corner building. Go to and enter the building east of Set Temple. Move carpet. Enter underground. Proceed to northwest corner with several doors. Enter second door from left and get treasure. Exit. Go east a few steps, then south to a dead end. *Teleport* to the southeast tunnels. Work your way east, south and east to a number of doors and try all until you find the ruby amulet door. Enter and get amulet. Continue east to ladder. Up. Exit building.

Buy two *Teleport* spells. Go to Temple of Set. *Teleport* to roof of temple (with door). Enter and get the amulet. Exit and *Teleport* down. *Keep this amulet for the final confrontation.*

Bribe owner of Dead Crow Inn (between Red Dog and Temple of Set). Buy two *Teleport* spells. Enter underground east of Set Temple. Go west, then south. *Teleport* to the outside room with no obvious entrance (southwest). Enter room. You'll need the golden key.

EPISODES AND MINI-QUESTS

SHADIZAR

Gold, Gold, Gold

MINI-QUESTS

Gem Of Sight

Thieves' Guild Gold and Amulet of Undead

Emerald Amulet

Wizard's Gold

Staff Of Power

Enter underground from same location as in **Wizard's Gold**. Check all rooms until you locate the staff. Return it to the Temple of Adonis for reward.

Setting Out

By now you should have trained in *swing*, *thrust* and *chop* and possess the brass, bronze, silver and golden keys, the enchanted sword, several White Lotus potions and torches. You can carry 20 items (not counting gold). When you complete a quest, you're automatically returned to the Red Dog Inn and informed of the next one.

EPISODE ONE

Go to the Red Dog Inn and talk to the owner. Go to the Inn of Veils. Enter and go out the back door. Go south to the last building and enter. Talk to Taurus. Enter underground. Light torch. Go west, south and west to the door with the jade lock. Go west, north, east and up to the Temple of Set. Go west to gargoyle statue. Go west and kill priest (*thrust*). Get jade key. Return to door with jade lock and get the snake sword. Return to temple. Use snake sword. Go east to statue. Click on statue. Enter room below statue. Kill snake. Go west and get the Eye of Serpent.

EPISODE TWO

Talk to Vicarus. Exit city. Move north to skeleton icon. Get staff. East. Click on statue. Get rope, flint and steel. West. Use flint and steel on wood pile. East. Take king's sword. West. Mummy will follow you. Move west of fire. Search mummy for king's crown and steel key.

EPISODE THREE

Talk to Jalek. Exit city. Move southwest to jungle ruins. Fight your way northeast, then north to pyramid. On the east side of the pyramid, climb vines to the room at the top. Enter. Drop all metallic items. Get obsidian sword. Use it. Climb down. Go east. Kill enchantress. Get copper key. (If playing the original release of the game, you may encounter a number of corsairs in this episode. In that case, use the *chop* fighting style.)

EPISODE FOUR

Talk to Juma. Exit city. Move southeast to Zamboula. At oasis, search man after he dies. Get paper. Examine paper. Walk west along wall until you locate section with three heads. Walk into wall. Follow the map provided here to find the kidnapped princess. (The map shows only the halls to pass through, along with a few other branches to use as landmarks. After going down to Level 3, use the next map of Level 2 to return, then the final map of Level 1 to rescue the princess.) Enter door. When magician is in center of room, use the staff (from **Episode Two**).

Talk to Akado. Leave inn. Go south two buildings (between Red Dog and Skyline Inn). Enter building and talk to Morhan the Sage. Buy map of Larsha from chartmaker. Exit city. Go southwest to Larsha. Examine map. Fight your way north, east and north to a building with steps leading up to a door. (Any combat style is effective against the lizard men.) Enter and get the map to Thoth Amon's ring and the marble key. Go northwest from the steps, then west to a dead end and enter the door to get the Horn of Valhalla. On your way out, go to the building to the west, then northwest of the entrance to Larsha and get the Staff of Power. You may wish to pick up the lizard sword in a building to the east and center.

Exit Larsha and return to Shadizar. Go to Snake Alley. Go east, south, west, north and west to a door. Enter and go to roof. Move north, east, south and west to a ladder down to the Inner City. Go south to the second building and enter the middle door. Click on the first wall hanging for lots of treasure. The second wall hanging is the room with Thoth Amon's ring. Take skeleton key first, then the ring.

Return to Larsha where you will encounter the Iron Demon. Exit immediately. Go to jungle ruins. Go northeast near the monolith (but not too close). Wait. The Iron Demon will be trapped. Return to Larsha. Go to the northeast corner to a door. Enter. Use skeleton key. Go north to ladder and up to roof. Move west to a ladder up, then west to a ladder down. Go north, then east to a ladder down. Move east to a door with steps. Enter the scriptorium. East. North through hole. East. East. Head north through the gate. Get Scroll of Skelos.

Exit city and go west to Tarantia. (See the accompanying map for all of the following locations.) Get the black key. Get the brown key. Get the green key and potions. Confront the mummy. Go west, then north and use the flint and steel on wood. Return to mummy room. Go north through wall covering. Go west, north, east, north, west to statue. Immediately use *Freeze* amulet. North. Click on throne. Down, east, up, east. North to Thoth Amon.

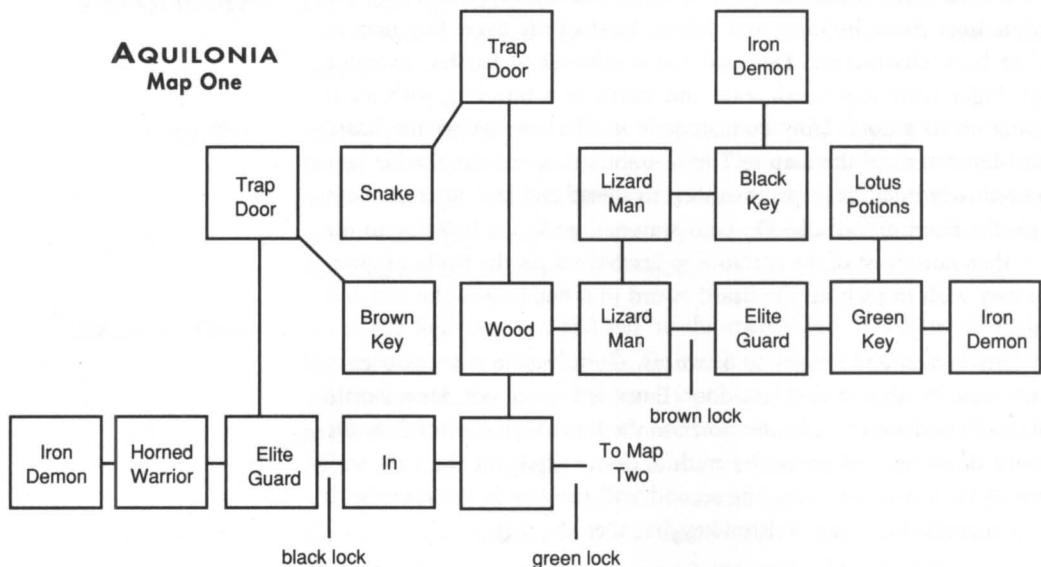
Use the emerald amulet. Use the Staff of Power three times. Use *Lotus* spells to stay alive. Use Horn of Valhalla. After he's dead, go west. Change fighting style to swing. Destroy Thoth Amon's heart by clicking on the glass jar with your sword. (If you have trouble slaying Thoth Amon, it is sometimes possible to duck into the west room and smash the jar without killing him.)

EPISODE FIVE

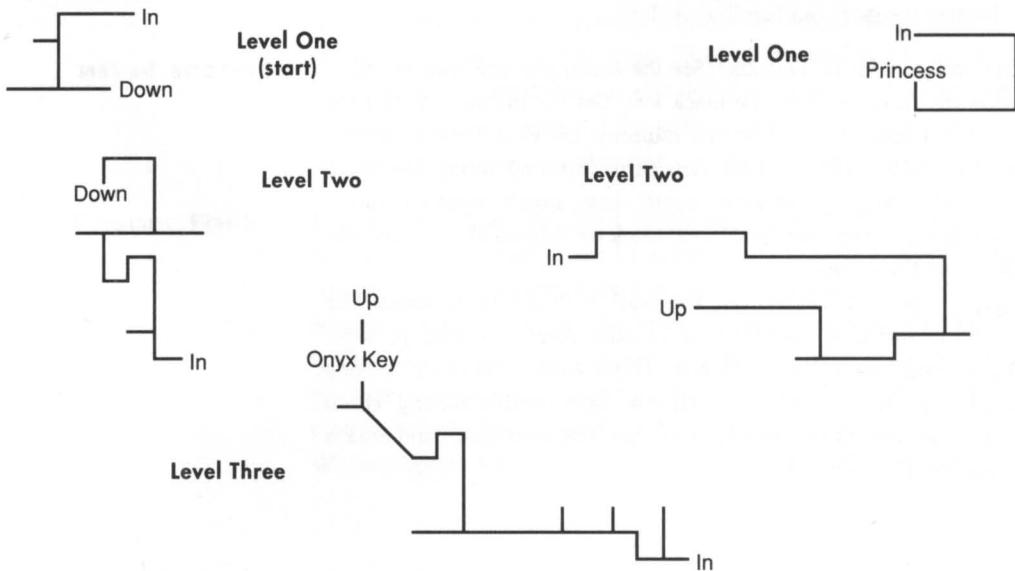
EPISODE SIX

EPISODE SEVEN

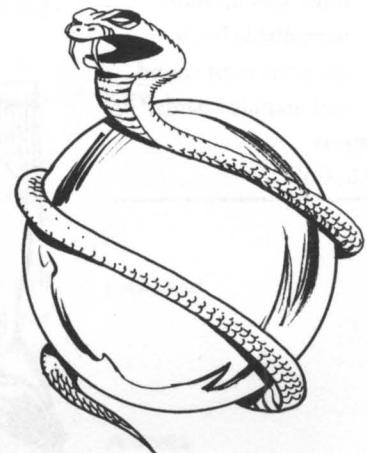
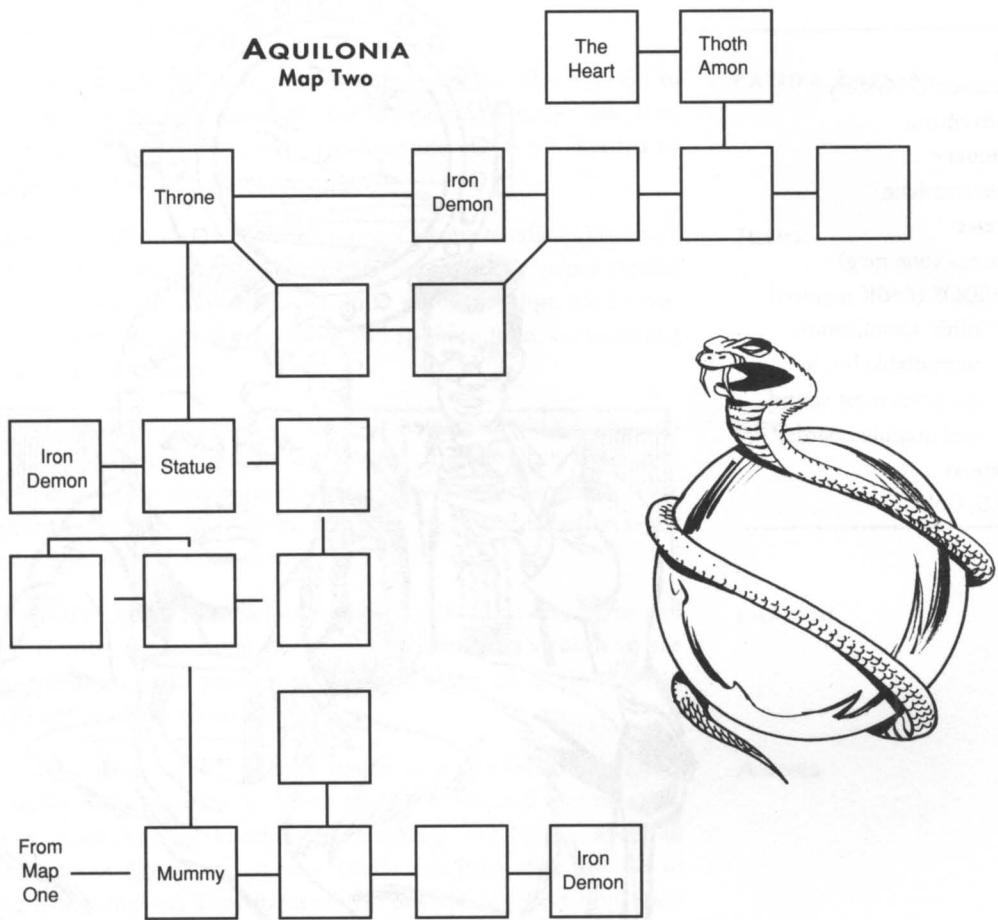
AQUILONIA Map One



ZAMBOULA TUNNELS



AQUILONIA Map Two



KEY LOCATIONS

Quan Yo.....	Southwest corner of large building southwest of Red Dog Tavern
Temple of Adonis...	Between bazaar and west gate
Sword and keys.....	West of Temple of Adonis
Ishtar Temple	Due south of bazaar (door is on the south side)

CRUISE FOR A CORPSE

TYPE

Animated Mystery

Adventure

DIFFICULTY

Intermediate

SYSTEMS

Amiga (one meg)

MSDOS (640K required,
other specifications
unavailable but it
supports most sound
and graphic boards)**COMPANY**

U.S. Gold



When a murderer stalks the guests aboard a Greek shipping magnate's yacht, hotshot detective Raoul Dusentier is hired to capture the culprit before he or she strikes again. Imported from France, this 1920's mystery was created by Delphine, who did Future Wars, and it uses a similar-point and-click interface. There is plenty of dialogue, many scenes are illustrated with full-screen graphics and 3-D animation, and pop-up text windows fill you in on the results of questions you ask of the passengers. A map provided with the game eliminates the need for drawing your own, so the only thing you have to draw will be your own conclusions as to the identity of the killer.

WALKTHROUGH

Examine paper near ashtray. Take paper. Unfold it. Read paper. Go to bar. Show paper to bartender. Get prayer book. Read it. Take letter and read it. Go to Father Fabiani's room.

Pull suitcase (on left side of room). Examine suitcase. Open it. Go to dining room. Ask Fabiani about all. Go to smoking lounge. Ask Tom about all. Go to upper deck (A). Ask Suzanne about all. Return to smoking lounge. Ask Tom about Suzanne.

Go to main deck (B) outside Daphne's room. Operate handle of Daphne's door. Ask Julio about all. Go to smoking lounge. Take paper (under chair). Read it. Go to your cabin. Ask Julio about **72c23pt**. Go to bar. Speak to Suzanne. Return to your room and speak to Julio. Go to dining room and speak to Fabiani.

Go to Tom's room and speak to Tom. Go to your room and take key (on rug). Go to Niklo's study and use key on locked desk. Open jewel case. Examine clasp. Go to dining room. Open drawer and examine it. Take engagement invitations. Read them. Return to study and take thank-you note from desk. Read thank-you note.

Go to Fabiani's room (knock before entering). Ask about invitations and thank-you note. Go to main deck (B) outside Niklo's room to see Rebecca and Tom. Go to your cabin. Ask Julio about all. Go to rear hall lobby (K) and ask Dick about all.

Go to laundry room. Search laundry basket for bathrobe and necklace. Open necklace and examine it. Go to butler's room. Ask Hector about all. Go to Fabiani's room (knock before entering). Ask Fabiani about all (you learn about Agnes). Go to your cabin. Ask Julio about all. Go to smoking lounge and ask Tom about all. Go to Daphne's room. Open left wardrobe. Search cosmetic case. Take prescription and read it. Go to bar.

Take whiskey and glass (from the bar). Go to upper deck (A). **927v2 873nk** to Suzanne. Ask Suzanne about prescription. Go to butler's cabin. Ask Hector about all. Go to smoking lounge. Ask Tom about all. Go to Fabiani's room. Ask Fabiani about Agnes' illness, will and son. Watch flashback.

Go to main deck (B) outside Rebecca's room. Look through porthole. Go to Daphne's room. Open right wardrobe. Search laundry for envelope. Go to Fabiani's room. Open left wardrobe. Take watch. Exit room. Talk to Julio on main deck (B) outside Fabiani's room. Ask Julio about **w1tch**. Go to Rebecca's room. Ask Rebecca about all.

THE BEGINNING**FATHER FABIANI****JULIO****KEY****FABIANI****AGNES****SUZANNE AND
MORE ON AGNES****POKER GAME**

CONVERSATIONS

Go to dining room. Ask Fabiani about all. Go to upper deck (A). Ask Rose about all. Go to Daphne's room. Ask Daphne about all. Go to bar. Ask Suzanne about all. Go to Daphne's room. Ask Daphne about all. Exit room. Ask Julio about all. Go to dining room. Ask Fabiani about all. Go to Niklo's study and ask Hector about all.

ROSE

Go to upper deck (A). Search bag. Ask Rose about gun advertisement. Go to Tom's cabin. Open cupboard. Search sheets. Read letter.

GIRL OVERBOARD!

Go to upper deck (A). Fling lifebelt. Watch scenes. Go to Suzanne's room. Open music box (next to wardrobe; make sure wardrobe door is closed). Examine music box. Insert small key in music box. Block ballerina. Turn key. Take letter and read it.

ACTION AND ACCUSATIONS

Go to bar. Watch scenes. Take Daphne's purse. Go to Daphne's room. Ask Daphne about Agnes's will. Watch flashback. Walk around main deck (B) until Rebecca, Rose, Daphne and Fabiani all call you into their cabins and talk to you.

HECTOR'S DEPARTURE

Go to bar. Ask Suzanne about all. Go to rear hall lobby (K). Ask Dick about Tom and Rebecca's affair. Go to your cabin. Take note and read it. Go to Hector's cabin. Watch scenes.

KITCHEN

Go to lower deck passage outside galley (S). Operate handle. Inside, take can opener. Open hatch (in floor, near sink).

SHIP'S HOLD

Take crowbar. Examine plank (bottom left). Use crowbar on plank. Take reel of film. Use crowbar on case (only one of the three cases will open). Take can. Use can opener with can.

FILM AT ELEVEN!

Go to engine room. Get screwdriver (on can near door). Go to smoking lounge. Pull projector and examine it. Put film on projector. Use screwdriver on screw. Operate switch. Use screwdriver on screw. Operate switch.

ANOTHER CORPSE

Go to rear hall lobby. Get note from Daphne. Go to Suzanne's room. Examine Suzanne's body. Go to captain's room. Take book from bookcase and read it. Examine inscriptions. Go to Niklo's study.

AND THE KILLER IS ...

Examine books in between book ends on bookshelf. Rearrange books to spell **3nc11**. Enter secret passage. Fight man (rapid mouse clicks should do the job). Search Mafioso. Take puppet. Go to smoking lounge. Show puppet to Daphne. Point finger at murderer: **83ck**.

MAP KEY

These locations correspond precisely to the letters on the map provided with the game:

A Bag with gun advertisement, lifebelt

B Daphne's bag (outside your cabin)

E Music box (letter), prescription, envelope (in laundry)

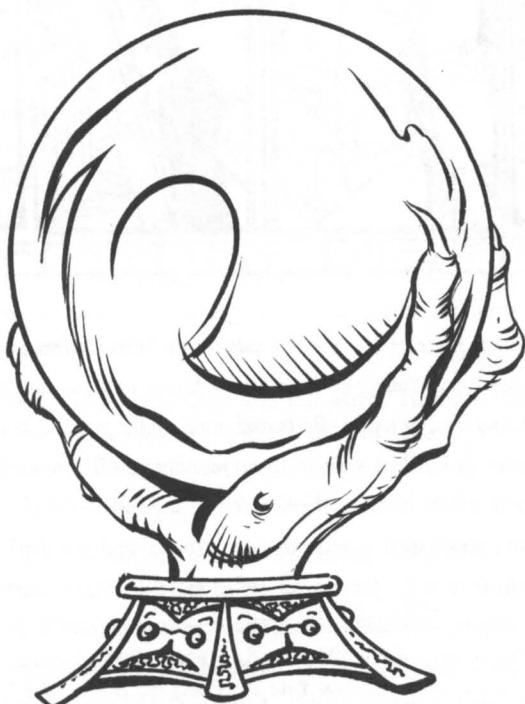
F Watch, Fabiani's suitcase

H Key for study desk, note from Hector

I Confession letter

J Book with inscriptions

- L Whiskey and glass, prayer book
- M Engagement invitations
- N Projector, receipt
- O Can opener
- P Necklace, key for music box
- T Screwdriver
- W Crumpled paper, jewel case, thank-you note, puppet (in secret passage)
- X Reel of film, crowbar, cases with tins (enter X via galley)



ELVIRA II: THE JAWS OF CERBERUS

TYPE

Fantasy Roleplaying

DIFFICULTY

Advanced

SYSTEMS

Amiga (one meg required)

MSDOS (640K required, mouse recommended; "all major sound boards supported"; EGA, VGA)

COMPANY

Horrorsoft/Accolade



Five times bigger than the first game, Elvira II takes place in three movie sets at the horror queen's Black Widow Productions: a haunted house, the caves and a cemetery. Your goal is to rescue Elvira and put an end to a fiend called Cerberus. The gruesome digitized graphics and spooky sound effects and music make you feel as if you're in a movie, and the improved interface makes it easier to interact with your surroundings. All commands are icon-driven, and you can click on things in the picture to use or examine them. Combat and magic are also enhanced to make them more convenient. There are more than enough spell ingredients to go around, and you don't have to take them back to Elvira this time. Combat involves a little strategy, for you can inflict more damage on certain monsters by striking their arms, others their head, etc. Developing your skills and attributes is as important as puzzle-solving, though the latter is emphasized far more than in SSI's AD&D games. Recommended for all horror fans, Elvira II is packed with monsters to slay, places to explore and puzzles to solve. As Russ Ceccola said in his review for *QuestBusters*: "Elvira II jumps off the screen and grabs you by the throat. Pain and suffering never played so good!"

GENERAL TIPS

There are numerous ingredients lying around that can be used to prepare spells. Most of these are obvious: edible, combustible, glass, and the like, so this solution only points out those that are subtle, hidden or unknown. Only the most essential maps are provided, and those show only the routes needed to follow the solution. Save often, especially before entering new areas. There are several one-of-a-kind items, so be sure you know specifically when to use them. Once used, they're gone for good. The Stuntman seems to be as good an occupation as any.

In order to look inside items you have to take them first.

WALKTHROUGH

Check driveway for a rock (blue object on left side). Try to pick it up. Examine room. Transfer rock to your inventory. Go to door in guard shack and throw rock. Enter, get jacket and cap and wear both. Open closet. Step back. Get keys from guard. Go behind desk. Click on security panel. Put key in keyhole. Enter copy protection from wheel. Go to gate. Enter. Go to Elvira's car. Click on trunk. Get wire cutters and wrench.

Get fire extinguisher (*Resist Fire*). Enter elevator. Turn around. Press B. Check out Indian. Look in closet. Get broom. Use broom as weapon for now. Enter room behind Indian. Note the copper rod but don't take it yet. Go to computer room and get radio cassette player (*Magnet*). In director's office, get booze (*Courage*). In typing pool, get disk box with disk (*Brainboost*). In Elvira's room, get makeup box. Get nail file from dressing table. In makeup room, get skullcap and wigs. Get makeup box (eyeglasses, moustaches, noses, eyebrows, beards, false teeth). (You can look in mirror on wall to see what you look like with makeup on.) Look in trash can for mirror (*Illusion*). Save.

Set fighting mode to berserk. Enter and kill witch. Turn around. Turn on lights. Examine room icon for witch's eyeball (*Fear*). Take soldier's uniform and wear it. This will give you access to a fencing sword. Use it. Drop broom. Drop uniform. Get lab coat and wizard's robe. Leave.

Get barometer (*Summon Storm*). Go to dining room. Click on sliding doors. Turn around. Look inside makeup box. Get curling iron and charm (*Luck*). Drop box. Save. Use ^{curling} ~~5713ng~~ ³⁷⁴ⁿ on temperature sensor. Kill ghoul. Take meat, cheese (*Revive*) and bread (*Breathe Underwater*). You can drop the keys and wrench here, close door, and return later for *Freeze* spell. Exit. Go to kitchen.

BLACK WIDOW PRODUCTIONS Getting through the Gate

Studio Office (Reception)

Costume Room

STUDIO TWO House Of Horrors

Kitchen/Basement

Get cleaver. Use. Drop sword. Get eggs in basket. Check out bucket. Get left tin. Look inside. Get glue (*Glue*). Go to basement. Enter Frankenstein room. Do not click on Frankenstein. Get the brain from the shelf. Return to kitchen. Prepare *Turn Undead* and *Courage*. Enter hall. Cast *Courage*. Turn left. Cast *Turn Undead*.

Upstairs

Go to room with succubus (*Courage in Force*). Get pillow (*Trueflight*) and tuning fork. Cross hall to playroom. Get blocks. Go down hall a few doors. Enter room. Click on bed. Take sheet. Kill wraith. Take scripts. Check room. Get photos. Lift bottom of ^{COV3L3T} *c4v2712t*. Push button. Enter secret passage. Get chalice and candles. (The chalice contains the blood). Go to bathroom and get sponge (*Absorb Magick*).

Fish Tank and Basement

Go to study. Check out tank. Note key. Remove painting from wall. Look in desk drawer. Get prayer book and padlock. In living room, get helmet and gauntlet from right suit of armor. Wear. Drop jacket and cap. Face door guarded by ghost. Step back one step. Drop **block**. Click on door twice. Enter library. Read all books, especially poison, demonology and three volumes on monsters. Examine room. Get formula. Go to basement. Examine photos for photo of lab assistant. Disguise yourself accordingly (wear ^{t49 COAT} *c4t*, ^{ELCUTTE} *c4772ct* ^{W16} *w3g*, ^{GLASSES} *g119929*, ^{MOUSTACH} *m459t1ch2*, ^{EYE BROWS} *262b74w9*, ^{FALSE TEETH} *f1192 t22th*). Save in case you got something wrong. Enter lab. Ask scientist if you can help him. Ask him to mix poison. Return to study. ^{Poison} ^{M3LT} *P4394n m21t*. Drop **m21t** in fish tank. Get key. Unlock and open safe. Get peace pipe.

Frankenstein Monster

Go to room behind Indian and shoot a *Fireball* into room. Get copper rod. Go to house, then upstairs and enter the room next to the bathroom. Get ladder. Get left tea chest. Look in. Get matches. Drop chest. Go to stairs. Save. Up. Use ^{TUNING} ^{Foot} *t5n3ng f47k* on window just as vampire emerges from coffin. Drop ladder into room. Up. Drop rod onto chimney. Cast *Summon Storm*. Go to Frankenstein. Save. Move right lever up to maximum. Pull left lever. When Frank has taken about two steps, click on wires attached to his neck. Open door behind him. Enter. Kill Elvira/monster. Get magic bag. Get band (*Protection*), scalp and brain from Frank. Get heart from shelf and flask (*Antidote*). Get all test tubes (*Cure Wounds*).

**STUDIO ONE:
SPIDER CAVERNS
Exploring**

Only direct routes are noted here. Side routes may be explored to find artifacts that are not necessary to complete the game. As you go through the underground lakes, gather mushrooms and crystals as you go. You can use these to prepare additional spells. Use *Ice Darts* to eliminate webs.

Follow route to elevator. Turn on. Continue on up to Level 2. North to scorpion. Kill and get binding scroll. Up to Level 3. Through tunnel, then up ramp to second area of 3. At hole with web, click on right strand to swing across to Level 4. Proceed to director. Hit wallet with *Telekinesis*. Look inside. Get key. Go to elevator. Unlock. Open. Enter. Close door. Save.

Now would be a good time to *Enchant*, *Bless* and *Freeze* your weapon. Prepare a few *Nova* spells. *Heal* your wounds. If your spell points are low, go watch TV until they return to maximum. Exit elevator through opposite gate. Hit spider on the mandible until you kill him. Follow caves to Elvira. Look down. Turn around. When she metamorphoses, hit wasp with a *Nova* spell. Get the tomahawk. Return to elevator. Close gate. Press 1. Get out of Studio One (for now).

To avoid damage by vampire bats once you are in the cemetery, keep moving until you are in the chapel. Note priest. Fill your test tubes with holy water (*Cure Wounds*). Pick up a couple of religious objects (cross, cloth, candlesticks). Try to take the pulpit. This will cause it to move, revealing a trap door. Click on door to open. Down. Kill hags. Open slab. Down.

Refer to maps for direct routes to necessary items. When you encounter wires, cut them; avoid pads. Niche keys will open chests but are not necessary to complete game. Pull all levers noted on the maps. Distances are not precise, but all important turns are noted.

- 1, 2, 3. Follow map.
4. Go to room with chests noted on map. Move right chest (try to take). Get key. Unlock/open left chest. Look inside. Get fish bones. Close chest.
5. Follow map.
6. Before you encounter the wizard, you must disguise yourself again. Look at photo with skullcap. Wear ~~9k5llc1p, 74b2, n492, b2178, 262b74w9~~ ^{6k4u4p, 7a8e, n956, b2178, 262b74w9}. Save. Approach wizard. Tell him you've got food poisoning. Proceed to Elvira. Get Elvira and war lance.

Return by reverse route to slab below chapel with hags. Prepare *Holy Blast* and *Protection*. Save. Up. Cast *Protection*. Cast *Holy Blast* at Angel of Death. If this doesn't do it, hit him with a *Lightning Bolt*.

Go to Indian and talk to him seriously until he tells you to talk to the holy man (ask "How can I help?"). You *must* get him to mention the holy man. *After* he does so, give him the peace pipe, lance, tomahawk and magic bag.

Routing

Giant Spider

STUDIO THREE: CATACOMBS OF HELL Getting In

Getting Around

Levels One-Six

Getting Out

CERBERUS Preparation

Resurrection

Go to chapel with dead priest. Check room icon. Get prayer book. Mix *Resurrection* spell with brain, scalp, heart, book and eggs. Cast. Talk. 1. There's this Demon. 2. It's a Cerberus. 3. He said you'll help me. 4. Draw a pentacle. The chalice contains the blood.

Submersion

Go to lake in Spider Caverns and mix *Buoyancy* spell with fish bones. Mix and cast *Breathe Underwater*. Cast *Buoyancy*. Down. Get rope. Up. Mix *Bind Demon* spell with rope and binding scroll.

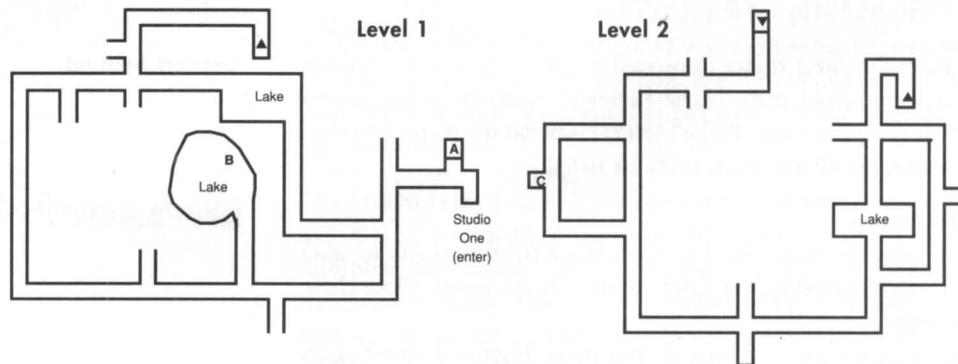
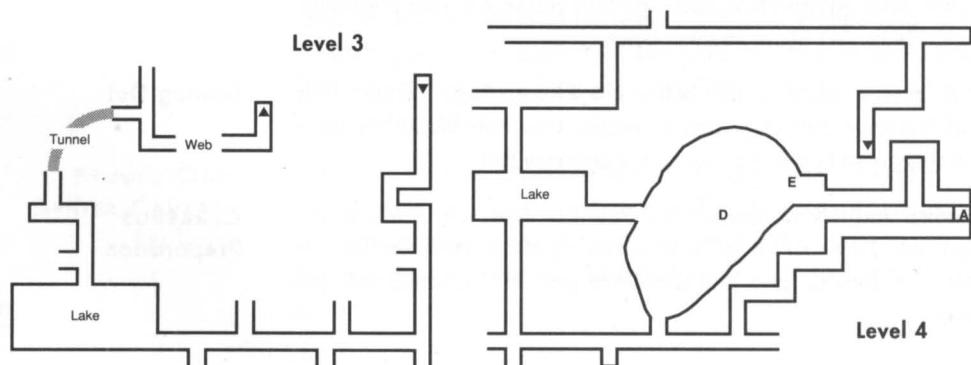
Destruction

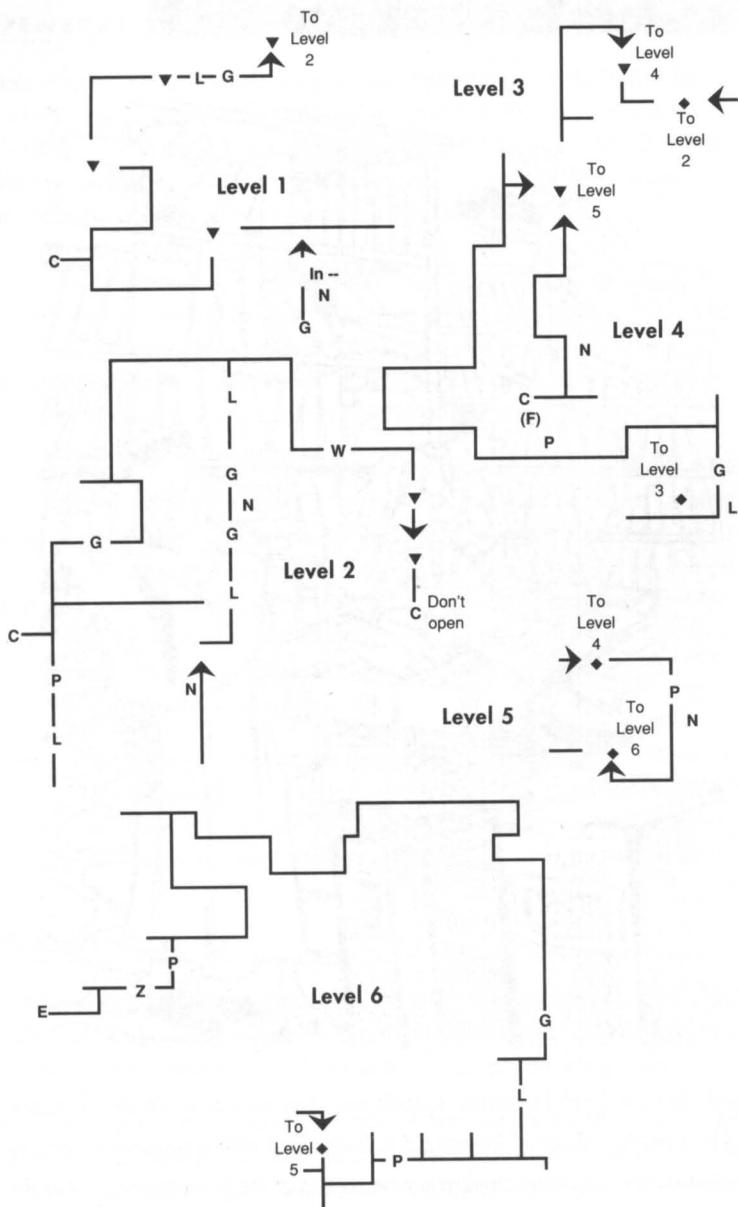
Go to parking lot. Face pentacle. Drop candles. Save. Drop magic bag, lance, tomahawk. Pick up again so they'll be lined up in your inventory window. Click on candle. Cast *Light*. As quickly as possible:

1. Use magic bag.
2. Cast *Bind Demon* spell.
3. Throw lance.
4. Use tomahawk.

THE END

You have now saved Elvira, and as a reward she will show you some cleavage. You'd think it would be worth more than that!

**STUDIO 1**



**CATACOMBS
BELOW
CHAPEL**

MAP KEY

STUDIO ONE

- A Elevator
- B Rope
- C Scorpion, Scroll of binding
- D Director, Key
- E Elvira
- ▲ Up
- ▼ Down

CATACOMBS

- ▲ Up
- ▼ Down
- ◆ Both down and up
- C Chest
- E Elvira
- F Fish bones
- G Gate
- L Lever
- N Niche
- P Pad

GATEWAY TO THE SAVAGE FRONTIER

TYPE

Fantasy Roleplaying

DIFFICULTY

Advanced

SYSTEMS

Amiga (one-megabyte required)

C-64

MSDOS (640K and hard disk or two floppy drives required; VGA, EGA, CGA; Ad Lib, Sound Blaster, Tandy)

COMPANY

SSI



The first story in the series that followed SSI's Pools of Darkness AD&D epic, Gateway is set in the Forgotten Realms. Agents of the evil god Bane, led by Lord Manshoon of Zhentil Keep, have allied with monstrous krakens to riddle the realm with atrocities of the foulest nature. Gateway employs a new version of the game engine used in the original series, but this time it provides automapping of almost the entire world (everything but the final maze). Combat is faster, but autocombat suffers the same drawbacks as in the original games: spellcasters will waste spells, and fighters can't switch from missile to melee weapons when needed. Production values are enhanced considerably, with 256-color VGA illustrations and digitized sound effects. Gateway focuses on exploration and combat, but there are a few codes and passwords to figure out or discover. The best part of the game is the way the story unfolds in text passages as you progress, though hack-and-slash fans will appreciate the combat and magic systems.

GENERAL TIPS

One effective party comprises a Human Fighter/Mage, a Half-Elf Paladin, a Half-Elf Cleric/Fighter/Mage, a Half-Elf Ranger, a Dwarven Cleric/Fighter/Mage and a Fighter/Thief Elf. Create one character who can move swiftly — up to a dozen squares in a single turn when he's unencumbered. He'll prove extremely useful in the final maze.

Modify everyone's stats before starting; you can get 18 points in almost every attribute, plus from 50 to 100 more Strength. This party will not advance as quickly as single-character players, but you will need all the magic power you can muster later on. Outfit them with splint mail, broadswords, combination bows and at least 255 arrows if you can afford it. After fighting Zhentarim guards, take and use their plate armor.

All towns are 16 x 16 squares, and the northwest corner is (0,0). So a location referred to as (3,8) will be three squares east and eight squares south of the northwest corner. (This does not apply to the final battle after leaving Ascore.) Throughout this solution are references to journal entries included with the game; journal entry is abbreviated as "JE" here. By viewing the automap, you'll find it easier to follow the instructions in this solution. Be sure and save alternately on two letters: A, B; C, D etc., as it's very important to save often.

When your character is ready, hit **Spacebar** and then Quick; while he is reacting, hit **Spacebar**, then Quick, and repeat. As many as 35 to 50 arrows have been shot in one sequence. This also works with a fighter who has to hit more than once, or when he is next to two or three characters.

WALKTHROUGH

Shortly after starting you will meet an NPC named Krevish, at (2,12). Help him, and he will assist you throughout the quest. He will lead you into your first adventure (JE 21, 24 and 25). Accept the assignment.

See the map on pages 21-22 of your Adventurer's Journal (from the game) to find Nesme. You will need a boat. You will arrive at (3,12). Go to (3,14) to learn JE 27, then visit (2,9) and learn JE 18. For the assignment, go to (10,7), enter the Banish Pests Shop and use a secret door on the north side.

At (7,1) you meet the Bane Priest, the object of this quest. You can obtain a ring of protection +1 and JE 31 here; the latter will direct you on your next step. Take all goods, and check for magical items by using Detect. (Use this whenever a mage or commander is killed. Otherwise

CHARACTER CREATION AND DEVELOPMENT**GENERAL NOTES****AMAZING COMBAT TIP****YARTAR****NESME**

you have to use *ID*, which costs 200 gold.) Magic weapons are almost always at the end of a Take list. In the southeast corner of the city you can kill trolls and get 100 gold for each. The money is collected at Town Hall (12,4). You will receive JE 14 at the City Hall.

SILVERY MOON

Follow the directions in JE 31 to find Silvery Moon. Magical weapons are at (2,14). Enter the Vault of the Sages, or the Library, at (8,13). You will hear of Amantias and learn of the concern for him. See JE 16. Go to (4,5) to learn JE 20. Search the city and go to the Bane Temple at (14,14). Let Priest Broadhand believe you are a Banite, and he will tell you JE 33. Go to the northwest sector and enter the secret door at (2,0). By going to (7,1) you will encounter Erik; see JE 28. He will direct you to Everlund and join the party.

EVERLUND

Find Amantias at (5,13) in Everlund. He will advise you from now on; see JE 29. On the way you should obtain chain mail +1 and a mace +1 (these may be different in different games). Amantias also gives you the ring of reversal and says you can get advice from him in his home at Secomber. But first, he tells you of a kraken base in Yartar, your next quest.

YARTAR

Go back to Yartar. After resting, go to (8,15) to find the kraken base, depicted on the map from JE 20. Go to the northeast room and get the dagger +1 at (7,7). At (10,4) you can get a longsword +2 as well as a shield +1 (the exact weapons again may be randomized). You will have an encounter in the big aquarium. Use hand weapons.

SECOMBER AND PORT LLAST

On your visit to Secomber, you are advised to go to Luskan. Head for Luskan, which you can do on land. Pass through Neverwinter but stop in Port LLast. See the harbormaster at (11,10) and read JE 13. Enter the Gallant Prince; the code word is found at (10,12). To cut down on encounters, go directly east and give the code word (**K59**) to the door, then enter and go to the north room and get JE 23 at (11,0). If necessary, rest at the inn before going on to Luskan.

LUSKAN

You enter Luskan at (16,11). At the court you can get a mace +1. At (9,12) you can obtain the wand of Ice Storms. At (5,12) you can get a composite long bow +1. At (3,13) in the manor you can obtain the Sword of Iceworld Dale.

Before entering the castle (just northwest of the manor), rest and stock up on arrows. The castle entrance is at (9,11). Go north and west to (7,8), then to (5,7). Go around the circle until you reach (7,13), where you will be advised that the path goes upward. Disregard this and go east to the small room at (8,12). Bash the door and enter this room. Go

south, then west to (6,15) and as you enter a small room, the doors will lock.

Search for a trapdoor, then go through it and you will be at (1,4) on the map in JE 19. Go to (3,1) and release Brinshaar, who tells you of JE 30. Do not accept him as an NPC, for he will betray you. The portion of the castle where the statue is located is not shown on this map; it's in the northeast section. Just work your way east to the northeast door shown on the JE 19 map; it will be at (9,1). From here go east, south, east, then all the way south in the long corridor to (13,10) and through the door. Move south, then east to (15,15) and north to (14,0), where you will recover the statue. Returning, you will find a one-way door west at (12,5). Go back to the entrance and out. Return to Secomber and you'll learn the next statue is in the Purple Rocks.

Go back to Luskan, stopping at (6,25) in Neverwinter to find a craftsman who can make a magic sword out of a meteorite. Then at Luskan's gate you'll get information on the ships, which leave from (0,3). Go past the castle just north of the town entrance. Enter, win a battle and get a mace +1. Then set sail for Turen.

At Turen you land at (0,3). Go north to the gate, through the gate and almost due west until you find a doorway at (4,6). Enter and work your way northwest to the meteorite at (1,1). Later this can be taken back to Neverwinter and made into a sword +3.

Take a ship from Turen to Gundarlun, and you will find everyone upset because the princess is missing. Rather than searching the island, go to the king's residence at (10,0), then leave and go west to (7,2), where you will find the princess. Return her to the king, who will give you a shield +1. The princess will become a new NPC. The king tells you JE 55.

You board a ship for Turen, but the ship is sunk by a large kraken. When you float ashore on the Isle of Utheraal, enter the large home at (12,14) to learn JE 40. Make your way north to attack the northern fortress, and you will discover a small boat at (9,7). This will take you to Trisk.

Arriving at (9,7) on Trisk, you hide the boat. Go directly west, moving up and down the large spurs, until you reach (4,6), which is the entrance to the kraken fortress. Go to (1,8), then southwest and south to (0,13), where you will find the pearl. After a battle, collect it and go back to the boat. After a few days you will land in Neverwinter. Take the meteorite to (6,15) for a good sword. The NPC leaves you at the boat. Kill the monsters in the gardens — otherwise you cannot get the sword +3.

PRINCESS

KRAKENS AND PEARL

Return to Secomber, then go on to LLorkh. On the way to LLorkh you must pass through Loudwater, where a sizeable group of Zhentarim guards will stop you. After the battle, heal at the inn at (1,8). The deserter will betray you if you allow him to join.

UNDERGROUND ARENA

At LLorkh you will enter an inn at (3,10). When you attempt to leave, you will slide down to an underground arena. Go north into the arena and learn JE 37. After three battles you will be forced into a cell at (12,4). Aid your next-door cell mate in order to get the keys and escape. He tells of a secret door in the north at (7,0). Go there and use the west door, then go south, west and north to (3,1). After a fight you will recover the statue, chainmail +1, a broadsword +1, a light crossbow +1 and some bolts +1. You recover all the statues and, by going west, you will be back in the center of LLorkh. Rent a boat and return to Secomber. See Amantias, and he tells you to go to the Star Mounts.

STAR MOUNTS

If you go by boat, you will encounter an Aarakocka being attacked by large snakes and two shambling mounds at the base of the Star Mounts. Save them, see JE 50, and answer yes. You will be flown to the maze on top of the mountain. The birds promise to wait for you. You arrive at (15,2) in the maze. Do not go into any room not described here, or you will be engaged in battles with dragons and many other monsters. To proceed, go northwest to a door at (9,0), where you will encounter an illusion of Ceptienne. Record her message as JE 54.

CEPTIENNE

Go west to (6,0), southwest to (4,3), east through a secret door to (9,3), south through two doors, east through the next door at (9,6). After the battle, go north to (10,4), east through a door and south through a door at (12,6), then west through a large hall to the center hall. Go south in this hall, through a door at (7,10), directly west to (6,11), through a door north, west through a door at (6,9), south to (5,10), west through a door, then north and west to the final battle. Kill Ceptienne and get the statue, along with a wand of Defoliation, a dagger +1, magic bracers and a necklace of Magic Missiles. Return to (15,2) and the birds will take you back down the mountain.

ON THE WAY TO ASCORE

Obtain all the magic arrows and *Stinking Cloud* spells you can muster, and at least three *Fireballs* and *Haste* spells. Outfit all characters with combination bows. Then go back to Secomber, and on to Ascore via Silvery Moon to get magic arrows.

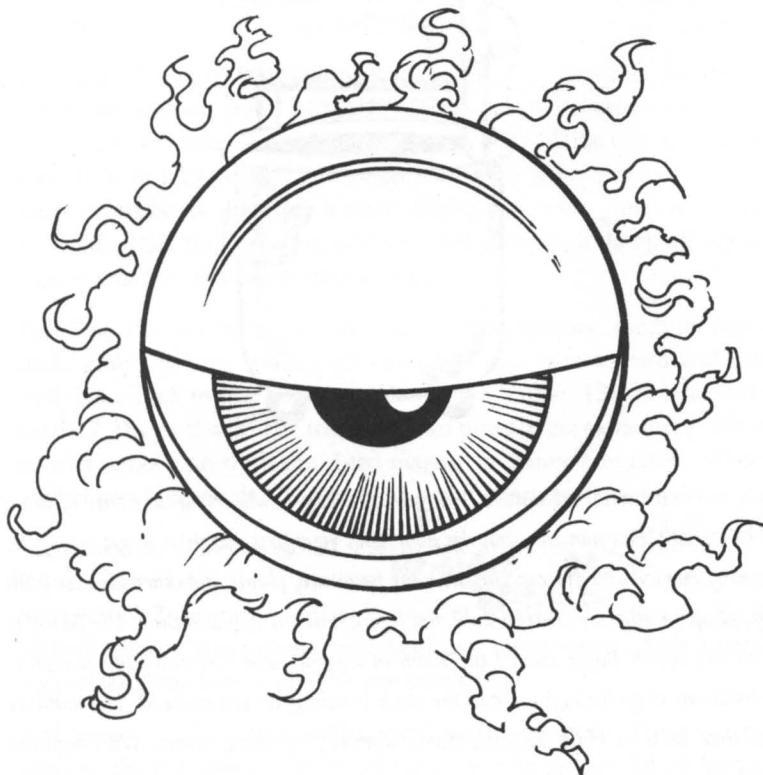
ASCORE AND THE FINAL MAZE

The order of the battles in the maze are randomized, and you cannot save the game while inside. The goal is to defeat three groups of monsters and slay Val. Against the goblins, use arrows from a distance. Then use

the "aim" command and move the cursor around to find the exit on the map's northeast edge. After defeating the trolls and ettins, exit quickly — the trolls regenerate. Again exit to the northeast.

Shambling mounds, mages and evil fighters are tough, so it's better to sneak past them. Cast *Stinking Clouds* on a door before them, and station one or two characters to hold off any monsters not paralyzed by the clouds. Then send your fastest character, who can move up to 12 squares in one turn, to the northeast to exit the map; the entire party exits when he does. (First try to kill the mages and get their bracers +4.)

For the last battle you need lots of *Stinking Clouds*, *Charm Persons*, *Lightning Bolts* and the like. Wands of *Ice Storm* and *Defoliation* are very useful; the latter are effective on mounds. Use *Fireballs* on human foes, or *Charm* one of them so the rest will attack him instead of you. To slay mounds, cast *Stinking Clouds*. When they are "choking and gagging from nausea," they will die from a single arrow. Val has -19 AC but only 19 hit points, so he's easily killed.



HARE RAISING HAVOC (ROGER RABBIT AND BABY HERMAN)

TYPE

Interactive Cartoon

DIFFICULTY

Intermediate

SYSTEMS

MSDOS (640K and hard disk required, 10 MHz or faster recommended, joystick optional; VGA, EGA, CGA, Tandy; Sound Blaster, PS/1 Audio Card, Tandy, Sound Source)

COMPANY

Walt Disney
Computer Software



Roger Rabbit comes to life in Disney's first substantial adventure. You get to be Roger, who must take care of Baby Herman till his mother comes home. Naturally Herman runs out the door, and your first puzzle is to get out of the living room and retrieve him. This is done by physically interacting with the furniture, plants and other objects. With a joystick, you bump into some things, jump on others and so on until you figure it out, a step at a time. The payoff is worth all the brain-strain, though, as you watch Roger escape the room in a funny and fast animated sequence. Then, of course, there are five more locations to go through — and the clock is ticking as you proceed. The inability to save your game, coupled with the time limit, is Hare Raising Havoc's most frustrating aspect. With digitized sounds and voices and lots of special effects, however, this is an excellent game for parents to enjoy with their children. (Just don't let them know you have this solution, and the kids will think you're a genius!)

WALKTHROUGH

Lower ironing board. Jump on left sofa cushion until you catch fan switch (turning fan on). Kick footstool west. Search carpet bulge (getting magnet). Use magnet on fish bowl. Jump on right sofa cushion (into fan). Jump off fan when aimed at the **374n3ng b4178** (watch feet to determine when to jump).

Turn on stove. Use **k26** on sink cabinet (for extra time or cheese). If cheese, give it to the mouse in hole and reach in hole (to get extra time). Move laundry press. Open refrigerator until you get extra time. Go east to slip on banana. Jump off table when facing **839h29**. When you land on them, press **[Enter]** until all are broken. Walk onto stove. Swing on ceiling light, letting go when it swings right.

Turn on sink. Jump on stool, grabbing towel. Drop towel over water. Kick stool onto towel. Go to stool, get soap. Throw soap (into sink). Get soap out of sink. Slip on soap (goes into toilet). Jump on **9c1l2** until skylight's open. Plug fan in. Grab plunger (from right side). Go to shelf. Grab duck. Stand on bowl (on shelf). Jump.

Turn water hose on. Stand on left side of hose (blocking it). Let water bubble go, walking onto **9p73nkl27**. Grab wire when water raises you. Cross wire over rake. Let go. Knock over fertilizer. Shake tree until large apple falls. Pick up bucket. Fill bucket with water from sprinkler. Throw water on barbecue and grab a steak. Shake tree (extra time) until big apple falls. Ride tire, swinging left/right until going high. Jump off tire at highest point when moving toward fence.

Take ball. Put ball in fire hydrant. Pull lever on hydrant. Jump on pogo stick, grabbing wire when high enough. Cross wire to bird and get feather. Go back to wire, stopping left of clown's nose. **T3ckl2** nose with **f21th27**. Drop off wire. Get trash can (two times to get extra time). Walk under magnet with trash can. Lead magnet to manhole in street. When magnet gets to manhole, drop trashcan, enter street, enter manhole.

Turn concrete mixer diagonal. Put **b73ck** in mixer, then **86n1m3t2**. Repeat. (For extra time, pick up **86n1m3t2** and **b73ck**, dropping **86n1m3t2**.) Turn mixer vertical again. Get **86n1m3t2**. Enter lift. Kick off both bricks. Cross to ledge, grab hook as it lowers to you. Ride it until over mixer. Drop into mixer. Use saw (two times).

Pull lever by door. Turn handles to fill bottles correctly. The order is: clean bottle, put label on bottle, fill bottle, put lid on/take lid off bottle, put bottle in crate (if properly filled). When three crates are full, climb crates, exit window.

LIVING ROOM**KITCHEN****BATHROOM****BACKYARD****STREET****CONSTRUCTION SITE****DAIRY**

LEISURE SUIT LARRY V: PASSIONATE PATTI DOES A LITTLE UNDERCOVER WORK

TYPE

Interactive Cartoon

DIFFICULTY

Novice

SYSTEMS

MSDOS (640K, 10 MHz or faster and hard disk required, joystick or mouse recommended; EGA, VGA; Ad Lib, Sound Blaster, Tandy, Thunderboard, Pro Audio, PS/1)

PLANNED CONVERSIONS

Amiga

CD for MSDOS

Color Macintosh (maybe)

COMPANY

Sierra



Madman Al Lowe skipped from Larry III straight to Larry V, leaving the matter of IV a mystery to be solved at a later date. You start this adventure as Larry and shift into the role of Patti when he reminisces about his old flame. This time Larry's working at a TV studio owned by gangsters who are planning a show called "The World's Sexiest Videos." His assignment is to videotape interviews with potential hostesses for the show, a sex-quest that takes him around the country. Meanwhile, Patti is working undercover for the FBI to bust the same sleazoids. You must solve puzzles in each role to complete the game. It's one of Sierra's most energetic and vivid adventures yet, featuring slick cartoon-style artwork, brisk animation and digitized voices as well as inventive sound effects and music. As far as the "sex scenes" go, it's not quite as risqué as Larry III but a bit more so than Larry II. It has numerous "automated scenes" that, while entertaining, don't provide as much interaction as many Sierra titles. It's a lot of fun — as long as you're not expecting difficult puzzles — and has replay value, since many puzzles have alternate solutions.

WALKTHROUGH

Get coffee. Take it into the office. Get water from water cooler. Examine engraved plastic (lower right). Go to workshop. Get blank videotapes. Use eight-track player (it plays random selections). Open drawers (battery recharger). Use all three blank tapes on **82g159927**. Use sterilizer. Go to file room. Open drawer (lower right file). Get files from drawer. Examine all three files. Get and examine napkin, matchbook, business card. Get gold card from imprinter. Use recharger on outlet next to boss's office door. Use camcorder on recharger. Wait until fully charged, take both. (The camcorder is charged for five minutes, enough to make all three videos; you can recharge it at other sockets if necessary.) Exit building. Examine statue. Go limo.

Save. Use ATM machine. Put **g4l8 c178** in slot. (You can go to the other cities in any order.) Select city (enter copy protection code). Take flight pass and card. Enter lobby. Use gold card on camera. Use pass on ABM. Once onboard, take magazine.

Examine scientists (with bra). Examine man (with vibrator). Go to east lab (note contact phone number you're given). Examine man (with powder). Go to MD office. Back in east lab, get Dataman and two ROM cartridges. Go to west lab, get brassiere. Use **b71993272** on yourself. Exit building. Go limo. Get champagne. Use Biaz cartridge on Dataman. Show Dataman to driver.

Go to west lobby. (You may recharge the camcorder here if you forgot to at the beginning.) Use cigarette machine (get coin). Go to middle lobby and look at signs (noting the number for the green card). Go to east lobby. Use coin in phone. Call for green card. Look signs (noting limo number). Call for limo. Exit building. Get envelope. Go limo. Show business card to driver.

Enter office. Get doily (from table). Knock on window. Again. Yes, yes, no, no, yes, yes, yes, yes, yes, no, no, no. Use doily on yourself. Knock on window. When in dentist chair, put videotape in videocam. Turn cam on. Examine Chi-Chi. Talk to Chi-Chi (until she asks about help with immigration), then give green card to Chi-Chi. (You can get by without the green card by dialing the number on the dentist's business card, in which case the secretary won't ask any questions and you can stroll right on in.) Go back to dentist's office and call for limo. Return to airport. Buy ticket for any city. Board plane.

**OFFICE (LARRY)
Lobby****Los Angeles Airport****LABORATORY (PATTI)****MIAMI (LARRY)
Airport****Dentist**

SHILL BUILDING (PATTI)	Examine lobby directory. Examine line for Room 900. Talk to guard (twice). In studio lobby, take gold record. Look at turntable. Use record on turntable. Push 78. Push reverse (wait for message). Push 33 (wait for message). Push stop. Take record. Examine man in window. Go to studio. Use synthesizer. Go through three takes until computer automatically plays for you. Talk to Biaz (three times). Give champagne.
Back in Car	Remove cartridge from Dataman. Put H1mm27 cartridge in Dataman. Show Dataman to driver.
ATLANTIC CITY (LARRY) Airport	Pull slots in west lobby (getting quarter). Recharge cam. Read signs in middle lobby (limo number). In east lobby, call for limo. Exit building. Go limo. Show matchbook to driver.
Casino and Boardwalk	Talk to girl (two times). Use any number. Enter casino. Save. Play video poker. (Use save/restore to build up chips.) Accumulate approximately \$750 in chips. Go to ballroom. Talk to bouncer. Pay bouncer. Sit. Examine girl on stage. After show, go to boardwalk. Go east four screens to Ivana's skates. Talk to Ivana (two times). Give coins to Ivana. Exit. Sit on bench. Use skates on yourself. Skate east. When Lana passes, talk to her. When on bench, put new tape in camera. Turn camera on. Talk until she leaves. Turn cam off. Remove skates. Return skates to Ivana. Return to casino ballroom. Pay \$500 to bouncer. Turn cam on. Sit. Grab those body parts! After fight, talk to doorman. Go limo. Get ticket for last city. Board. (If you're short on cash, Ivana will accept the camcorder as collateral to rent the skates. You don't have to videotape Lana.)
K-RAP (PATTI) Office Level	Go to locked door. Examine Hammer cartridge in Dataman. Use c482 4n c17t738g2 on door panel. Open door. Examine plant. Search plant. Get key. Examine desk. Get letter opener. Use letter opener (or key) on desk. Open desk (noting code number). Search desk (getting folder). Examine folder. Use folder on copy machine. Put folder back in desk, opener back on desk, key back in planter. Go to john. Use shower.
Studio Level	Get clothes. East. Use code (from office) on door panel at Control Room B. Open door. Get blank reel. Use reel on recorder. Adjust controls until you get the microphone in Studio A (2 Live 2 Screw). Use reel (recording 2 Live). After being locked in, stop reel. Rewind reel. Take reel. Adjust controls one time (raising speaker level in room). Use microphone. Sing into microphone.
NEW YORK (LARRY) Airport	Get quarter from charity cannister. Recharge cam in west lobby. Read signs in west lobby (limo number). Go to east lobby and call for limo. Exit building. Go limo. Examine seat. Get Day Trotter. Examine Day Trotter. Show napkin to driver.

Enter cafe. Use music box (lower left). Talk to maitre d' until he gives you a membership (or bribe him with money from the Day Trotter). Take tape. Use tape machine. In next room, sit at your table. After Michelle comes and goes, use tape machine. Return to lobby. Use tape in music box. Use tape in tape machine (lobby), then in machine in cafe. Replace video in cam with blank video. Turn cam on. Talk to Michelle (until she asks about money for investment). Give cash to Michelle, then credit cards, then Day Trotter. Back in lobby, call for limo. Return to airport. Get ticket back to Los Angeles. Board.

As plane is crashing, push red button in center of cockpit control and the autopilot will kick in.

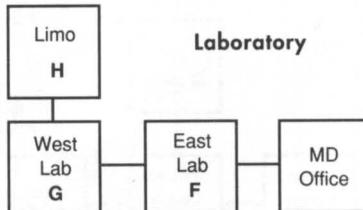
When Mr. Bigg is about to use gun, use **b71993272**.

Hard Disk Cafe

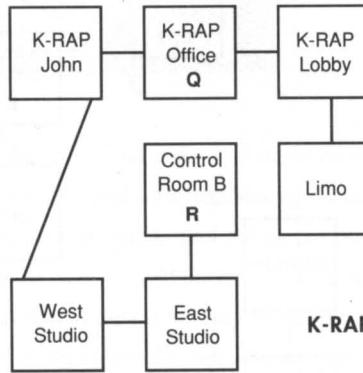
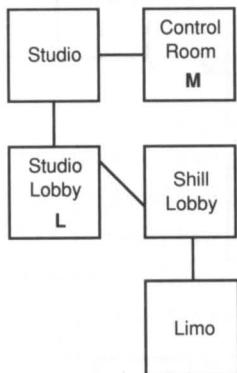
ENDGAME (LARRY)

ENDGAME (PATTI)

FOR PATTI:



Shill Building

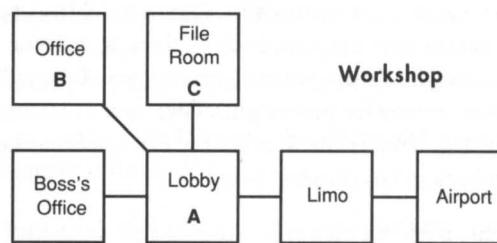
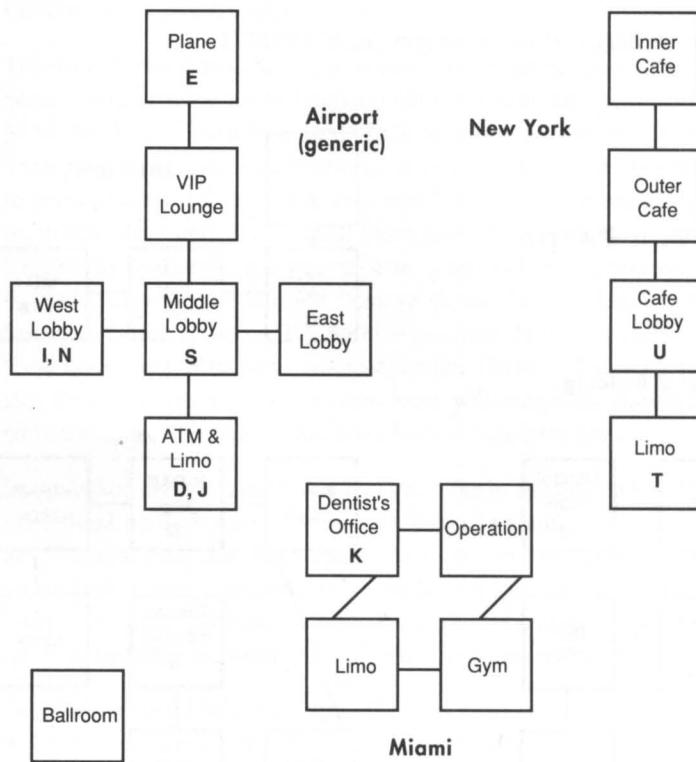
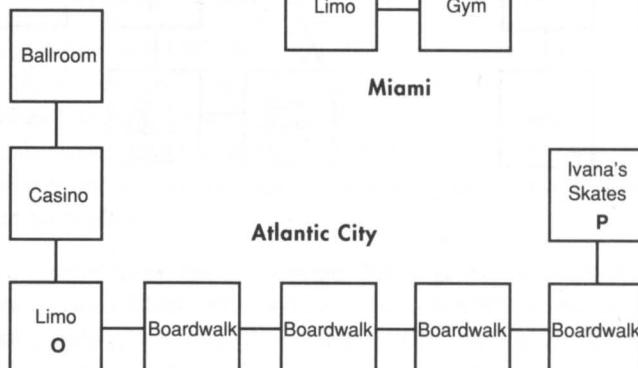


MAP KEY

- F Dataman, ROM cartridges
- G Bra
- H Champagne
- L Gold Record
- M Cassette
- Q Key, letter opener, folder, copy
- R Blank reel

MAP KEY

- A Coffee
- B Videotapes, recharger
- C Files, gold card, napkin, matchbook and business card (both in file)
- D Flight pass
- E Magazine
- I Quarter (Miami)
- J Green card (Miami)
- K Doily
- N Quarter (Atlantic City)
- O Casino coin
- P Skates
- S Quarter (New York)
- T Day Trotter, cash, credit cards
- U Computer tape

FOR LARRY:**Airport (generic)****Atlantic City****PHONE NUMBERS**

- Contact.....556-2779
- Dentist.....554-3627

Limos

- Atlantic City553-4468
- Miami.....554-8544
- New York City.....552-4668

LES MANLEY IN: LOST IN L. A.

**TYPE**

Animated Adventure

DIFFICULTY

Novice

SYSTEM:

MSDOS (640K,
VGA/MCGA and hard
disk required; 10+
MHz and mouse
recommended; Ad Lib,
Thunder Board, Sound
Blaster, Roland)

COMPANY

Accolade

A sequel to *Les Manley in: Search for the King*, this game introduces Accolade's no-typing interface and a new look — digitized photos of over two dozen actors and actresses. Most of the action takes place in Hollywood, where the hottest stars have been disappearing. *Les* sets out to find the perpetrators after they kidnap his little buddy *Helmut Bean*. (*Helmut* was the midget whose lack of height proved so handy in the previous game, which turned him into a Hollywood star overnight.) The interface is almost too easy to use. A row of icons at the bottom of the screen shows your inventory. To use or examine an object, or talk with someone, you click it with the "?" icon, which brings up a menu of things you can do or say. The music is catchy but often overbearing. Graphically, though, this game uses full-screen digitized photos in a distinctive manner that gives *Lost in L. A.* an original look and feel. The prose is as wacky as the pictures are sensationalistic, with demented computer and computer game jokes sure to amuse the most jaded gamer (especially the most jaded gamer). The designers also took a lot of shots at the Hollywood lifestyle, the California lifestyle and style in general. A hilarious way to spend a few days, *Lost in L. A.* may be deemed too off-color for minors by some adults, but it's tame compared to what they see 24 hours a day on MTV.

WALKTHROUGH**VENICE BEACH**

W. Open newsbox. Read newsbox. W. Talk to lifeguard. Ask all questions. When eclipse hits, take bandana from Lance. E. E. Talk to muscle girls. Ask all. Go to Hollywood Boulevard.

HOLLYWOOD BOULEVARD**Getting a Club Mud Pass**

W. Talk to officer. Ask all. S. Talk to the Boyz. Ask all (when asked to rap, say yes, ask about modem). N. E. E. Enter hotel. Talk to Murry. Ask all. (Exit hotel.) Talk to Blade (agree to keep name a secret). S. Talk to Bob. Ask all. N. Enter hotel. Talk to Murry (ask about pass, agree to favor).

Getting LaFonda's Photo and the Computer

W. W. Enter Star Photos. Talk to Rainbow. Ask all. Give film to Rainbow. Have picture taken with LaFonda Turner. Exit. S. Show **b1n81n1** to Boyz. Enter Lou's Pawn Shop. Talk to Lou (ask about computer). Give LaFonda photo to Lou. Exit.

Getting Password

N. Talk to Eb and Clara (agree to autograph, and you get an extra map). Go to Sunset and Vine. E. Talk to entrepreneur. Give extra map to entrepreneur (get cellular phone). Return to Hollywood Boulevard (north of Boyz). Give **ph4n2** to Blade (ask about password). S. Give pass to Bob. (Next morning) Talk to Dominique or Monique. Ask all. Take DOS disk. Boot computer. Hack computer (**2lv39**). Go to Rodeo Drive.

RODEO DRIVE AND PIGEON

Go to right side of car. Examine bird (right side of screen). Use **c7283t c178** on pigeon poo. Go to Paramounts.

PARAMOUNTS

Talk to guard. Ask to see Maladonna (giving a reason). Enter executive offices. Talk to Abe. Talk to Todd. Ask all. Exit. Examine third hangar from right. Examine second hangar from right. Enter second hangar. Use **p3g24n p44** on rowboat. Climb into rowboat. Open door. Talk to Jason. Ask all. (After sliced in half) take axe. Open stage door ("Camp Blood" sign). Enter stage door (video sequence). Go to Sunset and Vine.

SUNSET AND VINE: GETTING AN AGENT

Enter office. Talk to Tony Leoni. Ask all. Exit. E. Enter Blue Studios. Exit. Go to Rodeo Drive and into Les Plastique.

RODEO DRIVE: GETTING A NOSE JOB

Talk to Dr. Nick. Ask all (until you get nose). Return to Blue Studios. Return to Leoni's office. Go to Les Boutique. Talk to clerk. Agree to look around. Go to far right of store (Maladonna will walk in).

GETTING TO THE PARTY: SPAGOS AND ABE

Talk to Abe Goldstein. (When he offers you movie career, say "Well, I ...," then "Well, I'm not quite sure." and you'll get invited to the party.)

BIG BASH AT ABE'S

Examine Maladonna, yourself and Abe. Ask all.

Use axe on door. E. E. Take torch. Touch woman beside Helmut's display (gets wax). Use **t47ch** with Helmut's display.

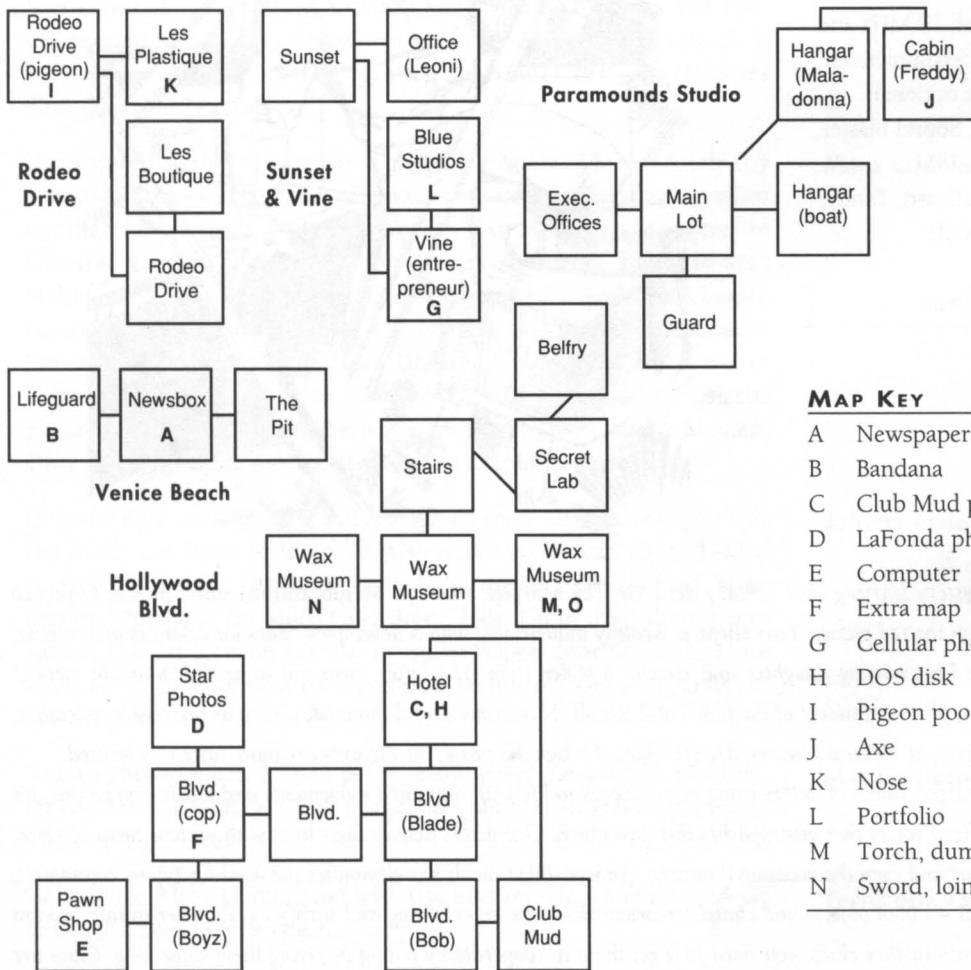
WAX MUSEUM

Take torch. W. W. Use torch on sword. Use sword on **143ncl4th**. E. E. Use sword on **839pl16** (gets wax). Use wax with drool (on alien). W. Use sword on sarcophagus. Use **143ncl4th** as parachute (click it on center of screen). Use cup of drool on steel straps.

Wax Museum (as Helmut)

Use **c7283t c178** on bimbos. Examine trapdoor. Talk to Mad Wax. Ask all. Use credit card on Mad Wax. Use **w1x** on yourself. Pull bell rope. Take silver gun. When Helmut gives signal, push (touch) Mad Wax.

Endgame



MARTIAN MEMORANDUM

TYPE

Interactive Movie

DIFFICULTY

Intermediate

SYSTEMS

MSDOS (640K, VGA or MCGA and hard disk required; 10 MHz and mouse recommended, joystick optional; Ad Lib, Sound Blaster, Roland, IBM SpeakerBoard, Tandy, Realsound)

COMPANY

Access Software



The second mystery starring 21st century detective Tex Murphy, Martian Memorandum starts in San Francisco and winds up on the red planet. Your client, a wealthy industrialist who is developing Mars for colonists and mining, asks you to find his missing daughter and recover a stolen item. The latter turns out to be the "Martian memo," which leads to a plot reminiscent of the film Total Recall. Numerous sexual innuendos, such as references to leather, lace, and shopping at Victoria's Secret, are sprinkled through the prose; the pictures are more tastefully treated.

While digitized videos of actors bring many scenes to life with animated movements and facial expressions, it's the use of digitized voices that distinguishes this adventure. Characters deliver their lines with various tones of voice, subtle inflections and even the occasional nuance. An icon-filled menu bar eliminates the need for typing commands, and the puzzles — both object- and character-oriented — are entertaining and satisfying. In order to talk to most people and obtain further clues, you must first get them to cooperate by telling or giving them something. Clues are dropped at various locations, not just at the site of the corresponding puzzle. And best of all, they got rid of the arcade sequences that detracted so much from the first Tex Murphy game, Mean Streets.

WALKTHROUGH

The numbers below correspond to the numbered responses from which you choose when talking with people. When told to "go to" a location or person, hit the "goto" icon, then the appropriate door or area.

Get mail, gun, camera, ammo, lockpick kit, lens, comlink. Travel to **Terraform**. Talk to secretary. 1. Go to office. Talk to Marshall. Go to lobby. Move switch. Go to washroom. Move towel. Take earring. Go to lobby. Talk to Rhonda. Offer earring. 1. Travel to **Alexis' home**. Look paper. Move bed (lower right corner). Open box. Look inside box. Travel to **Jacques Sparrow**. 3. 1. 1. 1. Ask about all. Travel to **Rockwell Bache**. Ask about all. Travel to **Plaza Hotel**. Go to gift shop. Get rose. Use cash on lady. Go to lobby. Go to restaurant. 1. 1. 2. Offer rose. 3. 1. 2. 1. Ask about all. Travel to **Jacques Sparrow**. Offer cash (he gives film). Travel to Tex's **office**.

Use camera with tripod. Use film with camera. Move switch (by window). Look camera. Shoot photo (of the second-story window, when the man enters room with the dancer). Exit. Get photos. Travel to **Chantal Vargas**. 2. 2. Offer **ph4t49**. Ask about all. Travel to **Mac Malden**. 2. 2. 1. 1. 2. Travel to **Jacques Sparrow**. Ask about Rick Logan, Galactic Pictures. Travel to **office**. Use comlink. Ask about Nora, Galactic Pictures, Andretti. Travel to **Nora Desmond**. Ask about all. Travel to Galactic Pictures. From there, travel to **Terraform**. Ask about Galactic pictures. Travel to **Guy Callabero**. Ask about all. Travel to **Mac Malden**. Offer **1n872tt3 f3lm**. Ask about all. Travel to **Johnny Fedora**.

Go to far right, avoiding dog and acid. Open shed. Get ladder. Open hole (by shed). Get boots (acid-proof). Use ladder on boxcar. Go to ladder. Go to hole (in roof). Get butter knife. Open drawers. Get cat food. Move dresser. Open tear (in wall). Open front door. Go to front door. Go to ladder. Use cat food on cat. Go to ladder. Open door to shack. Move lever. Go to door (of boxcar). Open safe. Look stuff. Get stuff. Travel to murder scene.

Talk to photographer. Talk to police. Move cover. Look body. Get keys. Move bucket. Get dagger. Use dagger on police. Look graffiti (on train). Travel to **Terraform**.

Go to office. Move painting (on left). Use keys on safe. Look receipts. Go to lobby. Travel to **Rick Logan**.

Save. (The path through this area is randomized from the outset of the game, so the following directions may not work.) East. Avoid falling log.

Interviews

More Interviews

Johnny Fedora

Murder Scene

Terraform (3rd)

Rick Logan

Get log. Save. East. Cross rocks to get across quicksand (walking works better than goto; use trial and error to get across). Save. East. Use log on pit. East. Go to door. Get shovel. Move screen. Get key (from body). Use key on chest. Look stuff. Save. Open cabinet. Use gun on snake. Look message (in cabinet). Go to door. Use **9h4v2l** on mound (by pit). Open box. Look inside box. Retrace steps to jungle entrance. Travel to smuggler's base.

Smuggler's Base

Get stone (by feet). Use stone on jug. Walk past guard's station. Go to entrance of pyramid. Hide behind crate door (until worker leaves). Get food. Get remote. Use remote on crate door. (May have to avoid guard again if taking too long.) Go to crate.

Casino

Travel to power plant.

Power Plant

Move button. Go to door. Get card key (from lab uniform). Talk to Collett. Ask about all. Go to door. Use card key in machine (on right). Go to "restricted" door. Get **w72nch** (avoiding trap door). Save. Stand just above trap door and use **w72nch** on magnet (until it picks you up). East. Look crate. Open door. Go to door. Go to exit. Travel to Barkley's.

Dr. Barkley's

Get brown "identifier" box. Ask about all. Travel to Percival.

Percival

Travel to Aerobics Academy.

Aerobics Academy

Talk to Jane. Ask about all. Look purse. Open purse. Travel to Jane Mansfield's home.

Jane Mansfield's Home

Move pillows. Look letter. Get letter. Move door. Look bag. Move control box. Look screen. Travel to Aerobics Academy.

Aerobics Academy (2nd)

Talk to Jane. Ask about all. Travel to Bradley Ericson.

Bradley Ericson

Ask about all (getting glasses). Travel to casino.

Casino (2nd)

Go to alley. Move rag. Get flashlight. Move board. Look writing. Exit alley. Open casino door. Go to door. Look card. Get card. Open restroom door. Go to restroom. Open stall door. Get blueprints. Go to casino. Open office door. Go to office. 1. 1. 2. Get card (on desk). Move light (over portrait). Go to hidden passage. Use hoverboard. (Dodge lasers, crossing room.) Use safe card key on scanner. Use facial kit on scanner. Look cash, memorandum, markers (in safe). Get all but stash. Retrace steps to office. Open vent. Go to vent. Follow blueprint to vent in bathroom. (You start in the dark area in the upper right corner and want to go to the other dark area.) Go to lobby. Open exit door. Go to exit. Travel to Percival.

Ask about all. Travel to casino.

Wait until Rocky exits the casino and enters the alley, then go to alley. Immediately head left, hiding behind trash. Follow Rocky into secret doorway (quickly, or the door will close). Ask Larry about all (getting amulet). Exit alley. Travel to Michelle Bloodworth.

Ask about all. Travel to remote outpost.

Save. Move pipe (on man). Look miner. Talk miner. Open left door. Get rebreather. Go to box. Open box. Get card. Get jetpack. Head to fire. Use jetpack on fire on left side of screen. Travel to temple.

Enter temple. Move right and left mirror one time. Move extinguisher. Talk to priestess. Ask about all. Travel to colonist's camp.

Get HCl_2 . Move scrap metal at far right. Get tuning fork. Travel to Bradley.

Ask about Cooper Bradbury. Travel to Cooper Bradbury.

Ask about all. Travel to cave.

Use **3nt27l4ck** key on door. Go to door. Talk to girl. Ask about all. Move clothes. Get rod. Use rod on cement. Use HCl_2 on metal plate. Move button.

Get bolt (in cage ceiling). Talk to Alexis. 1. 2. 1. Get bra. Use bolt on control panel. Talk to Alexis. 1. 1. Walk to stone. Use **t5n3ng f47k** on glass chamber. Get stone. Go to tubecar.

FINDING PLACES AND PEOPLE

Before many locations and people can be visited, their names must be added to the list of "travel to" destinations, which requires talking to certain people or visiting other places and finding clues. This lists the places and people, then the place you must visit or person with whom to speak. Names in parentheses indicate specific individuals or items in places where more than one exists. (So to visit the Aerobics Academy, you must first talk to Rick Logan at the mound; the Academy's name will then appear on the "travel to" menu.)

Percival (2nd)

Casino (3rd)

Michelle Bloodworth

Remote Outpost

Temple

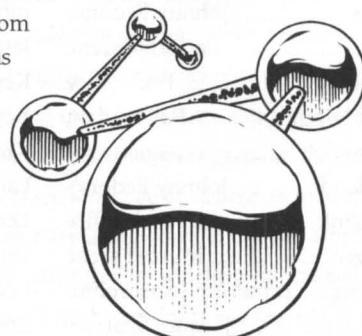
Colonist's Camp

Bradley Ericson

Cooper Bradbury

Cave

Endgame



FINDING PLACES AND PEOPLE (CONTINUED)

Person/Place	Whom to see or where to go first	Person/Place	Whom to see or where to go first
Aerobics Academy	Rick Logan (mound)	Lawrence Barkley	Terraform (safe)
Alexis' home	Terraform (Marshall)	Lowell Percival	Rick Logan (chest)
Bradley Ericson	Aerobics Academy	Mac Malden	Terraform (Marshall)
Cave	Cooper Bradbury	Michelle Bloodworth	Larry (alley passage)
Chantal Vargas	Terraform (Marshall)	Murder scene	Johnny Fedora's
Colonist's camp	Deacon Hawke	Nathan Bloodworth	Dr. Barkley's (comlink)
Cooper Bradbury	Deacon Hawke/ Bradley Ericson	Nora Desmond	Rockwell Bache/Comlink
Deacon Hawke	Rick Logan (chest)	Plaza Hotel	Terraform (Rhonda)
Dick Castro	Rick Logan (chest)	Remote outpost	Michelle Bloodworth
Ferris Collett	Terraform (safe)	Rick Logan	Chantal Vargas/Johnny Fedora's
Galactic Pictures	Jacques Sparrow/Comlink	Rockwell Bache	Terraform (Marshall)
Guy Callabero	Terraform (Rhonda)	Rocky Bullwinkle	Lowell Percival
Jacques Sparrow	Alexis' home	Smuggler's base	Rick Logan (cabinet)
Jane Mansfield's home ..	Aerobics Academy (purse)	Temple	Mansfield's home (screen)
Johnny Fedora	Guy Callabero/Mac Malden	Terraform	Tex's office (comlink)
		Thomas Dangerfield	Cooper Bradbury

LOCATIONS OF KEY OBJECTS

Object	Location	Object	Location	Object	Location
Allen wrench	Power plant	Flashlight	Alley	Markers	Casino (safe)
Ammo	Tex's office	Food	Smuggler's base	Memorandum	Casino (safe)
Amulet	Larry (alley)	Glasses	Bradley Ericson	Message	Rick Logan's
Andretti film	Guy Callabero	Gun	Tex's office	Mail	Tex's office
Big Dick card	Casino (washroom)	HCl ₂	Colonist's camp	Paper	Alexis' home
Bolt	Endgame scene	Hoverboard	Power plant	Photos	Tex's office (camera)
Boots	Johnny Fedora's	Identifier box	Dr. Barkley's	Rebreather	Remote outpost
Bra	Endgame scene	Interlock card	Remote outpost	Remote control	Smuggler's base
Camera	Tex's office	Jetpack	Remote outpost	Rod	Cave
Card key	Power plant	Key	Rick Logan's	Rose	Plaza hotel (gift shop)
Cash	Casino (safe)	Keys	Murder scene	Safe card key	Casino (office)
Cat food	Johnny Fedora's	Knife	Johnny Fedora's	Shovel	Rick Logan's
Comlink	Tex's office	Ladder	Johnny Fedora's	Stone	Smuggler's base, endgame scene
Dagger	Murder scene	Lens	Tex's office	Tuning fork	Colonist's camp
Earring	Terraform (washroom)	Letter	Mansfield's home	Wrench	Power plant
Film	Jacques Sparrow	Lockpick kit	Tex's office		
		Log	Rick Logan's		

MEGATRAVELLER 2: QUEST FOR THE ANCIENTS



TYPE

Science Fiction
Roleplaying

DIFFICULTY

Intermediate

SYSTEMS

Amiga
MSDOS (640K required,
mouse and joystick
optional; CGA, EGA,
TGA, 256-color
VGA/MCGA; digitized
sound, Tandy 3-voice,
Ad Lib, Covox Sound
Master, Sound Blaster)

COMPANY

Paragon

This sequel is more complex, bigger and easier to play than the first game in the series. The totally icon-driven interface and combat system from *MegaTraveller 1* were completely redesigned, and there are 117 worlds with up to nine cities each. Your party of five will see most of them as they try to prevent a volcanic eruption that threatens to cover the planet Rhylanor with toxic slime. You have 2,600 days before it explodes, time you'll spend rocketing through the four subsectors of the Spinward Marches in search of artifacts hidden in the ruins of the Ancients.

Along the way you'll get plenty of chances to go on mini-quests and engage in a wide number of activities that, while not necessary for solving the game, are just plain fun. Space travel and space combat are easily mastered, and color-coding streamlines character interaction in a novel way: NPCs with information appear green on the overhead map, and turn white after you've talked with them, which makes it easy to see when you've cleared an area of NPCs with messages. A clever "PAL" feature eliminates a major frustration of roleplaying. Turn it on, and whenever a character's skills or tools are needed in a situation, he will automatically "volunteer" to use them, so you don't have to move him into the lead position of the party as in most RPGs. This one's recommended if you like lots of objects and weapons to fool with and a variety of mini-quests.

GENERAL TIPS

To find a gas giant for refueling, look for a dot on a circle containing the city name on the maps. If you don't have a pass for the cities indicated, you will have to get one; you also need 36 coynes to win the game. When entering a starport through the Customs section, give most of your weapons to any Vagr in your party, because they can get them through customs. You need both a Scout and a Naval Officer to get you through some starports via the backdoor.

SKILLS

Use only those skills you will need and split them up among your group. Give *vacc* to everyone; one character should get *doctor*, one *pilot* and one *engineer* skill. Get *laser* skill for all, *turret gunner* for two and add *energy weapons* skill later. One character should have a strong *interrogation* skill.

Get full body armor and laser rifles for all, and a med kit for the Doctor. Save after arriving in each town. After thirteen saves, copy them to a disk and start all over. Time is a factor — save as much time as possible.

THE ANCIENT SHIP

You can get around faster by salvaging the Ancient ship, in the Ylaven gas giant. But first get the antimatter fuel cores from the Ancient site on Patinir to power the ship. Another thing to acquire soon is the locator.

WALKTHROUGH

LOCATING THE EXPERTS

Trow Backett

Startown, Rhylanor, Library. Visit the Library and read about the Ancients. Trow Backett, in the hotel yard at Startown, is an expert who will give you the locator, advice and coynes. He will buy any photos or artifacts you find, but don't sell artifacts until after you save Rhylanor.

Oeghrra Scan

Oeghrra is at Arden, Regina, in a building with a loop-like structure on it. He suggests a plot is behind the Rhylanor disaster.

Beckett Senchur

Enope, Shaniira, Regina. His father was in a cave-in while searching on Dijinni or Gerome and lost one of the coynes. It must be recovered.

Harim Flored

Kafka Town, Zivije, Rhylanor. Look in a hotel or apartment house to the northeast. He sells you a gold shield (75,000 credits) and suggests getting an interpretation from a Rahjel Dramaheon at Mougas, Regina.

Martin Frevil

Lunapi Ina, Heroni, Rhylanor. He is located directly across the street from the bank. He has one battery and tells you the story of Fulican.

Desdrillough

Dishak, Treece, Lanth. He is located in a building with an orange edge on the roof. He has noticed a G-Band interference near an ancient site.

Stuart Weston

Sha City, Extolay, Lanth. He attempts to kill you; just kill him and get the note. You will discover that a conspiracy is afoot.

Talk to as many characters as you can to acquire information. After cornering a Thug, you can get good information about the leaders of the plots. Green dots are friendly — you must corner them to converse. Hail them first, then face them, then converse, buy, give or interrogate. After talking they turn white, so you won't have to talk to them twice. Red dots are the enemy.

The ruins are northeast of the starport. You need a pass to land. Here you find additional coynes and batteries for all ancient devices. With a battery, locator glows green when you are on a planet with ancient ruins.

The ruins are south and west of the starcity. Search and you'll find one coyne.

Go west to the edge of land, then north. Search and you'll find one coyne.

There is no starport. Go southeast of Main City and search the ruins. The locator indicates yellow, but you can find one coyne, which may have been the one lost by Beckett's father.

You must get towed by a ship to get here, as it is more than two jumps away and is a very costly trip. Leave the city and follow the water's edge southwest, then north; the ruins are difficult to see. Search and you'll find five coynes.

Don't bother searching here until you have the string of pearls, which are required to open the city (to find them, see **Hunderu: Cruxlic and Grazer**, below). The ruins are located almost directly south of the starport, and you must rent a grav, as it's south of the water. Here you will begin to understand the solution. You will find seven coynes and other artifacts. Use the coynes before you leave.

There is no starport. Leave the city and go directly south as far as possible, then west. Look to the north side, and you will see the city about one-fourth of the screen away. Search to find four coynes, a statue and a stasis ray.

There is no starport, and you'll need a pass. The ruins are located north and a little west. Search and find a force dome and one coyne.

To locate the ruins, take a transport to Cronin. Then leave Cronin and go north almost to the sea, then east. Search to find one disintegrator and two coynes. (The disintegrator can be used at the slime area; then see the duke for a reward.) See Lord Hollis in startown here.

OTHER CHARACTERS

ANCIENT RUINS Fulican, Rhylanor

Inthe, Regina

Lablon, Aramis

Gerome, Rhylanor

Victoria, Lanthe

Regina, Regina

**457-973, 457-973,
Rhylanor**

Zycoka, Aramis

Knorbes, Regina

Patinir, Aramis

You get a yellow light on the locator here, but you must talk to and buy information from Gorje Hussan. He will send you to see Iris Nova in the hotel. Give her his note, and she will give you a sapphire ring to take to Cadiz (whom you'll find back of the bar in the loop-designed building).

Give him the ring, and he will give you a map. Go back to where you saw Iris Nova and go to the southwest corner of the Auditorium, then enter the ruins. Search to find two coynes and a fuel cell. There is no red X as indicated on the map.

Zila, Aramis

Go to Suugadus by tram, then rent an ATV. Ruins are located southeast of the city. Search to find a pocket disk and two coynes. Note: beware of NPCs who have PCMP or FGMP (battle armor). Now go to see Rahjel Dramaheon on Moughas for interpretation of the shield. He will buy your statue for 75,000 credits, claiming it has magical properties.

TO BUY PASSES

Look for a green dot in Starcity, Rhylanor, to find a pass salesman and buy a Fulican pass. He will advise you to seek out a salesman in Jae-Tellone, where you will have to run down a lot of green dots and buy passes for Gerome, Algine, Pscias, Huderu and Southert. When you run into Swat Szoul, he advises that you will need other passes. You can get passes to the following places from these people:

457-973.....Blen Struli on Heroni	ShionthyAldo Ronco on Algine
VictoriaGlar Venni on Hefry	ZykocaFilip Sama at Yebab

You may also find passes at Porozlo, on Rhylanor, to get into other cities. (See Joe Tellons for passes.) You'll never be asked for a pass unless you don't have one. Without a pass, you cannot get into certain cities.

MISCELLANEOUS

If you have encountered Nellie Bly in Treece, give the medicine she supplied to Dr. Keebler (in building with large dome in Zycoka). Use a full set of coynes in Shionthy to see Grandfather.

Rugbear: here you can get truth serum. A salesman at the entrance to the city will sell you information. Go to the hotel. In the second room from the south, on the east side, you will find eight truth serums.

As you travel around you will gradually discover that one of the large megacorporations in Tukera, Sharushid, Imperiallines, Naasirka or Oberlindes caused the Rhylanor disaster. This is first confirmed by the note from Stuart Weston.

**HUNDERU:
CRUXLIC AND GRAZER**

One of the mercenary thugs will confess under interrogation that he was released from Hunderu prison world to hunt you down. When you go to Hunderu, look for the warden, named Cruxlic. He is in one of the houses on the east side of town. Interrogate him. You must have high

interrogation skills; otherwise you will be arrested. If you are successful he will tell you that he is working for a man named Grazer, from Pscias.

Go to Pscias and see Grazer, but first you must kill his gang of thugs. Grazer tells you he is employed by Joef Nonnel, a Turkera subsector chief for Lanth. After this, Grazer offers you a chance to join. If you don't accept his offer, he will try to kill you. (You can save the game before making your decision; after completing the game, reload it and you can play out the evil version from this point.)

If you have checked the library, you will know that Nonnel lives in Treece. He is in one of the large units in Whitmansburg, Treece. Use a tram to get there. After you defeat him you will get a string of pearls, which is an ancient artifact. Use it to activate the ruin at Regina. He is also carrying a journal, a Lewis pass and a wooden brooch.

Take the pearls to Regina, use them and get the balance of the coynes. Use them, then go to Shinoth. You'll need a pass, which can be bought in Algine's starport city or from Aldo Ronco on the streets in that city.

In Shinothy, use 36 coynes and meet Grandfather, who will give you the global terraforming device. Then, go to Rhylanor and use the device. A very nice reward follows, and then the computer takes over and ends the story. But if you wish, you may do the following.

Go to Lewis and rescue Gvoudzon, a Vargr who was imprisoned by Nonnel. The Vargr can decode the brooch and will give you two sets of disks. One can be taken to Lie Ioccocco and the other to the Duke of Rhylanor for rewards.

There is also the Other Conspiracy. If you talk with a fair number of people on your travels, at least one thug will advise you that Aran Ashkashur of Dhian gave orders to the Vemene. He tells you that Aran is now on Dhian in Hushhkim town. After tracking down Aran, Roald Bulolo on Rhylanor and then going to Tukera's Headquarters on Junidy in Ragid Town, you learn that the head of the company, Lie Ioccocco, is in Loneseda.

Locate him there and you will find that all the officers deny being involved, which you can prove by using truth serum. Ioccocco offers a 250,000-credit reward for proof of who was involved. You have the proof in the Nonnell journal entry. These steps are not essential to solving the main game. There are still lots of worlds to travel to, and adventures to enjoy if you so desire.

END GAME

THE OTHER CONSPIRACY

MIGHT AND MAGIC III: ISLES OF TERRA

TYPE

Fantasy Roleplaying

SYSTEMS

MSDOS (640K and hard disk required; VGA, EGA, TGA; mouse optional; Ad Lib, Sound Blaster, Roland, Tandy 3-voice, Covox, DAC)

Amiga (one meg required)

DIFFICULTY

Advanced

COMPANY

New World Computing



Sheltem's death at the end of *Might and Magic II*, it turns out, was greatly exaggerated. It was a mere hologram of Sheltem you killed, and now he's back to defend the world of Terra from Corak, the "mysterious experiment" of the Ancients, and your party of up to eight adventurers. Terra is a vast and forbidding world, but automapping makes it easy to keep your bearings. And this time the clues to each area's puzzles are hidden in the vicinity, not scattered across the globe. A "current quest" icon reminds you of the nature of your present mission and gives you a "Corak clue" about the immediate area. There are many new magic spells, though the magic system itself remains intact. Puzzles range from obscure riddles to the cryptograms that author Jon van Caneghem prizes so highly. The intensely visual interface is a delight, with scores of clever icons, color-coding and other time-saving features. Illustrations display an original style that often borders on the surrealistic, and the sound effects and music are outstanding, all the more so with a Roland. The essence of fantasy roleplaying — dungeon-delving, puzzle-solving and monster-slaying — rings true in the finest *Might and Magic* yet, chosen by *QuestBusters* as the Best Quest of 1991.

GENERAL TIPS

One effective party consists of a Knight, Ranger, Ninja, Archer, Cleric and Sorcerer. You may prefer to substitute a Paladin for the Ninja. Alignment and sex don't seem to have any effect, except that you need at least one male character to solve one of the minor quests. It's best to leave the hirelings in the inns, because they drain money that can be better spent on other things. Check their inventories for useful items, though.

If having trouble winning an important battle, temporary bonuses for your characters can be a big help. These bonuses last only until the party rests, or until the next sunrise. The most important fountain in the early stages of the game is at B1: (8,5). This temporarily increases your character level by 20, greatly improving your combat ability.

It also temporarily increases your maximum Hit Points and Spell Points, but doesn't change the current values. To raise them to the new maximum, use the fountains at A1: (11,3) and A2: (14,14). Finally, the fountain at B1: (9,9) increases your Quickness, helping you kill monsters before they can even attack.

Many chests can only be opened by characters with high *thieving* skills. Since *thieving* skills are raised by successfully opening chests, always let the same character pick the lock. If you continue to have problems, try equipping the rogue gauntlets and pirate ring (from the hirelings in Wildabar and Swamp Town, once you've rescued them from the dungeons). Temporarily raising your level via the fountain is also a big help. If none of this works, come back later.

Each of the five towns has a magic mirror. By typing the appropriate code, the party can instantly teleport to another town, the arena or one of four outdoor locations. The codewords for the following locations are:

Fountain Head	h4m2	The Arena.....	172n1
Baywatch.....	92184g9	F4217th
Wildabar.....	f722m1n	F1.....	137
Swamp Town	844m28	C2	f372
Blistering Heights.....	728h4t	E3	w1t27

The five taverns have many useful hints. Each tavern has ten rumors, one for each of the ten days of the week. Also, you can obtain hints by buying a drink, then tipping the bartender. When all characters are drunk, rest up and try again the next night, until the bartender starts repeating his last tip. Finally, the pyramids contain the solutions to several puzzles, including the answers to all the riddles.

CHARACTER DEVELOPMENT

TEMPORARY BONUSES

THIEVERY

MAGIC MIRRORS

WHERE TO GET CLUES

USEFUL ITEMS

Silver Skulls	Give to the 9k5ll M3927 in F45nt13n H218.
Sea Shell of Serenity	Give to the N6mph in A4.
Precious Pearl	Give to the P371t2 Q622n in D2.
Ancient Artifact	These come in three types, Good, Evil and Neutral. Give each to the p7329t in the corresponding c19t12.
Keys	There are six keys, needed to open certain dungeons.
Pyramid Key Card	Allows entrance to the five pyramids.
Quatloo Coins	Use in the 9l3th27c5lt 9t74ngh4l8 to increase stats.
Ancient Fizbin	If you try to use a Quatloo while holding one of these, you will die. They serve no useful purpose, and should be discarded.
King's Power Orbs	Give to one of the Kings. Once a King has 11 Power Orbs, he will kill his rivals and raze their castles. Don't let this happen until you're ready.
Blue Card	Needed to explore the far reaches of the p671m38 on the 3912 4f F372.
Hologram	You must have all six of these cards
Sequencing Cards	when you reach the endgame.

EVALUATING ITEMS

Items can have up to four special characteristics: an attribute bonus, an elemental bonus, an exotic material and a spell. An example of an item with all four characteristics is the "Lucky Seething Silver Ring of Water Walking":

- An attribute boost means that the associated attribute of the character is raised by several points while he is wearing it. In this example, "Lucky" boosts Luck by five points.
- An elemental bonus boosts the character's elemental resistance. If the item is a weapon, then he will also do extra points of elemental damage with each hit. "Seething" indicates acid resistance.
- If an item has an associated spell, then using the item causes the spell to be cast. The *Detect Magic* spell tells how many times the item can be used before wearing out, and *Recharge* can add additional charges to the item.
- The most important characteristic is the material from which the item is made. For all items except weapons, elements made of materials add extra points to the character's armor class. The number of points is shown in the table below. Note that there is a penalty for using brass, bronze or wood items. Weapons made of exotic materials are a little more complicated: generally speaking, the user gets a "to-hit" bonus

equal to about half the number in the table, and does extra damage equal to about twice the number in the table. Obsidian weapons are the most powerful in the game: an obsidian dagger does a minimum of 50 points of damage, which is more than the best diamond weapon.

Wood.....-3	Silver, Lapis.....2	Platinum	8
Brass-2	Pearl.....2	Ruby	10
Bronze-1	Amber.....3	Emerald	12
Leather, Glass....0	Steel, Ebony4	Sapphire.....14	
Crystal, Coral1	Quartz.....5	Diamond.....16	
	Gold.....6	Obsidian	20

(This works only in the first version of the game; it was corrected in subsequent versions.) The Duplication spell won't work on these things, but this should do the trick. Enter any inn and wait for the party editing screen. Give the obsidian item to a person with space for it in his backpack. Remove the person who had it from the party. Add that person back to the party, and both characters will have the obsidian item. Repeat as needed.

Cheat: Some monsters (such as dragons, liches and medusae) can launch devastating attacks from a distance. If you suspect these monsters are in the area, try walking backwards when you explore. They won't attack until you've seen them, which will probably be when you walk into them. However, if you see a monster at a distance, then it will be able to attack you even if you turn your back on it.

The Protection from Elements spell greatly reduces damage from certain traps and distance attacks. To save time, find out what kind of monsters and traps the dungeon has, and only protect yourself from those elements. This spell does not protect from physical traps such as swinging axes.

There are several bugs in early versions of the program. None will prevent you from winning the game, but some of them can prevent you from completing minor quests or otherwise cause frustration. The most troublesome are:

- If you want to store an item by transferring it into a character in the inn, you'll be unpleasantly surprised when you come back later and discover it missing. Don't transfer items in the inn. Add the character to your party, leave the inn, give him the item, return to the inn, and dismiss him.
- Brother Zeta refuses to talk to the party. The clue he is supposed to give is that Sea Shells of Serenity are available only on Day 99.

CHEAT: DUPLICATING OBSIDIAN ITEMS

COMBAT TIPS

BUGS IN THE FIRST RELEASE

- The math problems in Arachnoid Cavern and Dark Warrior Keep have typos that prevent you from getting the right answers. The solutions can be found by exploring the pyramids, and are also given later in the walkthrough below.
- Stepping in a particular square in the swamp causes your computer to lock up, as does attempting to fight a 76th battle in the arena. Reboot and don't do it again.

WALKTHROUGH

To avoid wandering into areas that are too dangerous for characters of your level, explore the world in the order given below. This walkthrough contains only the answers to riddles and the locations of special items necessary for completing the quest. Explore each dungeon carefully to find the unlisted caches of treasure and the locations that can permanently improve your party's attributes. The automapping feature makes this kind of exploration quite easy.

FOUNTAIN HEAD

The game starts here. Be warned that a single moosrat can easily wipe out a party of first-level characters, so gain some experience before bashing open the doors. Try going out into the wilderness to fight orcs and goblins, then returning to town to rest. *Cartography* skill can be bought here. After the curse on the town is broken, one of the fountains can be used to convert gold into experience points.

WILDERNESS A1

The entrance to the Temple of Moo is here. Be sure to come back and explore again once you have *swim*, *pathfinding* and *mountaineering* skills. Many interesting locations cannot be reached without them.

ARENA

The arena can only be entered by magical means. The quickest way is by using a teleportation mirror. Once there, you can fight a series of increasingly more difficult battles. When you win a battle, you are teleported to Fountain Head.

FOUNTAIN HEAD DUNGEON

At this point you don't have the spells needed to avoid the chopping blades. Rest or use magic to heal. You can buy the following skills here: *find doors*, *direction sense*, *danger sense*, *swim*. The password for the stone head is **71t9**. There are two exits from this dungeon. The second exit takes you to an isolated corner of Fountain Head, where you can fight the Rat Overlord and break the curse on the town.

WILDERNESS B1

Castle Whiteshield, the Forward Storage Sector and Baywatch are in this area. **Baywatch** has several pits in it. One leads to the dungeon, the rest contain caches of treasure. You can buy *pathfinding* and *mountaineering*

skills here. You can also meet Alpha, the first of five brothers (who must be visited in sequential order).

Pits can be avoided with *Levitate*. You should have this spell, along with *Wizard Eye*, before entering the temple. You must find the statue at (29,15) to gain the *crusader* skill and be allowed to enter the castles. Also, note the message at (18,29). This will be used in the Cathedral of Carnage.

This section has the entrances to the Slithercult Stronghold and the cyclops cavern. You can also buy the *astrology* skill here.

At this point you should get the Green Eyeball Key at (23,23) and the Red Warrior Key at (14,17). If you go any deeper into the dungeon you will run into cyclopses, who are too strong for you. Return when you're more experienced.

Only pits, not pools, can be avoided with *Levitate*. A *Protection from Elements: Acid* spell is a big help here. In this dungeon, you will find two prisoners whom you can rescue and then hire at the inn, as well as Brother Beta, the second of the five brothers. As with the rest of the brothers, he will ignore you until you've talked to his predecessor.

Exploring the southwest corner of the wilderness is much easier if you have the *Cure Poison* spell from Wildabar. To avoid combat on the way here, walk in the ocean and along the coastline. You can buy the *navigator*, *body builder* and *arms master* skills here, and you can meet Brother Gamma, the third of the five brothers.

The entrance to the **Halls of Insanity** is here.

The Golden Pyramid Keycard is at (10,13). The glass can only be broken by a character with a Might of 60 or better. Use potions of Might for a temporary boost. Athea the Nymph is at (0,0). She will reward the party for bringing her Sea Shells of Serenity.

Arachnoid Cavern, Castle Blood Reign and Wildabar are here. **Wildabar Dungeon** contains two more prisoners to rescue and Brother Delta, the fourth of the five brothers.

A few sections of this dungeon have toxic worms, which you might have trouble killing. Cast *Lloyd's Beacon: Set* near them, leave the dungeon and boost your abilities with the fountains, then cast *Lloyd's Beacon: Return*.

You can buy the *linguist*, *prayermaster* and *prestidigitator* skills here, as well as increasing stats by touching crystals. You can also pay Lord Might 5,000 gems and have him reactivate the crystals to let you use

TEMPLE OF MOO

WILDERNESS B1

CYCLOPS CAVERN

BAY WATCH DUNGEON

WILDABAR

WILDERNESS A3

WILDERNESS A4

WILDERNESS B4

ARACHNOID CAVERNS

them again. You will meet Zeta, the last of the five brothers. If you don't have the buggy version, and Zeta talks to you, you can start the cycle again with Alpha and collect lots of Quatloo coins. The answer to Lord Might's riddle is 20301.

SLITHERCULT STRONGHOLD

SWAMP TOWN

HALLS OF INSANITY

FORWARD STORAGE SECTOR

Blade traps can sometimes be bypassed by using the *Jump* spell. The password for the stone head is **2p93l4n**. The slot machines allow you to trade Quatloo coins for increases to Strength (9,21), Endurance (11,21) and Accuracy (13,21).

This town can be reached through the teleportation mirrors, or by taking the boat from B3: (3,7). The ghosts in the southeast corner of town can magically age your characters. Since this can only be reversed with the Fountain of Youth, you may want to postpone fighting the ghosts until this fountain becomes available. Membership to the Buzzard Guild is bought in the dungeon, at location (10,15). The answers to the riddles are: **m37747** (2,13) and **9t1379** (6,2).

By now you should be about tenth level. There is a "hump" in the game at this point, and it is very hard to progress until you reach about twentieth level, after which advancement becomes easy again. To get over the hump, use *Lloyd's Beacon* and temporary boosts from the fountains to kill monsters that would otherwise be too hard for you. The Halls Of Insanity is the first dungeon where you'll need to do this.

The Green Eyeball Key (from A3: (6,6)) is needed for this area. The answers to the riddles are **t2179** (11,12), **bl3nk** (14,9) and **2629** (17,12). You can buy every available skill at (7,29). There are two King's Power Orbs at (28,3) and (3,18), a Hologram Sequencing Card (#2) at (8,28), and a hidden cache of treasure at (9,6) which can only be reached with the *Teleport* spell.

You need the Golden Pyramid Keycard (A4: (10,13)) for this dungeon, which is divided into three sections: the Forward Storage, Central Control and Aft Storage Sectors. It interlocks with the Central Control Sector dungeon, which is entered on the Isle of Fire. However, there is no direct connection between them, and *Teleport* does not work here. This means that there are rooms visible with *Wizard Eye* that cannot be reached from here and should be ignored.

At (9,11) in the Forward Storage Sector, type the password **645th** to activate the Fountain of Youth in Piranha Bay. King's Power Orbs can be found at (1,12) and (1,14) in the Aft Storage Sector. The *Implosion* spell is very useful for defeating the ED-409 Robots. Some rooms have ways to permanently increase stats: (5,3) boosts Endurance; (5,2) boosts Accuracy; (5,1) boosts Speed; (15,10) boosts Might; (15,8) boosts

Wisdom and Understanding; (15,6) boosts Personality; (14,4) boosts Luck; and (14,3) boosts you two levels.

This town can only be reached through the teleportation mirror. To join the Eagle Guild, open the unlocked chest at (14,3).

Here you can turn over Ancient Artifacts of Good and Power Orbs for a reward. The password to enter the dungeon is **j41b176**, and the password to open the chests near the throne is **9m2ll4**. The dungeon contains nothing important.

The entrance to the Fortress of Fear is here. Once the Fountain of Youth has been activated in the Forward Storage Sector, it can be found at (5,2). After every party member has made a donation at each of the five temples, the party can pray at the shrine at (3,11) for a reward.

The entrance to the Cathedral of Carnage is here. The answers to the riddles are: **817kn299** (13,6) and **92c72t** (9,9)

The residents of this castle want Ancient Artifacts of Neutrality and King's Power Orbs. The password for the dungeon is **4g72** and the password for the chests near the throne is **n47t3c**. **Blood Reign Dungeon** has two captives. If rescued, they can be hired at the inn in Swamp Town.

The entrances to the Beta Engine Sector and Dragon Cavern are here.

The entrance to Castle Dragontooth is here. The residents want Ancient Artifacts of Evil and King's Power Orbs. The password for **Dragontooth Dungeon** is **tw2nt6 th4591n8** (type in as a number, not a word) and the password for the chests near the throne is **2l2v2n** (type in as a number, not a word).

After finishing off the ghosts in the dungeon, be sure to visit the Fountain of Youth to reverse the unnatural aging that ghosts cause. You can also permanently increase stats in the center of the rings formed by the hall in Dragontooth.

As noted earlier, the Buzzard Guild can be joined at location (15,10). There are no other important locations. You can also permanently increase Might at (3,4) and Endurance at (11,4).

You can increase your resistances here at (0,0); (0,8); (0,15); (15,15); (15,8); and (15,0). This increases Fire, Magic, Cold, Acid/Poison, Electricity and Energy resistances.

BLISTERING HEIGHTS

CASTLE WHITESHIELD

WILDERNESS B2

WILDERNESS B3

BLOOD REIGN

WILDERNESS F1

WILDERNESS E1

SWAMP TOWN CAVERN

BLISTERING HEIGHTS CAVERN

FORTRESS OF FEAR

Here you need the Yellow Fortress Key (search skeletons in Arachnid Cavern until you find it). The eight locations around (12,17) are initially surrounded by electrical fields. There are sixteen levers in the dungeon. Each of these turns a single field into a stone head, or a single stone head back into a field. To solve the dungeon, the four corner squares (NW, NE, SW and SE) should be heads, and the four edge squares (N,E,S, and W) should be fields.

Once this is done, moving to location (12,17) will teleport the party to (26,12). From here, you can find Hologram Card #1 at (27,11).

This table shows the effects of pulling the levers:

Square	Turn to Head	Square	Turn to Field
NW	(5,21)	N	(7,29)
NE	(18,22)	E	(21,8)
SW	(15,2)	S	(11,8)
SE	(6,12)	W	(1,18)

DARK WARRIOR KEEP

You will need the Red Warrior Key (from Cyclops Cavern, (14,17)) here. The Hologram Sequencing Card #3 is at (17,1). The answer to the riddle is **th722 h5n8728 f457t22n** (type in as a number, not a word), and answering it allows access to the King's Power Orbs at (30,1) and (30,2).

CATHEDRAL OF CARNAGE

This area requires the Blue Unholy Key (search skeletons in Arachnid Cavern until you find it). Near (27,27) are five stone altars, which should be turned so that their facings match the code in the Temple of Moo (N, W, N, E, S). Hologram Sequencing Card #4 can be obtained by answering the riddle at 1,26 with **w2289**. After (12,15) are eight goblets of Moose Juice. The party must drink all of these (even the ones that kill you). Once these actions have been performed, the head at (25,19) will accept the code **JVC**, and allow the party to take the Power Orbs at (25,15) and (25,17).

WILDERNESS D1

The entrance to **Cursed Cold Cavern** is here. The Black Terror Key is in this cavern at (2,24). The answers to the riddles are: **t4m4774w** (27,25), **3c3cl2** (18,14), **2ch4** (27,17) and **ch13n** (27,11).

WILDERNESS C4

The entrance to **Castle Greywind** is here. The chests in this area can be opened only on Oneday. The password for **Greywind Dungeon** is **c37cl2**. The empty thrones can only be used on Day 50. Turn over the three hourglasses at (1,1), (14,1) and (14,14) so that the sand is at the top. Ring the gong at (1,11), then turn over the new hourglass at (1,14), and the other three hourglasses, so that the sand is at the bottom. Ring the gong again, leave the dungeon and go to the throne in Castle Greywind for your reward.

Castle Blackwind is here. Sea Shells of Serenity may be found at (10,1) on Day 99. The chests can be opened on Onesday. The password for **Blackwind Dungeon** is **t2n**. The empty thrones can only be used on Day 60. Work your way through the maze, making a donation at all three of the statues ((0,15), (13,0), (0,0)). Leave the dungeon and go to the throne for your reward.

The entrance to **Magic Cavern** is here. The Gold Master Key can be found in this cavern at (26,3).

The entrance to the Alpha Engine Sector is here. The Well of Remembrance cannot be used until after Minotaur Marsh has been explored.

WARNING: Touch only the crystals on the left side of the main passageway. The crystals on the right side will age your characters five years if touched, and this is a special kind of unnatural aging that cannot be reversed at the Fountain of Youth.

There are four King's Power Orbs here, at (15,1), (0,4), (0,14) and (15,9). The password for the access tube is **p73m176**. This takes you to the Main Engine Sector, which is the pyramid in Shadowmire.

There are four King's Power Orbs, at (1,15), (14,7), (10,1) and (1,7). As in the Alpha Engine Sector, only touch the crystals on the left side of the main passageway. The password for the access tube is **p73m176**.

There are four King's Power Orbs here, at (2,1), (27,5), (21,5) and (13,3). The writing on the walls tells you how to teleport to the three hidden caches of treasure. These caches are at (6,11), (29,16) and (18,11). The Dragon Lord is vulnerable to *Implosion* spells. *Divine Intervention* spells are also useful. If you have trouble killing him, get some temporary bonuses or just leave and come back when you're more experienced.

The entrance to Swamp Town is here. Princess Trueberry, at (4,5), holds the Golden Alicorn needed to heal the unicorn in A2. To get it from her, go to Athea the Nymph in A4, so that the male party members become "In Love." Present these characters to Princess Trueberry. Once you have presented ten characters, you'll get the Alicorn.

Entrances to the **Tomb of Terror** and the **Main Engine Sector** are here.

The entrance to the Maze from Hell is here. If you give money to the statues at (4,15), (9,14), (6,6) and (2,5) (and not the one at (3,11)), then you can use the Well of Remembrance in F4.

WILDERNESS D4

WILDERNESS E4

WILDERNESS F4

ALPHA ENGINE SECTOR

BETA ENGINE SECTOR

DRAGON CAVERN

WILDERNESS E2

WILDERNESS F2

WILDERNESS F3

MAIN ENGINE SECTOR

Most of the crystals on the right side cause unnatural aging and should not be touched. There are three exceptions: (8,5), (10,5) and (12,5). Each of these sends you along a chain of teleporters. After exploring all three chains, you will have found five King's Power Orbs. The passwords for the access tubes are **w17p** and **95bl2v2l**.

TOMB OF TERROR

You'll need the Black Terror Key (from Cursed Cold Cavern, (2,24)). There are two King's Power Orbs at (12,2) and (12,6), and Hologram Sequencing Card #5 is at (18,2). Do not use the four thrones in the far reaches of the dungeon. (When they are used correctly, a message is displayed indicating that your characters are stronger. In reality, however, they are greatly weakened.)

MAZE FROM HELL

You will need the Gold Master Key (from Magic Cavern, (26,3)). Use the map provided here to get the four King's Power Orbs at (0,30), (1,1), (20,19) and (30,30), Hologram Sequencing Card #6 is at (27,23), and the fountain where you can become Ultimate Adventurers is at (15,19). At this point in the game, you will gain experience much faster than you gain gold for training. Don't worry if you run out of money, as you're now powerful enough to defeat any monster. Just be sure to keep some gold in reserve for emergency healing or repairs.

WILDERNESS D3

Like the other three sectors of the Isle of Fire, the mountains here cannot be crossed. The entrance to **Blistering Heights** is here.

WILDERNESS D2

Precious Pearls of Youth and Beauty can be given to the Pirate Queen, who can be found at several locations in the ocean part of this region.

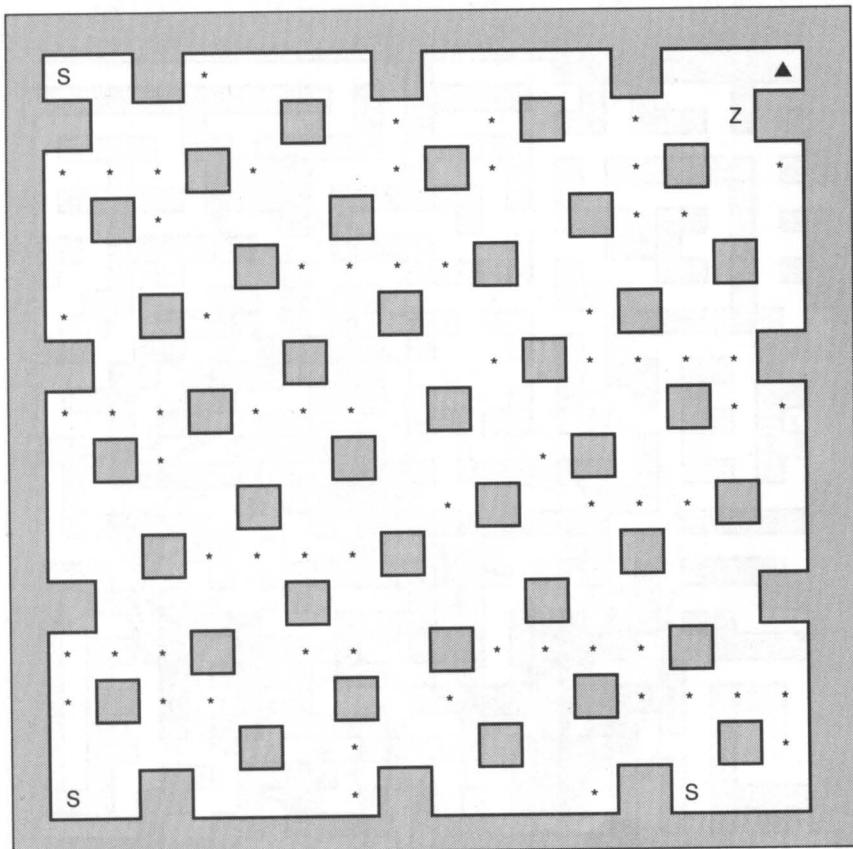
WILDERNESS C3

The entrance to the **Central Control Sector** is here. This sector calls for the Gold Pyramid Keycard (from Wilderness A4: (10,13)). The dungeon stretches across three sectors: The Central Control, Fore Storage and Main Control Sectors. In order to reach the Main Control Sector, the party must have obtained the Blue Priority Passcard. The stone heads respond to the word **c721t479**. The best way to defeat the Terminators is with the *Impllosion* spell.

To win the game, enter the Main Control Sector, making sure that you carry all six hologram sequencing cards and have won the title of "Ultimate Adventurer." Enter the tube at (15,8), then enter the code "645231" when prompted.

WILDERNESS C1, C2, E3

There are no interesting locations in any of these wildernesses.



CASTLE BLACKWIND DUNGEON

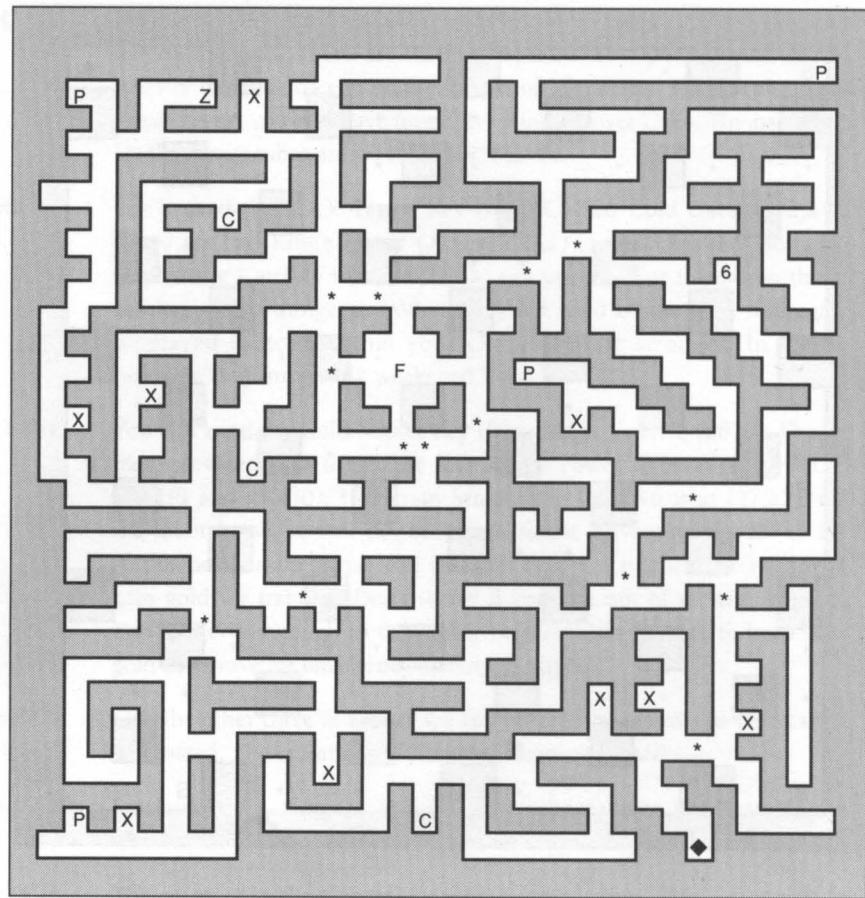
LOCATIONS OF KEYS

- Gold Master Key Magic Cavern (26,3)
- Black Terror Key Cursed Cold Cavern (2,24)
- Blue Unholy Key Search skeletons in Arachnoid Cavern
until you find it
- Yellow Fortress Key Search skeletons in Arachnoid Cavern
until you find it
- Green Eyeball Key Cyclops Cavern (23,23)
- Red Warrior Key Cyclops Cavern (14,17)
- Golden Pyramid Keycard Wilderness A4 (10,13)

MAP KEY

CASTLE BLACKWIND DUNGEON

- * Teleporter
- Z Destination of all teleporters
- S Statues (must be visited)
- ▲ Stairs up

**MAP KEY**

- * Teleporter
- Z Destination of all teleporters
- X Empty chest (booby-trapped)
- C Chest
- P King's Power Orb
- 6 Hologram Sequencing Card #6
- F Ultimate Adventurer Fountain
- ◆ Entrance/exit

MAZE FROM HELL**LOCATIONS OF HOLOGRAM SEQUENCING CARDS**

- #1 Fortress of Fear (27,11)
- #2 Halls of Insanity (8,28)
- #3 Dark Warrior Keep (17,1)
- #4 Cathedral of Carnage (1,26) (answer w2289)
- #5 Tomb of Terror (18,2)
- #6 Maze from Hell (27,23)

MONKEY ISLAND 2: LECHUCK'S REVENGE

**TYPE**

Animated Graphic Adventure

DIFFICULTY

Intermediate

SYSTEMS

MSDOS (640K, VGA and hard disk required; mouse and joystick optional; Ad Lib, Roland, Sound Blaster, Sound Master II)

PLANNED CONVERSIONS

Amiga

COMPANY

LucasArts

Few adventure games, except perhaps Steve Meretzky's Spellcasting series, are as funny as Monkey Island. The plot of LeChuck's Revenge, for instance — in which Guybrush Threepwood must return the reanimated corpse of the pirate LeChuck to the dead — is merely a vehicle for an endless string of wacky jokes and off-the-wall humor. The 256-color VGA graphics employ lots of digitized art, but it's the music and sound that are really different. This was the first game using iMuse, LucasArt's interactive system. It allows the music to "recompose itself" in scenes where you might spend a lot of time, so you won't hear the same song in the same place every time you visit it. The tempo picks up as the tension increases, and sound effects are also timed to fit the action. No one gets killed in Monkey Island, and it's impossible to drop and lose a crucial item until you've used it (in which case it automatically vanishes), all of which make it an excellent game for beginners as well as experienced adventure gamers.

WALKTHROUGH**Voodoo Doll
Cartographer**

Get blank paper in the lower right corner. Go to tavern and talk with bartender. When the pirate enters and spits, use the blank paper to get spit.

Hotel and Cemetery

To get the toupee, enter the window outside the tavern to the kitchen and get the knife on the table. Go to the hotel lobby and use the knife to cut the rope tied to the alligator. Enter hotel room (to the left of screen) and get toupee. To get the bone, pick up the sign at the bridge going into town. Go to the cemetery and find the grave of the pirate's relative (at the top of the hill). Use shovel (sign) on the grave.

Laundry Ship

To get the clothes, go to the laundry ship and get the bucket from the Men of Low Moral Fiber. Leave town, go to the swamp and use the bucket in the water. Go to pirate's hotel room and close door. Put bucket above door. When pirate gets soaked, follow him to laundry ship, then return to the hotel room and close door. Pick up claim ticket on the door. Go to laundry ship and give him claim ticket (getting bra).

Swamp and Pirate's Room

To make the doll, go to the swamp and use coffin. Row to Voodoo Lady's shack (through two screens of swamp). Give her all four of the ingredients. Go to the pirate's room and use pins on the doll.

**GETTING MONEY
Men of Low Moral Fiber**

For small change, talk to the Men of Low Moral Fiber and agree to get peg polish. Go to woodworker and buy some peg polish, then return and polish the pegleg (each time you polish it you get one piece of eight).

Beach, Laundry Ship and Kitchen

Leave town and go to the beach. Get the stick on the ground. Go to Voodoo Lady's antechamber and get some string in the upper left-hand corner. Then go to the hotel lobby and get the Cheese Squiggles from the food dish. Go to the laundry ship and open the box next to the Men of Low Moral Fiber. Use the **9t3ck** on the box and the **9t73ng** on the stick. Then use the **ch2292** in the box and walk away. When the rat goes for the **ch2292**, pull the **9t73ng**. Open the box and get the rat. Go to the kitchen and put the rat in the pot on the stove in the upper left corner. Then go to the tavern and ask about the stew. When the cook is fired, ask for the job; then ask about pay (this will give you one week's pay in advance). Take job, enter kitchen and exit through the window.

Cartographer

To get the special talisman, wait until the cartographer puts his monocle down. Take the monocle and go to the southern peninsula. Give the monocle to the captain, then charter the boat. On the boat, pick up the empty bag of parrot chow. Then go to the door and tell the captain where you want to go.

When arrested and in jail, pull mattress, get stick, use stick on leg bone of skeleton. Give bone to dog and get key. Use key on cell door, get both envelopes and open them. Go to the alley by the library and watch the man win the prize. Follow him to the second alley. Then knock on the door and ask for the winning number. Give the correct answer to the hand signals (using trial and error). Return to the first alley and use the winning number to get the invitation. Go to the pier and talk to the fisherman. Take bet to catch the biggest fish.

Give invitation to man in costume shop (getting costume). Leave town and go to the bridge crossing and give invitation to guard. Enter the mansion and take map above the fireplace. Exit. After talking with Elaine, go back upstairs and take the oar on the wall. Exit mansion and try to get map using knife. Go behind mansion and **p59h g17b1g2 c1n9**. When chef comes out, circle around house and enter kitchen. Take fish from the pot. Exit.

Give fish to fisherman (getting pole).

Go to cliff edge and use pole on map. A bird will take it from you and fly to big tree (in the northeast part of the island). Go to big tree and put oar in hole beside the plank. Attempt to climb planks (oar will break). Take oar.

Give oar to woodworker.

Go to mansion to pick up dog. Go to big tree and put reinforced oar in hole beside plank. Climb up to oar. Take plank. Put plank in next highest hole, climb on to plank and take oar (and so on up the tree). At treehouse, pick up telescope from the upper platform, then enter big hut and use dog on papers (getting map).

Buy saw from antique dealer.

Saw pegleg off Man with Low Moral Fiber. Go to woodworker and get hammer and nails.

Go to Stan's Used Coffins. Ask about sale coffins. When Stan sits in coffin, **n13l 3t 9h5t**. Get key that's hanging on the back wall.

Go to governor's mansion. In foyer, tell guard that you're Guybrush's cousin. Tell guard about fire. Go upstairs and use the book that the Voodoo Lady gave you (after reading it) with the book on the governor. Read the book, noting the quote from Rapp Scallion.

FIRST MAP PIECE

Phatt Island

Booty Island

Phatt Island

Booty Island

Scabb Island

Booty Island

SECOND MAP PIECE

Booty Island

Scabb Island

Booty Island

Phatt Island

Scabb Island

Go to cemetery and open crypt using key from Stan's. Enter and find coffin with inscription that matches the quote from the book for Rapp Scallion. Open coffin, look inside and get ashes. Go to Voodoo Lady's antechamber and find jar containing *Ashes-2-Life*. When you take the jar, the Voodoo Lady will speak.

Phatt Island

Go to library and ask for library card. Look at card files under "Recipes" and find the book "The Joy of Hex." Ask librarian for book.

Voodoo Lady

Go to Voodoo Lady and give book (getting *Ashes-2-Life*). Go to crypt and use *Ashes-2-Life* on ashes. Agree to turn off oven for corpse (getting key). Go to beach and unlock door with key. Enter and turn off burners. Return to crypt and use *Ashes-2-Life* again. Tell him that the burners are off (getting map).

**THIRD MAP PIECE
Scabb Island**

Buy all three ales from the bartender, showing him your library card for ID. Mix blue drink with yellow (getting green).

Booty Island

Buy ship's horn from antique dealer. Go to man with cannon outside and blow horn. Go to spitting contest and enter contest. Again. Blow horn. When judge leaves, pick up flags (moving them). Enter contest. Use straw on **g722n** drink. Enter contest. Wait for a breeze to blow woman's scarf before you spit. Take prize plaque to antique dealer and talk him into buying it. Ask dealer about map on counter and what he'd trade for it.

Phatt Island

Go to library and look up **9h3pw72ck9**. Ask librarian for book on **9h3pw72ck9**. Read book, noting coordinates.

Booty Island

Talk to woman chartering ships. Ask her for a leaflet. Charter a ship from her. Use coordinates in book to plot course on map. Dive. Pick up stone head. Pick up anchor line. Return to antique dealer and trade head for map piece.

**FOURTH MAP PIECE
Booty Island**

Buy "beware of parrot" sign. Put empty parrot chow bag on hook that sign was on. When parrot moves, pick up mirror.

Scabb Island

Go to tavern and put **b1n1n1** on metronome. Get monkey.

Phatt Island

Put leaflet (from woman in Booty) over your wanted poster. Leave town. After the arrest, go to jail, get her envelope and open it (near-grog). Leave town and go to waterfall. Follow path to top of waterfall and use monkey on pump. Return to waterfall and enter hole. Follow tunnel to cabin.

Phatt Island: The Cabin

At cabin, open window to the left of the door, then enter the door. Challenge the man to a duel. While he is filling your mug, put the mirror in the empty picture frame. While he is filling his own mug, use your

mug on the plant in the upper left corner, then use the near-grog on your mug. After the drinking contest, exit cabin and put **t2l29c4p2** in the gorilla statue's hand, noting which brick the light indicates. Push the indicated brick on the wall (opening the trapdoor). Get the map and exit through the hole.

Go to library. Open model lighthouse. Pick up lighthouse lens.

Go to cartographer. Give lens to cartographer. Give all four pieces of map to him. Go to Voodoo Lady and ask for cartographer's love potion. Return to cartographer. Look at scrawling on table. Go to swamp. Open crate and get in.

You exit crate automatically. Open the JuJu bag. Enter passage to right. Go to room with many signs and enter maze (it doesn't matter which direction). Use blank paper with dried spit to negotiate maze (body parts song clues are written on it: for example, "Handbone connected to thigh bone, thigh connected to head, head connected to hipbone" would mean find the carving with hand/thigh/head). Push carving and enter the opening. Do this for each verse, and you will come upon a huge door with many locks. Push on the doggy door in the center and enter. Try to get the key; a cage will trap you. After you listen to LeChuck's spiel, use the crazy straw on any of the drinks. Expectorate by your favorite method at the shield to the right of the screen until you douse the candle. Light a match.

On shore, get the bottle, crowbar and martini glass. Open barrel to get the cracker box. Give cracker to parrot. Go to jungle trail. Go right at the fork. At the chest, get rope and open the crate with the crowbar. Take the dynamite. Go back to the fork in the road and go left. Continue onward until you see the bag hanging from the tree. Hit the bottle against the tree, breaking the bottle. Hit the bag with the bottle. Get the dehydrated cracker mix.

Use the **m17t3n3 gl199** on the ocean to get salt water. Use the glass on the still to purify the water. Combine the cracker mix with the water to make crackers. Give the crackers to the parrot, noting the directions he squawks. Follow these to find the "X." Use the shovel on the "X." Light dynamite with match. Use dynamite on hole. Use crowbar with rope. Use crowbar and rope on metal rods over the treasure. (Wait for rescue).

Search for light switch with the pointer. Turn on switch.

LECHUCK'S FORTRESS Phatt Island

Scabb Island

LeChuck's Fortress

Dinky Island

Back to the Beach

In the Dark

Getting LeChuck's Clothes

Go to room with Grog (Coke) machine. Wait for LeChuck to enter. When he bends over to pick up the coin, take his underwear.

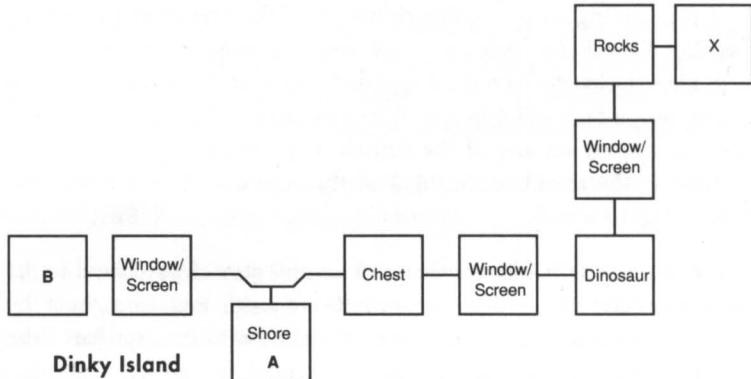
Getting LeChuck's Hair

Go to storage room and get voodoo doll and balloon from boxes. Go to first aid room and get surgical gloves from trash, the hypodermic from the drawer, and your father's skull. Go to room with Grog machine and fill the balloon and gloves with helium. Go to elevator, press the call button, enter the elevator and use the lever when LeChuck shows up. Get the beard.

Getting LeChuck's Fluids**End Game**

When LeChuck arrives, give him the **h1nk32** Stan gave you.

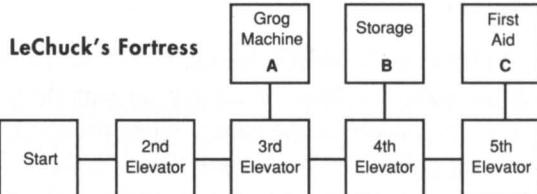
Mix all four ingredients (underwear, beard, skull and hankie) along with the generic Voodoo doll together in the JuJu bag. When LeChuck attacks, use syringe on the doll. Follow him, and use the syringe again. When given the choice, take the leg off the doll. Remove LeChuck's mask when asked.

**MAP KEY****DINKY ISLAND**

- A Still, cracker, parrot, martini glass, bottle
- B Dehydrated crackers

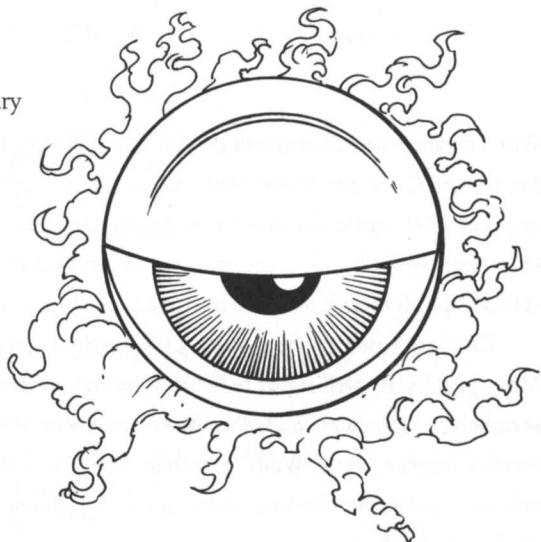
LeCHUCK'S FORTRESS

- A Helium, coin
- B Voodoo doll, balloon
- C Remains, gloves, syringe



LOCATIONS OF OTHER KEY OBJECTS

Blank paper	The cartographer's (lower right corner)
Hankie	Stan
Knife	Tavern kitchen table
Bucket	Men of Low Moral Fiber on laundry ship
Claim ticket for laundry	Door of pirate's hotel room
Bra	Laundry ship
Coffin	Swamp
Peg polish	Woodworker
Stick	Beach near town, in jail on Phatt Island
String	Voodoo Lady's antechamber
Monocle	Cartographer
Oar	Mansion on Booty Island
Plank	Big tree on Booty Island
Map piece 1	Mansion on Booty Island
Saw	Antique dealer
Hammer and nails	Woodworker
Key to crypt	Stan's Used Coffins
<i>Ashes-2-Life</i>	Voodoo Lady's antechambers
ID for bartender	Library card from library
Map piece 2	Crypt
Ship's horn	Antique dealer
Leaflet	Booty Island woman chartering boats
Stone head	Island near Booty Island
Map piece 3	Antique dealer
Mirror	Parrot on Booty Island
Monkey	Metronome in tavern
Map piece 4	Cabin on Phatt Island
Lens	Model lighthouse in library



POLICE QUEST 3: THE KINDRED**TYPE**

Animated Adventure

DIFFICULTY

Advanced

SYSTEMS

MSDOS (640K and hard disk required, 10 MHz or faster recommended, joystick and mouse optional; EGA, VGA; Roland, Sound Blaster, Ad Lib, PS/1, Pro Audio, Thunderboard, CMS Gameblaster)

PLANNED CONVERSIONS

Amiga (one megabyte)
Color Macintosh

COMPANY

Sierra



With animation and illustrations created by videotaping live actors, a sound track composed by Miami Vice veteran Jan Hammer, and Jim Walls' most challenging and topical case yet, *The Kindred* was one of the best Christmas quests of 1991. Again you play Sonny Bonds, now a homicide detective. This time you're determined to nail a serial killer who turns out to be a member of a cocaine-peddling satanic cult. Your wife, Marie, survives an attack by the cult and spends most of the game in a coma, which gives you a personal interest in finding the killer.

Cars are easier to drive than in the previous games, and often you're automatically driven to destinations. Many puzzles are well-suited to Sierra's new all-icons interface, for they hinge on operating machines such as the breathalyzer, computers and other police equipment. With a series of surprising plot twists, *Police Quest* is one of Sierra's tougher quests. Walls' numerous dramatic scenes are punctuated with the best music of the year in an adventure game, but the game stands out in its insistence that you adhere to authentic police procedure as you live six days in the shoes of a cop.

WALKTHROUGH

Go to your office. Get form from basket. Go to briefing room. Talk to Morales. Get clipboard (on left side of podium). Return to office. Sustained. Get form from basket. Go to third floor. Give form to Mike. Get card. Return to office. Use computer. Put card in computer. Personnel. Morales. Quit. Quit. Go to first floor. Open storage closet. Get flares and batteries. Go to men's locker room. Open locker. Get flashlight, notebook and night stick. Return to office. (At some point during this phase of the game, dispatch will call you. When that happens, go to your office and use the phone to call dispatch. Then finish the rest of this section before driving to Aspen Falls.)

(To reach Aspen Falls, drive east on River until you see the Aspen Falls sign. Stop the car and get out there.) Talk to woman with child. Go east. Examine man. Talk to man. Grab man. Search (get) man's clothes. Examine license. Throw keys into pond. Get nightstick from inventory. As man attacks, use nightstick on him. Cuff man. Search (get) man. Open passenger door. Get in car. Check license number on computer. Return to station. Open locker. Put gun in locker. Go to booking room. Put license and knife into drawer. Open inner door. Code: possession of a concealed weapon. Get cuffs. Retrieve gun from locker. Return to car.

Go to interstate where Morales is waiting (drive north on Seventh, turn east on 41). Walk around right side of car. Talk to Morales. Talk to woman in car. Talk to Morales. Signature. Return to car. Patrol Interstate 41 at 55 mph.

Do not leave the interstate until you have given tickets to three drivers (and passed on ticketing a fourth). You should spot two speeders first. When you see either one, match speed with it. Look plates. Enter plate ID in computer. If it's the sheriff, let him go. If not, turn siren on. When exiting car, note time in upper left corner of screen. Walk around right side of car. Talk to man. Examine license. Go to police car. Put license in computer. Form 900. Enter time and vehicle code: exceeding speed limit. Get ticket. Go to right front of the man's car. Give ticket to man. Return to patrol.

One of the next cars will be driving too slow. Match speed. Look plates. Enter plate ID in computer. Use siren. Note time when exiting car. Talk to driver. Look license. Go to police car. Put license in computer. Form 900. Enter time and code: driving too slow in fast lane. Get ticket. Go to right side of the driver's car. Return ticket to man. Return to patrol. (Note: If you don't ticket this man, you will die at the end of the game.)

DAY ONE
Station**Aspen Falls****Interstate 41****Traffic Patrol****Too Slow**

Too Drunk

When you see a car weaving across lanes, match speed. Look plates. Enter plate ID in computer. Use siren. Note time. Talk to man (twice). Search (get) man. Cuff him. Take (get) him to patrol car. Enter car. Return to station. Open locker. Put gun in locker. Go to booking room. Remove cuffs. Examine breathalyzer. Turn machine on. Get tube. Get printout. Use drawer. Open inner door. Enter code: driving while intoxicated.

Marie: Mall and Hospital

Retrieve gun from locker. Go to Homicide and call dispatch. Go to car. Go to Oak Tree Mall. After the doctor gives you the chain from Marie's hand and talks to you, examine Marie. Talk to Marie. Exit room.

Back at Mall

Talk to reporter. Examine car. Examine ground. Put batteries in flashlight. Use flashlight on ground. Walk around car. Stop when you see a glint (on ground, beneath rearview mirror on driver's side of Marie's car). Get glint (medallion). Examine medallion. Examine reporter's card. Go to car.

DAY TWO
Home

Get music box from closet. Exit.

Station:
Reviewing the Murders

Go to Homicide. Use computer. Insert access card. Homicide. Review. 199144. Review. 199137. Serial number. 09987. Review. 199124. Quit. Quit. Call reporter. Go to evidence lockup. Put chain in drawer. 199144. Put medallion in drawer. 199144.

Hospital

Go to flower shop. Talk to woman. Pay woman. Talk to receptionist (twice). Use elevator. Examine Marie. Talk Marie. Give rose to Marie. Give music box to Marie. Kiss Marie. Exit.

DAY THREE
Station

Go to Homicide. Get message in box. Go to unmarked car. Go to address on message (go south on Second Street, stop and exit car just south of Poppy). Talk to bag lady. Show badge to lady. Cuff cart to pipe. At station, talk to lady. Get lunch bag (on Earl's desk). Talk to lady. Use computer. Tools. Drawing composite. Adjust features until lady says all are OK (for some features, this will require adjusting their position with the slider bars as well as choosing the correct nose, etc.). Search. Quit. Quit. Talk to lady. Get cuffs. Go car.

Mall

Exit car. Note stores in plaza. Wait for Morales to return. Go car.

DAY FOUR
Station:
Preparing for Court

Go to Homicide. Get subpoena from box. Go to marked car. Open glovebox. Get calibration chart. Go to unmarked car. Go to courthouse (stop and exit at sign).

Enter building. Talk to attorney (three times). Give chart to attorney. Go to car.

Courthouse

Mall and Key Store

300 West Rose: Another Murder

Station: Morales' Desk

Hospital

DAY FIVE Station: Plotting the Crimes

Open trunk. Open briefcase. Get scraper, toothpicks and envelopes. Close briefcase and trunk. Examine wrecked car. Use scraper on paint. Examine body. Move shirt. Examine pentagram. Examine hand. Use toothpick on hand. Search pants. Exit. Put equipment back in trunk. Go to car. Return to station.

Go to evidence lockup. Put skin samples in drawer. Put paint sample in drawer. 199145. Go to Homicide. Save. Use Morales' key in her drawer. Examine paper (386). Close drawer. Get paper from box. Go to hospital (stop and exit at sign).

Use elevator. Examine chart. Get chart. Examine (look) Marie. Examine IV readout. Push call button. Wait for nurse. Talk to nurse. Kiss Marie. Exit.

Go to psychologist's office. Get file from desk. Go to Homicide. Examine bulletin board. Talk to Hanks. Use computer. Homicide. Review. 199145. Quit. Call dispatch. Use computer. Tools. City Map. Plot past the four murder/assaults (plot points over roads, not intersections, at: 200 West Palm and North Third, 300 West Rose and 0 South Third, 400 South Sixth and 0 River, 300 East Rose and 100 South Ninth). Check pattern (draw lines to connect all four points). Plot hypothetical fifth point where it would form perfect pentagram (200 East Palm, 300 North 8th). Connect all dots to form five-sided shape; connect dots through center of shape to form an inverted five-pointed star, or pentagram (you'll get a message indicating you have done this correctly). Quit. Go to third floor. Click on top corner of desk with hand icon. Get tracking device. Go to car. Go to East Palm between Eighth and Ninth. Exit car.

Examine car. Put tracker on car. Enter saloon. Talk to people. Save. Ready your pistol (click it on yourself). When suspect enters room, look at him (twice). He'll go for his gun. When he runs, get in the car, turn on your tracker and follow him to the freeway (take your first left onto Seventh, a right onto 41).

Use **f1729** on interstate. Examine body. Get keys. Search body. Talk to ambulance guy. Use key on trunk. Examine cocaine. Get cocaine. Return to Homicide. Get note from box. Go to hospital.

Gold Nugget Saloon

Freeway Wreck

Hospital

Visit Marie. Examine Marie. Talk Marie. Kiss Marie. Exit.

DAY SIX**Station: Morales' Locker**

Go to Homicide. Talk to Captain. Computer. Homicide. Review. 199145. Go to first floor. Go to women's locker room. Go to men's locker room. Get **t43l2t p1p27**. Put it in **t43l2t**. Talk to janitor. Go to women's locker room. Open Morales' locker with combination from desk (**th722-23ght-93x**). Examine contents. Get **n4t2b44k** (in your inventory) and click it on cocaine. Exit. Go to Homicide. Talk to captain. Go to coroner's. (If you fail to complete this section, you will die at the end.)

Coroner's

Enter building. Examine drawers. Open drawers until you find Steve Rocklin's tag. Read tag. Get envelope (after coroner returns). Examine envelope. Examine locket. Exit. Go car.

Hospital

Visit Marie. Give locket to Marie. Talk Marie. Kiss Marie. Exit.

500 West Peach

Talk to fireman with bullhorn. Enter building. Get photograph (from glob south of cushion in first room). Enter room to north. Examine pentagram. Return to car. Get scraper and envelopes. Return to pentagram, get blood with scraper. Return to car. Replace scraper. Go to car.

Mall

Exit car. Go to army recruiter. Show **b18g2** to recruiter. Show **p3ct572** to recruiter. Get printout. Go to car.

Station

Go to evidence lockup. Turn in ring, cult book and blood sample. 199145. Go to psychologist's office. Talk to psychologist. Give **m3l3t176 72c478** to psychologist. Exit. Examine photo (noting address on post). Go to 522 West Palm.

522 West Palm

Examine house, window, dog, electric meter. Knock on door. Go to courthouse.

Courthouse

Enter building. Talk to judge. Show **n2w9 cl3pp3ng** to judge. Show **ph4t4** to judge. Get warrant. Return to West Palm.

522 West Palm (2nd)

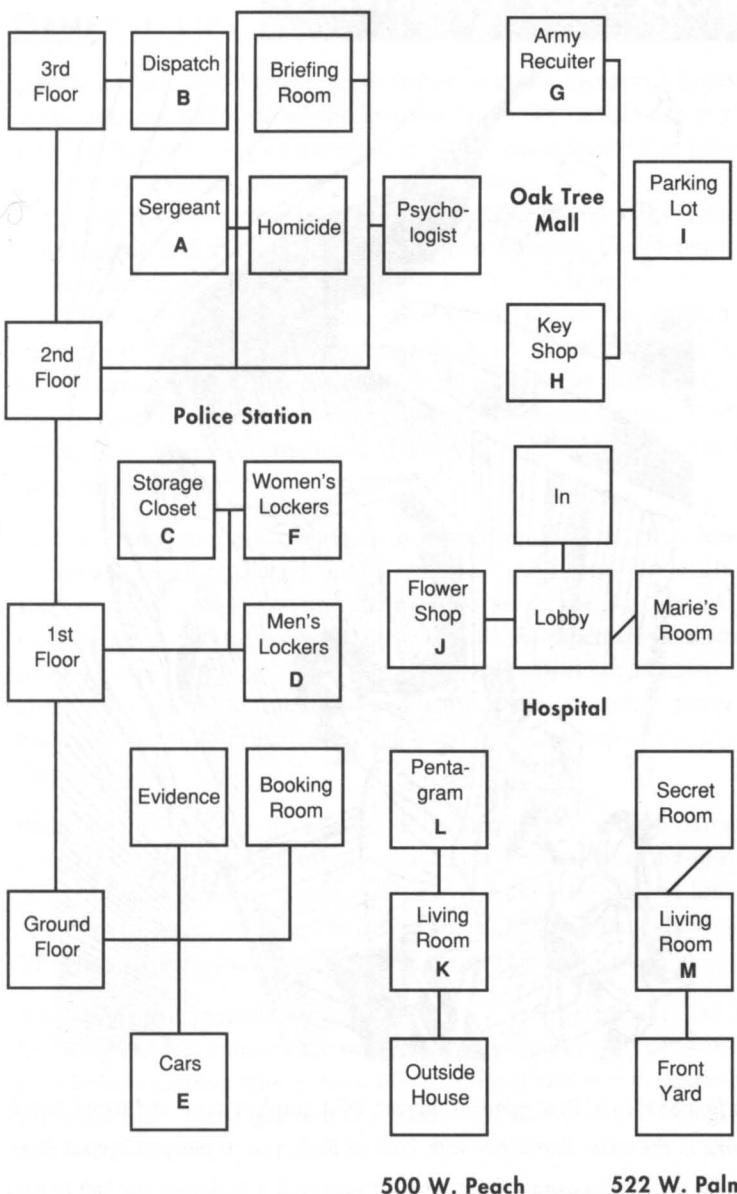
Examine door. Knock. Return to courthouse.

Courthouse (2nd)

Enter. Get judicial order. Return to West Palm.

522 West Palm (End Game)

Save. Give order to knock door down. When entering house, ready pistol (click it on yourself). Fire at man who rolls out. Examine second man. Talk to man. Cuff man. Examine sofa cushion. Move cushion. Use remote on TV, channel **23ght**. Enter secret passage. Save. Ready gun. Walk around room. Attack will come as you return to exit — shoot attacker. (If you then get killed, see the preceding sections on **Mall** and **Key Store**, **Station: Morales' Desk**, and **Station: Morales' Locker**.)

**MAP KEY**

- A Assorted notes, memos, subpoenas (your office at beginning of game)
- B Computer access card, tracker device
- C Flares, batteries
- D Flashlight, notebook, nightstick, toilet paper
- E Calibration chart, lab kit
- F Cocaine (locker)
- G Military report
- H Spare keys
- I Chain, medallion
- J Rose
- K Photograph
- L Blood sample
- M Remote control

NOT SHOWN ON MAP

300 West Rose Paint and skin samples
 Wreck on interstate Keys, cocaine
 Coroner Envelope, cult ring, cult book, locket

Courthouse Warrant, judicial order
 Left side of podium Clipboard
 Your bedroom, at top of closet Music box

POOLS OF DARKNESS

TYPE

Fantasy Roleplaying

DIFFICULTY

Advanced

SYSTEMS

MSDOS (640K and hard disk or two HD floppies required, CGA, EGA, VGA/MCGA, TGA; Ad Lib, Sound Blaster, Tandy)
 Amiga (one meg)
 C-64

COMPANY

Strategic Simulations



Pools was the first and the last — the first SSI "Gold Box" game to support VGA graphics at all and sound boards beyond the title screen, and the last game in the series that began with Pool of Radiance. It pits you against Bane, the evil god behind all your troubles in the series. You cannot defeat him, so your goal is to destroy his link to your world. This involves the Pools of Darkness, which Bane uses to travel here and to travel to other planes where many magic items won't always work and you can't take your weapons.

The first-person illustrations were dramatically improved, as were all graphics except the character icons. You'll use the same interface seen in preceding Gold Box games, and combat again dominates the action. Auto-mapping was finally made available throughout the game, and the VGA graphics are a major enhancement. The best thing about Pools of Darkness, however, is that it's the last game of the series.

GENERAL TIPS

Include a Cleric, two human Mages (other races are hampered by level limits, and you will need all the "firepower" you can muster late in the game), a Ranger to deal effectively with all the giants in the first part of the scenario, a Fighter, and one other of your choice.

If you have characters from *Secret of the Silver Blades*, transfer them into this one and duplicate their equipment by using the screen just before inserting your copy protection word.

To do so, remove a character, restore him, remove him again, and when asked "If you want to overwrite a character answer yes or no," say no this time and give him a new name. You will have duplicated the character and the gear he is carrying. When you transfer through Limbo, almost all equipment is destroyed, unless you store it on either side by using Storage or your extra characters.

On the Plains you will encounter a Large Farmhouse, Small Keep, Crossroads, Small Stockade, Small Farmhouse and a Small Set of Huts. You can rest in these locations. You can also rest in the Way House. In the Way House and the Small Village, you will gain experience and some small weapons. All other places can be passed by without affecting the quest. After leaving Kalistes' Ruined Temple, there is another group of building that is described later. Included in this group is the Drow Testing Ground.

Weapons are listed with a + number that was arrived at through trial and error by comparison with other weapons, or in some cases by having them identified. (Where doubt existed, the lower number was listed.) The ones in doubt are from the other side of Limbo. The abbreviation "JE" refers to journal entries provided in the game's documentation.

Area maps are accessible within the game for most places, so by following the descriptions here you can make your way through without problems. In areas where *Area Mapping* does not work, maps are provided here. Maps go from 0 x 8 to 0 x 15, with 0 x 0 being the northwest corner.



THE PARTY

ON THE ROAD

WEAPONS AND JOURNAL ENTRIES

MAPS

WALKTHROUGH

The game should be played in the following linear steps:

1. Phlan
2. Taydome's Keep
3. Vala, Silver Blade Cave (northwest of Sulasspryn Crater)
4. Temple of Tyr at Melvaunt Crater
5. Steading at Dragon Horn Gap
6. Thorne's Cave (found from the Dragon Room) *
7. Zhentil Keep, Manshoon's Tower, under Zhentil Keep
8. Kalistes' Temple (found from under Zhentil Keep) *
9. Myth Drannor
10. The Red Tower
11. Phlan: under the Red Tower
12. Moander *
13. Mulmaster
14. Dark Phlan
15. Palace of Gothmenes (from Dark Phlan) *

* from Limbo

PHLAN

Before leaving as Sasha desires, stock up on magic weapons and spells. If necessary, go through the Training Hall.

TAYDOME'S KEEP

Go north through the door, and you will meet Ruoln. He claims to be part of Sasha's guard (see JE91) but is really Kimarr. If you try to kill him now, he will turn into a dragon and leave. Allow him to lead you, but do not go west. At that point you see a hallway going northeast and south. Follow the hallway until you come to a dead end to the south. Enter the western door. Go north, and you find Kimarr and Quil. Kill Kimarr and trust Quil, who will transport you to Sasha and later back to the entrance, where you can rest.

SILVER BLADE CAVE

As you enter, you are stopped by a giant who will direct you to Vala in the room north of you. Vala's room is safe to rest in. Vala greets you and gives you a silver shield +4. See JE63. Continue north to the hall, then east until you come to three doors. Enter the south door, then go east to get the Crucible of Flame at (11,4). As you leave the room, go south one room to rest.

After resting, go back north to the three-door area and enter the north door, where you can recover the Worldstone. Now leave and return to the entrance. From here go east to the cross intersection, go south until you hit a wall, turn west into a room and search the room until you find the Lindenwood Staff. Then go through the southwest door to rest. Go back to the previous room and take the south door, and

you will find darts +4, plate mail +4 and a Blinking ring. Now return to the first room and exit to the Hall. Go east and take the first door south to find the Oakroot Staff.

Go back up to the intersection, then west into the large room, which is visible on the area map. Using the four holy articles you just collected, you can defeat the vaasans and elementals. With these articles Vala will leave you and drive the balance of the forces of evil into the caverns. It is now be safe to rest. Then leave the cave.

Go west to the Crater of Melvaunt and you run into the temple. You meet your old friend Priam, who asks for your aid in the clearing of evil from the temple. As you enter the temple on the west side, you find stairs going up; on the east side are stairs going down. Follow the guard who is running up the steps and kill him if possible. You cannot use *Area Map*, but the following description will suffice.

The first floor consists of the entrance, the two stairs, the temple and an altar to the north. As you enter the second floor, you will note a black hole; there are four of these, one in each corner. (Each contains a brazier that you must light later on.) In the center is the bell tower; if you ring the bell and the banshee comes down, don't kill her. On the west side is the scribe's office, where you can rest. Search the rooms on this floor until you find JE11.

Now go to the basement. Search all the rooms until you find JE74. In the center of the building are the Temple loot and weapons; do not take any of these. Go to the northwest corner and enter the stairs to the Catacombs. In the Catacombs go south, then east, jog north, then east and enter the second door that goes north. This is the tomb of Brimwulf; do not kill him, but take his test.

Then go through a secret door in the north of the room. At an altar in the north of this room, choose option three (found in JE11). Go through the west door, then north into another room. You encounter earth elementals and gain the Vessel of Purity that is required in the next room. Then move west into a hallway leading north and east to a door, where you fight fire elementals for the Spirit Flame. Go south and east to the old Armory. This is where the Lamp of Vigilance is located. As soon as you enter the Armory, the Spirit Flame will light the Lamp of Vigilance; you find a treasure in this room. Brimwulf appears and tells you how to free the Temple. After he leaves, step forward and check the weapon shelves. Now go back through the secret wall, march up to the second floor and take the lamp to each corner: all lights will be lit, and then you should ring the bell. You can now leave the Temple after resting.

TEMPLE OF TYR

STEADING AT DRAGON HORN GAP

When you arrive at the steading, view the *Area Map*. Do not enter the four corner rooms, but go directly north and enter the first east door. This is the Twisted Horn Tavern, where you will meet Kardell. Follow his suggestion and kill the cloud giants. After resting, go directly across the corridor from the inn to the Training Hall.

You are trying to get to the northeast corner at (15,0). Look at your map. You must go northwest to get to the northeast corner. Go north through the door at (7,7). Then head through the east door and go west through the door next to it. Follow the hall to a door, go west, take the second door south, go west from this room, march south then west from the next room, take the second door north, slip around the corner, and go north again. Now if you go slightly east and north, you will be in the Treasury, where you find a long sword vs. giants +2, arrows +2, shield +3, crossbow +3 and bolts +4. Go back to the hall south, through the door, west to the next door, north, east, west, east through door, then northeast into the Fire Giant's Cave.

FIRE GIANT'S CAVE

You enter at (3,15), facing north, and are trying to get to (0,0). You run into three intersections, each a four-way junction. Magic causes them to spin, so wait until they stop before proceeding in the direction you want to go.

Go north. At the intersection head east, then move south through two doors. At this point you are offered a bribe: drop it, for it's a ring of AC -3. Turn east in the corridor when you encounter a skull and a ring; take the ring and throw it. The hall will stop. Proceed to the east end and go north through an arch and door.

Head west through the first door, disregard the giant's plan and leave the room to the north. Go west to the end of the hall, north through a door to a wall, move west and then go through the first north door. After the spinning stops, go east through a door; on the way there is a jog north; if you wish, you may enter the east door at (7,13) to rest. After resting, go to the east end of the hall, north through a secret wall, west to (4,0). Go south through the wall, west to a door, south through the next door, west and north through two doors, then west at (0,0) to the Dragon's Cave.

DRAGON'S CAVE

You arrive here at (8,15). You will need four keys to proceed to the next area. As you go north from the entrance, take the first door west; you can rest in here. Leave via a secret door in the northeast corner of the room. Go north through the double doors into a large room. As soon as possible take the first door west, then go west through an arch, west through a door, south through two doors to the wall, then east through a door, and east out of that room via the northeast door.

After a fight you will find a mace +4, scimitar +4, bolts +2, hammer +2 and the Steel Key. Go back to the big room. Cross the room, enter the east door, go through an arch east, then south through an arch. Go to the southeast wall and enter the secret door going east, then head south and west in this room to a door. Enter. After a fight you will have a cloak of protection +2, flail +4, long sword +1, ring mail +4 and the Copper Key.

This time take the first door north on the east side. Follow the hall east, then north and go west through an arch. You can rest in the first door south. After resting, go north into a room, north through a door, west through two doors and you will find a mace +4, mace +3, wand of Paralyzation and the Iron Key. Return to the big room and cross the hall to the door going west. Go through an arch and take the second door north out of this room. You can rest here. Go through the wall in the northeast side; in this room you find a wand of Ice Storms, long sword +4, scroll and the Silver Key. Return to the big room.

This time go north through the double doors. On the west side are two doors, and you can rest by entering the southern door. After resting take the north door west, go north, then east, north and use the keys. Go through the arch to Limbo. Remember about taking weapons through Limbo (see **The Party**, above.)

A map is provided, as *Area Mapping* won't work here. As you step into the area, you're attacked by red dragons. The Horn of Doom was made from the horn of a ki-rin. His body is in here, with two platemail +2, arrows +4, a sling +4, bolts +4, elfin chain +4, a light crossbow +4, a short sword +3 and a short sword +2. Go east, then north through an arch. Release the prisoners in the cells and accept Raizel into the party. Go east, then northwest. To get weapons, go south here, into the room marked (B) on the map, to find a shield +3, mace +3, arrows +4, flail +4, long sword +4, silver shield +3, a necklace of Magic Missiles and bracers of defense AC 2.

From (B) go north, through the first west door, north through a door, west through the wall, southwest through a door, and you can get a trident +4 and helmet +4. Go south, east, then directly north through a door. Head west through the secret wall, south to three doors, west through one door, rest here, then go back through the door and south. Go east through the door to the southwest, then south to kill Thorne. His treasure is here. Get the horn and go back to the gate. In Limbo you can put weapons in storage or take them out, or give them to the characters you created. Now return to the Realms.

BACK TO THE BIG ROOM

THORNE'S CAVE (map, p. 110)

ZHENTIL KEEP
(maps, pp. 110-111)

As you enter the keep, pay the drow to avoid additional battles. *Area Map* works here. Go north, east, south and enter the pub south of the magic shop; you can rest in the pub. Go into the room directly across from the inn, where Mabril will tell you about a secret passage and Tarn. You can get your weapons identified at the magic shop. There is a training hall in the section that juts down in the west.

Follow the advice and go north through the secret wall. A map is included for Manshoon Tower. You can rest at (R), and the stairs up are all at the same location. Practically everyone is subject to questioning, but if you have the horn from Thorne's Cave you will get through. If you prefer, you can get into the tower by going through the door at (C) and reaching the southwest corner. If you go up when you reach the third level, instead of going north in the center of the building, go east then north to outflank the dragons gathered at the center entrance. To avoid the gelt's gaze, cast a *Mass Invisibility* spell.

At the top level, cast a *Fireball* to burn the magic book when you see Manshoon reading it. As you get out before the roof falls, go to the first level. When you reach (F), rest. Go around the corner through the west door. Directly across through the west door there is treasure. Now go east, south, east to the entrance underground (G).

**BELOW MANSHOON'S
 TOWER**

You are now on map JE36, page 33 of your journal. Your first step is to rescue Traned. Go through the northeast arch, through the next arch, and you will have a battle. (Enter the room directly east and kill the abbess, which tends to cool the drows' presence.) Go south from this room, through an arch, west through a door, west to a ladder, down, southeast through two arches west, through a door south and around the corner. Head west through a door, south, east down a ladder, north to the first east arch, through an eastern door, south, west through an arch, south down a ladder, east to the next ladder, north, east through arches, through a door and into the slave pens.

You can cast an *Area Map* here. This area contains the eastern section of the map on page 33. Continue west until you emerge at (7,15) on a new map.

**SILK AND THE
 DROW SLAVES**

Directly north of you is the room holding Silk. Agree to help free her swanmays, and she will join the party. Go east through a door, then north through an arch. Guards will meet you. They hold the key to the cells you want to open. After the prisoners have been released, Silk will give you drow weapons and an amulet that allows you to reach the west side of the building. After the prisoners are freed, continue west into the room at the northeast corner of the cell block. Enter this room and the two rooms south of it, and you will find Essence of Pure Light at (14,9); take it with you.

Now go to (2,13). With the amulet you can pass freely. Go south and take the east door, then enter the next east door and get the Iron Medallion. It will allow you free passage later. Go north along the western passage to the wall, turn east through the door, and you can save the life of a young woman if you attack at once; otherwise the same drow will attack you later. After the battle go to the northwest door, enter it and then examine JE5. Follow the steps as shown exactly, because the large room is full of transporters. Go east and use the Essence of Pure Light to destroy the Fire of Night, then east through a secret wall.

You emerge in the temple at (0,0). An *Area Map* will show fourteen separate rooms or buildings. First go to the northeast building. Kill the guards, and it can be safely used as a resting place.

Looking at your *Area Map*, think of the buildings as being numbered from your entrance east. Across the top are (1), (2), (3) and (4); you are resting in (4). Directly south and going west are (5), (6) and (7). South of (7) and going east are (8), (9), (10) and (11). South of (11) and going west are (12), (13) and (14). (6) is the number of the temple you must get into, and you will be turned away a number of times.

Let the drows think you are Marcus's people, but even so you will be engaged a number of times with guards. Go to building (7), where your Thief can steal an antidote for spider venom. If you go to building (14) you can recover an axe +4. In (5), (11) and (12) you can rescue slaves. You must go to (10) before you will be admitted to (6). After getting into (6), you disrupt a ceremony and have a rather tough battle. After winning, you must destroy the hands of the statue. Now go through the portal to Limbo. The drow weapons you have will pass safely into Kalistes' dimension.

Here to destroy Kalistes, you emerge in the ruined temple at (4,8). The ruined temple, stockade, ramparts of lava, forest village, ruined city, roadside village and the spiderlike structure are all exactly the same inside the buildings. There are many reasons to visit all these buildings. You might want to explore some of them — some will take you to the testing grounds, and others to other entrances.

You meet the Eyes of Kalistes when you arrive at the ruined temple. Tell her Silk helped you, and she will introduce herself as Cynthia, Silk's sister, and will agree to help you. She will misinform Kalistes about your arrival. First she wants some spiders, found at (6,1), and some drow prisoners. If you go to (5,2) and enter the door, you will find the drow. As you start to enter the door, kill the spider and get his long sword +4. Cynthia will then want you to kill her, which you should do.

KALISTES' TEMPLE

KALISTES: THE WEB DIMENSION

Leave the ruined temple by the southeast door. You see the road that leads to the roadside village and Kalistes' Temple. Go north to the spiderlike structure, just due north of the web dimensions. In the northeast, just east of the River of Fire, the disgruntled slave is at (9,1). He will get you into Kalistes' Parlor in rather short order and continues to be helpful until you get the ring from Kalistes.

KALISTES' PARLOR

If you have gone to the spiderlike structure, you enter the parlor at (4,0). Go west through the door, avoid the chute to the lower level and save Arta. She shows you a trap door to the lower level. You land in the larder, but the slaves are afraid to be freed. Exit to the east, go all the way east and enter the first door to the south.

Follow the northern outside wall, heading east, then north. Turn south and go west. Destroy all the eggs at (2,10), then kill Kalistes. As you return, you can make your way back to the trap door. (Or have a go at the north door at (5,15) if you can get through.) From the treasure room, take the stairs up to the weapons room. From there you can go back to the ruined temple, at location (4,8), and take the portal back to Limbo. In Limbo deposit your weapons with your characters, go back to storage and retrieve your previous weapons and go to the Realms.

MYTH DRANNOR (map, p. 111)

Area Maps don't work here, so a map is provided. As you prepare to go to Myth Drannor, you will meet an old friend, Nacacia, who asks your help in clearing Myth Drannor. Your job here is to stop a rakshasa from reanimating Tyranthraxus and to gain experience and weapons in the process. There is very little direction to give in this sequence. You meet Nacacia at the entrance, and after it's all over she gives you chain +4, arrows +4, bolts +4, a long bow +2 and a crossbow +3.

You engage a number of rakshasa in the open areas and in getting to Tyranthraxus. There is no value in going to the areas marked (X) unless you have to do so to leave the area. For the first time, tunnels appear, and you might have to use a girdle of strength 18+ to bash down reluctant doors. After this episode, go to the Red Tower, the Tower of Marcus.

TOWER OF MARCUS (THE RED TOWER) First Three Levels

(Only maps of the top three floors are included here.) Search in closets to learn how often they have been used; they're safe to rest in if they haven't been used often. Do not forget to turn *search* off, or you'll have many encounters.

You enter the tower through a door on the east side of Level 1. Go through the arch, then north through another arch and enter the stairs down to Level 0. (You enter at about (9,0).) Go directly north to the large hallway. Next head east, then north, then west to a door at (12,9) and an

encounter with guards. On the west wall are two doors. Open the north door to release Shal, whose other (evil) self is with Marcus. She only has her armor and a dagger, so give her additional weapons. Do not leave by the same door. Instead, go south in the room and leave by that door. Return to the stairway and go up the next stairs to the second level. Here go south, then west to the next set of stairs at (10,0). The stairs on the third level are directly behind the other stairs, but you have to pass through five sets of arches to get to the third level stairs (you can see them on the *Area Map*). Parley with the drow spies you run into, but do not tell them anything about Shal, or it leads to a fight. You must keep Shal alive until she meets with her sister Petra.

Levels 4, 5, 6 and 8 have stairs on the northeast and northwest corners of the building. Try to stay out of the large rooms, as most have some sort of ambush. In the large center room on the sixth level, the Room of Eternal Darkness, you can obtain weapons that include a two-handed sword +4, two javelins +2 and a ring of Protection against Evil. The party will take damage in this room.

On Level 7 you get trapped between two opposing forces; by ducking into the room to the south you can avoid damage. Later on, search and you may find a mage scroll and a wand of Ice Storms. Also on Level 7, the stairs are back to back. In the center room of Level 8 is an evil statue, and behind it you'll find a helmet +4, ring mail +4, shield +4 and chain mail +4. Watch out for the undead in this room.

Maps are furnished for the last three levels. As you enter Level 9, the Wizard Gate locks behind you. Go west through an arch, south through two arches, east through four arches, north, east, north, and west through four arches to the stairs. You must interrupt the clerics at either (Q) to be able to get to Marcus.

You arrive facing west. Go around the corner to the east and listen to hear the codeword (728). Then go to either door marked (A), knock and say the codeword, which starts a fight between two factions of mages. Then make your way to the room marked (B). Enter and defeat the monsters, then make your way to the nearest stairs up.

From this stairway, make your way to room (E) and fight Moander monsters and cultists. You can rest in closets. From (E) go east and north to (G), the Manufactory of Moander, where you will be engaged in another battle. Go back south, east, south and east to room (H). Monsters are walking in a circle around a diagram; you can slip into the circle and kill them one by one without them noticing you. Bane minions will attack you later. From here make your way west, then north, then

Mid-Levels

Level 9 (map, p. 112)

Level 10 (map, p. 112)

Level 11 (map, p. 112)

through an arch, south through a door into room (D). If Marcus and Petra are here, kill him, and Shal and Petra will be joined. The building starts to fall, and you must make your way to the secret tunnel at (C) to get to the temple at (B). Go at once to the Vessel of Moander. Jump on it and you will be saved. Then descend to the ground.

PHLAN

As you arrive on the ground, you will discover a passage that leads to the city of Phlan, now hidden under the old Red Tower. You are requested to aid the people. Do so, since it gives you a change of pace and a chance to get rested. It's not long and does not require any directions. After this job is done, return to the Red Tower and climb the rope to Limbo and Elminster.

MOANDER

(maps, pp. 112-113)

You arrive in Moander in a wound in his left side. You can get out by going forward and climbing out. In this dimension you can rest only in the Ear, the entrance to the Heart and in the large wound on his Left Arm (after it has been cleared). Maps are included for all the crucial areas, and it is not necessary to go to any other place unless you need weapons.

Cult Of Moander (for weapons)

Weapons may be obtained in the Cult of Moander on the top of his left foot. You can get a scimitar +4, scale +4, mail +4, arrows +4, staff sling +4, hammer +4, shield +3, ring mail +3, long sword +3 and boots of speed. You enter the map at (A). Go to (B) and get the scimitar and mail. Go to (C), then release the prisoners at (D) and return to (E) for the balance of the weapons. Leave.

Wound on Left Arm

Because you need Aeghwaet's help, you must go to the wound on Moander's Left Arm first. After four encounters, you will be rewarded with two potions of extra healing, two elixirs of youth, and the potions you will need in the Heart. A map is included. From the entrance (A), go north and meet Aeghwaet, then go to the three positions marked (B) and return to Aeghwaet for your reward.

Hair

You can get quite a bit of +4 loot here; you may also train here. Enter at (A) and go to (B).

Ear

Search the top of the Head until you hear a scream, then save the priestess. She will tell you of an ampoule that will slow Moander's heart beat. (When you enter the mouth, simply go forward and drop the ampoule down the throat.) Enter at (A), fight encounters at (B), search and you will recover the ampoule.

Heart

This is your longest campaign of the game. Proceed overland to the Heart. Rest as soon as you arrive, then go south to the Heart. After using

potions, cut your way through. You arrive in the heart at (15,2), (0,2) or (0,13). Tanetal is in the Left Ventricle.

In the Heart, many of your actions are controlled by its lub and dub — you are safe during the time between lub and dub. Count the number of steps between them, so you will know when to duck out through the membrane (passages through the membrane are visibly obvious). Make your way to (B) and meet with the wounded soldier, who will give you the map at JE45. You cannot rest in the heart, so leave the heart and rest if necessary, then return.

You run into a watcher at (or near) the locations marked on the map. If you have an elf with the party, he can sense when the watcher will not return to a location. In the first and second meetings you will be cursed by the watcher; later he is helpful. Proceed in this manner: find Tanetal, rescue the watcher from some muscle tissue, get a map from the soldier at (B). Get magic tool makers at (D). Pick up the Golden Cornucopia at (A), go to (I) and pick up the small bit of Moander (if you feed it, it can foretell the length of the lubs and dubs).

Make your way to (J) and make magic weapons with the tools. This will speed up the heart. Cross the right auricle (go to the bottom of the map and cross at the right moment). Find the watcher at one of the listed spots. He will use the cornucopia to slow down the heart. At about this time an unguent will be stolen from the watcher. You must recover it from (F). On the way to get the unguent you run into an iron golem, who will magnetize your weapons: you'll get hurt when you recover them. Take the unguent to the watcher.

The watcher notices the magnetized weapons and tells you to shock the heart at (G). Tanetal will be flushed out and lose the Talisman of Bane. You have to chase him. You find him at (E) several times, and probably have the final showdown at (C) or (B), depending on how closely you follow him. After getting the talisman and killing Tanetal, you are finished with the heart. Return to Limbo.

You next duty is to destroy Arcom and Gothmenes. You will enter Mulmaster from the Side Door at (0,3). On the *Area Map* you see four buildings on the north side. The second one is a Training Hall (training costs 100 gems), and the fourth is a store that will identify items for you.

On the south side you find a building, alleyway, building (marked Justicar) and then another building. Before entering this last building, you might want to go to the last passage to the east, turn south, then turn east and enter the first door. It is an inn where you can rest.

Enter the building beside the Justicar and agree to fight. If you do well, the Arcom will want to see you. It's the only way to get below ground. When you arrive you see a large area; you are at (0,0). Go east,

MULMASTER AND PALACE OF GOTHMENES

then south to the big room, where you encounter a large number of soldiers, plus the chancellor (a liche). Use *Fireballs* to kill the army. Arcom, a beholder, flees. (Do not be distracted by escaped prisoners who claim they need your aid; it is a diversion to give Arcom a chance to prepare. Continue to follow him.)

After the battle, follow Arcom south through four arches, then west through two arches, then south and east, where you meet and fight an Ambassador of Arcom, who carries a bag of fire elementals. Go east out of this room, and release a prisoner in the cell block north of you. You will receive a silver shield. Before going further, recast the *Area Map* and make note of the changes. There are a lot of transporters, and you will teleport around to different points. South of the cells is a passage down. Take this, and you emerge in a large room called the Hall of the Dead. Go directly south and leave, and you will be in the Labyrinth. Look at JE46 for directions on how to proceed. "Left" and "Right" means to turn in that direction, and "Step" means to move one square forward. Going in on the first square, you would turn right, step, turn right, step, step, step, turn left, turn left. Move you key and you will be out.

You arrive west of the first map. As you move forward you are transported to a hall turning south, and when you go east you are teleported under the cell block into another L-shaped hall. Go east and south in the hall and through two arches. At the end, turn east, go through a door and an arch, and you will find Arcom to the west in one of three doors. After you slay him, check out the bottom door for his treasure. Now go back to the two arches, take the center arch, go east and stride valiantly through two large rooms. As you enter the third room, cross it and use Bane's Talisman. The fist opens and you will go through a door. Stalk south through an arch and on to the pool, which takes you to Limbo. You might check and see that each member of the party has distance weapons (the party's extra weapons were deposited with the extra characters as soon as the list was full). At the final period in the final battle you will be unable to depend on magic. You can save at almost any time to transfer weapons.

DARK PHLAN

Bane has created an evil duplicate of Phlan, and this is your next stop. It is a copy of Phlan, and you can cast an *Area Map*. When you leave Limbo you arrive in the northeast corner. First go south to the inn and rest. In this evil town you destroy everyone in the City Hall, then get the treasure in the north room. Go to the old temple in the southwest portion of the city, then to the building in the northwest corner to destroy Cadorna and save Sasha. Then rest and leave via either west gate for the palace.

A map is furnished for the Palace of Gothmenes. In order to get in the palace you must use the Horn of Doom. Blow it six times and it will knock down the west wall. You arrive at (A). One of the first things to do is to distribute the items of power, because you will be forced to use them separately. (If you need additional distance weapons, look in the southwest and northeast corners.) Directly to your east is a secret door. Use it to emerge near (B) and encounter a rakshasa impersonating Sasha. Attack and kill him. Go east through the door and you are attacked by minion guards. They can be daunted by using the Talisman of Bane. It is highly suggested that you cast a *Haste* spell before brandishing the talisman. Now go northeast to (C). After defeating the beholders you can rest here. Always save first, since it seems to give you a better chance. Also cast all the protective spells you can.

After resting proceed via the hall to (D), where another rakshasa pretends to Elminster. Kill him too. After you get to the pool, someone wearing the crystal ring must reach in and get Bane's Crystal. When the character reaches into the pool he will lose almost all of his hit points. If he is a Cleric, he can use *Heal* to restore them. You will have a big battle on your hands. Use magic to heal as much as possible, and use magic to kill.

You can use magic until Gothmenes appears with Elminster. *Cone of Cold* is a good weapon here. In melee, use *Haste*. Do not use the word "panajuxid," as Gothmenes may suggest — this is a trap. After you win, Bane's Crystal crumbles to dust and you are all returned to the old Phlan, just as if the entire game was a dream. (Don't undertake Dave's Quest; it is impossible.)

LOCATIONS OF KEY OBJECTS NOT ON MAPS

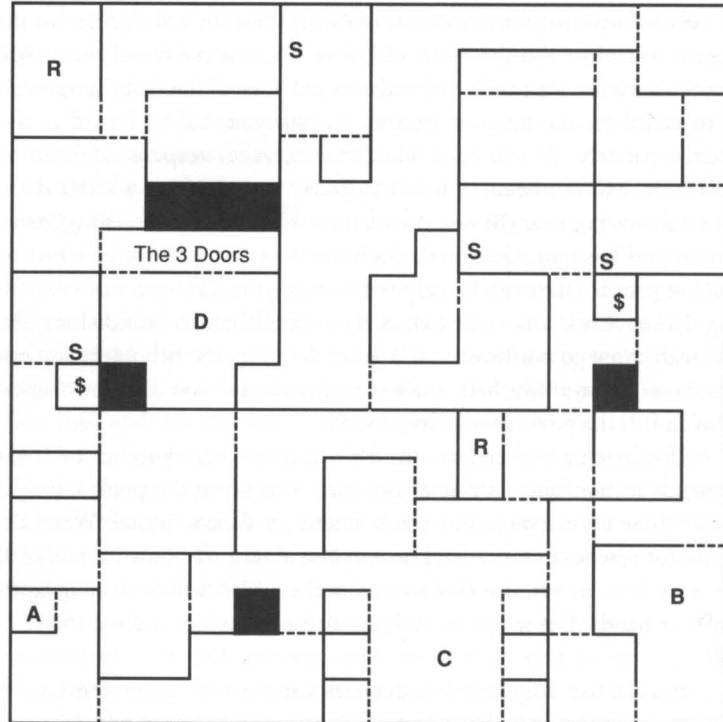
(See solution for precise locations)

Worldstone	Silver Blade Cave
Lindenwood Staff	Silver Blade Cave
Oakroot Staff	Silver Blade Cave
Blinking Ring	Silver Blade Cave
Horn of Thorne	Thorne's Cave
Vessel of Purity	Temple of Tyre (tomb of Brimwulf)
Lamp of Vigilance	Temple of Tyre (old Armory)
Essence of Pure Light	Below Manshoon's Tower (near cell block)
Iron Medallion	Below Manshoon's Tower
Antidote for Spider Venom	Kalistees' Temple
Talisman of Bane	Ventricle

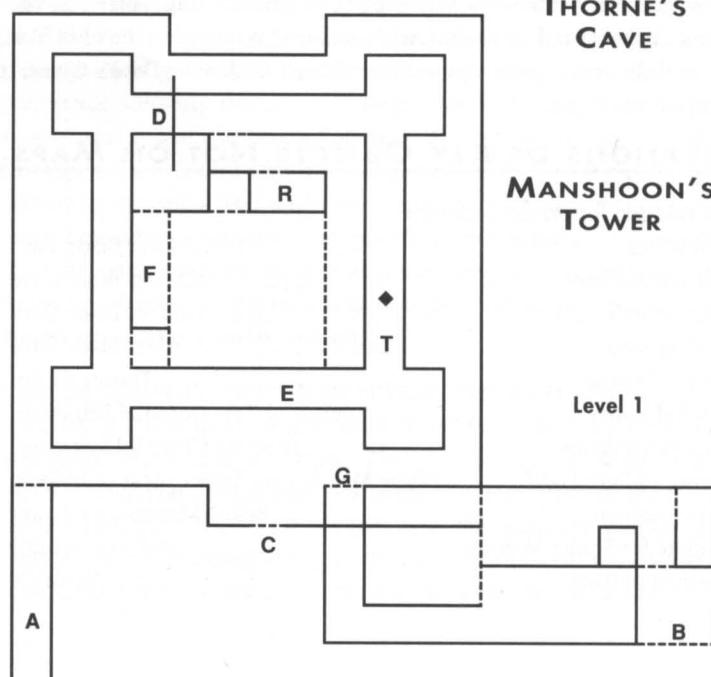
PALACE OF GOTHMENES (map, p. 113)

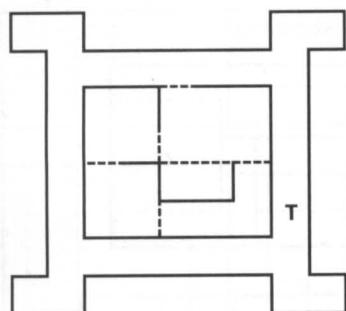
MAP KEYS**THORNE'S CAVE**

- A Start here
- B Magic weapons and armor
- C Raizel and prisoners
- D Thorne
- R Safe to rest here
- S Secret door
- \$ Treasure (may include weapons)

**MAP KEYS****MANSHOON'S TOWER**

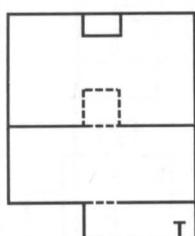
- A Route to Zhentil Keep
- B Route to Zhentil Keep
- C Drow, Kalistes
- D Rear entrance
- E Front entrance
- F Treasure
- G To underground
- R Safe to rest here
- T Tunnel
- \$ Treasure (may include weapons)
- ◆ Stairs



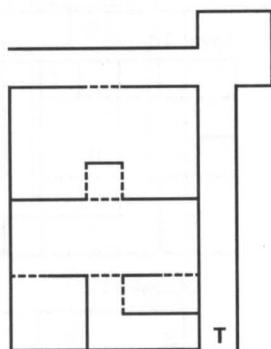


MANSHOON'S
TOWER

Level 2

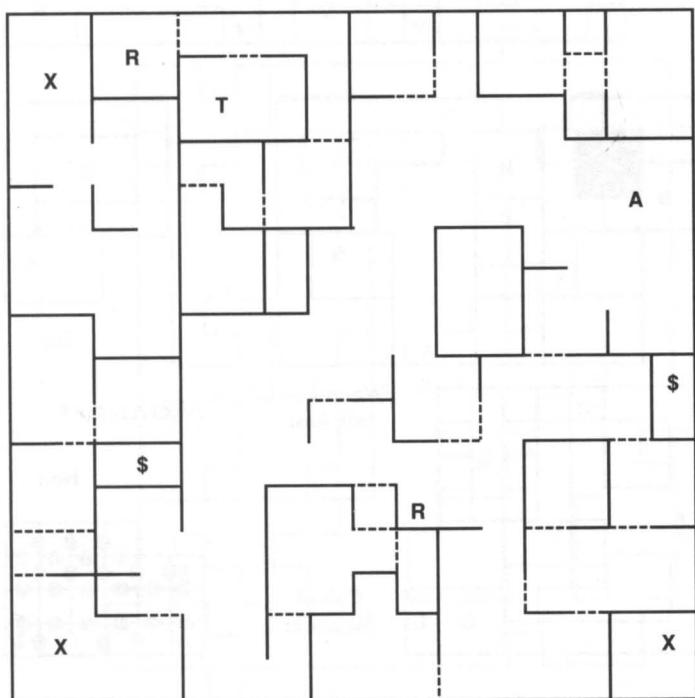


Level 4



Level 3

MYTH DRANNOR



MAP KEYS

MYTH DRANNOR

- A Entrance
- T Tyrannhraxus Rex
- X stay out
- R Safe to rest here
- \$ Treasure (may include weapons)

MAP KEYS**TOWER OF MARCUS****All Levels**

Q Must be interrupted to win

S Secret door

▲ Stairs up

▼ Stairs down

Level 10

A Doors hiding mages

B Monsters

Level 11

A Vessel of Moander

B Temple of Transformation

C Underpass to temple

D Marcus

E Monsters

F Monsters

G Monsters

H Monsters

MOANDER**Cult of Moander**

A Entrance

B Scimitar, mail, boots of speed, other weapons

C Entrance to room with prisoners

D Prisoners

E More weapons

Wound on Left Arm

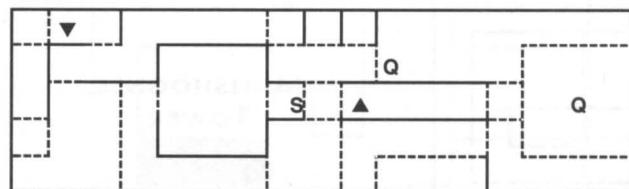
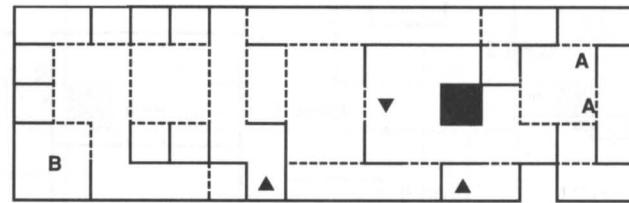
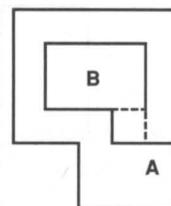
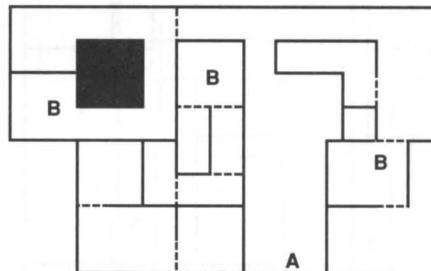
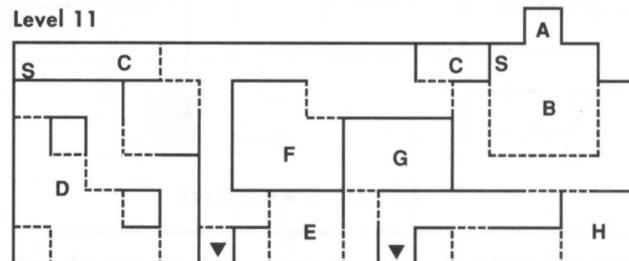
A Entrance

B Potions of extra healing and youth; potions needed for heart

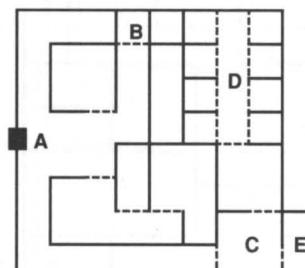
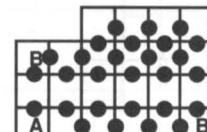
Ear

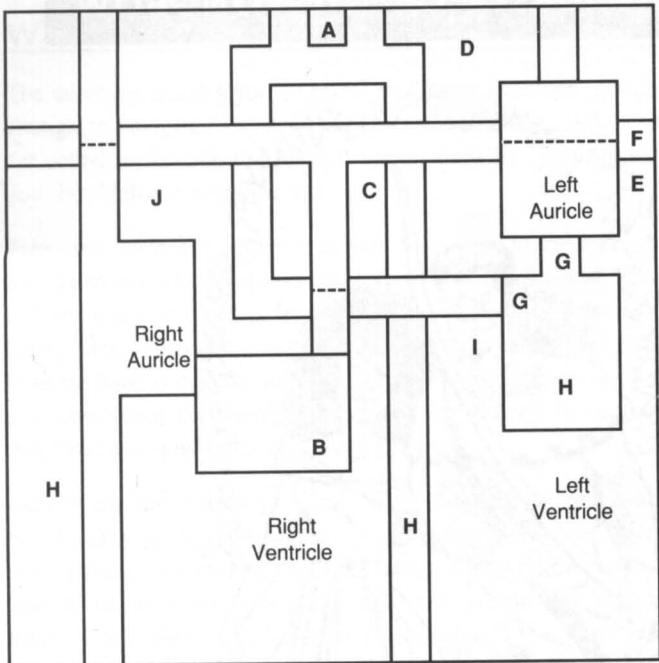
A Entrance

B Loot

Level 9**TOWER OF MARCUS****Level 10****Level 11**

Ear

**Wound on Left Arm****Cult of Moander****MOANDER****Hair**



MOANDER

Heart

MAP KEYS

Hair

A Entrance

B Fight, search for ampoule

● Openings

Heart

A Golden Cornucopia

B Wounded soldier (map);
final showdown with
Tanteal may be hereC Final showdown with
Tanteal may be here

D Magic tool makers

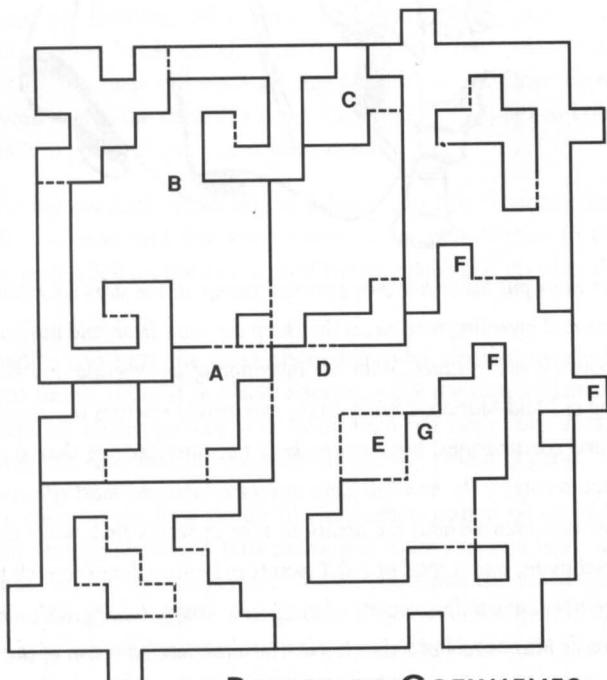
E Tanteal

F Unguent

G Shock heart here

H Watcher

I Bit of Moander

J Make magic weapons
here

PALACE OF GOTHMENES

MAP KEYS**PALACE OF GOTHMENES**

A Door, minion guards

B Rakshasa

C Beholders (rest after
battle)

D Rakshasa

E Pool of Death

F Guards avoiding you

G Tantalus Clock

ROBIN HOOD: CONQUESTS OF THE LONGBOW

TYPE

Animated Adventure

DIFFICULTY

Intermediate

SYSTEMS

MSDOS (640K and hard disk required, 10 MHz or faster recommended, joystick and mouse optional; EGA, VGA; Roland, Sound Blaster, Ad Lib, PS/1, Pro Audio, Thunderboard, CMS Gameblaster)

PLANNED CONVERSIONS

Amiga (one megabyte)
Color Macintosh

COMPANY

Sierra



To successfully retell a legend, the writer must put his or her own personal stamp on the story by retaining some of the original elements, tossing away others and inventing new pieces that keep the story fresh and intriguing for those who have read the books or seen the movies a dozen times. With her invention of an emerald and diamond heart that Robin pieces together after dreaming of Maid Marian, Christy Marx evocatively rewrites this classic love story. Countless episodes of combat, cunning and conundrums, however, make it far more exciting than a cruise on the medieval Love Boat. Of all Sierra's games to employ the new "all icons interface," this one most effectively puts it to use. Marx incorporates a lot of dialogue and even without the ability to type in words finds ways to incorporate riddles. There are plenty of alternative solutions, and a total of 7,000 points to be scored as you seek to raise King Richard's ransom. Video-captured animation, cameo illustrations of the people you're talking with, and delicately treated music and sound effects complement Marx's tale of Robin Hood. Her multifaceted vision of the Robin Hood legend and life in the 12th century make this an adventure that will be equally enjoyed by men, women and children.

WALKTHROUGH

The automap enables you to travel to distant locations, which are easy enough to navigate in that no map is provided here. Only a few words are coded in this solution, which is best used by checking to see what you should do on a specific day.

Take your horn and money and exit cave. Talk to the men around the fire. Turn the arcade option on, follow Will Scarlet and Simon to the archery glade and take a few practice shots. Recruit Simon to join the Merry Men. Then use the map to go directly east of the camp to the Watling Road overlook. Stop the peasant by clicking the walk cursor on her, then shoot the sheriff. Now go to the widow's home (also via the map) and speak with her and her three sons.

Explore the forest until you find Lady Marian being attacked by a fens monk. (Try going west across Watling Road three or four screens; alternatively, they may be near the glade, reached via the map.) Shoot the fens monk with the bow and arrow and pick up the slipper Marian leaves. Then blow your horn for your men. (If you don't pick up the slipper, one of your men will put it in your cave.)

At the Watling overlook you find a beggar. Click the hand cursor on him. To obtain his clothing, offer him a half-penny. Then blow your horn and send him back north. Put on the disguise, then visit Nottingham (use the map and click on the cobbler's sign). Once there, the door to your east is the cobbler's shop. Give Marian's slipper to Lobb and he will talk to you and give you a silver comb.

Go to the Watling overlook. Click on the peasant and sheriff's man, then shoot the sheriff's man and free the peasant. Now visit Marian in the glade (on the map, click on the area east of Nottingham) and give her the silver comb.

Go to the widow's to hear the news about her sons, then to overlook. When the fens monk, dressed in black, appears, click the bow and arrow on him. Accept his challenge, use your horn, then use Little John's staff. After defeating him, take his clothes, reed whistle and pouch of gems.

On the map, click on the fens (south of Nottingham), then go down to the shore and use the whistle. A fens monk will meet you in a boat; use the hand cursor on the boat to get in it. When you reach the monastery, save the game. Give the whistle and pouch of gems to the guard. The questions he asks are random, and the answers are in the manual as part of the copy protection. After answering them correctly, you may enter.

DAY ONE

DAY TWO

DAY THREE

DAY FOUR

DAY FIVE Widow and Fens Monk

Fens and Monastery

Monastery and Prior

In the monastery, first visit the prior in the refectory (center). Then visit Fulk in the northwest room and release him from torture. Go to the scroll room (southeast tower). Read (use eye icon) scrolls on the shelf. Get the hand scroll, read all the others for a clue on how to exit the monastery. Now talk to the prior and get his cup. You'll spill wine on him, causing him to leave. Get the scroll he was reading, return to the torture chamber and give the hand scroll to Fulk, who shows you the secret exit. Save the game before entering the boat. In the boat, go to the iron gate and click on three of the seven gargoyle faces to open it (starting from the left side, click on faces 1, 5, 3). Return to your camp site. Fulk will give you a scroll of verses.

DAY SIX
Widow and Monk

Visit the widow to learn of her children, then go to the Watling Road overlook, wait for an abbey monk (wearing brown), click on him, take his robe for a disguise, blow your horn and let Friar Tuck take care of him. Visit the widow again.

Abbey and Pub

Wear the monk's robe. Click on the map and go to the abbey. On the town map, click on St. Mary's, then go to the washroom and take three sets of robes. Now go behind the abbey and explore to find the best way to get out to the secret door on the rear wall of the maze — this is very important. After that, meet the abbot in the refectory and take his beer cask to the pub (click on it with the hand). When you arrive, have the cask filled, then play Nine Man Morris with the old man until you win the amethyst. Take the cask to the abbot, put the amethyst in your glass, drink the abbot under the table, take the empty cask and his purse, go to his room (due east), get the puzzle box, then put it under the pillow.

Back at the Pub

Return to the pub, pay the abbot's bill and give him the empty cask. Leave by the iron door to the back room of the pub by clicking the hand cursor on the iron door, then on the spigot on the second cask in the back room. Go north. When you enter the tunnel, go the left. Find the secret door to the guards' room (it has a peephole in it) and click the eye cursor on the hole in the door. Save the game and move the arcade lever to the bottom. After you see the guards exit the room, hurry in and use the hand icon on the door. Put four pennies on the table, exit and close the secret door. After the guards leave to buy ale, enter the room, click on the trap door, discover the three boys, click on your pouch and the robes in it. When you exit into the pub, you will find the sheriff there. He will ask for a blessing. When he kneels, click the talk cursor on him and exit the pub. Visit the widow, and she will give you a golden net.

Visit Marian in the willow grove and give her the hand scroll from the fens monk monastery. Also give her the heart-shaped half-emerald, and she will explain the hand signals and give you another task. Note what she tells you about a coat of arms. She will also advise that you must visit the Green Man of the ancient oak and solve his riddles.

To visit the Green Man, use the map to get to the tree, then go west one screen and use the net from the widow to catch a pixie. You must cast the net quite a distance in front of the pixie to catch him. Then he will introduce you to the Green Man. Save the game. You must answer three riddles. You must answer using the hand pattern shown by Marian.

First Words of Riddle

Answer

Golden treasures	b22h3v2
Metal or bone	c4mb
I am window, I am lamp	2629
Outstretched finger	f21th27
Not born...hardened gold	ch2292
I am two-faced	c43n9
I am heart that does not beat	w448
High born, my touch is gentle	9n4w

After this, if you want to hide, go to the oak tree or grove of druid's trees (both via the map) and spell out **8537** with the hand signal.

Go to the overlook and click on the yeoman. Pay him for his clothing and send him home. Wear his clothes and go to the fair by clicking on the map. Talk to everyone. For points, give money to one-legged beggar, buy scented rose oil for Marian at apothecary's stall, and pay to have your fortune told at the fortune teller. Walk up and down the fair until you find the right scholar (there are three of them) who has a book showing the coat of arms Marian told you about on Day Seven. As soon as you see it, give him the scroll from Lady Marian. Answer "aye," then go to the archery tournament and enter it for one penny. Put your arrow on the target and you will collect the golden arrow from the sheriff. Return to camp.

Talk to the men at the camp, then roam through the forest until the sheriff's men start after you. Use the map to reach the Green Man and go one screen south. As soon as you hear the noise, go to the tree, click the hand on yourself, and use the hand code to spell out "oak" in Druid (**8537**). As the sheriff's men approach, you will be turned into an oak tree.

DAY SEVEN
Marian

Green Man

DAY EIGHT

DAY NINE

Go to the overlook and use the hand icon on the jeweler twice. You'll get his clothes, and he will depart happy. Now you may put on the jeweler's clothes and use the rouge in his inventory on yourself before visiting the sheriff. Or you can return to your cave and put on the yeoman disguise before seeing the sheriff. To reach the sheriff, click on the castle on the map. At the entrance, you must bribe the guard with one penny. Keep talking; the action will unfold, and he will come with you. If he doesn't want to come, you can always wager him money. Or you can put the jewel on the table, then show the half-heart to him after his men exit and return.

DAY TEN

At the camp, talk to the men and learn about Marian's death sentence. At this point you must open the puzzle box from the abbot's room. This is done by reading Fulk's scroll and using the first letter of the name of each tree in order of appearance to form a word. You'll get the *ring of fire*. Blow your horn to assemble the men. After hearing their advice, select John's subterfuge plan.

Go to the pub and talk the owner into allowing you to use the back room. This time go to the right and follow the passage until it emerges in the abbot's room. Go north to the maze entrance and follow the path to the secret door in the rear wall. Click the *ring of fire* on your hand, use the hand cursor to open the door, take Marian from the fire and carry her to the willow grove, where you can heal her by using the half-emerald heart on her. She will give you the password for the queen's knight, which is randomly generated. If you are too late and Marian is dead, go to the willow grove and use the hand signal for **913ll2** to get the password.

DAY ELEVEN

Talk to the men about the treasure train coming into Sherwood Forest. Get their ideas, but use Tuck's. With the element of surprise, you will get the entire treasure.

DAY TWELVE

Head for the overlook. If the sheriff's men come after you before you get there, seek the protection of the Green Man as before, then return to the overlook, where a knight is being held by your men. After your men leave, give him Marian's secret password. If he doesn't answer after two attempts, use your bow and arrow on him, then search the body for the letter from Prince John. Blow your horn to call Little John.

DAY THIRTEEN

Talk to the men. Go to the fens and take off the *ring of fire*. Click the *ring of water* on your finger. Then click the Talk Icon on the will of wisps, who will guide you to the monastery and the tower the queen's knight is held in. To climb the tower, use the hand code to spell **g47t**. The ivy will double in strength and allow you to climb to the room on top.

Give the letter from Prince John, recovered from the false knight, to the real knight. Use the hand code to spell Marian's password (from Day Ten) to the prisoner. You should both go out the window. (Keep the arcade level low or completely off to ensure survival here.) As soon as you reach land, you are safe. The rest of the game is an animated sequence.

LOCATION OF OBJECTS

Horn and money	Your cave
Slipper	Random location near glade or Watling Road (Day Two, after killing fens monk)
Disguises	From beggars and monks on Watling Road, bathroom of St. Mary's
Silver comb	Nottingham cobbler's shop (Day Three)
Reed whistle,	Fens monk on Watling Road pouch of gems (Day Five)
Hand scroll	Scroll room
Fulk's scroll	Scroll room
Amethyst	Pub at the abbey (Day Six)
Net	Sheriff in pub (Day Six)
Puzzle box	Abbot's room at abbey (Day Six)
Golden arrow	Win archery tournament (Day Eight)
Rouge	Jewelery on Watling Road (Day Nine)
<i>Ring of fire</i>	In puzzle box (Day Ten)
Letter from Prince John	Body of false knight (Day Twelve)
<i>Ring of water</i>	In puzzle box (Day Ten)

SPELLCASTING 201: THE SORCERER'S APPLIANCE

TYPE

Illustrated Text

Adventure

DIFFICULTY

Intermediate to Advanced

SYSTEMS

MSDOS (512K and hard disk required, mouse optional; EGA, VGA: 16-color, CGA, MCGA, TGA: hi-res black and white; Realsound, Ad Lib, Sound Blaster, Roland)

COMPANY

Legend Entertainment



A two-pronged plot awaits the intrepid adventurer in this sequel: you must survive the hazing of your future fraternates of *Hu Delta Phart* while completing an assignment from Professor *Tickingclock*. Somehow, this results in your saving the university from total destruction. Author Steve Meretzky's sophomore humor is appropriate, since *Ernie Eaglebeak* is a sophomore this time, still at *Sorcerer U*. And it is even funnier and more fun than *Spellcasting 101*, for Meretzky has devised a collection of gadgets and spells to tinker with while solving a series of cleverly concocted puzzles. As with 101, you have your choice of a "nice" or "naughty" mode. The *Sorcerer's Appliance* is the most entertaining gadget, as you must figure out how to use its attachments to make all sorts of objects necessary for solving specific problems. The *Legend* interface allows you to type in commands or click on icons and menus listing verbs, nouns and other parts of speech. It is a delight to use. Sound effects and music (which you can hear even without a sound board, thanks to *RealSound*) are the best yet in a *Legend* game, and the graphics shine too. But logic puzzles are what make *Spellcasting 201* such a highly recommended quest.

WALKTHROUGH

Get all. **P72nt** banana, wait, slice banana, go up, get package, open it. Open the spell box, go down, wait until tub is full. *Foy* bananas, wait until the sorcerer returns.

Exit simulation and go to Hu Delta Phart (HDP) fraternity, open the trophy case, get sextant and spell box (don't open until you have spellbook to receive spell). Get *Piseks* spell, go up to your room, open envelope and read the letter. Go to the locker room and get the bag. Go to the boat dock and open door, go in before 9 p.m. and get **82pl5m3t** spell. Go up and do what it takes for Hillary to invite you back. (What you do depends on which mode you've selected, but it's easy to figure out what she wants.) Wait for Professor Otto Tickingclock and listen to the plot. Get key, go to your room and sleep.

Go up to your room and get everything. Go to musty anteroom and unlock the door, open it and go in. Attach all attachments to the appliance. To operate it, drop all and push both buttons, go in, set dials (this time to 1 and white), pull lever, leave, then go in and get the item (a diamond this time). Then pick up everything else you left in the lab.

Go to the janitor's closet in the student union, get the how-to-book. Obtain the coupon by reading the book whenever you have spare time. Cut glass with diamond and get **Wh449h** spell. Go to your first class, go up to clock and wait until the bell rings to get the spellbox with the **F4gw1ck1** spell. Go up, **W449h** statue, climb up and put **m459t1ch2** on statue, go down and get bender, go to second class early. Get everything and put what you can in your bag. Continue taking notes through class.

Go to cafeteria and get casserole. Examine it to get the larva. Spend the rest of the night however you wish. At 9 p.m. you are dragged down to the initiation room. After the ceremony, go down into the sewers. To enter the sewers, **P392k9** larva and **F73mp** manhole cover. Go down to get the locator goggles. Turn the dial to the activator code (located on blueprint that comes with game). The image on the glasses corresponds to your location on the map. **F73mp** manhole cover to get out of the sewers. Go back up to your room and sleep.

Get your stuff. Go to Moldybreadcrust's office, and open the desk to get the **973nk4** spell. Go to the ancient lab, attach bender to appliance, and operate appliance with settings 2, **b59h**, **f14w273ng** and **2v27g722n**. Get the simpleberry bush you just created. Go to your first class. Go to the pub and get the pellet.

SUNDAY: CALM BEFORE THE STORM

MONDAY: STATUE OF LIMITATIONS

TUESDAY: MASCOT FREE

Go to your second class and get moodhorn. Then go to Tappa Kegga Bru (TBK), cast the **P392k9** spell on larva and **9h1k2** bush. Go down and **973nk4** Babar until you get points. Open the blue fluid, unchain Babar and go down into the sewers. Go to any manhole cover and go up. If Babar regains his full size, **973nk4** him again before you **F73mp** the manhole cover.

Walk around campus and get back to the president's quarters. Give the **bl52 fl538** to Hillary, go down and get the harness. You should have enough time to attach the harness to the appliance before your fratmates drag you back to the cellar of the frat house. Go through the ceremony and go to bed.

**WEDNESDAY:
DRENCH TOAST**

Go up to your room and get your stuff. Go to the appliance and set the dials to 2, moist and rockbound to make spatula moss. Set the machine to 3, pull the red cord twice, then pull green cord to make a squirrel. Feed **c199274l2** to squirrel. Put **v4m3t** and **m499** in mixing bowl to make a speed potion. Go to Meltingwolf Hall, **82pl5m3t** and follow auxiliary modes to processing node [J2, underground] and open spell box.

Then shake your bush and go to the pool room. Wait until the champagne toast. Drink potion and play the summer heat on the moodhorn. Remember to **V4mp** the spratz plunger first. Wait one turn and get the Cookie Cutter of Curdle. Go back to the ancient lab, attach cutter to appliance and perform the ceremony.

**THURSDAY: BARMEDIA
IN HEAVEN**

Go up to your room and get your stuff. Go to the president's quarters, open dresser and get frock. Go to the appliance and turn dial to 4. Create your dream woman to whatever specifications you wish. Her name is Eve. Give frock to Eve. Open all the reagents.

Make copper by putting iron in bowl, pouring orange fluid in bowl, pouring green powder in bowl twice, pouring gray flakes in bowl, waiting 10 minutes, and then pouring brown flakes in bowl. Tell Eve to follow you and give her the pellet and the bush.

Leave campus and go east until you get to Barmaid University (BU). Go south into the plumbing supply shop and give coupon to proprietor. Go into BU and get floss and tablecloth from the northwest and northeast. Go into Heftysum Hall, give floss and tablecloth to Eve. Go out (Leaving her there). **P392k9** sapling, climb the tree, **F4gw1ck1** steam and fix the plumbing. Go west, unlock door with the dormroom key. Go in and get the invitation. Go out of the house and north to the social hall. Wait until Eve enters and give her the invitation. Tell her to **c7499 c4784n**. Put pellet in punch. Leave and get the Garter Belt of Gekko. Go back to appliance and attach garter to it. Another day ends.

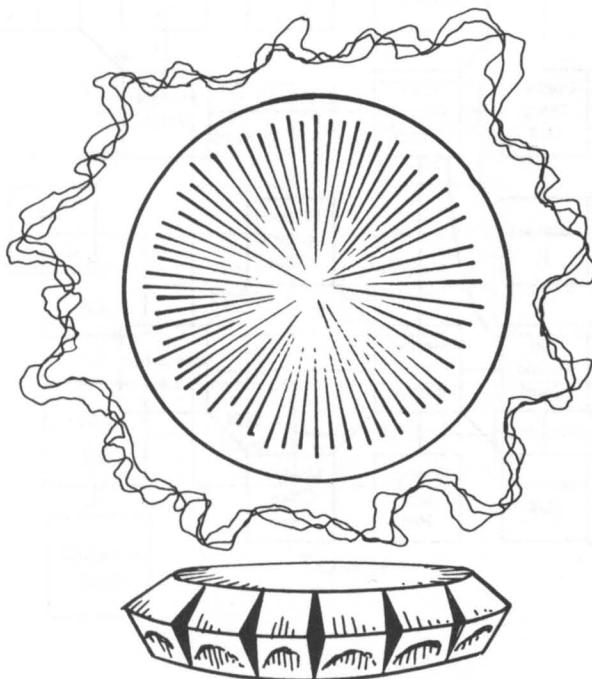
As always, go up to your room and get your stuff. Go to the appliance, and set the controls for 5, J, 3. *Do not leave the machine!* You will be turned into Professor Moldybreadcrust. Leave campus and continue west until you get to town. Go north to the shrine and **82pl5m3t**. Exit the shrine after picking up the **Kw2lp** spell and the coins. Go into the tavern and give coins to Lola (the one girl in the game who is neither cheap nor easy). Go to the market, give ticket to guard and enter the palace grounds. Wait until the queen passes by and **m44n** her.

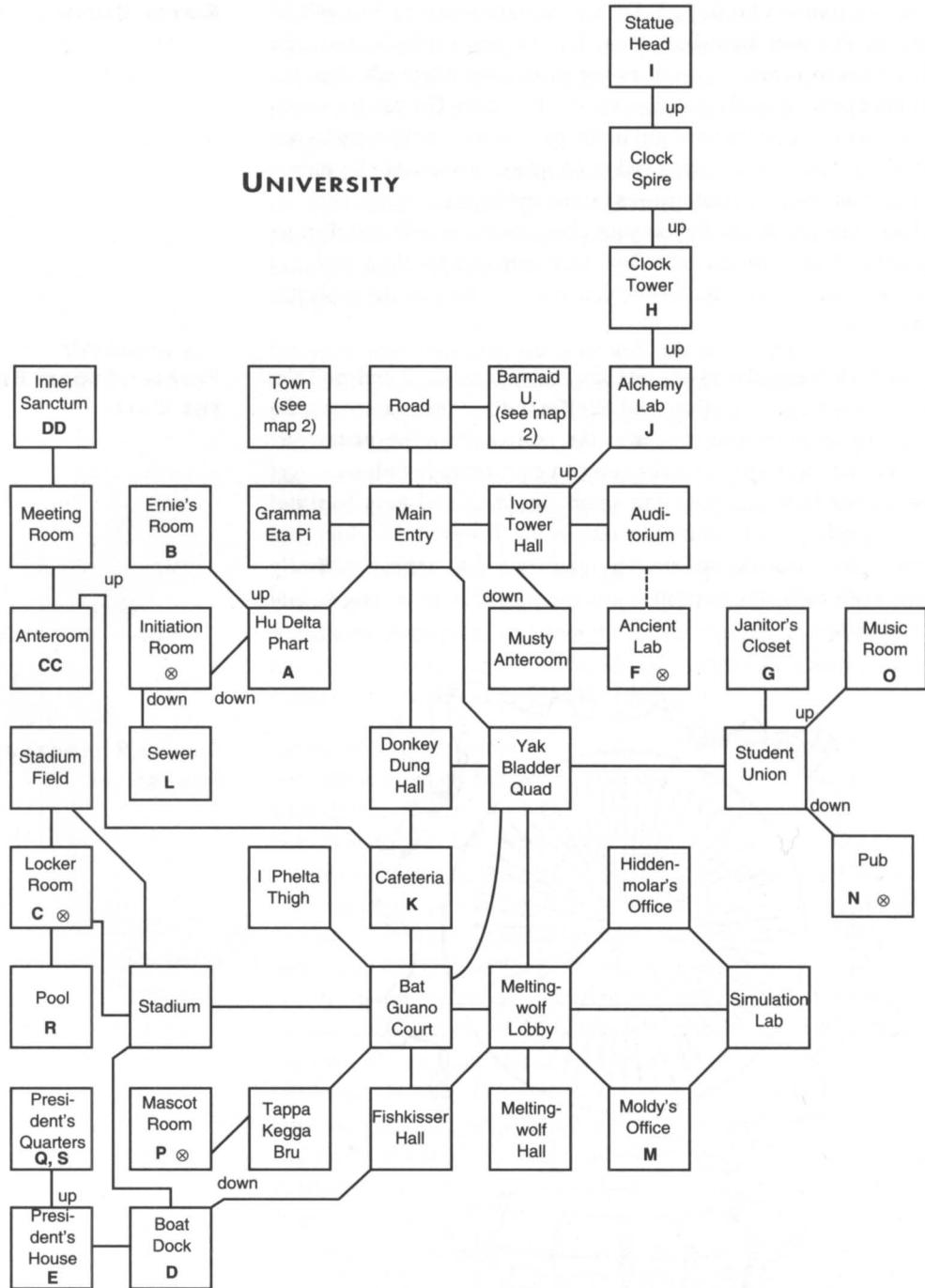
This lands you in jail. Put on your cloak, drain the sink and then fix it. Close the drain, turn on hot water, wash coin and **Kw2lp** it. Agree to her wishes, and get the wand before you leave. Go back to the appliance and attach the wand.

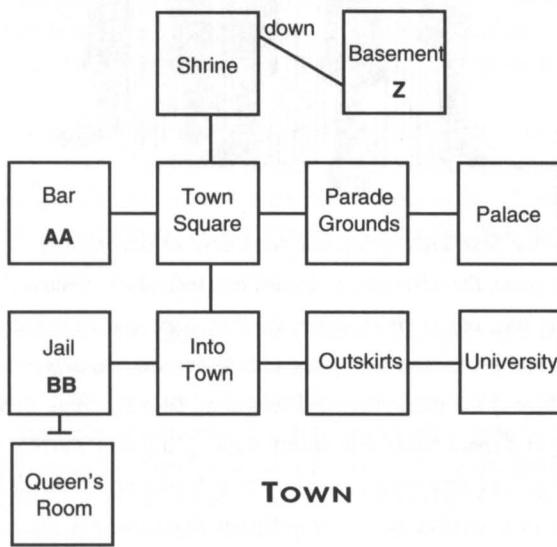
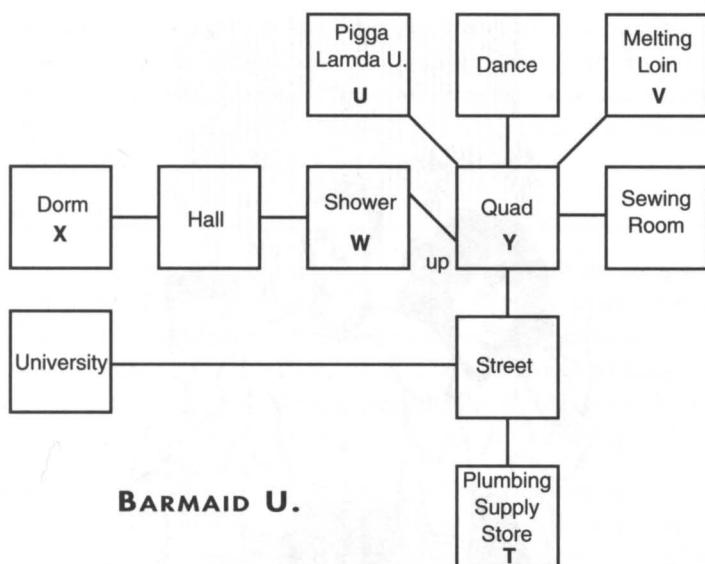
Wait until Hiddenmolar gloats. Set the machine to G, 7 and pull the lever. Go outside, get everything and **82pl5m3t** down into the sewers. Go into the trustee anteroom and press the button. Push the pastry cart north into the inner sanctum. Put body on cart, cover it with sheet, get portrait, shake bush and push cart south. Get the wand from Joey and continue pushing cart south. Go into Ivory Tower auditorium and **82pl5m3t** down into the ancient lab. Attach wand to appliance, **Kw2lp** portrait, push body into appliance, use the appliance on setting 6, pull lever and get out.

FRIDAY:
ROYAL BLUSH

**FINALE: STORM BEFORE
THE CALM**





**MAP KEY**

- A Trophy case, sextant, Piseks spell box
- B Envelope with letter
- C Gym bag
- D *Deplumit* spell box
- E Ancient lab key (given by professor)
- F Sorcerer's appliance with attachments
- G How-to book with coupon, *Whoosh* spell box
- H *Fogwacka* spell box
- I Bender
- J Alchemical supplies with mixing bowl
- K Casserole with larva
- L Locator goggles
- M *Shinko* spell box
- N Pellet
- O Moodhorn with manual
- P Babar (*Tappa Kegga* Bru's mascot)
- Q Harness
- R Cookie Cutter of Curdle
- S Frock
- T Plumbing tool (given by owner)
- U Floss
- V Tablecloth
- W Dormroom key (given by girl)
- X Invitation
- Y Garter Belt of Gekko
- Z *Kwelp* spell box, coins
- AA Parade ticket (from Lola)
- BB Wand (given by queen)
- CC Pastry cart, push button
- DD Body, portrait
- ⊗ Sewer lid

STAR TREK: 25TH ANNIVERSARY

TYPE

Animated
Adventure/Simulator

DIFFICULTY

Intermediate

SYSTEMS

MSDOS (640K, color monitor, 10 MHz or faster and hard disk required; EGA, V256-color VGA, TGA; Ad Lib, Audio Pro Spectrum Sound Blaster, Roland)

COMPANY

Interplay



Countless computer games have been based on the Star Trek series, but none have so convincingly captured the essence of Trekdom. For the first time in such a game, the adventure is divided into individual missions that convey the feel of episodes on the TV show. Some are long, others short. Some dwell on logic and technically oriented puzzles, others on interacting with people and aliens. Missions take place planetside, which is depicted with full-screen graphics as in a Sierra game, on the bridge of the Enterprise, and sometimes on other ships. Between each mission, you, as Kirk, command the Enterprise in a space battle with enemy ships — a simple starship simulator. Your crew grows more capable with each victory, and they must do well in these battles before they'll be able to complete the final mission. Pointer icons, like in Chamber of the Sci-Mutant Priestess, are the basis of the convenient interface. Graphics are choppy and grainy at first, but the colors are intense, and you will appreciate the animation more as you grow more involved with the story.

GENERAL TIPS

In each room you enter, examine everything, talk to each member of your beam-down party and use tricorders on everything. In space combat, don't race around at top speed. The trick lies in leading the target — try a speed of two or three, let them pass you by, and you can get off a lot of shots as they go in front of you.

WALKTHROUGH

After the battle with the starship, orbit the planet. Consult the computer about Acolytes of the Stars, Nikolasi and Robert Angiven. Beam down to the planet. Talk to Angiven: 1. 1. 1. E. Talk to Brother Stephen. Use medical tricorder on Brother Chub. W. N. Use stun phaser on Klingons. Use tricorder on Klingons. Get Klingon hand. N. Use tricorder on berries. Get berries. Return to chapel. Use berries on Stephen. Go to lab.

Use berries on Stephen. Use berries on molecular synthesizer. Use Spock on computer. Use display: 2. Go through all descriptions of display items. Pick up case. Pick up twisted metal. Return to chapel. Use **f19k** on Chub. Talk to Chub and Grisnash. Return to berry bush. N. Use tricorder on door and boulders. Shoot boulders with full power phaser (starting with the boulder at the top left and moving right) until the man is exposed. Use medical bag on man. Talk to man. Use hand on panel. Return to lab. Use hand on Stephen. Use hand on workbench. Return to boulders. Use hand on panel. N. Use tricorder on machines and panel. Use panel with dials. Set dials so each row of lights has only one light glowing. 2. 2. Use tricorder on alien. Use twisted metal on alien.

After the battle with the pirate ship, enter orbit. Hail ship (using Uhura): 1. 2. 1. Talk Spock. Consult computer about Masada (noting override code), Elasi and Cereth. Select Uhura. Send prefix code. Transport. Use medical bag on crewman. Pick up transmogrifier. E. Pick up mangled equipment. E.

Use stun phaser on two guards. Use tricorder on panel and bomb. Use wires (below panel; Spock will disarm). Use panel. Pick up wires and bomb. Talk to hostage and note location of secret switch. W. S. Use **9p4ck** on transporter controls. Use full power phaser on welder. Use welder on metal scraps. Use comb-bit on transmogrifier. Use transmogrifier on transporter controls. Use **w372** (from **b4mb**) on transporter controls. Use transporter. Talk to Cereth. 1.

DEMON WORLD

Lab and Boulders

HIJACKED

Brig

**LOVE'S LABOR
JEOPARDIZED**

After the battle with the Romulan ship, talk to Spock. Consult computer about Ark7 and Marcus. Hail ship (Uhura). Transport. Examine computer terminal. Use tricorder on computer panel. Use McCoy on computer panel (twice, going through all chemical entries). NE. Examine all. Use cabinet. Pick up antigrav unit. E.

Research Lab

Examine all. Use refrigerator. Pick up culture dish. Use dish on culture chamber. N. Pick up wrench. Use service access panel. Use **w72nch** on N₂ tank. Use **1nt3g71v** on N₂. Use wrench on engineering access panel. Pick up insulation. S. Use insulation on distillator. NW. Use wrench on gas feed (on top of H₂/O₂ tanks). Put distilled insulation in synthesis chamber. Use machine (makes Romulan laughing gas). Take laughing gas. Use wrench on gas feed. Use **1nt3g71v** on O₂ tank. Use N₂ on tanks (replacing O₂). Use wrench on feed (turning gas back on). Use machine (makes ammonia). Pick up ammonia. E. Use ammonia with nozzle (beside culture dish).

Vent

Use McCoy with machine (holding dish and ammonia). Take cure. NW. Put cure in synthesizer chamber. Use machine. Take syringe (from synthesizer chamber). Use syringe on Spock. E. N. Use wrench on vent. Use **74m5l1n 115gh3ng g19** on vent. S. Use ladder. Use syringe on Romulans. N. Use Marcus (unties ropes). Use syringe on Romulan leader. Talk to Romulan leader: 2.

ANOTHER FINE MESS

After battle with pirate ships, talk to Spock. Consult computer about Harrapa, Mudd. Transport. Talk to Mudd. Use tricorder on spheroids and energy device in boxes. Pick up spheroid, energy device and glass lens on floor. Use **l2n9** on energy device. Use device on anything. N.

**Weapons Room,
Med Lab and Mudd**

Use Spock on blue button on control panel. Use Spock on purple button on panel. 2. NW. Use tricorder on control console platform (yellow ball). N. Pick up tool on right side of controls. Use tricorder on control panel. Use Spock on control panel. SW.

Use Spock on control console platform. Use tricorder on control console platform. Use Spock on control console platform (displays alien). Use spheroid on control console (downloads info). N. Use Kirk on control panel. Check communications: 1. Use Spock on control panel: Sensors, Navigation & Engineering.

SE. If Mudd's not there, leave and re-enter. Use Spock on Mudd. Pick up vial from Med cabinet. Use **v31l** on monitor station panel (below cabinet). Use med bag on Mudd. Go to computer library, re-entering if Mudd's not there. 2. Talk to Mudd. E. S. S. If Mudd's there, 2. Examine lifesupport, then use tricorder on it. Use **t44l** (from **b738g2**) on life support. Go to bridge. Use control panel. Communications. 3. 2.

When Klingon cruiser appears: 2. 1. Orbit planet. Consult computer about Zamphor and Digital. Transport. Talk to Quetzalcoatl: 1. 2. 1. Pick up rock. Use rock on hole. Pick up snake. Throw rock at left vine (knocking it partially down). Throw rock at vine again. Climb vine. W. W. Use **9n1k2** on Tlaoxac. Use **9n1k2** on Kirk. Pick up dagger. W. NW. Use tricorder on **w1t27**. Use guard on log (making him cross it). Cross log. W. Use **81gg27** on dilithium crystal. W. 2. 2. 3.

1. 1. At trial, walk to center of room. 1. 1.

Use tricorder on entry coder. Use communicator: 2. 1. Use full power phaser on ground. Pick up wooden rod. Use rod on molten iron. Use rod on energy creature. Use Spock on entry coder (you automatically go west). Pick up all three green gems. Put them on the three holes on the pedestal. When light of knowledge comes on, walk into yellow light. 3.

Orbit. Hail (Uhura). Consult computer about Proxima, Proxtrey, Lucrs, Sofs, Scythe and base numbers. Transport. Pick up rocks. N. Use Spock on number lock. 10200 (base number for 99). N. Use tricorder on computer terminal. Use Spock on terminal. Use Spock on writing on door. Use Spock on lock. 122 (base number for Scythe). N. Use tricorder on closed door and keypad. E (on screen, N on map).

Use tricorder on drill control panel (twice, programming the drill). Use box. Get wire (in box). Use Spock on control panel. Setting 100. Use rocks on template (carved in stone by drill). Use Spock on control panel. Setting 001. Get keycard (from template). W (on screen, S on map). Use keycard in keypad. N (on screen, W on map). Use tricorder on all three computers. Use Spock on left and right computer. Use wire on left (or right) computer. Use Spock on left computer.

Before beaming over to destroyed starship, 2. On its bridge, use McCoy on crewman. Use tricorder on ship control panels (gives record report). Use tricorder on captain's chair (gives log). S (to sickbay). Use medical tricorder on woman. Examine and talk to woman. Use communicator. 1.

1. 1. 2. Save (or you'll be sorry).

After raising shields and activating weapons, immediately set speed to 2 or 3. The duplicate Enterprise, instead of always staying on your tail, will be forced to circle you, allowing you time to get some great shots. Try to hold position, even when two pirate ships appear. If you take too much damage, restore the game until you get the hang of it. Once you blow the fake Enterprise up, go to top speed until Scotty repairs major damage. The remaining pirates shouldn't be any big deal.

FEATHERED SERPENT

Back on Ship

On Planet

THAT OLD DEVIL MOON

Drill Room

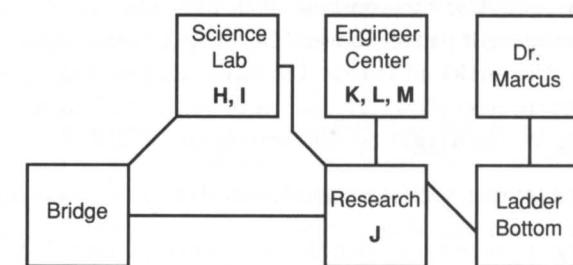
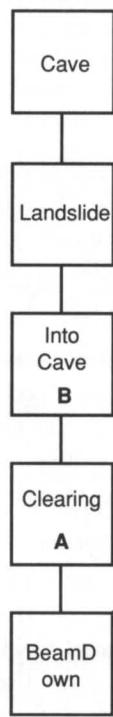
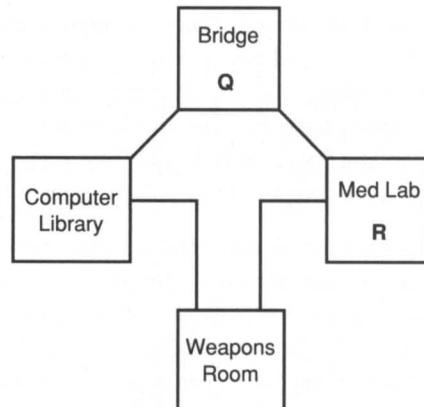
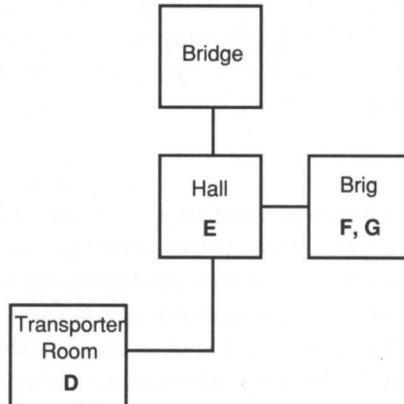
VENGEANCE

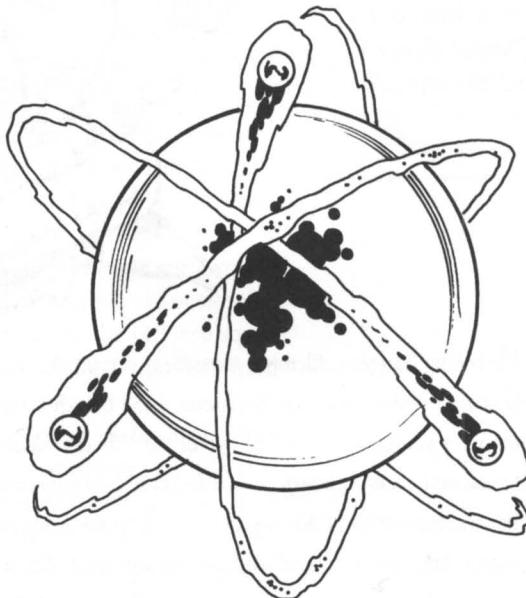
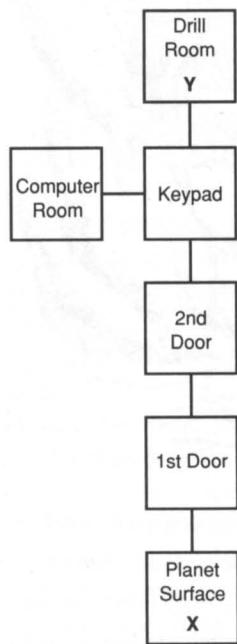
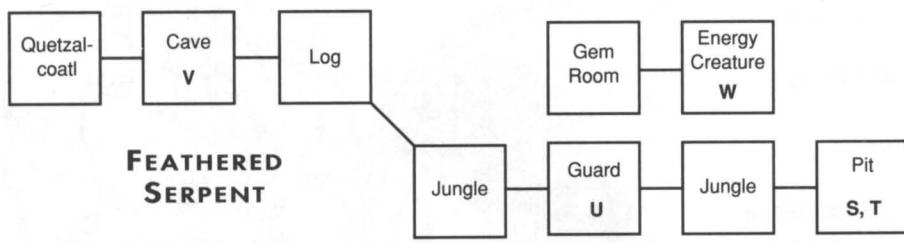
Back on Enterprise

FINAL BATTLE

MAP KEY

- A Hand
- B Berries
- C Twisted metal
- D Transmogrifier
- E Mangled equipment
(metal scraps, wire
scraps, phaser welder,
useless phasers)
- F Wire
- G Bomb
- H Antigrav unit
- I H₂ and O₂ tanks
- J Culture dish
- K Wrench
- L Insulation
- M N₂ tank
- N Spheroid
- O Energy device
- P Glass lens
- Q Tool
- R Vial
- S Rocks
- T Snake
- U Dagger
- V Dilithium crystal
- W Wooden rod
- X Rocks
- Y Wire

**ANOTHER FINE MESS****HIJACKED**



ULTIMA UNDERWORLD: THE STYGIAN ABYSS

TYPE

Fantasy Roleplaying

DIFFICULTY

Intermediate

SYSTEMS

MSDOS (386-SX, 386 or 486 required; hard disk, expanded memory manager, 256-color VGA and two megabytes of RAM required; Roland, Ad Lib, Sound Blaster, Sound Blaster Pro)

COMPANY

Origin



This ground-breaking dungeon dilemma introduces startlingly realistic 3-D technology in a quest that drops you off in a virtually virtual realistic maze in Britannia. Lord British is nowhere in sight, so don't look to him for help as you struggle to rescue a young woman from Tyball the Vile and deal with a particularly nasty demon. While the first-person, 3-D view and click-on interface was inspired by Dungeon Master and is reminiscent Eye of the Beholder, Paul Neurath's interpretation of this concept takes Ultima Underworld leagues beyond these and similar games.

The dungeon takes on a natural and convincing sense of depth and dimension as you explore its eight levels to track down eight talismans and solve a variety of logic puzzles with clues provided by NPCs' dialogue and in descriptions of assorted objects. Spooked by random noises and footsteps, mesmerized by the 3-D look and feel of the dungeon and its denizens, you'll soon forget you're playing a game. Character interaction with an assortment of NPCs is conducted with numbered menu selections and contributes to the story and the action. The mouse-oriented interface (not necessary but recommended) makes juggling objects and weapons easy, and you can actually type notes directly on the auto-mapping display. Playing nearly 100 adventures a year is not as much fun as most people think — but occasionally you get to play something like Ultima Underworld, and that's what makes it all worthwhile.

WALKTHROUGH

After completing the tutorial in the game's manual to find the red key, a runebag and other items, go west of Bragit and jump north over the chasm. Use the red key to unlock the door to the outcasts' area and talk to everyone, especially Gulik and Hagbard.

Go back to the room with the silver plant and enter the secret door on the east side of room. Head east and jump over the chasm. Push the button there and enter the door to visit the Shrine room. You must jump to reach the Shrine room, then use the Shrine and chant a couple of mantras. Jump into the water.

Emerging from the water, walk up the slope at the southeast corner of this level. Go north through the hall, smash the door and slay the acid slug. Get the gray key in the room to the south and peer into the Orb where you killed the slug.

Outside the room with the silver plant, enter the locked door to the north, stroll down the hall to the bridge and wipe out the renegade green goblin. Look in the window nearby. From that central area, go west to the green goblins' portcullis. Drog lets you enter. Then move north along the ledge until you find Vernix, the green goblins' king, in this level's northwest corner. Also speak with his bodyguard Lanugo, who is nearby. In fact, talk with Lanugo first and learn his recipe for Rotworm Stew. Be flattering when you talk with Vernix, and you'll get lots of useful information.

Go back to the central area. Cross north over the bridge and explore the gray goblins' area. Speak with Queen Retichall to get permission to talk with King Ketchaval. Talk to the king, then enter the cell due south of where you meet Ketchaval. This is the cell where Bragit was held prisoner. Get the note and the pole.

Return to the entrance to the gray goblins' area. Walk north, then west. Find the secret door on the north wall, and you can access a healing fountain behind it. Go south, then west of the healing fountain until you find a door that leads to the spiders' area. Here you can get the spider thread you need. Just go west over a bridge and slay the spider. Return to the gray goblins' area, talk to Jaacar about the privy, and jump in it to reach Level 2.

Swim south and head up the ramp to the north. Continue north and west, battling the goblins. Then go south to the junction area and head to the west end of this hall until you reach a portcullis that marks the entrance to the mountainfolk's area. Brawnclan will let you enter.

Go southeast into the mountainfolk's area, and west into the throne room. Talk with Goldthirst. Offer to slay the gazer, but don't try to do so

LEVEL 1: OUTCASTS AND GRAY GOBLINS

LEVEL 2: MOUNTAINFOLK AND GOLDHIRST

yet. Give some gold to Goldthirst, and you'll get a password that will enable you to get past the guard to his hoard. Look, but don't touch.

Now head for the mines. First go to the box-shaped hall in the center of the maze, walk south and go through the door half-way down the east side. Inside the mine, follow the south passage, turn right, then left, cross the bridge, turn left, cross another bridge and keep going until you meet Shak. He'll talk your ear off about the shield and sword, but will also repair things for you.

Leave the mines and return to the south passageway, then head north toward the center of the maze. Before you get there, go down the first hallway on the right and slay the giant spider. Get the key and go to Goldthirst's room. Next, go to the southern end of the passage leading to Goldthirst's hoard. Use the key to unlock the southern door and get the antique flute, then go clockwise to the far southwest corner of the level. Use the key on the door and go down the stairs.

LEVEL 3: LIZARDMEN AND BLADE

Read the plaque. Avoid the poisonous plants as you go to the buttons and press them according to the plaque's instructions. Enter the door on the east side of the room and go east into a big corridor that goes north. Go north over the bridge, through the first door, and go left. Go through the first arch on the left to enter the jail.

Switch back and forth between speaking with Sseetharee and Murgo to master the lizardman language. Give food to Sseetharee and he'll free Murgo. After freeing Murgo, return to the room where you started the level. Go north through the door and follow the path, crossing three bridges, until you reach a door. Go through the door and bump the wall, which teleports you to another area.

From here, take the first two lefts to get to Zak. Retrace your steps back to the hallway where you were teleported and follow it until it takes you across a bridge in the southwest. Go through the door and then through the first door on the left to talk to Ishtass. After Ishtass tells you about Ossika, return to the bridge and jump east into the water. Go up the slope to the south. Get Ossika's note and read the book, then return to Ishtass to show him the note.

Next, go north across the bridge to the slope, go west and take your first left to the south. Stay close to the wall on your right side. Leap off the cliff and swim northwest between the walls. When you emerge from the water on the west side of the maze, go left (south) and you'll return to the room where you started on this level. Go through the door you opened by pushing the buttons, return to the first bridge you found and jump east into the water.

On the east side of the maze, climb out of the water and move south through the hall. Search the vine-covered wall on the north side to find a

secret door. Inside, pull the lever. Then go to the bottom of the ramp nearby and through the door to get the blade in the southeast corner of this level. You'll also find a Shrine and healing fountain.

Make Rotworm Stew with Lanugo's recipe. Give it to Sethar on the west side of the eastern side of this level. He will give you dragon scales. Talk to Trisch (west side of this level) to learn about the Taper of Sacrifice. In a room north of where you meet Trisch, Ree tells you about a golem. Doris (in a room east of this level's southwest corner) invites you to become a knight. (So do Kyle, Cecil and Meredith.)

Go to the southwest corner and talk with Dorna. Answer truthfully and humbly to pass the initiation. Dorna asks you to find a writ. In the southeast corner, ask Lakshi about Rawstag. Then give a red gem to Rawstag, and he'll open the door. Enter, get the writ and take it to Dorna, who now asks you to recover the Golden Plate.

Examine the gravestone on the west side of the maze, near the spot where you talked with Ree. Pay attention to the colors of the dots on the "i's" on the gravestone. Talk with Biden, who is in the diagonal hall that leads southwest from the big room at the north end of the maze. In the big room, slay Rodrick and get his key. Go through the secret door west of where you killed Rodrick, and use Rodrick's key to open the door to the maze. He lets you in. Then find the secret door at the south end of the maze, solve the lever puzzle with the clues from the gravestones and get the Golden Plate. Return to Dorna, who now presents you with the Standard of Honor and makes you a full knight. Dorna also unlocks the armory door, where you can find armor and weapons.

Locate the diamond-shaped passageway in the center of the maze. Southeast of here you find Marrowsuck. Give him the dragon scales and spider thread. Leave, and return with food, and he'll hand you a pair of dragonskin boots.

Now go south, take your first left and head east to find and speak with Shanklick. Assist her by giving her the kindler, gentler solution to her problem (hold a feast, etc.), and you'll learn about the tombs. On the far east side of the maze you can find a secret door that leads into the tombs. In a room to the north part of the tombs, you find the Haft of Caliburn.

From the center of the maze, go west to talk with Anjor. Go to the east side of this level and converse with Kneenibble (to get the combination). Now enter the mines in the southwest area of this level and get all the zanium. Give it to Anjor, and you'll get a gold nugget. Take both parts of the sword to Shak on Level 2. On the way, stop at Level 3 and barter for Zak's taper, which is really the Taper of Sacrifice.

LEVEL 4: TAPER AND GOLDEN PLATE

LEVEL 5: HAFT AND RING OF HUMILITY

By now you should be strong enough to slay the gazer. Find him on Level 2, in the northern part of the mines where Shak lives. Then tell Goldthirst of your deed (be humble), and you'll get the Gemcutter of Coulnes. Hand him the gold nugget, and he'll give you an axe that will prove handy later on.

Back on Level 4, talk to Derek. He's in a room south of Trisch. Give the gemcutter to him. Go to Level 5 and follow Derek's instructions to solve the Ring of Humility puzzle in the northwest part of maze. Now speak with Eyesnack (in the place where you met Shanklick). Let him use your flute, and he'll teach you a useful song.

LEVEL 6: WINE OF HUMILITY, SHIELD OF VALOR AND VAS RUNE

Go to the southwest part of the maze, where Dr. Owl tells how to get to the Wine of Compassion. If you're a mage, be sure to get a *Flam* rune from Owl. Now go to this level's southeast area, where Bronus asks you to take a book to Morlock. Morlock is in a room southwest of the maze's center. Deliver the book. Tell Morlock you have not slain the hydra, and he'll tell you how to find the Book of Honesty.

Follow Dr. Owl's directions to the academy on Level 6. Pry the tile loose and get the Wine of Compassion. Now enter the secret door near the key-shaped room on the west side of the maze. Jump over the chasm and get the Book of Honesty.

You learn more about the golem from Nilpont, who is in a room east of the stairs on the southwest side of this level. The golem dwells on an island surrounded by lava (look on the southwest side of the maze). You must have the dragonskin boots to cross the lava. Here you can get the Shield of Valor. In a small room on the east side of the maze, Gralwart tells how to solve the *Vas* rune puzzle.

To complete the *Vas* rune puzzle, go to the two banners that were illustrated with eyes (on this level's east side). Run straight into the wall. You are teleported to a pit. Get four of the emeralds, then go up one slope, turn around and look at the bottom. Turn slightly to face one of the walls, and you'll see this is a two-level pit; you can jump up from this spot. After you jump up, go into a corner of the room and face the center. Toss one emerald onto the pedestal from this corner; do this again from the other three corners. Now go back to the bottom of the pit and push the gray button. The *Vas* rune will appear.

Visit Fyrgen in the room south of Gralwart, and you learn about burning incense. In the southwest part of the maze, Louvnon reveals hints about the three-part mantra. Now find some incense, burn it, dream your dreams, and put the letters together in the chronological order of their backgrounds to get your mantra (3n91hn).

At the nearest Shrine, chant the mantra. Go to the next level up and do it at another Shrine, repeating this until you get to Level 3 and have

figured out which room it's in. In the room, use your flute to play the song Eyesnack taught you, and the cup will appear.

Once you have all eight talismans, you are ready to face Tyball. First, go down to Level 7 and talk with Cardon to learn about the medallion. Then head southeast across the river and get the medallion. Show it to everyone as you pass through the checkpoints on your way to this level's northwest quadrant to meet Naruto. Naruto will tell you about a key. To find it, go north into the passage from Naruto and take the first right. Kill the spider and get the key. Retrace your steps and go east of Naruto. Follow this path until you reach the prison in the north.

When you are captured in the prison, bribe the guard to open the portcullis. Then go through the second portcullis and talk to the prisoners. Fintor tells where to find the orb rocks used by Tyball to create his Orb. From Kallistan you can get a crystal splinter necessary to enter the secret tombs. Dantes knows of a secret passage from his cell. Use Dantes' escape route and go east. Find the secret door that leads back to the front portcullis of the prison. Follow the path to the south and the crystal splinter will open the hidden entrance to the tombs.

Go into the first tomb on the left and through the secret door there. Go down the hall and search for another secret door on the north wall. Follow the hallway until you come to a chasm of fire. Go through the door on the other side of the chasm and down the stairs to Level 8, then up the other stairs to the Crown Room.

The imp's clues are the key to picking the correct crown (the one with the inset white gem). Wear the Crown of Navigation, which keeps you on the right path inside Tyball's maze.

Retrace your steps back to the secret door near Dantes' escape route (the one you used to get back to the front of the prison). Go east across the bridge and find the stairway down. Go down the stairs, get some orb rocks and go back to Level 7 using the other stairs. Bash through two doors, cross the bridge (going south) and the entrance to Tyball's maze will be to your left. Wear the Crown of Navigation. Follow the yellow path through Tyball's maze. In Tyball's room at the end, use the orb rocks on the Orb.

Now slay Tyball. Get his keys and liberate Arial. Find the door going down to Level 8, but don't go there yet. Sleep, and you'll get lots of useful information from Garamon.

To acquire the Three-Part Key, go to the prison on Level 7. With Tyball's key, open the door to the maximum-security area. Then you can reach the northwest part of this level, where Bolinard gives you a picture of

LEVEL 7: LOOK OUT, TYBALL!

TYBALL'S MAZE

THREE-PART KEY

Tom. Smonden, who is in the area, has the key to the door where the Key of Courage lies. Gurstang, also nearby, has a code word (Folanae) for you to give to Illomo.

Go through Dantes' escape route again and jump to the northern ledge, then use Smonden's key and go up to Level 3 to get the Key of Courage. Now go to Level 5. Judy (in the middle of Level 5's southern perimeter) wants the picture of Tom. When you give it to her, you can get the Key of Love.

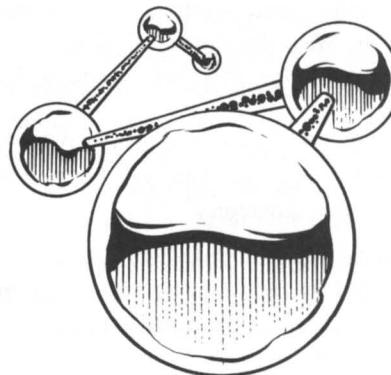
Go to Level 6 and see Illomo in the west part of this level's central area. Say the code word (Folanae), and he'll tell you to what to do next. Go to the library on the northwest part of this level and do so. Notice the book also mentions the word "Fanlo." Say "Fanlo" at a Shrine, and the Key of Truth will appear. Combine the three keys, and you'll have the Key of Infinity.

LEVEL 8: THE ORB AND I

Now you must bury Garamon's bone. First talk to Carasso on the northwest side of Level 8. (To reach him, go north from the stairway on the southeast part of this level, and take the fifth turn to the left. Carasso will offer many hints and give you a key needed to get to the Chamber of Virtue.)

With Carasso's tips, you find the bones in the southwest part of Level 8. Bury them in the tombs on Level 5, on the northeast part of this level. Say "**t1l39m1n**" and "**v4lc1n4**" to Garamon's ghost, and he will tell you how to banish the demon (by throwing the **t1l39m1n9** into the **v4lc1n4**).

Descend to Level 8. Use Carasso's key to unlock the door on the east side and the Key of Infinity to unlock the door to the Chamber of Virtue in the center of this level. One by one, throw all eight talismans into the volcano. You'll be teleported into yet another dimension. Run down the green path and through the green Moongate, and you'll escape to Britannia, trapping the demon in the other dimension.



VENGEANCE OF EXCALIBUR



The sequel to *Spirit of Excalibur*, this quest takes place in Iberia, an area that today comprises Spain and Portugal, and employs a similar "point and slay" interface. Your goal is to slay the Shadowmaster, reclaim King Arthur's treasure and prevent the Moors from conquering England. Graphics are excellent. Both the onscreen map and the one included with the game feature stunning detail. The music is beautiful, and the game makes the most of the latest sound boards.

When it comes to combat, this is really two games in one: a strategic game in which you and three hired mercenaries travel the peninsula to defeat armies, and a tactical game in which the knights fight enemies one-on-one. When a knight wins a battle, he waits for the other knights to win or die before going back into battle, and getting the right knight in the right place is instrumental to victory. Exploration and object-manipulation are also part of the quest, though hack and slash is the name of the game.

TYPE

Fantasy Roleplaying

DIFFICULTY

Intermediate

SYSTEMS

MSDOS (640K required, hard disk, mouse and 10 MHz or faster recommended; EGA, VGA/MCGA, Tandy 16-color; Roland, Ad Lib, Sound Blaster, Covox, Tandy three-voice)

Macintosh (two megs)
Amiga (one meg)

COMPANY

Virgin

GENERAL TIPS

If something doesn't work, try it again: often you must click on just the right spot in order to obtain the indicated effect. When you need more money, roam around slaying monsters (except in the final episode). The game is easy to map, so none was provided for this solution.

Talk to everyone, especially the Gypsy, for hints, clues, information, quests and direction. If being pursued or if the road ahead is dangerous, leave the road or go around danger. If wounded, have Nineve cast *Healing*. Her spell points will return to maximum at the beginning of each episode. She can also be returned to maximum at the Well of Souls. Send her there alone and cast *Repletion*. Make sure you search all dead bodies for gold and keys.

KNIGHTS

Pick Lancelot first to be your leader. Then pick Edward, Brandiles and Bors. All are already equipped with broadswords, helms and shields. Brandiles has 100 gold besants. Bors has the Blessed Cross which will resurrect dead knights, but only if you use it *before* exiting the scene in which the knight died.

WALKTHROUGH

EPISODE ONE

You arrive in Bayonne. Move south and hire Roland. Continue south to Pamplona. You meet Diego Garcia. Accept his offer. You are transported to the Tunnel of Dwarfs. Work your way to the northeast but check out every room for gold. Kill the dwarfs as you go. Leave tunnel. Move west to Leon and hire Duke Lupo. Continue west to Santiago and win battle. Enter Santiago. Enter right building and kill Breuse's spectre. Get bird. Get Gauntlets of Power. Have Lancelot use the gauntlets. Exit and enter church. Bartholomew gives you your next quest.

EPISODE TWO

Go south to Evora. When Duke Lupo demands payment, dismiss him. Talk to the leper. Give him five besants. Exit and go to hospice slightly to the northeast. Get the lamp. Drop the bird. Use the lamp. Have the djinni cast *Rara Avis*. Go northeast to Alcantra. In church, have Nineve cast *True Sight*. Get the bell. Return to Santiago and give the bell to Bartholomew for 600 besants.

EPISODE THREE

Go outside the City of Brass and talk to Al-Mansur. Find and hire Enrico (near Monzon). Go to Barcelona. Fight battle. Enter city. Move up and to the right until you come to a door with an herbalist outside. Buy the wine bottle from her. Use the bottle to get the cork. Enter door and buy the silk carpet. Go to City of Brass. Drop carpet. Use lamp. Have djinni cast *Flying Carpet*. Activate front of carpet. Then move west to room with

door. Go through door. Fight a battle with a skeleton. Use cork on bottle containing evil djinni. Go east and get Helye's book.

Go to Salamanca and have Ruy Diaz join you. Go to Kurtuba (before Al-Mansur arrives). Go left and enter house (Diaz has key). Enter hole to go to catacombs. Go north, then west from dungeon to find key to free Breuse. Help Breuse and follow his directions. Have Landoine join you. Go east, east, south, west, north through door. Go east (Landoine has key). Get the helm and shield (Breuse will steal the shield). Have Lancelot use the helm.

From Logrono, with army provided by King Alfonso, go to Valencia and help them. Go to Tuliatala and battle Al-Mansur's army. Enter city and (after you have slain Al-Mansur) talk to Miguel Salaman in weapons shop. Go east to Al-Mansur's room. Kill him. Get Excalibur. Have Lancelot use Excalibur.

Use travel icon to go to island of Malorica off southeast shore (ship will appear). Go to dragon's cave to northeast. Find and kill the dragon. Get the knife and dragon's teeth from him. Go to Valencia. Enter and go east until you find a street to the north. Go north until you come to Jose's Inn. Enter and climb steps to west. Give Diego the lamp. Get the meteoric iron. Go to Tuliatala. Have Nineve use Helye's book. Have Nineve cast *Vindictus* spell. Enter weapons shop.

With the Sword of Vengeance and dragon's teeth, which can be used to create skeleton soldiers, go to the Enchanted City (northeast of Kadiz). Go north, north, east, east, north, down. Go east, north, west, up, north. Enter gate. Go east. Enter northwest room. Go north and kill the wizard. Go east to get the bronze key and the Citadel scroll. Go west, west to courtyard, then east until you find locked door. Unlock with bronze key. Enter cell and give knife to girl. Talk to her until she tells you about the hidden passage. Leave cell to west. (If you continue west at this point you'll have to fight the fell beast — bad news.) Go north, west, northwest, east, then east through hidden passage. Kill Breuse and get the shield. Have Lancelot use the shield. Have Bors use the Citadel scroll. Go east. Kill the Shadowmaster. Get the Holy Grail.

EPISODE FOUR

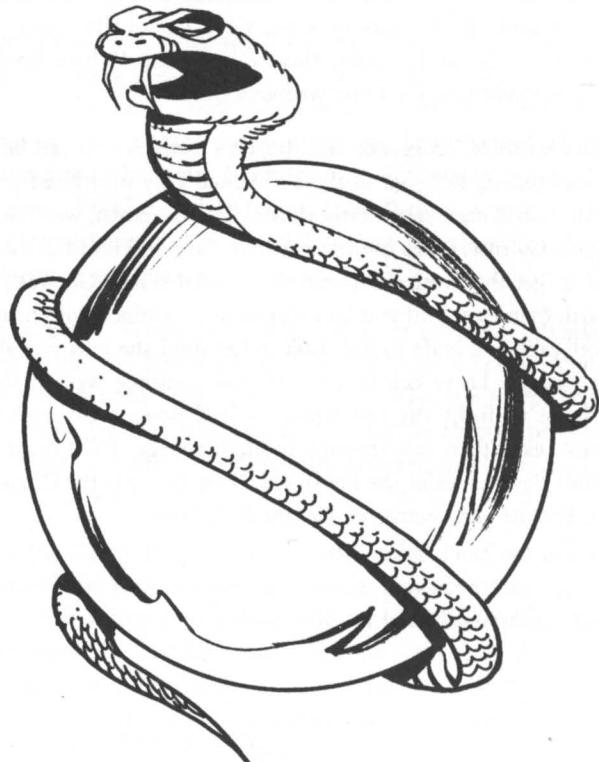
EPISODE FIVE

EPISODE SIX

EPISODE SEVEN

LOCATIONS OF KEY OBJECTS

Blessed SwordBors (at start of game)
Gold and keysDead bodies
BirdBreuse's spectre (Santiago)
Gauntlets of PowerBreuse's spectre (Santiago)
LampHospice (Evora)
BellAlcantra
Wine bottleHerbalist (Barcelona)
CorkUse wine bottle
Silk carpetBarcelona
Helye's bookCity of Brass
Key to free BreuseCatacombs (Kurtuba)
ExcaliburAl-Mansur's room (Tuliatala)
Dragon's teethDragon's cave (Malorica)
KnifeDragon's cave (Malorica)
Meteoric ironJose's Inn (Valencia)
Bronze keyEnchanted City (northeast of Kadiz)



ULTIMA Underworld The Stygian Abyss

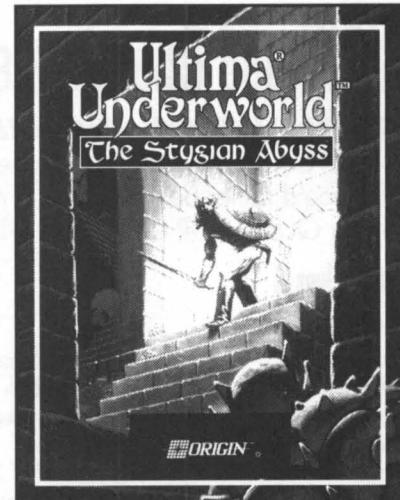
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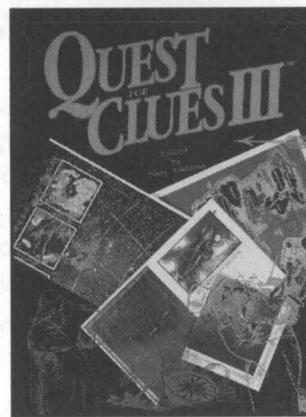
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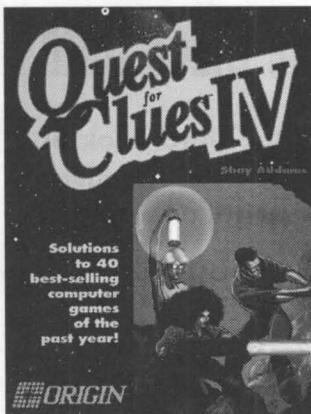
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- Battletech
- Centauri Alliance
- Chamber of the Sci-Mutant Princess
- Champions of Krynn
- Circuit's Edge
- Codename: ICEMAN
- Conquests of Camelot
- Curse of the Azure Bonds
- Déjà Vu II
- Dragon Wars
- Drakken
- Fish
- Future Wars
- Gold Rush
- Hero's Quest
- Hillsfar
- Hound of Shadow
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