Apple II Computer Documentation Resources

WALK THROUGHGS FOLDER

www.textfiles.com/apple/
18 September 2000
### CATALOG

<table>
<thead>
<tr>
<th>Name</th>
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<td>Apple II Computer Info</td>
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Apple II Computer Documentation Resources (a2_docs_walkthroughs.msw)

WALK THROUGH FOLDER -- www.textfiles.com/apple/ -- 18 September 2000 -- 2 of 257
<table>
<thead>
<tr>
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With the introduction of the Apple II family of computers, the wonders of programming, communicating, and just plain geeking out became affordable for an entire generation of budding enthusiasts and their families. By the end of the 70's an entire culture had risen up around the Apple II, and the energy of thousands of hardware and software hackers went into learning every last op-code and settable switch within the machine.

It can't be discounted that Apple's successful foray into the educational market resulted in schools countrywide brimming with Apple IIs, and social groups collecting around the labs after school hours. All manner of things happened there, some documented below.

These files range from explicit memory maps of the Apple II to long tutorials on how to "crack" games, that is, remove all copy protection and make the game easier to distribute between other pirates.

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<td>Walkthroughs of Apple II Specific Adventures</td>
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<td>How to get Speed out of your HST and HST Dual Standard Modem on an Apple IIGS</td>
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<td>Technical notes for Advanced DeMuffin II, a cracking tool</td>
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<td>aecomman.app</td>
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<td>Method for detecting the &quot;Cyberaids Virus&quot;, by The Chemist</td>
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<td>Passwords for Alien Mind, by The Undertaker and the Vandal</td>
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<td>cheat.app</td>
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<td>How to kick butt with AE Macro Action</td>
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Apple II Computer Info

memory.txt 12020 An Apple Peek Poke, Call List
miffins2.txt 1421 How to use Demuffin Plus
ml.part.i 5680 The Machine Language Tutorial Disk by Dr. Firmware
ml.part.ii 5370 The Machine Language Tutorial Disk Part II by Dr. Firmware
ml.part.iii 5627 The Machine Language Tutorial Disk Part III by Dr. Firmware
ml.part.iv 4970 The Machine Language Tutorial Disk Part IV by Dr. Firmware
ml.part.v 5703 The Machine Language Tutorial Disk Part V by Dr. Firmware
ml.part.vi 5210 The Machine Language Tutorial Disk Part VI by Dr. Firmware
oneguy.txt 1408 Hey, If You Pirate the Game, Don't Call Tech Support
oo.world.info 3206 The Magnet Previews Out of This World GS
opcodez.app 2811 Various Apple Opcodes
param2.app 16201 Parameters of Nibbles Away II for various software packages
peekpoke.app 21120 A really large collection of Apple II PEEKs and POKEs
peeks.pokes 2957 Description of the differences between CALL, PEEK and POKE in Applesoft
peeks.pokes.1 6166 Collection of Apple Peeks and Pokes
peeks.pokes.2 4396 Collection of Apple Peeks and Pokes in the Zero Page Area
peeks.pokes.3.114869 Apple Peeks, Pokes and Calls List Version 2.1 by The Enforcer (May 1984)
peeks.pokes.3.25377 Miscellaneous Applesoft Information, by Control Reset
pitfall2.txt 2176 Soft Docs for Pitfall 2: Lost Caverns
pm2600.app 3045 The Poor Man's 2600 Hertz by Sir Briggs
pokelist.app 19769 A really large collection of Apple II PEEKs and POKEs (Duplicate)
quick.draw.3 5122 Quick-Draw Adventure Mapper by Sherlock Apple (Part III)
quick.spells 3256 Quick-Draw Adventure Mapper by Sherlock Apple (Spells)
secretk.app 6956 Secret Keys: Little easter eggs and news about Apple II games
softkey 21083 Softkey Unprotections for a Variety of Commercial Programs
trace2.app 11562 Mr. Xerox' boot tracing, volume I (badly converted)
usr.16.8k 85773 The Info File on the USR Robotics 16.8k Model 1986 Seminar on "Macintosh in Film and TV Production"
vidomac.app 33057 1986 Seminar on "Macintosh in Film and TV Production"
vtx100 3685 DEC VT-100 Compatible Cursor Command Sequences
wings.fury.cht 606 Cheat to Wings of Fure
wizardry.4.info 3012 Advice about playing Wizardry IV
xmodem 21581 XMODEM Protocol Reference, by Ward Christensen January 1, 1982
ymodem.s 13048 YMODEM Source Code for GBBS by Mike Golazewski or Greg Schaefer
zmodem.gbbs 7045 The Addition of ZMODEM to GBBS!
Apple II Computer Info

There are 98 files for a total of 1,155,472 bytes.
There are 3 directories.

If you wish to have the entire directory conveniently archived and compressed into one file, please download either apple.tar.gz (6130920 bytes) or apple.zip (6496886 bytes) instead of all the files separately.

###
abyssal.solve Solution to The Abyssal Zone by Salty Software, by Aleister Fiend
adventureland Solution to "Adventureland" from Scott Adams, by Davy Crockett
alpine.nountr How to Solve "The Alpine Encounter"
amazon The Complete Solution to Amazon! by Disk Master, Sea Dog, and Micron (1984)
bards.iii.solve Solution to Bard's Tale III by King Dan
bards.tale.3.ed Bard's Tale III Cheats and EDIRs by Spider Man and One Stooge
birth.phoenix Solution to "Birth of the Phoenix", by The Succumbi
blade.blickpoole How to Solve the Blade of Blackpoole (1983) by the Minds of Moira
captain.cuckoo How to Solve Captain Cuckoo, by The Dragon Lord
carmen.cheat Cheating on Where in Europe is Carmen Sandiego?
castle.wolf.map Castle Wolfenstein Player Map
civalry.map Map for the game "Chivalry"
claymorgue.cstl Solution to "Saga 13: The Sorcerer of Claymorgue Castle" by Sire Merlyn
coveted.mirror Solution to The Coveted Mirror by The Saint
cranston.manor Solution to Cranston Manor by Bsbal the Wise and Michael Decaye
critical.mass Solution to Critical Mass by The Maniac
crowley.manor Solution to The Curse of Crowley Manor by The Crimson Rat
cutthroats Solution to Cutthroats by Green Manalishi
der冶炼 Solution to the game Deadline
death.caribbean Solution to the game "Death in the Caribbean" by Sheree
demon.sforge Walkthrough for Demon's Forge, by Doctor Death
dotc.solve Solution for Defender of the Crown
eamon.s.solve Walkthrough for Demon's Forge, by Doctor Death
great.town Solution to E.T. Comes Back by Copy/Cat of Hi-Res Hackers
hitchiker.solve Walkthrough for Hitchiker's Guide to the Galaxy by the Ghost
infidel Walkthrough for Infocom's "Infidel"
institute Walkthrough for "The Institute" By Ctrl-Reset and The Intern
ejourney.into.da Walkthrough for Journey Into Darkness by Mr. Wonderful and The Necromancer
kabul.spy Walkthrough for Kabul Spy, by Sheree
karateka Walkthrough for Karateka by Syntax Error of T-Men
karateka.2 Walkthrough for Karateka by The Blind Thief
knight.quest.solve Walkthrough for Kings Quest II: Romancing the Throne by Crystal Axe (October 23, 1985)
knight.diamonds Walkthrough for The Knight of Diamonds by The Elven Adventurer
kq3.solve Solution to King's Quest 3 by Kloey Detect
kq3.vol.nums Walkthrough for Kings Quest III
kq3.walkthru Walkthrough for King's Quest III
kukuclan Walkthrough for Kikulcan by The Duke
leather.god1 Walkthrough for Leather Gods of Phobos
leather.god2 The Complete Solve to Leather Goddess of Phobos by Charazz, Mad Hacker, & Obsidian
legacy.llylgmyn Walkthrough for Legacy of Llylgamyn by Alien Aardvark
life.death.solve Walkthrough for Life and Death
llylgamyn.solve Walkthrough for Legacy of Llylgamyn by Alien Aardvark
manhunter.solve Walkthrough for the Sierra Online game "Manhunter"
masquerade Walkthrough for Masquerade by The Big M of 1200 Club
mummys.curse Walkthrough for The Mummy's Curse by ME III
oo.topos.hints Hints for OO-Topos by Miss Piggy
palace.thndrlnd Walkthrough for Palace in Thunderland by Chip Hayes
pitfall Solution to Pitfall II by Screaming Lord Byron
qm.solve Walkthrough for Questmast I by GS Doctor and Mr. T.
quest Walkthrough for The Quest by The Wizard
seastalker Walkthrough for Infocom's "Sea Stalker"
secret.agent Walkthrough for "Secret Agent"
shard.spring.slv Walkthrough for The Shard of Spring by Coast to Coast
sherwood.solve Walkthrough for Sherwood Forest
shrinking.man Walkthrough for The Incredible Shrinking Man by Green Manalishi
softporn.solve Walkthrough for Softporn Adventure by The Enchantor
sorcerer.hints Walkthrough for Infocom's Sorcerer by Hayes
star.cross Walkthrough for Starcross by DJC
star.cross.map Starcross Map, by The JD
translyvania Solution to Transylvania by The Enchantor
ultimaiv.app Softdocs for Ultima IV
viking.quest Walkthrough for Viking Quest by The Wyvern
wime Docs: J.R.R. Tolkien's War in Middle Earth, by Rusty Nail
witness Solution to The Witness, by Doobie Productions
wizardry.app Spellbooks for Wizardry
ys.solve Solution to Ancient Land of Ys
zork.i How to Solve Zork I: The Great Underground Empire, by Screwy Luey
zork.ii How to Solve Zork II, by The Elven Adventurer
zork.iii Solving Zork III, by The Lunatic
As adventure games usually required a lot of brainpower to complete, it became a point of pride to release the "Walkthrough" for an adventure game as soon as possible after the actual game's release. These walkthroughs would often lack any ornamentation at all, and just push you through the adventure game as quickly as possible to a solution.

A few of the walkthroughs in this directory are a bit more coy and just give you hints or maps for the games.
DOCUMENT abyssal.solve

ALEISTER FIEND PRESENTS:
ANOTHER DEMONIC TUTORIAL
WRITTEN EXPRESSLY FOR:
APPLE MANOR (716) 654-POOF!

==> THE ABYSSAL ZONE <=
^^^^^^^^^^^^^^^^^^^^^^
BY SALTY SOFTWARE

I HAVE TRIED MANY TIMES, RESTARTED INNUMERABLE TIMES AND TRIED EVERYTHING, BUT THERE APPEARS TO BE NO WAY TO GET MORE AIR TOWARD THE END, SO THIS SOLVER WILL TAKE YOU TO THAT POINT, USING THIS TUTORIAL TO TAKE YOU THERE, IF ANYONE CAN THEN FIGURE OUT HOW TO GET MORE AIR, THEN EXPAND ON THIS TUTORIAL, BUT IT SEEMS IMPOSSIBLE TO GO FURTHER, BECAUSE WITH THE THINGS YOU MUST DO THERE IS JUST NOT ENOUGH AIR.


=> THIS IS WHERE OUR AIR SUPPLY RUNS OUT! IF ANYONE CAN USE THIS TUTORIAL TO HELP THEM GET FARTHER, THAN EXPAND ON THIS TUTORIAL, BUT I DON'T THINK IT'S POSSIBLE, BECAUSE THERE IS JUST NOT ENOUGH AIR TO SOLVE IT WITH...
THE FOLLOWING SOLUTION IS A WALK THROUGH. IF YOU WANT TO SOLVE THE GAME ON YOUR OWN THEN DON'T READ THIS!!!

THE OBJECT OF THIS ADVENTURE IS TO FIND 13 TREASURES. THE TREASURES ARE SURROUNDED BY ASTERISKS. THIS ADVENTURE IS NOT PARTICULARLY DIFFICULT ALTHOUGH IT DOES HAVE SEVERAL INTERESTING TWISTS.

THE COMMANDS YOU TYPE IN WILL BE SURROUNDED BY [].

YOU START OFF IN A FOREST.

[E] [E] [GET AXE] [N] [GET OX] [SAY BUNYON] [SWIM SOUTH] [S] [GO HOLE] [GET FLINT] [U] [W] [W] [GET AXE] [GET FRUIT] [GET OX] [E]

RIGHT NOW YOU WILL BE IN THE SWAMP. IF AT ANY POINT YOU GET BITTEN BY THE CHIGGERS, GET THE MUD. THE MUD HEALS THE CHIGGER BITES. WHEN YOU KNOW YOU HAVE BEEN HEALED, THE GAME WILL SAY "BOY, THAT REALLY HIT THE SPOT"

[CLIMB TREE] [READ WEB] [GET KEYS] [D] [CHOP TREE] [DROP AXE] [GO STUMP] [DROP FRUIT] [DROP OX] [GET LAMP] [RUB LAMP] [RUB LAMP] [GET BOTTLE] [D] [TAKE RUBIES] [U] [DROP RUBIES] [D] [GO HOLE] [UNLOCK DOOR] [DROP KEYS] [GO HALL] [LIGHT LAMP] [D] [D] [D] [W] [D] [GET RUG] [D] [GET NET] [SAY AWAY] [SAY AWAY] [E] [CATCH FISH] [S] [W] [GO STUMP] [DROP FISH] [DROP NET] [D] [GO HOLE] [GO HALL] [D] [S] [GET BLADDER] [W] [U] [U] [U] [U] [U] [GET GAS] [GO STUMP] [D] [GO HOLE] [GO HALL] [D] [S] [DROP BLADDER] [BURN GAS] [GO HOLE] [JUMP] [SCREAM] [GET MIRROR] [GO THRONE] [GET CROWN] [W] [JUMP] [W] [SAY AWAY] [SAY AWAY] [E] [S] [W] [GO STUMP] [DROP CROWN] [D] [GO HOLE] [GO HALL] [D] [S] [U] [GET BRICKS] [D] [N] [D] [W] [D] [DAM LAVA] [POUR WATER] [DROP BRICKS] [GET FIRESTONE] [SAY AWAY] [SAY AWAY] [S] [GO STUMP] [DROP FIRESTONE] [U] [UNLIGHT LAMP] [GET MUD] [GO STUMP] [LIGHT LAMP] [GO HOLE] [GO HALL] [D] [N] [N] [CATCH BEES] [DROP FLINT] [GET HONEY] [DROP MUD] [SAY AWAY] [SAY AWAY] [RELEASE BEES] [GET EGGS] [DROP LAMP] [S] [GO STUMP] [DROP EGGS] [DROP RUG] [DROP MIRROR] [DROP HONEY]
YOU DID IT! YOU MAY HAVE NOTICED NEAR THE END THAT THE LAMP IS
RUNNING OUT. THAT'S OK. YOU CAN STILL FINISH.
THIS ADVENTURE IS TRULY AN ENIGMA. IT CAN BE SOLVED IN HUNDREDS OF MOVES OR HALF A DOZEN.... WELL I HAVEN'T PLAYED THE HUNDRED MOVE VERSION...SO HERE'S THE SHORT ONE.

COMMANDS IN BRACKETS:

[N] THIS WILL PUT YOU INSIDE.
[N] THIS WILL GET YOU NEAR THE DESK.
[W] THIS WILL GET YOU TO THE REGISTRATION DESK.
[REGISTER] A FORMALITY. FILL IN ANY NAME, ADDRESS, ETC.
[WAIT] FOR A BLONDE WOMAN TO APPEAR.
SHE'LL APPEAR AROUND 9:45.
AT THAT POINT PRESS A KEY (NOT BEFORE.)
[LOOK BACKPACK] THIS WILL UNCOVER A VASE.
[TAKE VASE] YOU HAVE THE VITAL INFORMATION UNDER YOUR NOSE!
[CALL INSPECTOR] YOU HAVE WON!

THERE ARE MANY OTHER PLACES TO GO, THINGS TO DO, ETC. BUT THE PARSER IS BAD AND THE GRAPHICS SLOPPY SO WHY BOTHER?

THE EXPLANATION IS AS FOLLOWS:

1) YOU FIND OUT YOUR MISSION, GETTING THE VASE BY READING THE NEWSPAPER.

2) YOU FIND OUT THE WOMAN'S NAME (SINCE TYPING 'LOOK WOMAN' DOES NOT WORK) BY FOLLOWING HER AND 'LISTEN'-ING TO HER CONVERSATION. IT IS RENEE.

3) YOU FIND THE BACKPACK ON HER AND LOOK IN IT DUE TO COMMON SENSE.

4) IF YOU CARRY THE VASE AROUND AND RUN INTO THE INSPECTOR HE ARRESTS YOU. SO YOU 'CALL INSPECTOR'.
I will be giving the exact words to say, so if you don't want this, please hit [SPACE-BAR] now.

When it boots up you will be in a room with two other people. At this point type:

[wait] you will then have to focus in the screen. Do this by hitting the "<-" key until it is focused. Then flip to side one and do the following commands:

[go office] [(type in your name)] [yes] [yes] [yes] [Novice] [go airport] [open letter] [go miami] [institute] [no] [go door] [show letter] [go door] [(type in name)] [yes] [east] [north] [pull drape] [(type in name)] [open cage] [open fridge] [get fruit] [feed paco] [yes] [ok] [ok] [yes] [paco] [open cupboard] [get gun] [get food] [get medicine] [leave] [bribe] [no] [no] [no] [go airport] [buy tickets] [go booth] [yes] [get pack] [inspect pack] [go amazon] [sit up] [on computer] [969] [west] [north] [north] [north] [west] [smile] [give cigs] [yes] [north] [north] [north] [north] [wait] [wait] [nothing] [no] [paco] [get pack] [west] [wear goggles] [north] [remove goggles] [on computer] [072] [yes] [west] [north] [north] [north] [north] [north] [north] [north] [north] [north] [on computer] [072] [east] [north] [east] [north] [east] [north] [east] [east] [north] [east] [north] [north] [go tube] [feed paco] [sleep] [on computer] [969] [sleep] [north] [north] [north] [north] [east] [east] [east] [east] [east] [west] [on computer] [969] [yes] [fix boat] [parachute] [shoot paco] [go boat] [cross] [use oar] [north] [on computer] [969] [sleep] [on computer] [969] [north] [east] [east] [east] [east] [go into fight with monkey with arrow keys. [east] [east] [use gun] [east] [east] [south] [south] [south] [south] [west] [on computer] [969] [south] turn to side 3 [wear goggles] [on laser] use left & right arrow keys to kill humi tribe. [sleep] waste time by moving in different direction making sure you're at cam p before dark. [wear goggles] [on laser] fight humis as before. [sleep]
[give medicine] waste time as before. [wear goggles] [use gun] fight as before. [sleep] [west] [west] [west] [get aid] [east] [east] [get box] waste time as before. [wear goggles] [on laser] fight as before. [sleep] [west] [west] [north] [up] [get food] [read notebook] [down] [east] [east] [north] [north] [north] [north] [east] [north] [touch wall] [pull lever] [down] turn to side 4 [west] [up] [west] [north] [get key] [south] [east] [north] [unlock door] [get paper] [read paper] [on computer] [969] [west] [open 132] [south] [south] [south] [south] [south] [up] [west] [go chopper]

That's it! You've finally solved it!
I assume you have the codewheel and a working copy of the game. If your copy crashes, you'll need the digi-patched copy. (Or get the patches and make a new character disk and transfer your characters. More on this later.)

Skara Brae:
~~~~~~~~~~~~
Right when you enter the town, enter the building directly in front of you. There you'll find a whole stash of goodies (weapons, armor, etc.) Go to the old man in the review board and read all the info he has to say. Then go to the Mad God's temple and say "TARJAN" to get to the catacombs. Clean them out, get experience, and build up your characters. After the second level of the catacombs, exit the place, get healed and stuff, then return and this time say "CHAO$" to the priest. You'll enter Unter Brae. On the first level, you'll be asked for the rhyming word. Say "BLUE". Behind there are the stairs. However, you'd save your hit points if you did a phase door from the opposite side. On the next level, the answer to the riddle is "SHADOW". Then on the next level, the answer is "SWORD". Go downstairs through the portal and make the following moves (N=north, E=east, etc.): N.E.N.E.E.S.S.E.E.E.E.N.N.W.N.W.W.W.W.N. This way you will avoid all the annoying spinners. When you enter the next area, you'll be able to go straight through. However, by taking the direct route, you get hit with lots of traps and stuff. So, before you head north, go west or east one square, THEN go all the way north. You'll save a lot of hassle that way. In the next section of this level, you should go directly west then all the way north. Behind the door you get to will be Brilhasti. Get your characters healed and all, cast your favorite shield spells and bard songs, then go for it.

You'll have to tromp around in the same dungeon until you can get a chronomancer. You should get one as soon as possible, and at the same time, build an archmage with your other mage.

Once you get your chronomancer, <T>alk to the old man, get the spells you need, and go to the quiet grove in the wilderness (NW of Skara Brae). Cast the spell to Arboria and...
Arboria:
~~~~~~~~
Tromp around in the wilderness until you get the Arefolia leaves and a few acorns. Enter Ciera Brannia and go to the wizard's guild. Buy the GILL spell for all your magic users. Go to the King's Castle near the center of town and read the info. Then go to the lake behind the fisherman's hut and enter the palace. Be sure you have some sort of container (i.e. canteen) and find the Life Spring. *<U>*se the container there as many times as you can (I think it's 9) and then leave. Then go to Valarian's Tower and get to the top floor. On the third level you'll need to *<U>*se the acorn at the hole in the wall, then *<U>*se the Water of Life in the canteen. Go to level 4 and get the Nightspear. Then, go to the Festering Pit. Go downstairs (you'll need to go up and down some portals a couple times to get to the northeast area of level 2). Find and kill Tslothra. Get his head and heart. Return to the King in town and then go to the Sacred Grove. Tromp around until you find the tomb door. SAVE YOUR GAME! Enter and *<U>*se the heart, which puts it in the bowl. Use the Water of Life, turn to face east, wait a move, then enter the door. Head to the SE corner and get Valarian's Bow and quiver. Return to the place you entered Arboria from (it says "The ground seems to be worn here") and cast the spell out of Arboria. Return to the old man for your next quest.

A few notes here. Every time you enter a new land, the only way out is from the "Ground seems to be well worn here" location. You're also probably getting itchy for a geomancer by now, but give it up, you won't get one for quite a long time. Also, whenever you can buy a new spell or bard song, do it.

Gelidia:
~~~~~~~~
Go to Cold Peak (NE of the camp) to get to Gelidia. If you stay outside too long here, you'll freeze. Therefore, don't go exploring around, since there isn't much to see. The only place you need to go to is the small hut to the northeast of the Ice Keep. Read the stuff there, then go to the Keep. A few groundrules: The answer to the "Speak your name, Defender" question is either "HAWKSLAYER" or "ALENDAR" (both should work). There isn't anything worth mentioning on the second level of the Keep, so forget it. In the northwest corner of level one, at the creature, cast the following spells: INWO, WIHE, FOFO, INVI. Then enter the Grey tower. Go to the top level and kill the keepers of the tower and get the smoky lens. Next, return to the Ice Keep and go to the curtain in the NE corner. Cast: LEVI, ANMA, PHDO. Enter the White tower, go to the top level, kill the keepers, get the Crystal lens and return. Go to the SE corner, and at the black wall cast: LERE, SHSP, FEAR, SUEL, and SPBI. Enter the black tower, and (you guessed it) go to the top level, kill the keepers, get the black lens, and return. Now go to the slab of white marble on the north side of the level and use the three lenses. Go downstairs two levels and at the riddle, answer "CALA". Go through the door and get the Wand
of Power and Sphere of Lanatir. Return to the old man in Skara Brae.

Lucencia:
~~~~~~~~~~
To get here, go to the brook east of Skara Brae. In Lucencia, wander around until you find the following roses: yellow, red, white, and blue. Make note of where the dead rosebush is. Normally, you'd go to the Bard's Hall in town to get clues, but you won't need them now. There might be a Bard Song there to learn, so you might as well go. Then go to the Violet Mountain and enter. Make sure you have a container. Get to level two and find and kill the Rainbow dragon. Use the container and collect some of its blood. Get the key. Leave and SAVE YOUR GAME! Go to Cyanis's Tower and go to level three. Kill Cyanis and get whatever artifact he has (I forgot what it was.) Go to the dead rosebush and use the dragon's blood. Get the rainbow rose. [NOTE: If your copy crashed when you left Cyanis's Tower after killing him (i.e. the land was really strange), get a fresh copy of the character disk, apply the Digi-Patches, and transfer your characters to it. That will fix all errors.] Then go to Alliria's tomb and use whatever it was that you got from Cyanis at the black crystal on level one. Go downstairs and follow the corridors. You will encounter several women. They will ask for different flowers:
They ask for  Give them
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Flower of Truth   White flower
Valor             Blue
Kinship           Red
Nature            Yellow
Flower of Alliria Rainbow
Now you'll be able to get through to get the Crown of Truth and Belt of Alliria. Return to the old man in Skara Brae.

Kinestia:
~~~~~~~~~~
Get here from the Old Dwarf Mine. Wander around, get Hawkslayer, and go to the Private Quarters. Find and get the Left Key. Talk to the dying Ferofist. In the Barracks get the Right Key. In the workshop, at the portal on the floor, use the two keys. Turn the right key 18 times and the left key 15 times. Go down. Make your way down to the Viscous Plane. Use the GILL spell here. Head to the SW corner of ple plane and enter the sanctum. Find Urmech, and tell him that we can be friends. Get Ferofist's Helm and Hammer. Now, go to Urmech again, and he'll make you a geomancer. Choose carefully who you have it done to. I chucked my bard for the spells, since he was a lousy fighter and I figured he could risk his songs. Others have won by making a fighter the geomancer. Use your best judgment. (In all actuality, I didn't use the Geomancer spells much. By the time he gets the good ones, you have NUKE, which is the killer spell.) Return to the old man.

Tenebrosia:
~~~~~~~~~~~
Cast the spell at Shadow Rock to get here. Go to shadow canyon and map the entire place. There will be a couple places where you can't seem to get to. By using a phase door (some places work, some don't), get into these areas. You'll find the shadow lock. Take it and then go to tar quarry. Have a container with you. SAVE YOUR GAME! Try to get to the building in the center of the map. Fill the container (<U>see it) at the tar fountain. Leave and go to the dark copse. In the center of the map is one square you can't access. Go to one of the trees surrounding it (either N, S, W or E) and <U>see the tar. The tree will burn down and you'll be able to get the shadow door. Leave and go to the place outside that says it is the middle of nowhere. Use the shadow door and shadow lock. Then enter Sceadu's place. Go to the second level and totally ignore that stuff in the center of the map. Along the north wall (in the middle) will be a secret door allowing access to the northern area of the map. Enter, go to the one little room, kill Sceadu and get his stuff. Return to Skara Brae.

Tarmitia:
~~~~~~~~~
You get here from the Vale of Lost Warriors. This land is a real pain. Follow the directions carefully and you'll be out soon. Go to Troy and at the death head, say "ARES". You will be zapped to the one unaccessible square in another time. You will get the next name, and you must find the right time and say it. This is the order:

<table>
<thead>
<tr>
<th>Time</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troy</td>
<td>Ares</td>
</tr>
<tr>
<td>K'un Wang</td>
<td>Yen-Lo-Wang (don't forget the hyphens)</td>
</tr>
<tr>
<td>Rome</td>
<td>Mars</td>
</tr>
<tr>
<td>Hiroshima</td>
<td>Susa-No-O</td>
</tr>
<tr>
<td>Stalingrad</td>
<td>Svarazic</td>
</tr>
<tr>
<td>Nottingham</td>
<td>St. George</td>
</tr>
<tr>
<td>Wasteland</td>
<td>Sdiabm</td>
</tr>
<tr>
<td>Berlin</td>
<td>Tyr</td>
</tr>
</tbody>
</table>

Those are the exact spellings, hyphens and periods included. Type them exactly as shown. It may be possible to skip everything except Berlin and answer Tyr. After you say Tyr, it asks for the real name. Type "WERRA". You'll be zapped to another place. Find Werra and kill him. He will be alive after you kill him, give you a speech, and then you'll be attacked by some Black Slayers. Run from them and then go get Werra's shield. Return to Skara Brae for the last quest.

Malefia:
~~~~~~~
Get here from the bubbling pool of slop south of the camp a ways. Be sure you had gotten all of the magical goodies from the storage building in Skara Brae. Then, get the Strifespear from Hawkslayer and find all of the statues. This land consists of three levels, each interwoven with portals. It is essential that you map these three levels, since you will have to bounce up and down between lots o' portals before you finish. You will find six statues, each one of one of the people you encountered in the other lands:
Alliria (on level 1), Valarian (lev.2), Lanatir (lev.2), Sceadu (lev.3), Werra (lev.3) and Ferofist (lev.3). At each one, use their respective artifact (i.e. at Alliria's statue, <U>se the Belt of Alliria, etc.). After you have visited all three of them, a door on level 3 will open up allowing access to the large area in the center (previously it had been just the outline of a door). SAVE YOUR GAME! To really succeed from here on, you must have lots of Harmonic Gems, and at least two spellcasters. Both must be able to cast the DIVA and NUKE spells. Go through the door and kill the religious nuts. Head for the center of the map and SAVE YOUR GAME before and after each of these large battles. Go through the door, kill the guys there, and you'll be teleported to Tarjan's tower. Go to the center and there you will find Tarjan. You will fight a group before him, then you take him on. When you kill him, you are teleported somewhere, and you are made a god!!! You win!!!

Here's a general strategy for fighting the last few battles. Starting with the Religious nuts, this is the best method. Attack with your front guys (having a troth lance is good, plus the Strifespear). Each round, hide your thief. Then, with one mage, cast NUKE. With the other mage, cast DIVA. By doing this, the nuke will blast all the creatures, and the DIVA will reseurect the dead guys in the first positions. When your magic points are running low, have one mage use a gem, while the other casts DIVA. Without a DIVA each round, the front men will be killed, pushing the mages into the fighting ranks. They will be killed, and without magic, you can't win. Constant NUKEs and DIVAs are the key to success.

Another tip: As the game progresses, you'll probably acquire new items that you can't find an immediate use for. Since you don't want to overload yourself, create some dummy characters in the camp for the express purpose of storing these items. Later on in the game, you may find use for the items, and by saving them at the camp, you won't have lost them or had them take up precious space.

Also, a good travelling companion is Black Death (invoked from a Death figurine.) Tungsten armor is the best, so get it as soon as you can. As the game progresses, bows become less useful, so don't waste space with them. (Keep one, though).

Other than that, you're on your own. The ending is worth the playing.

__________________________________________________________

Call...

Appleseed ... (818) 760-3941
Valley of the Kings ... (213) 215-3025

__________________________________________________________
Starts: first you must have your party outside of the camp and "save the game "
<very important!!>

then put in your Copy II + (or any other disk editor).
go to the characters are on the following sectors

T21 - S6  (one character)
T21 - S7  ( 2 character)
T21 - S8  //
T21 - S9  //

the Staz on the disk are in same order for every sectors
(thank goodness, this make my job easier!)

the first character on every sectors starts at Byte 00
and second character starts on Bytes 80. I'm only going to
give you the edit on the first character, you can figure
out the second character by your self, its the same thing
but on different places.

<table>
<thead>
<tr>
<th>Byte</th>
<th>effect</th>
<th>Byte</th>
<th>effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>00-0F</td>
<td>NAME</td>
<td>10-14</td>
<td>ST,IQ,DE,CO,LK</td>
</tr>
<tr>
<td>15-17</td>
<td>EXP</td>
<td>18</td>
<td>EXP ?????   *</td>
</tr>
<tr>
<td>19-1B</td>
<td>GOLD</td>
<td>1C</td>
<td>GOLD ?????  *</td>
</tr>
<tr>
<td>1D</td>
<td>CURRENT LEVEL</td>
<td>1F</td>
<td>old lev,If drain</td>
</tr>
<tr>
<td>21-22</td>
<td>HP starts at B-22</td>
<td>23-24</td>
<td>Max Hit points</td>
</tr>
</tbody>
</table>

*  Gold and Exp: I think it's 4 pairs of Hex, but I
   alway edit the first digits and keep on raise my magic
   users' level entill he's a archmage. by the way, if you
   want a Chronomencers, you'll have to give up all the
   spells he knows before he can become one. still, if you
   don't have a chronomencers, you can't cast space
   teleport spell.

the rest info are on items, a characters can carry up
to 12 items. for the following bytes.

30-21  33-35  36-38  39-3b  3c-3e  3f-41
42-44  45-47  48-4a  4b-4d  4e-50  51-53
the items are a bit tricky, there are 3 pairs of hexes, the first hexes are for equip or not equip that's either 00 or 01. but on some music instruments the hex turns to 04 so I would just put a 00 for all the stuffs. and "trade" the stuff when I starts the game, the computer will fix it.

the second hex are the item name. (see list)

the third hex are the charges the items have, since some items have no charges, so I just put FF on the items so, they'll have unlimited charges.

the following lists are the items. if you want it in your backpack, just put that hex. (on second pair! see above) for example if I want a Soul Mace, and the item number is 42, I'll put 00 42 FF which stands for (unequip, Soul mace, no limited use).

<table>
<thead>
<tr>
<th>Hex</th>
<th>name</th>
<th>Hex</th>
<th>name</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>torch</td>
<td>02</td>
<td>lamp</td>
</tr>
<tr>
<td>03</td>
<td>Broadsword</td>
<td>04</td>
<td>shortsword</td>
</tr>
<tr>
<td>05</td>
<td>Dagger</td>
<td>06</td>
<td>war axe</td>
</tr>
<tr>
<td>07</td>
<td>Halberd</td>
<td>08</td>
<td>Long Bow</td>
</tr>
<tr>
<td>09</td>
<td>staff</td>
<td>0A</td>
<td>Buckler</td>
</tr>
<tr>
<td>0B</td>
<td>Tower Shield</td>
<td>0C</td>
<td>Leather Armor</td>
</tr>
<tr>
<td>0D</td>
<td>Chain Mail</td>
<td>0E</td>
<td>Scale Mail</td>
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<tr>
<td>0F</td>
<td>Plate Mail</td>
<td>10</td>
<td>Robe</td>
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<tr>
<td>11</td>
<td>Helm</td>
<td>12</td>
<td>Leather Gloves</td>
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<tr>
<td>13</td>
<td>Gauntlets</td>
<td>14</td>
<td>Mandolin</td>
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<td>15</td>
<td>Spears</td>
<td>16</td>
<td>Arrow</td>
</tr>
<tr>
<td>17</td>
<td>Mthr Sword</td>
<td>18</td>
<td>Mthr Shield</td>
</tr>
<tr>
<td>19</td>
<td>Mthr Chain</td>
<td>1A</td>
<td>Mthr Scale</td>
</tr>
<tr>
<td>1B</td>
<td>Giant Fgn</td>
<td>1C</td>
<td>Mthr Bracers</td>
</tr>
<tr>
<td>1D</td>
<td>Bardsword</td>
<td>1E</td>
<td>Fire Horn</td>
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<tr>
<td>1F</td>
<td>LightWand</td>
<td>20</td>
<td>Mthr Dagger</td>
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<tr>
<td>21</td>
<td>Mthr Helm</td>
<td>22</td>
<td>Mthr Gloves</td>
</tr>
<tr>
<td>23</td>
<td>Mthr AXE</td>
<td>24</td>
<td>Shuriken</td>
</tr>
<tr>
<td>25</td>
<td>Mthr Plate</td>
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<td>2A</td>
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<td>2C</td>
<td>Day Blade</td>
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<td>Herb's Fgn</td>
<td>68</td>
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<td>A5</td>
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<td>Blood Mesh Robe</td>
<td>CA</td>
<td>Soothing Bolm</td>
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<td>Mages Cloak</td>
<td>CC</td>
<td>Familiar Fgn</td>
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<td>Hourglass</td>
<td>CE</td>
<td>Thieves Hood</td>
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<td>Surehand Amulet</td>
<td>D0</td>
<td>Thief Dart</td>
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<tr>
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<td>Shrill Flute</td>
<td>D2</td>
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<tr>
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<td>The Book</td>
<td>D4</td>
<td>Truth Lance</td>
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<tr>
<td>D5</td>
<td>Dmnd Suit</td>
<td>D6</td>
<td>Dmnd Flail</td>
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<td>D7</td>
<td>Purple heart</td>
<td>D8</td>
<td>Titan Bracers</td>
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<td>D9</td>
<td>Eelskin Tunic</td>
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<td>Dmnd Staff</td>
<td>DC</td>
<td>Crystal Gem</td>
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<td>DD</td>
<td>Wand of Force</td>
<td>DE</td>
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<td>Youth Potion</td>
<td>F0</td>
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<td>Titan Suit</td>
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<td>Mages Glove</td>
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<tr>
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<td>F4</td>
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<td>God's Blade</td>
<td>F6</td>
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<tr>
<td>F7</td>
<td>Staff of gods</td>
<td>F8</td>
<td>Horn of Gods</td>
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</table>

That's all folks!!!!!
THIS WILL TAKE YOU ALL THE WAY THROUGH THE GAME. JUST FOLLOW THE INSTRUCTIONS I GIVE YOU. ALL DIRECTIONS CAN BE EXPRESSED WITH ONE LETTER ({S,N,E,W,NW,NE,SW,SE, U,D}).

FIRST OF ALL WE WANT TO TAKE CARE OF EVERYTHING ON THE FIRST SIDE OF THE RAVINE.


THAT ABOUT DOES IT FOR THE FIRST SIDE. NOW TO STOP THE CLOCK THAT IS TIMING YOU, AND DROP THE TREASURES.

"GET KEY", "NE", "GET STICK", "EAST", "NORTH", "WIND CLOCK", "DROP KEY". THERE THE CLOCK IS STOPED. "WEST", "GET POTION", "WEST", "GET SAPPHIRES", "NORTH", "DROP DIAMONDS", "DROP RUBIES", "DROP SAPPHIRES".

NOW TO GO BACK AND GET THE PHOENIX.


IT IS DONE. A PERFECT SCORE. I JUST HOPE YOU HAVE PLENTY TO DO DURING THE NEXT 500 YEARS WHEN THE NEXT PHOENIX WILL BE BORN.

THE SUCCUMBI
START:


TYPE "SWIM E" THEN "SWIM N", GET THE POTION AND THEN GO "N"ORTH. (FROM NOW ON ANYTHING IN "QUOTES" IS A DIRECT COMMAND!!!)


NOW, TYPE "DROP ROPE", AND THEN TYPE "BUY ALE", THEN "DROP MONEYBELT" (YOU WON'T NEED IT ANYMORE!) AND FINALLY, "GET ROPE".

<< INVENTORY CHECK >> TYPE "I":

STAFF
OLD LAMP
SPELL BOOK
ROPE
MINIATURE BOAT
MUG OF ALE

IF YOU ARE MISSING ONE OF THESE THEN YOU MAY WANT TO GO BACK AND CHECK TO SEE WHAT YOU DID OR DIDN'T PICK UP.


<< INVENTORY CHECK >> TYPE "I":

STAFF
OLD LAMP
LONGBOW
SCROLL
HELMET
ROPE

FROM SIGN GO: [N,N,E,E], "GO BOAT", AND "PADDLE N", "PADDLE N", "PADDLE W"


"SAY MYRAGLYM" ZZZZZZZAAAAAAAAAAAAAPPPPPPPPPP!! YOU ARE TELEPORTED TO A FOREST! NOW GO: [S, E], BY NOW YOU WILL BE GUTTIN HUNGRY AND WILL DIE IF YOU DON'T EAT! BUT YOU SHOULD SEE: A JAR OF HONEY!!! SO TYPE "DROP LONGBOW", "GET HONEY", "EAT HONEY".

THE FINAL MOVES:

[S, W, W, S, S, E, E, N, N, ]

AND YOU WIN!!!!!!!!!!!!!!!!!!!!!!!!

JUST ONE LAST WORD, FOR YOU 1ST TIMERS THE LETTERS IN THE [BRACKETS] ARE DIRECTIONS TO MOVE. IE. NORTH, SOUTH, EAST, AND WEST!
UNTIL NEXT TIME,
  \ \ THE ELVEN \ \ 
  \ ADVENTURER \ 

FILE BY: THE ELVEN ADVENTURER
FOR: THE MINES OF MORIA ONLY!

<<<<<<<>>>>>>ALTERNATE ROUTE<<<<<<>>>>>>>


THIS SHOULD GIVE YOU A SCORE OF 500/500 INSTEAD OF 430/500.

THIS ROUTE COURTESY OF:
  << RON HENDERSON >>
CAPTAIN CUCKOO IS THE THIRD HI-RES ADVENTURE BY KURT AND YAN, E.T AND MYSTERY CAVES BEING THE OTHER TWO.

CAPTAIN CUCKOO IS VERY SIMILAR TO MASQUERADE, THE GRAPHICS LOOK SIMILAR AND SOME OF THE PICTURES ARE ALMOST THE SAME. NONE THE LESS IT IS A PRETTY GOOD HI-RES ADVENTURE.

LET'S GET STARTED...

WARNING!!! THIS IS THE COMPLETE STEP BY STEP SOLUTION TO CAPTAIN CUCKOO, NOT A SERIES OF HINTS.

WELL, CAN'T SAY I DIDN'T WARN YOU.

OK, TO GET STARTED PRESS ESC TO END THE MUSIC.

DIRECTIONS ARE ENCLOSED IN [] AND WORDS ARE ENCLOSED IN QUOTES. TYPE ONLY WHAT IS INSIDE THE BRACKETS OR THE QUOTES. OMITTING THE COMMAS.


THAT'S ALL, YOU WIN...

WHEN YOUR PLAYING THE GAME TRY THESE COMMANDS:

  PASSWORD
  KURT
  YAN
  DANIEL
  ROBERT
  CLEMENT HA
Where in Europe is Carmen Sandiego CHEAT

The list of names, ranks, and number of cases solved on the Detective Roster (what you see when you depress Ctrl-L) is stored on Track 0B Byte 09. The rank and number of cases solved correspond to the first two bytes of a three byte sequence that appears after each name. The second byte is the number of games won (in hex). The first byte is your rank. For example, 00 corresponds to Gumshoe, ..........09 to Master Detective, and 0A to Super Sleuth. You will encounter Carmen Sandiego on your 50th case. If you solve it correctly, you will be promoted to Super Sleuth. So, if you want to get there quickly, just set the first two byte to: 09 32 which gives you 49 cases solved and a rank of Master Detective.

The one strange thing I found was that after solving the 50th case (I actually played all of them from the start), I did not wind up in the Hall of Fame (Ctrl-F). The game promoted me and asked if I wanted to go on to my next case. I played it and now had 51 cases. Seems strange that after you capture Carmen you should be allowed to continue.

-END-
DOCUMENT castle.wolf.map

Symbols
-------

(^) = stairway up
(v) = stairway down
(-) = follow dotted line to escape!

Level 1
-------

1^  

Level 2
-------

8---9^ 10  
 5  6  7  
 2v  3  4  

Level 3
-------

31 32 33 34v 35  
26---27---28---29 30  
21---22---23---24 25  
16  17  18  19  20  
11 12 13^--14 15  

Level 4
-------

48 49^--50---51  
44 45 46 47
This map works for any combination that the game can make.
The following is a complete map of the popular game Chivalry. It lists all of the spaces that a player can take during the game. This map was created and made by Yosemite Sam, of the New Hi-Res Hijackers.

# START #

# ARCHERS #

# MEET G#

# ROLLING #

# HILL G#

# THE #

# MILL G#

# PEASANTS #

# HUT G#

# STEPPING #

# STONES G#

# MOUNTAIN #

# CRAG E#

# VALLEY INN #

# (TROLLS #

# BRIDGE) (GO--->--->--->--\ 

# TEMPLARS #

# CASTLE #

# TROLLS#

# BRIDGE#

# GUARDIAN (MISS-->

# INN #

# BREW #

# THE #

# FERRY G#

# THE #

# WITCH'S #

# DWARFS' #

# SLIDE G#

# THE #
Apple II Computer Documentation Resources (a2_docs_walkthroughs.msw)

WALK THROUGH FOLDER -- www.textfiles.com/apple/ -- 18 September 2000 -- 36 of 257
# THE #
# APPROACH E #
# THE #
# DRAWBRIDGE #
# THE #
# CASTLE OF #
# THE BLACK #
# KNIGHT G #
# < END > #
#

G= A GAME THAT YOU PLAY.
E= EXPERIENCE. EITHER A GAME, OR
   A PLACE WHERE THE OBJECT CAN BE
   "OUT", OR A PLACE WHERE YOU CAN
   ACQUIRE AN OBJECT (I.E.: DWARFS BANE)
*= THE DRAGON CAVE. IF YOU HAVE THE
   SPECIAL DRAGON POTION, GO ON TO THE
   MYSTIC LAKE. IF NOT, GO BACK TO
   WHERE IT TELLS YOU.

*DUE TO PROBLEMS, THERE IS ONE SPACE
   WHICH IS NOT FILLED IN. LOOK FOR
   MESSAGES ON BULLETIN BOARDS FOR THE
   TITLE OF THAT MISSING SPACE. IT IS
   THE ONE AFTER "THE CLIFF".*

*THIS MAP WAS CREATED, MADE, AND DISTRIBUTED BY YOSEMITE SAM ON
   NOVEMBER 22, 1983. PLEASE DISTRIBUTE!!*
The object of Claymorgue is to locate 13 mystic stars and store them in a hollow tree in the Enchanted Forest. All commands can be shortened to 5 letters (ex. DRAWB is the same as DRAWBRIDGE). You start in a clearing. First, DIG HOLE, then GO MOAT, HOLD BREATHE, SWIM DOWN, SWIM DOWN, GET TOWEL, SWIM EAST, U, WRING TOWEL, OPEN CABINET, GET CRATE, S, S, PUSH EAST, CAST SEED, W, N, W, PULL LEVER, DROP WOOD, E, S, PULL WEST, GET UNRAVEL, E, N, E, CAST UNRAVEL, W, DROP SEED, DROP BLISS, S, PUSH SOUTH, GET STAR, D, CAST LYCANTHROPE. This makes you turn into a ferret and scare the rats, and in this smaller state, you can GO HOLE, GET STAR, GO HOLE, WALK DOWN. Then CAST FIRE, AT DOOR, GO DOOR, GET STAR, GO DOOR, U, WALK UP, N, N, W, GO DRAWB, W, S, CAST FIRE (Even though it isn't shown in the inventory, you still have the fire spell). LOOK ASHES. Then DROP STAR, DROP STAR, DROP STAR, DROP STAR (This gives you more room to carry stuff). Then go E, GO DRAWB, E, E, GET BLISS, E, GO CHANDELIER, GET STAR, CAST QUEEN (Remember the Wicked Queen in Snow White?) GET MIRROR, CAST LIGHT (Up Up and away!), GO LOFT, GET POTION, THROW CRATE, CAST BLISS, (Do this next part carefully, because we have to hurry before the Bliss spell wears off). Now JUMP, W, S, PUSH EAST, GO DOOR, D, CROSS STREAM, S, GET STAR, GET DIZZY, N, N, (If you want to see how we were able to cross the stream, then LOOK MIRROR. That's from the Bliss spell). Now go E, U, then W, N, DROP MIRROR, DROP DIZZY, GET PERME, W, GO DRAWB, W, S, DROP STAR, DROP STAR, E, GO DRAWB, E, E, S, PUSH EAST. Dusty room? Hmmm... GET DUST, W, DRINK POTION, PUSH DOWN, GET STAR, LOOK DRAGON, THROW DUST (Gesundheit!), GO HOLE, GET STAR, GET FIREFLY, W, U, N, DROP TOWEL, W, GO DRAWB, W, S, DROP FIREFLY, GET STAR, GET STAR, GET STAR, CAST PERME, DROP STAR, CAST PERME, DROP STAR, DROP STAR, DROP STAR,casting YOHO, GO DRAWB E,E, You should SAVE GAME here, because the next parts are a little tricky. Some parts are random, so if you are unlucky you may have to do this part a couple times before it works correctly. Now, GET TOWEL, GO FOUNTAIN (of You), GET STAR, GO COURTYARD, DRY MYSELF. Now your towel is all wet, so DROP TOWEL, GET BRICKS, GET DIZZY. Here is the tricky part: W, GO DRAWB, LOOK UP, LOOK BATTLEMENTS (Aha!), CAST DIZZY (It gives you Arms of Steel). THROW BRICKS, AT CAN. If it says 'I HIT IT!' then you're in luck. If not, then go W, W, GET BRICKS, E, GO DRAWB, THROW BRICKS, AT CAN. If you miss again, then go W, W, GET BRICKS, E, GO DRAWB again. If you miss again, then QUIT, then resume the game where you (hopefully) saved it back before the fountain. Follow the directions again and it should work this time. If not, KEEP TRYING!. After you successfully hit the can, then go E, E, GET CAN, E, GO CRATE, GO HOLE, GET METAL (a can opener). OPEN CAN, USE CANOPENER, LOOK CAN, DROP CAN, DROP CANOPENER, GO HOLE, JUMP,
W, W, GO DRAWB, W, S, GET STAR, GET STAR, GET FIREFLY, E, GO MOAT, HOLD BREATH, SWIM DOWN, SWIM DOWN, SWIM DOWN, SWIM DOWN, SWIM DOWN, LOOK BOTTOM, CAST YOHO, CAST FIREFLY (See why you dropped the stars?), DROP STAR, DROP STAR, DROP STAR, DROP STAR, DROP STAR. And finally, SCORE... That's it!
Conan, the solution.....

I know that this is not an adventure game, but some people seem to have problems in certain parts of the game.

Level 1: Level one is very easy..all there is to do is to kill the bat (if you want to, 750 points) and climb up to where the blinking arrow is.

Level 2: You must first jump down to the bottom and get the key. then jump across the water and get to the other tree. Go thru the door and go into the cave entrance.

Level 3: You must get the gem at the top of the screen and then use it. To do this you must climb down the ladder at the bottom of the screen and go into the teleporter (while avoiding the ants, they kill). When you enter the teleporter it will put you at the op of the screen. Walk over and get the gem (if you jump and touch the bird you will get an extra man) and go in the teleporter again. Climb up the ladder and jump over the scorpion and put the gem in the gem holder. A bubble will rise out of the lava and start going up. Jump into it and wait until you are farther up the screen. Then go to the left and you will fall down the shaft.

Level 4: Wait around the screen (gettin extra swords if you want to) until a gem appears. Get it and put it in the gem holder that is by the waterfall (you can jump thru the waterfall without dieing). Then wait until another one appears. Do the same thing. After you put the second gem in, the key will fall from the cieling, get it. Go back out and go thru the locked door and leave the level.

Level 5: Go down to the bottom and get a gem. Then go up and wait until a dragon flys out of the teleporter on the right side of the screen. Kill one every time it flys out. After doing this for a while, all of them will be dead. Then go thru the teleporter and go put the gem in the gem holder on the right side of the screen. This will stop the electric "beam". Then jump back across and get the key that is on the left side of the screen. Then go back across again and go thru the door and leave the level.

Level 6: Every time a thing that looks like an eye appears, kill it with a sword. Every time you kill one, the ladder near the entrance gets longer. When it get to the floor, climb it.when you are at the top, face to the right, throw a sword. This will break the chain and the chandilier will fall on the machine and break it. Then jump across and leave the level.

Level 7: This is the final level to kill Volta. To complete the level you must put three gems in the gem holders that are on the left side of the screen. To get the gems you must "kill" the electric balls that Volta throws at you. When you hit one with a sword, it turns back into a gem. Get it and put it in
the gem holder. After you fill all three gem holders, the "Avian Ally" will be released from its cage and drop Volta into the lava and take you out of the level. You will then get a bonus and your game will be over.

--=-=-->the Gremlin<=-=-<--
HOW TO SOLVE 'THE COVETED MIRROR'

BY:

THE SAINT

IF FOR SOME REASON YOU FIND YOURSELF RUNNING OUT OF TIME WITH NO 'GO BARREL' IN SIGHT, GO TO THE BARREL, AND TYPE 'GO BARREL', AND THAN GO 'E', 'WAIT', AND THEN GIVE BORRIS ONE OF THE FOLLOWING ITEMS FOR MORE TIME-

TELESCOPE (USED IN THIS GUIDE) AX (USED IN THIS GUIDE) JUG (USED IN THIS GUIDE) NOTE: THE ABOVE ITEMS SHOULD NOT BE USED (EXCEPT WHEN TOLD TO), INSTEAD USE ONE OF THE FOLLOWING ITEMS: BROOM PICTURE COOKIE FLOWER

PRESENCE OF VOAR—START BOW (ANY COMMAND WILL WORK HERE, BUT THIS IS THE FASTEST TO TYPE) MOVE BED GO HOLE W READ BOOK READ PG.2 READ PG.3 READ PG.4 READ PG.5 READ PG.6 S S OPEN WINDOW E E S S S

*THE SAND RUNS LOW AROUND HERE, BUT DON'T WORRY ABOUT IT
UP GET AX DOWN S S S S S OPEN BARREL GO BARREL E WAIT GIVE AX MOVE BED GO HOLE GO BARREL N N W GET BALL

*WHAT A NEAT GUESSING GAME!
MERMAID GET BALL N TALK GET SHOVEL (NOT YET, I JUST WANT YOU TO GO HERE FOR THE LOCATION) N

*IF A GIRL NAMED STARINA IS HERE,
'TALK', 'E', 'GET LOCKPICK', IF SHE IS NOT HERE, KEEP GOING 'N' AND THAN 'S' UNTIL SHE ARRIVES
W GET LOCKPICK E E GET TELESCOPE

*ANOTHER GUESSING GAME!!... ALL YOU ASTONOMERS GET READY!
ORION SCORPIO GEMINI GET TELESCOPE E TALK GIVE BALL W W S S S S S TALK USE LOCKPICK OPEN STOCKS N N N E OPEN DOOR E GET CANDLESTICK W W S W TALK GIVE CANDLESTICK GET BELLOWS E N N W GIVE BELLOWS GET SHOVEL E S S S S E N E N GET JUG W S E E GET PICTURE

*NOT ANOTHER GUESSING GAME!
BEAR GET PICTURE E GET GRAIN N DOWN TALK MOVE GLASSES

*WHAT A STUPID BROAD!!!!!! THE GLASSES ARE RIGHT ON TOP OF HER HEAD!
Apple II Computer Info

UP GET LADDER S W W W N OPEN DOOR N GIVE GRAIN OPEN DOOR N GET ROPE S S S S W N

*SAND SHOULD RUN LOW SOMEWHERE AROUND HERE, BUT DON'T WORRY ABOUT IT

GO BARREL E WAIT GIVE TELESPECOPE MOVE BED GO HOLE GO BARREL S W

* 'SAVE GAME' HERE, BECAUSE THE GAME TAKES A WHILE TO WIN.

'Y' AS IN YES 'GO'

*READ THE DIRECTIONS AND GO TO IT! IF YOU FIND YOURSELF ALMOST OUT OF TIME, HIT THE ESCAPE KEY, AND THEN 'RESTORE GAME'

E E USE SHOVEL GET BONES W N E N 'Y' 'GO'

*READ THE FOOTNOTE FOR THE JOUSTING GAME (RIGHT ABOVE) AND DO THE SAME THING HERE

S S W W N N E OPEN DOOR E E READ BOOK W W W S S S GO BARREL W S UP GET NECKLACE

*FROM HERE ON, FOLLOW THE DIRECTIONS EXACTLY OR YOU WILL DIE!

S E E E N N W W OPEN CUPBOARD GET VASE E N N E E S S E E S S S W W GET MIRROR

*ONE DOWN, 4 TO GO

E E N N W W N W W W W S S W (TREASURE ROOM AGAIN!) W (WHOAAAA)
LIGHT CANDLE OPEN CUPBOARD E GET RING READ MESSAGE GO BARREL N N N E GET SHADOW W N N N N N W PUT LADDER UP PUT ROPE UP

*GOD WHAT AN UGLY BITCH!


*MIRROR #2, IN YOUR OWN JAIL CELL!

WAIT GIVE JUG MOVE BED GO HOLE GO BARREL W W N GIVE FISH GET COAT S E E N E GIVE MOOSE GET COOKIES W N N N W W TALK 'Y' 'GO'

*THE LAST ARCADE GAME.. LET'S PLAY SIMON!

E E S S S S S E N E E W E WAIT

*ONLY IF MAN ISN'T THERE

TALK W S W W W N OPEN DOOR N OPEN DOOR N N N N N E N N DROP ALL

*YOU HAVE TO DROP EACH ITEM INDIVIDUALLY *DON'T 'DROP COAT'!!! YOU MUST TAKE IT WITH YOU!!!
N W W WEAR COAT W W WAIT (SEVEN TIMES) UNTIL A PIECE THAT LOOKS LIKE THIS APPEARS--

--------
@      '
--------

GET MIRROR

CONGRADULATIONS, YOU HAVE JUST WON...

---> COVETED MIRROR <=--
<<WARNING>> THIS TELLS EXACTLY HOW TO SOLVE 'HI-RES ADVENTURE #3: CRANSTON MANOR -- THIS IS NOT A HINT SHEET. IF YOU WOULD LIKE A XEROX COPY OF OUR MAPS, SEND E-MAIL TO: MICHAEL DECAYE

NOTE: (PARANTHESIS) INDICATE A DIRECTION TO MOVE. <BRACKETS> INDICATE AN ACTION --AND THESE- INDICATES A FOOTNOTE

START: (E,N,W) <GET LANTERN> (E,S,S,E) <GET CROWBAR> --YOU'LL NEED THIS TO GET THE MANSION-- (N,N,W,N) <USE CROWBAR> (E,E,E,N) <GET JEWELS> (S,E,E,E,U) <GET COIN> --IF YOU WERE TO CHECK INVENTORY, YOU'D FIND THAT THIS IS NOT A TREASURE, YOU'LL NEED IT LATER-- (D,E,E,E,N,W,) <GET CAGE> --WHERE ELSE ARE YOU GOING TO KEEP A RASCAL OF A MOUSE?-- (E,S,E,S) <GET CHEESE> --HOW ELSE ARE YOU GOING TO TEMPT A RASCAL OF A MOUSE?-- (N,N,E) <DROP CHEESE> <GET MOUSE> --CONGRATULATIONS, YOU CAUGHT THE LITTLE RASCAL!-- --YOU DON'T NEED THE CHEESE ANY MORE, BUT IT'S A WASTE OF TIME TO DROP IT-- (W,W) <DROP MOUSE> --WOOPS! THERE WENT THE ARMOUR! GUESS YOU'LL JUST HAVE TO TAKE THEIR EXPENSIVE TEAPOT-- <TAKE TEAPOT> <GET MOUSE> --YOU'LL NEED HIM MORE LATER-- (W,S,S,W) <PLAY ORGAN> (N) <GET TRIANGLE> --WE'VE FOUND NO USE FOR THE DAGGER, IF ANYONE KNOWS OF A USE FOR IT, LEAVE US A NOTE-- (S,S) <DROP MOUSE> <GET KEY> <GET MOUSE> <EMASES> --'SAYING DOESN'T WORK, YOU JUST TYPE THE WORD-- (U) <GET SPYGLASS> --I HAVE NO IDEA WHY YOU ARE RANSACKING THIS HOUSE, IT'S JUST THE WAY IT'S DONE-- (D,W,N,E) <DROP MOUSE> <GET CANDLESTICK> <GET MOUSE> (N) <DROP MOUSE> <GET POT> --DON'T WORRY, THIS POT ISN'T ILLEGAL-- (N,N,W,E) <USE KEY> <CLIMB ROPE> --IF YOU WERE TO TRY TO GET THE BILLS NOW, IT WOULD TELL YOU YOU'RE TOO FAR AWAY. SO WHAT DO YOU DO?-- <SWING> <GET BILLS> (D,W,S,W,W,W,W,) <GET WATER> (E,E) <OPEN DOOR> (E,E,E,N,D) --WOW! IT'S GOTTEN DARK!-- <LANTERN ON> --LIGHT LANTERN, LANTERN ON, LAMP ON, ETC... ALL WORK, BUT SINCE THEY CALL IT A LANTERN, SO DO I-- <PRIME PUMP> --THAT'S ONE YOU MIGHT NOT HAVE GOTTEN!-- <PUSH BUTTON> <GET BOTTLE> --DIAMONDS!-- <GET WATER> (U,S,W,N,E,D) <USE TRIANGLE> --THIS MIGHT BE A GOOD TIME TO SAVE THE GAME. A MEAN LITTLE SOLDIER MIGHT PICK UP ON YOUR TAIL AROUND HERE. IF HE DOES,HE STARTS TAKING POT SHOTS AT YOU, IF ONE HITS,YOU'RE DEAD AND THE GAMES OVER. BUT IF YOU'RE FEELING LUCKY, DON'T BOTHER-- (W,S,W,E,N,D) <USE COIN>
-TOLD YOU IT WASN'T A TREASURE- <GET CARD> (U,E,S,S) <USE CARD> <THROW WATER> -WELP! THERE GOES THE APPLE! THE ARMOUR AND THE TIN SOLDIER WILL NO LONGER BOTHER YOU NOW- <GET SPHERE> (N,N,N,W,N) <GET GOLD> (N,E,E) <GET PENDANT> (E) -A PINK BULL ?!?- <LANTERN OFF> (E) <LANTERN ON> (E) <GET NUGGET> (W,D,S) <GET EGGS> (E,E) -WOW! RIGHT THROUGH THE ROCKS!- <GET JADE> (N,D,W,W,N,N,W) <DROP NUGGET> -YOU CAN'T TAKE IT OUT THE NORMAL WAY SO YOU SEND IT UP THIS WAY- <LIFT> -AGAIN, YOU CAN'T SAY 'SAY'- (E,E,U,E,D,U,S,S,E,U,W) <FULL TORCH> -YAWN, HOW COMMON- <GET NUGGET> (S) <GET RING> (S,E,S,W) <GET RAFT> (E,E) -MIRRORS, CUTE- <OPEN DRAWER> <GET NECKLACE> -THE DOOR'S LOCKED ON YOU (HOW CONVIENT, IT BEING A BRIDAL SUITE) SO YOU'LL HAVE TO JUMP OFF THE BALCONY- (S) <JUMP> (D,W,N) <GET SCREWDRIVER> (S,W,N,N,W) <INFLATE RAFT> -YOU DON'T NEED TO DROP IT FIRST BECAUSE YOU DROP IT WHEN IT GETS TOO BIG ANYWAYS- (N) <USE SCREWDRIVER> (S,W,S)

CONGRATULATIONS!!!! YOU HAVE SUCCESSFULLY COMPLETED YOUR MISSION AND ARE HEREBY DECLARED A LEVEL-3 ADVENTURER!
SOLVING CRITICAL MASS

AS TOLD BY THE MANIAC.

NOTES:   THE COMMANDS THAT YOU TYPE ARE INSIDE THE "" MARKS. THE
REST ARE COMMENTS TO HELP YOU FOLLOW ALONG.

AT TIMES IT MAY SEEM THAT YOU COULD SKIP MANY OF THE SEQUENCES
AND SAVE YOURSELF LOTS OF TIME. UNFORTUNATELY, AS IN ESCAPE FROM
RUNGSTAN, FUTURE EVENTS DEPEND A GREAT DEAL UPON WHAT YOU DO IN
THE BEGINNING. EVEN WITH THIS FEATURE CRITICAL MASS CAN BE PLAYED
ALL THE WAY THROUGH IN UNDER HALF AN HOUR (DEPENDING ON HOW GOOD
YOU ARE AT WATER SKIING).

ON WITH THE ADVENTURE!!!

"LOOK WALL" : YOU MUST READ THE PASSWORD
"GET ENVELOPE"
"OPEN ENVELOPE" : FAN MAIL?
"GET FLOWERS"
"W"
"PUSH BUTTON" : INSIDE ELEVATOR
"DOWN" : GREAT SECRET WORD
"JUMP" : WAIT UNTIL YOU REACH THE 5TH FLOOR TO HIT RETURN AFTER YOU
: TYPE IN JUMP
"W" : CAB
"ZOO"
"N", "W", "BUY PEANUTS"
"E", "GIVE PEANUTS" : YOU GET BROOM
"E", "GET BOMB", "THROW BOMB" : TYPE FAST
"E", "GET NOTE", "WITH BROOM"
"W", "W", "S", "S" : CAB
"UN"
"E", "E", "N", "GET BOTTLE"
"S" : NOW YOU HAVE TO WAIT UNTIL 10:00 FOR THE DELI TO OPEN
"GO DELI"
"BUY CHICKEN SOUP"
"W", "W" : CAB
"AIRPORT"
"LONDON"
"E", "OPEN DOOR" : READ TELEX MESSAGE
"KICK TELEX" : OUCH#$&%%&$
"GO DOOR"
"GET TELESCOPE"
"E", "GIVE FLOWERS" : WHAT A DEAL!
"W", "S" : NEWSSTAND
"BUY PAPER", "READ PAPER"
"N", "W", "W" : CAB
"BRIDGE"
"N", "LITHIUM" : FIND OUT ABOUT RAND AND : STUPORTINO
"S","W" :CAB, PALACE TO THE NORTH
"AIRPORT"
"ROME"
"S" :CAB
"RUINS"
"N", "E", "LOOK TELESCOPE"
"E", "E", "GET FLASHLIGHT"
"W", "W", "S", "E" :CAB
"AIRPORT"
"PARIS"
"S" :CAB
"LAUNDRY"
"OPEN DOOR", "GIVE TICKET" : GET KEY
"S" : OOPS!
"N", "W", "S", "S" : TUNNEL
"W", "N", "N", "W", "W" : YOU'RE OUT!
"N" : BUT YOU CAUGHT A COLD!
"DRINK SOUP" : POWERFUL STUFF!
"N", "E", "S", "S" : CAB
"AIRPORT"
"NEW YORK"
"MIAMI"
"E" : CAB
"BEACH" : KOWABUNGA! SURF'S UP!
"S", "S" : HANG TEN!

: THIS IS THE HARDEST PART OF THE WHOLE
: ADVENTURE AND I SUGGEST THAT YOU SAVE
: THE GAME HERE. YOU ONLY GET ONE
: CHANCE BEFORE YOUR CONNECTING FLIGHT
: LEAVES AT 13:00 FOR SAN JUAN.
: YOU NOW HAVE TO WATER SKI AROUND THE
: BOUYS. USE THE RIGHT AND LEFT ARROWS
: AND THE SPACE BAR TO STOP. IF YOU
: ON YOUR FIRST ATTEMPT (I'M SURE YOU
: WILL) YOU MUST RESTORE THE GAME YOU
: JUST SAVED. THE BEST HELP THAT I CAN
: GIVE YOU IS TO TELL YOU THAT YOU ONLY
: HAVE TO CLEAR THE LEADING TIP OF THE
: BOUY AND CAN CUT BACK AS SOON AS IT
: STARTS TO PASS. SOUNDS EASY YOU SAY?
: GO FOR IT!!!
"CALL GIDGET" : GOOD LUCK
: WHEN YOU COMPLETE THE COURSE YOU WIN A
: NIFTY BEACH TOWEL. BIG WOW!
"N", "N", "W" : CAB
"AIRPORT" : YOU MUST ARRIVE BEFORE 13:00
"SAN JUAN"
"W" : CAB
"DOCK"
"BUY GAS", "WIPE GAS"
"W" : BOARD BOAT
"PUSH BUTTON" : SET COURSE FOR ST. THOMAS
"E", "E" : HOUSE
"GO STAIRS"
"KNOCK DOOR"
"MAJOR RAND"
"HELP"
"STUPORTINO" : THAT OLD SNEEZER!
"N", "W", "W", "S" : ON BOAT
"PUSH BUTTON" : SET SAIL FOR MARTINIQUE!
"N", "W" : LAND HO! WHEW, WHAT A TRIP!
"E", "E", "N" : CAVE ENTRANCE
"N", "E", "N", "N" : OH NOOOOOOOOO...
"SNEEZER" : WHAT LUCK!
"N", "U", "U", "S" : WATCH OUT
"DUCK"
"S", "INSERT KEY"
"N", "D", "N", "N" : LOOKING THROUGH VIEWER
NOW WAIT FOR THE COUNTER TO COUNT DOWN
AND THE MISSILES TO LAUNCH. AS THEY
LAUNCH, AIM THE CROSS-HAIRS WITH THE
I, J, K, AND M KEYS AND USE THE SPACE
BAR TO FIRE. GOOD LUCK. THE FATE OF
THE ENTIRE WORLD IS IN YOUR HANDS.

CONGRATULATIONS, YOU SAVED THE WORLD.
THE FOLLOWING IS A COMPLETE EXPLANATION OF HOW TO SOLVE 'THE CURSE OF CROWLEY MANOR'. INSTEAD OF GIVING THE SHORTEST AND MOST EFFICIENT SERIES OF COMMANDS, HOWEVER, I WILL TAKE YOU DOWN A SIDE PASSAGE OR TWO TO SHOW YOU SOMETHING INTERESTING OR GIVE SOME LOCAL COLOR.

SETTING: YOU ARE INSPECTOR BLACK, ABOUT TO BE CALLED IN TO SOLVE A CASE OF MURDER. HOWEVER, IT'S NOT YOUR TYPICAL CASE...

1) LOOK WINDOW
2) LOOK ROOM
3) LOOK NAMEPLATE
4) LOOK CALENDAR
5) LOOK I.D.CARD
6) LOOK
7) LOOK
8) LOOK (ALL OF THE ABOVE IS JUST TO WASTE TIME UNTIL THE PHONE RINGS)
9) ANSWER PHONE
10) OPEN DOOR
11) S
12) TALK
13) CLimb IN
14) TALK
15) CROWLEY
16) LOOK DRIVER
17) GET VIAL
18) LOOK
19) LOOK
20) LOOK
21) LOOK (AH, LONDON BY NIGHT...)
22) GET OUT
23) TALK
24) N
25) E
26) N
27) N
28) N
29) LOOK
30) LOOK (THIS TIME, A GROWTH APPEARS)
31) GET GROWTH
32) W
33) LOOK TABLE
34) DROP GROWTH
35) LOOK
36) LOOK
37) LOOK (HUNGRY LITTLE BUGGER)
38) GET LETTER OPENER
39) DROP 40 SHILLINGS
40) DROP I.D.CARD (GET RID OF EXCESS ITEMS; YOU'LL NEED THE CARRYING CAPACITY LATER)
41) E
42) S
43) S
44) S
45) W
46) W
47) UNSCREW (THE BOLTS IN THE CHEST)
48) OPEN CHEST
49) GET OLD NOTE
50) LOOK OLD NOTE
51) DROP OLD NOTE (REMEMBER THE #)
52) GET CRUCIFIX
53) DROP LETTER OPENER
54) S
55) LOOK CRANK
56) GET GOLD KEY
57) TURN CRANK
58) LISTEN
59) N
60) N
61) TALK
62) E
63) LOOK DESK
64) LOOK DESK (AGAIN)
65) LOOK SILVER BOOK
66) READ BOOK
67) READ BOOK
68) OPEN DESK
69) GET CRYSTAL BALL
70) W
71) LOOK (POOR DEVIL..)
72) S
73) E
74) UNLOCK CABINET (WITH THE KEY)
75) OPEN CABINET (SURPRISE, SURPRISE)
76) DROP GOLD KEY
77) E
78) N
79) N
80) N
81) W
82) GET HAND AXE
83) N
84) OPEN DOOR
85) E
86) CHOP WALL
87) CLIMB (INTO HOLE)
88) LOOK
89) LOOK INSTRUMENTS
90) READ BOOK
91) W
92) OPEN DOOR
93) 5271 (REMEMBER THE OLD NOTE?)
94) OPEN DOOR
95) LOOK
96) LOOK
97) LOOK (HARMLESS BUT SCARY)
98) CLIMB
99) N
100) N
101) W
102) GAFALA
103) CLIMB (INTO HOLE)
104) TALK
105) TALK (WHAT A SNAPPY DRESSER!)
106) DROP HAND AXE
107) S
108) W
109) N (FOR A SURPRISE)
110) LOOK
111) S
112) W
113) TALK
114) MOZART (DID YOU LISTEN BEFORE?)
115) CLIMB (STAIRS)
116) LOOK UP
117) CLIMB ROPE
118) LOOK
119) GET GOLD SHIELD
120) E
121) LOOK
122) DROP CRYSTAL BALL
123) LOOK
124) LOOK
125) GET SWORD
126) W (HEAD BACK)
127) CLIMB
128) S
129) E
130) LOOK
131) GET SILVER CLUB
132) E
133) N
134) N
135) N
136) CLIMB
137) SHOOT RAT (KNEW THAT GUN HAD TO BE GOOD FOR SOMETHING)
138) CLIMB (BACK DOWN)
139) S
140) S
141) DROP REVOLVER
142) GET HAND AXE
143) N
144) N
145) CLIMB
146) OPEN DOOR
147) CHOP BEAMS
148) DROP HAND AXE
149) CLIMB (INTO TUNNEL)
150) TALK (HIM AGAIN!)
151) E
152) CLEAN SWORD
153) W
154) N
155) N (HERE IT COMES!)
156) LOOK
157) LOOK
158) LOOK
159) LOOK
160) LOOK
161) LOOK
162) LOOK (AFTER ALL THIS VOYEURISM, THIS IS YOUR CHANCE)
163) KILL DEMON

TA–DAAA! YOU DID IT! NOW EVERYBODY’S DEAD BUT YOU, AND YOU CAN GO HOME.
This is probably the best infocom text adventure yet, don't ruin your adventure by cheating with this sheet, just use this in emergencies!

Note: These are the commands needed to solve the leviathan ver. of the game

Characters: the diver (you) - supposedly an expert diver, who, just like everyone else on the island is waiting for his ship to come in.

Johnny Red - the pirate leader. proud, but not a backstabber, makes a good leader on the quest

Pete the Rat - the cook on the ship, one-eyed and fairly trustworthy also.

The Weasel - the name says it all, works in a plot to reap the benefits of the expedition all by himself. little backstabber.

Mcginty - the owner of mcginty's salvage. Disgusting habits, self-ish and unsure.. 'asshole'

other characters - just fill in the other needed roles, can be asked questions, but don't always answer... -get yourself a copy of the docs. re-written by the I.C. of Trade

Now onto the solve!

2nd note: Many things are random in this game, just follow the solve and there shouldn't be too many problems, if something goes wrong restore game

<start: in your room> "look out window" "wind watch" "get out of bed" "read note" "open dresser" "get passbook and room key" "look in closet" "i" "open door" "n" "close door" "lock door" "wait" (until the weasel comes, originally hoping to steal your passbook) "n" "n" "e" "e" "e" "e" "s" "s" "sit"

<in shanty: breakfast> "order food" "order drink" "eat food" "drink drink" "yes" "get out of chair" "n" "w" "w" "s" "s" "w" "w" "w" "e" "e" "e" "e" "s" "s" "sw" "w" "w" "e" "e" "e" "n" "look" (until 9:00) "n"

<in the mariners trust bank> "withdraw $603" "s" "ne" "n" "nw" "w" "w" "w" "open window" "look through window" "w" "drop passbook" (so mcginty wont know you are leaving) "e" "e" "n" "n" "w" "w" "sw" "sw" "nw" "wait" (until johnny starts to talk, if he pulls out the dinner plate then continue with:) "examine plate"
Apple II Computer Info

"se" "ne" "e" "s" "n" "e" "s" "n" "e" "s" "n" "e" "s" "buy drink"
"drink drink" "n" "se" "s" "s" "se" "i"

<point lookout> "wait" (until johnny red comes along) "yes" "show
$500" "no" "nw" "n" "nw" "w" "s" "wait" (until mcginty
leaves) "look" "give (amount of money john says you need to pitch
in)" "buy c battery and putty" "buy flashlight and repellent"
"buy electromagnet" "rent compressor" "i" "n" "e" "s" "sit"

<the shanty: lunch> "wait" (until johnny starts to talk) "order
food" "order drink" "eat food" "drink drink" "get out of chair"
"n" "se" "s" "s" "sw" "w" "w" (interesting: the weasel gives
mcginty his seaman card here.) "wait" (for mcginty to go east)
"e" "e" "ne" "n" "n" "nw" "w" "w" "s" "s" "s" "w" "w" "look through
window" "w" "e" "wait" "look through window" (if mcginty is gone
continue with): "open window" "enter window" "get envelope" (the
weasels seaman card: thus the collateral for the deal) "n" "w"
"s" "s" "unlock door" "open door" "s" "read envelope" "get all
from closet"

<your room: picking up diving gear> "i" "n" "close door" "lock
door" "n" "e" "s" "s" "w" "w" "drop room key" "e" "e" "e"
"e" "ne" "nw" "s" "sit" "order drink" "drink drink"

<the shanty: kick-back time> "wait" "wait" "n" "w" "s" "wait"
"wait" (until deliveryboy leaves) "n" "w" "n" "w" "s" "d" "n" "n"
"n" "get c battery" "get drill" "open panel" "put c battery in
drill" "close panel" "s" "s" "s" "s" "s" "w" "w" "w" "w" "w" "w" "w" "w" "w"

<in storage locker> "n" "get all" "examine compressor" "examine
air tank" "fill tank with air" "s" "s" "drink water" "s" "d" "u"
"s" "n" "n" "n" "n" "look under bunk" "n" "s" "u" "w" "s" "examine
drill" "n" "wait" (until 5:45)

(in the wheelhouse with johnny red)
nnnn---eeeeee------xxxxxxx--------tttttt!!!!!!! "s" "d" "n" "w" "w"

(asohole, that was a good dream!) "get out of bunk" "u" "sit"
**in the next part when you see an obstacle to starboard push
right, when you see an obstacle to port push left, 'wait' the
rest of the time until midnight. if you need a midnight snack go
galley for some stew right after you avoid an obstacle**

<bunk: sleep (9 hours total!!) > "get out of chair"
(sleepwalking) "d" "sleep" (asohole, shut up!) "rest"

<the galley: break/fast!> "get out of bed" "s" "eat stew" "drink
water" "s" "s" (now to the captan's cabin to alert of the
traitor!) "get envelope" "show envelope to johnny" (ha!) "n" "u"
(ha!) "d" (ha!) "u" **now it's time for the dive..
preparations.....**

<aft deck> "drop all" "get watch" "wear watch" "get wet suit" "wear wet suit" "get air tank" "wear air tank" "get flippers" "wear flippers" "get mask" "wear mask" "i" "look" "get tube" "get flashlight" "get canister" "get drill" "get electromagnet" "i" "look" **jump!!**

<brin the ocean: by the wreck, in the wreck, the completion of the game> "dive in ocean" "open lid" (haha loan shark!) "d" "turn on flashlight" "d" "d" "d" "s" "open door" "s" "put magnet on mine" "turn on magnet" "drop magnet" "u" "remove tank" "s" "s" (now for the operations-careful..) "turn drill on" "drill safe with drill" "turn drill off" "grab case" "n" "n" "d" "n" "u" "drop tank" "examine tank" "examine glass case" "examine stamps"

(holy shit!! now to attempt to preserve them so they have value at all!) "turn drill on" "drill case with drill" (sputter..., just in time, now to patch that sloppy?! job) "open tube" "put glob in case" (whew!!) "d" "n"

(the final stretch) "u" "u" "u" "u" "u" - end of session - you have now come up with the $50 million dollar stamp collection, and you are classified as - a rich diver! - your adventure is now over!
THE OUTPOST

THIS TUTORIAL WILL BE DIVIDED INTO TWO SEPARATE PARTS: THE FIRST BEING A GENERAL OUTLINE FOR SOLVING DEADLINE, THE SECOND BEING A DETAILED DESCRIPTION ON HOW TO SOLVE IT.

SOME GENERAL HINTS ABOUT DEADLINE

[1] ALWAYS KEEP IN MIND THAT YOU ARE NOT LIMITED TO TWO WORD COMMANDS, LET YOURSELF GO AND BE CREATIVE!

[2] YOU HAVE THE ABILITY TO INTERACT WITH PEOPLE AS WELL AS OBJECTS.

[3] ALWAYS TRY TO GET A FEEL FOR THE VOCABULARY OF AN ADVENTURE BY TYPING WORDS EXTEMPERANIOUSLY. IN THIS WAY YOU CAN SOMETIMES GET THE IDEA OF THE VOCABULARY NEEDED.

HOW TO SOLVE DEADLINE


MURDERED OUR DEAR FRIEND MR. ROBNER). NOW THIS HAVING BEEN DONE, RETURN TO THE FRONT DOOR. [NW,W,N,W,N,N,SE]. NOW WE HAVE TO TREK
ALL THE WAY UPSTAIRS AGAIN!  Go [N,N,E,U,U,N,N] You should now be in Dunbar's bathroom. Type "Look Lobo" (interesting, heh?). Now go all the way downstairs again.  [S,S,S,D,D,W,S,S] You will be at the front door again. Now you have time to take a rest. Type "Wait till 11:30". It should now be 11:31. Now we have to hunt down Mr. McNabb. Go to the orchard [E,NE,N]. (Note: Due to the nature of deadline, McNabb might not be there. If he is not, hunt him down! - it doesn't matter where you find him). Once McNabb has been located say "Hey McNabb"/CR/ "What is wrong". After this follow him. He will then point out to you two holes in his rose garden. You then say "Look holes" (more mud theory) and then "Dig ground". Then with your new found treasure type "Analyze fragment for loblo". Now we have to catch the will reading. Go [N,N,SE,S,SW,W,S]. You will be at the front door once again. Now go [N,N,W] and wait for the will to be read. After that say "Hey George". Then type "Show George the calendar". He will panic and run upstairs. Follow him!! He then will duck into his room and you go [W,W,N,N]. This will place you in the library's balcony. Now type "Wait 10 min". Once George enters the room wait for about 2 min and then [S], "Look bookcase", "Press button", "Get will", "Look safe", "Get papers", "Read papers" Then go to the living room [S,E,E,E,D,D,E,E] and say "Hey Baxter", "What about focus", "Show Focus to Baxter", "Hey Dunbar", "Show Focus Papers", "What about focus". Then follow Dunbar closely. Once outside the house she will drop a piece of paper. "Get paper", "Read paper" Then continue following her. Once you catch up, ask her "Hey Dunbar", "Show paper to Dunbar". Then make tracks for the shed. [E,E,SE]. Wait for Baxter. Once Dunbar and Baxter are present type "Arrest Baxter and Dunbar"
WARNING: THIS WALKTHRU SHOWS HOW TO SOLVE "DEATH IN THE CARIBBEAN" STEP BY STEP - THESE ARE NOT HINTS!

SPECIFIC INSTRUCTIONS ARE ENCLOSED IN QUOTES, SO TYPE WHAT YOU SEE.

THE OBJECT OF THIS ADVENTURE IS TO FIND A TREASURE CHEST. START OUT WITH "N","E","N","E","GET WAGON". THEN "W","S","E","GET ROCK","E","OPEN BOX"," GET KEY"," N". YOU ARE NOW AT THE ANTHILL WHICH YOU MUST PLUG UP. SO, "PLUG HOLE", IT ASKS YOU WITH WHAT? AND YOU ANSWER "ROCK". THEN "N","GET RING". THIS IS A MAGIC RING WHICH WILL TRANSPORT YOU FROM ONE PLACE TO ANOTHER IF YOU HAVE BEEN TO THAT PLACE BEFORE. (YOU CAN'T GO ANYWHERE YOU HAVEN'T BEEN).

CONTINUE WITH "S","W","N","N","E". THEN "DROP KEY". YOU ARE LEAVING THE KEY HERE FOR FUTURE USE. THEN "W","W","GET SHOVEL". YOU ARE IN THE GRAVEYARD. OCCASIONALLY THERE IS A GHOST THAT APPEARS WHO WILL HIDE ANY OF THE ITEMS YOU ARE CARRYING. IF HE DOES THIS, THEN YOU WILL FIND THE ITEMS HERE, BUT YOU MUST DIG THE GRAVE TO GET THEM.

NOW GO "E","N","W","GET ROPE","S","W"," TIE ROPE", (IT WILL SAY TO WHAT?), YOU SAY "TREE", THEN "TIE ROPE" AGAIN, TO "WAGON", AND "DROP WAGON" AND "CLIMB DOWN", "ROPE". YOU ARE AT THE BOTTOM OF THE CLIFF, SO "GET WAGON", "W","S","S","GET LIFE-BELT", "WEAR LIFE-BELT", "N","N","N".

AT THIS POINT IT WOULD BE A GOOD IDEA TO SAVE GAME BECAUSE YOU HAVE TO CROSS THE CREVASSE BY JUMPING IT AND OCCASIONALLY YOU DON'T MAKE IT. NOW "JUMP CREVASSE","N","LOOK SIGN", "GET CORKSCREW","N", "GET BOTTLE","S","S". THEN SAVE GAME BEFORE TRYING THE CREVASSE AGAIN. NOW "JUMP CREVASSE", "S","W","W", "READ PRINTING" . THERE IS AN INCRIPTED MESSAGE ON THE BASE OF THIS MONUMENT WHICH TRANSLATES TO "PYRAMID MARKER GUARDS BURIED CHEST. EXCAVATE WITH GREAT CARE".

NOW GO "N", THEN "CROSS RIVER". IT WILL ASK IN WHAT? AND YOU ANSWER "WAGON". THEN IT WILL ASK YOU WHAT DO YOU USE AS A PADDLE AND YOU SAY "SHOVEL". NOW YOU ARE ACROSS THE RIVER, SO "DROP LIFE-BELT", "DROP SHOVEL", "DROP RING", "DROP BOTTLE", "N","E","E" "GET AMULET". THIS AMULET WILL KEEP THE GHOST FROM STEALING YOUR GOODS, HOWEVER, NOW THAT YOU NO LONGER HAVE THE WAGON, YOU CAN ONLY CARRY FOUR ITEMS, SO YOU WON'T BE ABLE TO USE IT VERY MUCH.
CONTINUE WITH "E","E","S","GET LANTERN" "N","N","N","W","GET MATCHES","S","W","S","DROP LANTERN", "DROP MATCHES", "GET BOTTLE", "N","N". YOU ARE NOW AT THE FOG. AT THIS POINT YOU HAVE TO EMPTY YOUR WINE BOTTLE AND FILL IT WITH SOMETHING YOU CAN USE. SO "OPEN BOTTLE", "SPILL BOTTLE". THE FOG AUTOMATICALLY FILLS THE BOTTLE SO "CLOSE BOTTLE" TO KEEP IT IN. THEN GO "S","S", "GET RING", "GET LANTERN", "GET MATCHES", "LIGHT MATCHES", "LIGHT LANTERN", "DROP MATCHES", "DROP AMULET". NOW YOU NEED TO USE THE RING TO GET BACK TO THE CHURCH SO "RUB RING" AND IT WILL ASK YOU WHERE YOU WANT TO GO. ANSWER "CHURCH". THEN GO "E", "DROP RING", "GET KEY", "UNLOCK DOOR". IT WILL SAY WITH WHAT? YOU SAY "KEY".


YOU ARE NOW IN A ROOM WITH A ZOMBIE. THIS IS WHERE YOU USE YOUR BOTTLE, SO "OPEN BOTTLE". AT THIS POINT IT TELLS YOU THE FOG HIDES YOU SO YOU CAN ESCAPE. CONTINUE WITH "N","N","N". YOU ARE NOW OUT OF THE CAVE.

FIRST YOU GO NORTH INTO THE DUNGEON. TAKE COSTUME. LOOK COSTUME. YOU WILL FIND A VIAL IN THE COSTUME. GET VIAL.

GO WEST. GO WEST. YOU ARE IN A BEDROOM, OPEN CHEST, LOOK CHEST, GET PILLOW, GET BLANKET, MOVE CHEST. YOU FIND A BAG OF ASHES BEHIND THE CHEST, GET BAG.

GO EAST 4 TIMES, A SKINNY MAN WILL GO RUNNING BY. FOLLOW MAN, YOU ARE IN AN INTERSECTION, GO EAST, YOU ARE LOOKING AT THE SKINNY MAN, FEED MAN, HE GIVES YOU A ROD.

GO WEST THEN NORTH, (INSERT ROD) IN BIRD'S BEAK, GET RED GEM THAT FALLS OUT OF BEAK.


GO W,N, GO NORTH THROUGH THE WOODEN DOORS (JOE BURNED THEM DOWN FOR YOU), KILL ASSASSIN (HE'LL SHOOT YOU), DRINK VIAL (IT HAD THE ANTIDOTE TO THE POISON ARROW), KILL ASSASSIN, SEARCH ASSASSIN, YOU FIND A CHIME, GET CHIME.

GO S,S, YOU ARE IN THE WELL ROOM, GET WATER(IF YOU DON'T FILL YOUR VIAL YOU WILL LOSE!), GO WELL, JOE KILLS HIMSELF IN THE WATER. RING CHIME. END PART1

A SIGN SAYS "GO LEFT THEN RIGHT UNTIL STOP", GO LEFT, GO RIGHT, GO RIGHT, --- UNTIL YOU ENTER A ROOM THAT HAS A STOP SIGN. END PART2

GO NORTH, YOU ARE IN A MAGICIANS ROOM, GIVE WATER, (TO) RABBIT, (A HECK OF LOT OF PEOPLE GET STUCK HERE.), DROP GEM, DROP VIAL, DROP COSTUME, DROP CHIME, (NOT NEEDED) , GET WAND.

GO EAST, GO NORTH, USE WAND, A FIRE HAS STARTED, SMOTHER FIRE (BLANKET IS NEEDED), GO NORTH, GET AXE.

GO SOUTH, GO WEST, GO NORTH, GO NORTH, YOU ARE IN A MIRROR MAZE, BREAK MIRROR (AXE IS NEEDED), GO EAST, GO NORTH, GO WEST, GO NORTH. END PART3

GO WEST, YOU ARE IN A GARDEN, DIG GROUND (UNCOVERS A CARROT), GO EAST, GO EAST, CLIMB LADDER, GET BOOTS, GET PENDANT, DROP AXE,
DROP WAND, READ PENDANT (A CLUE IS THERE), DROP PENDANT

GO DOWN, GO EAST, GO EAST, GO NORTH, GO NORTH, YOU ARE NOW IN THE
STAVE ROOM, GET FIRST (IT TURNS INTO A SHOVEL), WEAR BOOTS (YOU
FLOAT), DIG CEILING, GET MOUND, GO WEST, GO WEST, OPEN DOOR, GO
DOWN, GO NORTH, YOU ARE IN THE EARTH ELEMENTAL'S ROOM, DROP DIRT

YOU ARE BACK IN THE STAVE ROOM, GET SECOND, GO WEST, GO WEST, GO
DOWN, GO WEST, YOU ARE IN THE FIRE ELEMENTAL'S ROOM, BURN SECOND

YOU ARE BACK IN THE STAVE ROOM, GET THIRD, GO WEST, GO WEST, GO
DOWN, GO SOUTH, GET BOTTLE (NEEDED), GO NORTH, GO EAST, YOU ARE
IN THE WATER ELEMENTAL'S ROOM, DROP THIRD, READ FOUNTAIN

YOU BACK AGAIN IN THE STAVE ROOM, FILL BOTTLE, WITH BREATH, (GIVE
THE BREATH OF LIFE, A PREVIOUS CLUE), GET FOURTH, (THE STATUE
WANTS IT BACK), DROP FOURTH, GO EAST. END PART4

THROW PILLOW, GO NORTH OVER A CLIFF (PILLOW SOFTENS LANDING),
DROP ALL (YOU CAN'T CARRY ANYTHING OVER BRIDGE), GO WEST, GO WEST,
YOU ARE IN THE SPHERE ROOM, GET GOLD, GET SILVER, GET PLATINUM,
JUGGLE SPHERES (KEEPING A SPHERE IN THE AIR
LIGHTENS YOURSELF), GO EAST, GO EAST, GET CARROT (ONLY THING
NEEDED)

GO NORTH, GO EAST, MOVE ALTAR, GO EAST, GO SOUTH, EAT CARROT SO
YOU CAN READ THE SIGN, GO NORTH, CLOSE DOOR (A SECRET ROOM), GO
NORTH, GET KEY, GO SOUTH, GO WEST, GO WEST, GO NORTH, GO NORTH,
THROW KEY ACROSS RIVER, SWIM, GET KEY, UNLOCK DOOR TO THE CRYPT,
OPEN DOOR, GO EAST

ANARKULL HIMSELF! THROW SILVER, THROW GOLD, THROW PLATINUM (MUST
BE THROWN IN ORDER!)

*** VICTORY!!! ***
Defender of the Crown

How to play and win!

by The Byter    Defender of the Crown is undoubtedly one of the best games to be released for the Apple II GS, second only to Alien Mind. Digitized sound, good music, and incredible graphics make this game an excellent showpiece for your computer. Game play includes a strategic wargame with tactical battles (although both are simplistic), arcade sequences, and animated scenes to watch. This file will guide you to victory at Defender of the Crown. It is not a cheat, so you will have fun playing, and this file will alleviate some of the frustration new players are certain to find.

Scenario

The King is dead. The six knights (chosen from 9) are now fighting to determine which one of them shall become the replacement. Three of them are Saxons (including you), and three are Normans. You have an advantage: You have Robin Hood as your ally, and he will help you out in three crucial battles, as well as harassing Normans from time to time.

Politics

The Saxons are your allies, and you may pass through their lands (colored blue) safely, if you choose, or you may attack them. The Normans (earth colors) are your joint enemies, and to win you must occupy each of the three Norman home castles.

Extra-Curricular Activities

Whilst playing the game strategically, juggling the political balance to suit your ends, you also have the chance, from time to time, to attend or hold a Jousting Tournament, Raid an enemy (or allied) castle, and rescue a beautiful ward of one of your allies from the hands of the enemy kidnappers. These events will have an impact on the rest of the game, but it is not essential to do well in them.

Jousting

If you hold a Tournament, or attend one that another noble is holding, you will be treated to some nice graphics and animation. You will then begin the choice to joust for land or fame. If you are doing well with your land holdings, you may choose to try to expand them, and this is a nice friendly way (i.e.: you won't go to war) of getting land from your allies. If you are short on land, it would be better to go for fame. When you first begin playing Defender of the Crown and jousting, you will need a bit of practice.

Hold tournaments often, and choose Wolfric the Wild as your character, as he will give you the best jousting advantage. The game will switch to an overhead view of the entire tournament. There is a lot to look at here, although none of it is important. You will see your horse trotting from the left to the right, and you can speed it up to a canter by repeatedly hitting the mouse button. At this point, the game switches to a side view of the two knights approaching one another.

When you get close enough, the view will switch again and show you a first-person view of your opponent heading towards you. Use the mouse to direct the point of your lance over onto the shield of your opponent, as close to the center of the “X” as possible. When you get close, press the mouse button to strike. The third person view comes back on the screen, and you see the result of the bout. If you hit successfully, you will see your opponent (the blue knight) knocked off of his horse, and you will win leadership, fame, or land. If you did not successfully hit, and your opponent did, it will show you getting knocked off, and you will lose the land (if that’s what you bet) and a point of leadership. Often, neither knight will hit, and the horses will come around for another pass. Do not inadvertently aim for your opponent’s
horse, be it head or body. If you hit the horse in the joust, you will kill it and big trouble will befall you. You will lose all of your land, many of your soldiers and knights, your leadership will drop to bottom, and you will be banned from all future jousting events. I would suggest you joust again.
you on, one will take on your opponent. The fencing simulation is very poor in this game (I should know, being a veteran fencer), and is accomplished as follows: Move the mouse right or left to move the fencer right or left. There is a spot in the middle which will keep your character stationary, but don't count on using it. Press the mouse button to extend your blade. Releasing it will return to en garde position. Waiting will bring your blade up in a defensive position. Finish off the guard who attacks you quickly, pushing him towards the left end of the courtyard. Every hit he scores on you, and every hit SCOREDON YOUR BACKUP will remove one of your "hit points", measured on a grey bar at the bottom left of the screen. The bottom right holds your opponent's score. When you kill your guard, no more touches on your backup will be scored against you, and he will continue to engage the remaining guard as you sneak into the castle proper. Once inside, you will be face-to-face with the captain of the guard. You shadow flickers on the back wall as he advances down a short flight of steps to assault you. Hurry up and meet him on the bottom step, and push him back up the stairs and kill him. Now the part you've been waiting for. How do you kill the guards? It's simple, if you know the trick. I keep pushing forward, attacking every 1/4 of a second, with a 1/4 second break after every third attack. Count "LEX-I-CON" in your mind, and break after each "CON", if you want to do as I do. You will lose one hit point for about every two that your opponent loses. Keep up the attacks with regularity, or you will probably get captured. Once you kill the second guard, you will advance into the treasury of the castle and loot it, taking 1/2 of the castle's assets. If you are attempting a rescue rather than a raid, there is a different outcome. Some time early in the game, if your allies have not been killed off yet, you will be given a chance to rescue the ward of one of the other two Saxons. This is a regular fencing battle, as described above, except the prize is a romantic interlude (with pretty good graphics) of the maiden falling in love with your character, and eventually, marrying. This is a good thing, because the maiden's guardian will be so indebted to you, that he will turn over all of his lands to you, which is very advantageous strategically. You will see the icon of your wife on the right side of the map from now on. Castle Siege ~~~~~~~~~~~~ When you desire to take over an enemy stronghold, or a territory with a castle, your army must bring along a catapult. At this point, you will begin a 7-day siege of the castle. Armed with your trusty catapult, you will begin throwing an assortment of projectiles at the enemy fortress. Boulders - Used for knocking holes in the outer wall, thus reducing the defensive effectiveness of the castle. Greek Fire - Used to torch the tower. Kills about 10% of enemy forces. Disease - Toss this through a hole you've knocked with boulders in the wall. This will make the enemy sick, and kill about 20% of his remaining soldiers and knights. As always, the control is the mouse, but this time, just the button. Push and hold the button in and the catapult will crank backwards. There are some handy markers on the catapult rope, which will help you lob the cargo at the right place. Releasing the button throws the projectile at the target. Below, I will give a diagram of how far to pull the catapult rope for using each type of weapon. Usually, you should watch the rope carefully, and release the button as the notch BEFORE your target notch is covered up. Top of 'pult

--- ===
- ___ Lob fire from here.
- ___ Throw first boulder here. = ___ 2nd, 3rd boulders, Disease.
- ___ 4th, 5th
boulders

Bottom In other words, pull the catapult back until only the top notch on therope is showing to throw fire. Pull it back until the second notch is
covered to throw your first boulder, and second notch uncovered for your second
and third boulders. After you've tossed a couple boulders at the wall (and
hit), you can toss your disease ammo in (historically, these "care
packages" contained sewage and corpses). It is usually best to knock a few
holes in the wall, throw in the disease, throw in a fire, and then knock a few
more holes in the wall. If you don't knock any holes, the enemy will be well-
fortified and you may see your superior force cut to ribbons. If there is only
one soldier guarding the fort, don't bother with using the catapult, but just go
directly to "Start the Battle".

Battle

When you enter into battle with an opponent, you will be shown a
little battleground with your forces dressed in blue standing on the left side of
thescreen, with the enemy's red forces on the right side. Your soldiers will
be lined up in front, and your knights behind. The larger the forces, the
more characters are shown on the screen. On the right, there is a box
showing the statistical sizes of each force, counted in soldiers, knights, and
catapults. On the left is your "tactics box", which gives you a choice of tactics
to follow as the battle progresses. They are outlined below.

Stand and Fight: Essentially you do this when you have equal or slightly superior forces. You
just hack at each other until you change tactics.

Knight Charge: Your knights will charge the enemy lines and do a lot of damage. Make sure you have more
knights than your enemy before you do this, and you can do a LOT of

Outflank Enemy: If you've got superior forces (about 130% to 150% of
the enemy), you should use this tactic. This surrounds your enemy, and they
lose soldiers quickly this way.

Catapult Attack: If the enemy is still in a
castle, you can lob rocks at them and make them easier to hit. If you're on a
field, you can throw fire into their masses and do some damage. The problem is
that your defense goes down when you use the catapult, and you can take a nice

Defensive Hold: Not aggressive. You sit there and let the enemy attack you. This is best to use when you're in a castle, or you have lesser numbers
and want to do as much damage as possible before you die.

Wild Retreat: Rout. Your forces run for it. You should do this if you are up against
insurmountable odds, and you want to save some part of your army or garrison.
If you've got superior forces of soldiers, use flank attacks and standing attacks.
If you've got more soldiers and some knights to boot, do flank attacks and knight
charges. You can decimate an enemy easily this way. If the enemy is obviously
going to slaughter you (or is already doing so), give it up. Do a wild retreat,
and save some forces.

Strategy

This is what will win the game for you. The strategic aspect.

When playing to win the game quickly and easily, don't worry about jousting
and raiding castles, but simply take over as much land as you possibly can.
Use Sir Cedric of Rotherwood or Sir Wilfred of Ivanhoe for their
leadership abilities. In all cases, it is best to put all of your initial
soldiers into your army, and go out in search of land. As you take over more
land, you'll get more soldiers, and money to boot. Once all the free land is
taken, or if an enemy (not an ally... they won't attack you unless you box them in
so they can't attack an enemy) gets close, spend all of your collected cash on
foot troops, and buy a catapult soon too. Don't worry about knights yet.

Print out this file, or at least the statistics at the end, and also print out
the SHR picture: DOTC.MAP, which will show the various provinces as you see
them on the screen, with the addition of their gold and vassal values and names.

If you start in the province of Cumbria (dark blue, uppermost castle) you should
immediately move your forces to Lancashire to the south, and then next turn, to
Yorkshire at your northwest. From there, battles will begin forming, and you should prepare to help medium blue fight off yellow and orange attackers if they get too close. If you start in Nottingham (medium blue), in the middle of the map south of Sherwood Forest, you should go for Lancashire (northeast) first, then Leicestor (directly south of Nottingham) then Linconshire (coastal shire to the west), if Dark Blue doesn't have it yet. From there, you'll have to be ready to fight off orange and brown attacks on Leicestor, and yellow attacks on Linconshire. It's best to let dark blue get Linconshire and fight Yellow for a little while, while you build up troops, then go in and take it from Yellow. If you start off in Clwyd (light blue, east England), you should take your forces to Gloucester (southwest) first, then to Gwynedd (northeast), then to Glamorgan, then get your forces back home. You will lose Gloucester quickly, as it will be a big target for both Orange and Brown, and ultimately, this is the key land in the early game. Build up your army, then attack Gloucester after Orange and Brown have wasted most of their armies taking it from one another. From here, you will have to watch what is going on to decide what to do. It is nice to take territories that give a lot of gold and vassals, but more important is keeping a defensible empire together. Do not have lands way out in the middle of enemy territory you can't move troops to quickly. Keep your allies above water. If they're threatened by a big force, strike at some of the attacking force's undefended territories. As soon as you can, pick up a catapult. When you get enough forces, and some land near an enemy stronghold, go in for the kill. Get Robin's help if they have a lot of forces. Attack the stronghold, and if it falls, all of the enemy's lands become yours. If an ally of yours attacks you, gather a nice force together and enter his lands. Keep asking for safe passage until you get to his stronghold, and take it over. You'll get all the traitor's lands. It is best to take out an enemy castle early in the game, just to make it easier on yourself later. Early in the game, the computer does not defend its castles very well. As far as forces go, in the early game, build up on foot soldiers. If you can get a lot of foot soldiers, you can always do flanking attacks on the enemy and win nearly every battle. When you've got a sizable empire, but have enemies attacking in multiple places, start building castles. Building a castle in an internal (non-border) territory is a waste of 20 gold. Build a castle on a piece of land which...
steamroll forces of up to 10 times their size. It's good to carry along at least one foot soldier for every three knights later on, for protection. To get ahead fast in the game, take over enemy strongholds, and gain all their lands. It will be hard when they are in the middle of a bunch of minor castles, so try to hit one up early in the game. Go for Yellow or Orange, because Brown is too tough to get, and is usually the last enemy you have to kill. One underhanded tactic is to help your allies along, then backstab them and steal their lands. It works, but it isn't very chivalrous.

Statistics

All of these statistics can be found in the game (save for my strategic values for the territories, which I determined), but I'll type them up here so you can print and use them, which is a lot easier than using them from the game proper.

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Statistics

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WELCOME TO THE WONDERFUL WORLD OF EAMON
by Donald Brown

EAMON is a computerized version of what are called "Fantasy Role-Playing Games." When you enter the universe of one of these games, you are no longer John (or Jane) Smith, mild-mannered computer hobbyist. Instead, you become a character in a land of adventure, doing almost anything you want to.

In the land of Eamon, you will be a member of the select Free Adventurers Guild, which is made up of hardy individuals like yourself who want to live by your wits, defeating horrible monsters and finding glorious treasures. (For those of you who want a more calm life, you will have to wait for the game "ADVENTURERS IN THE LAND OF THE CERTIFIED PUBLIC ACCOUNTANTS").

Unlike most games, there is no single set goal for you to achieve, no way to 'win' the game. Instead, in Eamon, you have a lasting goal to both better yourself and also get rich. If you set for yourself another goal (do good to all princesses, kill all evil wizards, that sort of thing), you may also work towards it in your quests.

To run the adventures of Eamon, you need an Apple II, one disk drive, and at least 32K of memory. (Some scenarios may require 48K.) You do not need this manual (although it does help keep you informed, and informed adventurers survive longer!). The one thing you must possess for Eamon is a large dose of imagination.

ACKNOWLEDGEMENTS: The full list of people who deserve mentioning here is too long to give, but a few are—Bill Fesselmeyer, for introducing me to FRP games, my father for introducing me to the Apple, the many good friends who have play-tested this for me, to all the creators of the games I have played and to the writers such as Tolkien,
Leiber, and Niven who have given me so many ideas. And, last but not least, to the talented people of Ann Arbor, Michigan who designed that lovely Dragon Picture.

The basic system of EAMON was created and developed by Donald Brown. The individual adventures were created by various people. Non-commercial distribution is encouraged.

Far away, at the dead center of the Milky Way, is the planet of Eamon. It doesn't orbit any suns—all of the suns orbit it. The shifting pulls of all of these great bodies bring strange forces to bear upon this planet; twisting light, tides, even the laws of science itself! Strange things happen there, and the citizens of Eamon must always be adaptable, for things are rarely what they seem, and even more rarely what they were yesterday!

You are a citizen of this weird world. You are a free man (or woman) out to seek your fortune in this world of shifting laws and time. You will usually find yourself fighting terrible monsters such as Orcs, Trolls, and Dragons to get their treasure. However, at times you may find yourself fighting such varied opponents as Billy the Kid and Darth Vader! Anything can happen, anything at all.

EAMON is a fantasy role-playing game. This means that the computer will generate a character for you and you will pretend to be that person. You will command your character into fierce battle, where hopefully he/she will emerge victorious and wealthy.

Obviously, not all characters are equal in ability. Three numbers (called attributes) describe various parts of your physical condition. You also will have various abilities with weapons, which will increase as you gain experience with them, and learn how to better use them. Additionally, you will be able to learn some powerful magic spells. (Of course, you will
have to be taught these spells, and the teacher will charge you for the job!)

EAMON is usually non-sexist--there is full room for both male and female adventurers. However, for simplicity's sake, an adventurer will usually be referred to as 'he'--please understand that it refers to 'she' adventurers also.

CHARACTER ATTRIBUTES

As mentioned earlier, three numbers describe the basic 'working material' of your character. They are all gotten by selecting three random numbers from one to eight and summing them, thus the numbers can range from three to twenty-four, with more numbers around twelve to fifteen. (By the way, this is called 'three die eight' or written as '3D8'. This terminology comes from older role-playing games where you roll strange dice, and means roll three eight-sided dice and add). The three attributes are HARDINESS, AGILITY, and CHARISMA. Their descriptions and effects are given below--

HARDINESS

Your character's hardiness has two major effects. The most important is that your hardiness is the number of points of damage that your body can withstand before you die. In other words, assume Hedric the Horrible is fighting a Troll. Hedric has an HD (hardiness) of 13. The Troll swings his Battle axe (as described later in the COMBAT section of the manual) and hits Hedric for 10 points of damage. This brings Hedric down to three more points of damage before death--if the Troll can hit Hedric again and do more than two points of damage (before Hedric can go home and heal himself, or use some magic to heal), Hedric will die!

The other effect of hardiness is the total weight that you can carry. The standard measure of weight on Eamon is the Grond, which can be split
into ten Dos. You can carry up to
ten times your hardiness. Therefore,
Hedric can carry up to 130 Gronds (or
1300 Dos). Note that weight-carrying
ability is based on the characters base
hardiness, not the number of hits he
has left. In his unpleasant encounter
with the Troll, Hedric can still carry
130 Gronds, even though he only has
three hits left before death.

As with all three basic attributes,
a character's hardiness is not normally
changed. (Unusual magic items or spells
might change them). Thus, a player who
starts life as a 90-pound weakling will
remain one until he dies.

AGILITY

The second basic ability is the
player's agility (abbreviated 'AG').
Agility's major effect is in combat--a
player with high Agility is more likely
to hit an opponent. Agility may also
be useful for avoiding special traps
(like falling down a mine shaft) or
other special occurrences.

CHARISMA

The last basic attribute for the
player is his charisma (abbreviated
'CH'). Charisma is mostly a measure of
physical attractiveness, although it
also includes such things as a forceful
manner, pleasant speaking voice, and
anything else that makes people look
at you and say, "Gee, what a nice guy!"
(or girl). In some ways, charisma may
be the most important attribute, at
least for the beginning character. The
first major effect of charisma is on
the prices you'll have to pay for goods
and services (or the prices people will
pay you). Obviously, if somebody likes
you, he will give you a better price
than if you disgust him.

The second effect of charisma is on
how citizens of Eamon (generically
called monsters) will react to you. Not
all monsters are bad--you can sometimes
make friends with a few of them, and
their assistance may make the differ-
ence between life and death! Your
charisma will affect the likeliness of their liking you--subtract 10 from your charisma, multiply the difference by 2, and the result adjusts the percentage chance of a favorable reaction from the monster—if there was any chance at all! EXAMPLE: The Mad Hermit of the Beginner's Cave has a 50% friendliness rating, which means that Joe Normal with a charisma of 10 will get make friends with the Hermit one-half of the time. However, old Hedric the Horrible with his charisma of 5 has only a 40% chance of making friends (5-10=-5, -5*2 =-10). On the other hand, Lovable Linda with her charisma of 24 has a 78% chance of making friends. Unfortunately a rat with a friendliness rating of 0 will never make friends, be it with Joe Normal, Hedric, or Lovable Linda.

COMBAT

Being a rough and violent world, combat is the most important aspect of Eamon. In most adventures, combat is taken care of on a blow-by-blow method—every player or monster in turn uses his weapon(s) on one enemy, the effects are calculated, and then applied.

Every time that a player or monster attempts to strike someone else, there is a percentage chance of success. The computer will generate a number from 1 to 100, and if the number is less than the chance to hit, the blow did strike.

Several factors determine just what that chance to hit is. If a player has no armour on, there are three factors—the player's agility, his ability with that weapon, and the quality of the weapon (also called the complexity).

Roughly speaking, all weapons in the world of Eamon can be divided into five types—axes, bows (this includes all thrown weapons and guns), clubs (or any blunt weapons), spears (or other pole weapons), and swords. Every player has what are called 'weapon expertises' for each class. All players start at the same levels: 5% for axes, -10% for bows, 20% for clubs, 10% for spears and 0% for swords. (These numbers are to reflect the fact that somebody who doesn't know what he's doing is more
likely to hit with a club than with an arrow.) Your chance of hitting your target is equal to twice your agility plus your ability for the weapon you are using, plus the complexity of the weapon you are using. For example, our old friend Hedric has an agility of 20 and is using a fair quality sword (with a complexity of 0%). Since he is a starting character, he has a sword ability of 0%. Thus his chance of hitting is 40+0+0 or 40%.

Weapon expertises can be increased through use in combat. The scheme goes as follows: Assume Hedric is fighting his troll and scores a successful hit. The question now is, did Hedric learn anything about how to use his weapon better? Well, it just so happens that his chance to learn is his chance to have missed. Thus, 60% of the time Hedric will learn from his blow. If he does, his sword expertise will go up by 2%. Thus, next time his chance of hitting will be 42%. (Notice that his chance of learning on the next successful blow is only 58%.)

Well, Hedric somehow made it out alive from his Troll battle, and has brought his sword expertise up to 12%. He then wants to take his booty and new knowledge and get a better weapon. If Hedric goes and buys a new sword-like weapon, such as a rapier which has a weapon complexity of 15%, his chance of hitting with it will be 40+12+15 or 67%. However, if he decides to switch weapons and get a Battle axe with a complexity of 15%, his chance with that will be 40+5+15 or 60%--his experience with swords will not help him with his axe.

If an attacker is wearing armour, his chance of hitting may be reduced. After all, one just isn't as agile when one is fighting from within a tin can! A player may carry a shield, which will lower the chance to hit by 5%, and may also wear either leather armour (lowers chance by 10%), chain mail (20%), or plate armour (60%). However, these numbers are "worst cases". A player becomes used to the constricting effect of wearing armour, and builds an armour expertise (called AE). It is built the
same way that weapon expertise is increased—every time a successful blow is landed and the effect of armour is bigger than the player's AE, a check is made on the chance to miss and that is the chance of the armour expertise going up by 2%. Thus a successful blow may increase the chance to hit by 4%. Armour expertise is carried over from each type of armour. Thus if you've brought your AE up to 10% while in leather armour and you go to chain, your chance to hit will only drop by 10%, not 20%. However, the effect of armour expertise can never increase the chance to hit—if the AE is 32% and you go to leather armour, the net effect will be 0, not adding 22%.

In addition to agility, weapon expertise, weapon complexity, and armour, there may be magical or other extraordinary forces at work that will affect the chance of hitting.

When a blow hits, a random amount of damage is done to the target. This amount of damage is based on the weapon and will be given in 'N D N' format. (Remember 3D8 for the three basic attributes?) This base number of damage is usually lowered by the armour worn by the defender—leather armour and shield each take one point of damage, chain takes 2, and plate armour takes 5 points of damage away from that taken on the body (all effects are cumulative and magical devices may act as armour).

That, of course, is what usually happens. However, due to flashes of good luck or clumsiness weird things can happen. About 5% of the time an attacker will get what is called a 'critical hit'. That will get one of the following results (each result is followed by the percentage chance of its occurrence): Ignore armour (50%), three-halves normal damage (35%), twice normal damage (10%), triple normal damage (4%), or automatic kill (1%).

About 4% of the time the attacker will fumble with his weapon. It will have one of the following effects: Recover from fumble without any other effect (35%), Drop weapon (40%, if the attacker is using built-in weapons such as claws, the attacker simply recovers
instead), Break weapon (20%, with a 10% chance of hitting oneself at the same time), Hit self normally (4%), and Hit self with double damage, ignoring armour (1%).

MAGIC

The strange shifting forces around Eamon sometimes give results that can only be called 'Magical'. However, most of these effects are extremely localized, and will not be consistent from one adventure to the next. Most often these strange things will be the special results by carrying magical items, however, some citizens of Eamon who have lived all of their lives in one location may have learned how to control the forces around them.

There are, however, four spells that work almost everywhere. Anyone can be taught these spells without too much difficulty (if you can find a wizard who will teach them to you!). When you learn a spell, you will start with a random ability in it from 25 to 75% (you will not know what your ability is). As with combat experience, this can be increased every time you successful cast the spell--If a random percentage roll is less than your chance to not have cast it, your ability will go up by 2%. However, there is a catch in casting spells--due to the tiring effects of sending all this power through your body, every time that you attempt to cast a spell REGARDLESS OF WHETHER OR NOT THE ATTEMPT WAS SUCCESSFUL your chance for the rest of the adventure is halved. Thus, old Hedric who knows a spell with a 200% ability will always cast it the first time. His second try will also always work (100% of the time). His third try will only work half (50%) of the time. On the fourth try the chance is down to 25%, fifth try 12%, and sixth only 6%. Fortunately for Hedric, however, if you know a spell your chance of successfully casting it can never be less than 5%, so Hedric can use his spell for the rest of the adventure at the same odds.

The four basic spells are:
BLAST

This spell sends a magical burning arrow at your opponent. Armour will absorb damage from it, but if the spell is successfully cast it will always hit its target, regardless of the range. However, the Blast spell only works on living (or at least animate) objects and the targets must be seen by the person casting it. The arrow will do 1D6 of damage (a random number from one to six).

HEAL

The Heal spell removes hits from the body of the person casting. It will cure 1D10 hits, but never past 0. (Hedric, having taken five hits, casts a Heal spell on himself successfully. He got a good casting this time--would have cured 8 hits normally, however it only cures five hits one him, bringing Hedric back up to perfect condition).

SPEED

This powerful spell will double the caster’s agility for from 10 to 34 turns. You will know when you have cast the spell successfully, however you will not be told when it wears off. If you successfully cast a Speed spell while one is already in effect on you, the new spell will reset the time for you—it will not have the effect of quadrupling your agility. Obviously, when you cast the Speed spell your chance of hitting goes up accordingly (Hedric had a 56% chance of hitting with some weapon before casting the spell, with 40% of that because of his 20 agility. When he casts the Speed spell on himself, his chance will increase by 40% again, giving him a 96% chance of hitting).

POWER

The Power spell may well be the most powerful spell available to you, and certainly the most uncertain. It has no set effect, it’s a call to the Gods saying "Hey, do something!". What they do will certainly differ from place to place, and may even differ
from one moment to the next! It could kill all of your enemies, teleport you randomly somewhere else in the place you are exploring, cause an earthquake that buries you and your opponents alive, or anything else you can and cannot think of.

For all of these spells, it should be pointed out that this is the way they usually work out. In some obscure sections of the world spells may not drop in ability every time you use them, in other places spells may not work at all!

RELATING WITH CITIZENS

There are two places you will be encountering other people of Eamon, on your adventures and at the Main Hall of the Guild of Free Adventurers.

At the Main Hall, you will be able to communicate with the various people there and do business. However, they will not do you any real favors (except possibly giving you good prices on things if they like you), and you will not be permitted to fight with anybody there. Essentially, they will be businessmen and women, out to relieve you of some of your gold while helping outfit you to go get more.

On the other hand, during your adventures outside of the Main Hall, you will not be able to communicate with most of the people you find. Additionally, they will usually be rather simple-minded—when meeting you they will decide if they like you. If they do like you, they will follow you around and fight on your side during any battles. If they don't like you, they will try to kill you. These people are rather set in their ways—once they make up their mind about you they will usually keep with their decisions, unless you do something nasty such as attack a friend, or you do something especially nice, such as healing an enemy.

However, just because they do or
do not like you does not mean that they will always fight to the bitter end. Some people or things you encounter will be less courageous (or smarter) than others and will run from what they view as a losing battle—both your enemies and your friends. When someone retreats they usually kick up a cloud of dust so you cannot see which way they ran, although they will always only run out of exits that are really there, and you can usually follow them.

Once again, though, note that all of the statements above were prefaced by the word 'usually'. In some parts of the world you may be able to work quite well with others, give orders, get ideas, even play games with them. As always, the key word is flexibility.

HOW TO REALLY AND ACTUALLY PLAY EAMON

(Never thought we'd get here, did you?)

To actually run EAMON on the Apple II, you must first 'bootup' on the diskette marked "THE WONDERFUL WORLD OF EAMON" or simply "EAMON MASTER DISK." It must be in slot six, drive one—Eamon doesn't know how to handle any others yet.

After you are shown the title page (which you can break out of early by hitting the "ESC" key), you will be almost ready to enter the Main Hall. Simply follow directions (for the sake of your mothers, if nothing else!). If you are new to Eamon (or your character was killed the last time he went out), you will be directed to the man in charge of new adventurers. He will show you what the attributes of your new character are, and let you read some instructions that are stored on the disk. If you have this manual, you don't need to read his instructions. Finally, you will be sent to the Main Hall, where all old adventurers go immediately from the Irishman.

The Main Hall will serve as your headquarters. You can buy spells there, as well as weaponry and armour, you can 'check out' yourself and all your
attributes and abilities. You can also keep some money with the banker there. He gives no interest, but money in the bank is safe if you're robbed on an adventurer. (Of course, you can't use it to ransom yourself out of a sticky situation, either!).

GOING ON AN ADVENTURE

Of course, the main purpose of the Main Hall is as a place to leave from to go on adventures. Most of your exploits will be exploring caves and old ruins, doing similar things as in the popular Adventure games. However, Eamon is wide enough to also have you go to casinos and gamble your money away, raise an army to fight invaders (both from other countries and from space!), or do just about any other activity you can think of.

Only one Eamon adventure will be stored on a diskette. To go on an adventure, work from the Main Hall as directed, inserting the diskette with the new adventure into the disk drive at slot six, drive one at the proper time. From then on, you're on your own. (Notice: characters who do not return from adventures are considered dead. Thus, turning off the computer in the midst of an adventure or halting it by Ctrl-C or 'RESET' merely commits suicide).

To help your character get some gold to equip himself properly and gather a little bit of experience, one adventure is included on the diskette--The Beginners Cave. It's a gentle little romp through a set of caves underground. I strongly advise that you do send your new character through this first. If he can't survive this, there's no point in going out to the dangerous places. (For more information on The Beginners Cave, see the enclosed sheet).

BUYING WEAPONS AND ARMOUR

You will have 200 gold pieces when you start a character, and hopefully more after your adventures. One of
the most important things for you to do with this gold is to buy weapons and armour. Additionally, you may sometimes want to sell a weapon, be it because you have no need of it or because you have reached the legal limit on weapon ownership of four.

Well, Marcos Cavelli owns a small weaponry store in the Main Hall that will do this for you. Marcos carries five standard weapons—an axe, which does 1D6 of damage and has a base price of 25 gold pieces, a bow which does 1D6 and has a base price of 40, a mace which does 1D4 and has a base price of 20, a spear which does 1D5 and has a base price of 25, and a sword which does 1D8 and has a base price of 50. For each weapon Marcos sells three grades of quality—poor (with a weapon complexity of -10%, but only half the base price), medium (with a weapon complexity of 0, at normal price), and good (with a weapon complexity of 10%, at double the base price). Furthermore, the price you are given can vary from one-third to three times the normal price, depending upon how your charisma and how Marcos feels about you.

Marcos will also buy old weapons. If it's of a type that he doesn't sell, Marcos will pay an average of 100 gold pieces for a weapon. If it is a weapon from his stock, he will pay around 1/4 the normal price.

Marcos's base prices for armour are 50 gold pieces for a shield, 100 for leather, 200 for chain mail, and 500 for plate armour. He will also give you a trade-in of your old armour at its old price, subject to adjustment for the way he feels about you.

Marcos's credit terms, like all of the businesses in the Hall, are very simple—none.

BUYING SPELLS

Hokas Tokas, the local wizard in the Main Hall, is willing to teach anybody spells for a price. His base prices for spells are: Power (100 gold pieces), Heal (1000 gold pieces), Blast (3000 gold pieces), and Speed (5000...
gold pieces). As with Marcos, Hokas will adjust his prices for how much he likes you, but he will never give credit. But, however he may grumble, he is a nice fellow and will never do anything to you if you try to buy a spell you can't afford, or try to buy a spell twice.

THE BANKER

Shylock McFenney, the local banker, will open up an account with anybody. He is absolutely trustworthy with the funds you leave in his care, although he does not give interest, nor does he make loans. (He makes enough money from adventurers who deposit money with him and never come back.)

EXAMINING YOURSELF

Unlike most things at the Hall, it does not cost you anything to examine your attributes. It is generally a good idea to examine your attributes last thing before leaving to go on an adventure, and write them down—you cannot examine yourself in the midst of an adventure!

LEAVING THE UNIVERSE

This is simply ending the game. However, your character is stored on the diskette, so he or she can be called up again the next time you play. You should only leave the system this way—otherwise some disk files may be destroyed, and your character will be trapped forever in the horrible bit bucket!

That's really about all there is to say about playing Eamon. Of course, the best way to learn is by starting up a character and running him through a few adventures. One thing I would warn you about—do not get too attached to any character. Unfortunately, while wealth and expertise come rather quickly in this world, so does death.
I am very interested in any and all comments and suggestions on Eamon. I am particularly interested in getting copies of adventures that other people create for Eamon. If you want to build your own adventures, all of the tools I used in creating the Beginner’s Cave should be on the master diskette. Feel free to list and examine them to help build your own. However, do not at all be constrained by them, the theme of Eamon is do what you want to with it. Eamon hereby officially belongs to the people who play games on computers, all I ask is that you enjoy it.

For comments, questions, new adventures, or suggestions please write to:

Donald Brown
407 Peery Parkway
Golden, CO 80401

THE BEGINNER’S CAVE

The Beginner's Cave has been set up by the Warlord as a service to all Free Adventurers, giving them a chance to try their skills in a not-too-dangerous setting. Let us all toast the Warlord for restocking the cave daily!

Only beginners are permitted in the Cave. A beginner is someone who has no armour expertise and who still has all of the starting levels of weapon expertise. You are permitted to carry in only one weapon and any armour you wish. You will not need torches as there is sufficient light in all parts of the Cave. A Knight Marshall (William Misslefire) is on duty to be sure that you do not break the rules (and to keep you from doing something really stupid, like entering the cave without any weapon at all!).

Once you are in the Cave, you will give commands by entering verbs and subjects, such as "GET STONE". If you use a verb that the computer doesn't understand, all verbs will be listed. You must be very exact and use the words that the computer knows. For
Apple II Computer Info

example, if you are carrying a DEAD MONKEY and you say DROP MONKEY the computer will not understand. (Sometimes the computer does recognize more than one word for an object, though). If you want to repeat the last command given, simply hit 'return' when asked for your next command.

A few commands you should know about:

N, S, E, W, U, D, NORTH, SOUTH, EAST, WEST, UP, and DOWN all will move you in the direction given.

INVENTORY or "I" will list all of the items you are currently carrying.

READY brings a weapon into 'ready' mode, meaning that it will be the weapon used in an ATTACK command.

GET picks up an object (not a monster!) from the floor. GET ALL gets all objects there. If you get a weapon and you have no weapon ready, it will ready that weapon automatically.

Other commands are either self-explanatory or they are designed to make you experiment.

To return to the main hall, you must leave the cave (getting to the Cave Entrance) and move North. Once you have done so, Sam Slicker (the local dealer for treasures and booty) will pay you what they are worth (with the price adjusted by your Charisma). You will then be returned to the Main Hall.

Of course, that is only if you survive. If you died, remember that it probably wasn't that great of a character anyway!

NOTE: If you accidentally stop the program while it is running, (such as accidentally hitting 'reset'), you may be able to continue by first getting back into BASIC and then entering:

]POKE 51,0:GOTO 1000

THE MINOTAUR'S LAIR
The method of running the Minotaurs Lair is roughly the same as it was in the Beginners Cave. Of course, the monsters and treasures and rooms are not the same, and some of the verbs that the computer recognizes are different, and the Power spell may have different results, but why quibble?

A major difference now is the fact that you will not know the way out. A hint to adventurers: In cases like this, your top priority should be finding a way out and mapping the dungeon. Also, only a real louse would not at least try to find a good friend if he/she knows one is in here. (Remember, louses do not have high charisma!)
EARTHQUAKE SOLVER FILE

BY: COPY/CAT OF */HI-RES<>HIJACKERS/*

THANKS TO: DEMUFFIN MAN

EARTHQUAKE IS A VERY DIFFICULT GRAPHICS ADVENTURE DUE MAINLY TO ITS POOR VOCABULARY. THE PLOT'S NICE, THOUGH, AND THE GRAPHICS AREN'T BAD EITHER. UNFORTUNATELY, YOU MUST RETRACE YOUR STEPS SEVERAL TIMES. BY THE WAY, I RE-KRAKED IT TO ONE SIDE IF ANYBODY WANTS IT.

LOOK
LOOK DRESSER
GET WAD OF BILLS
LOOK ENVELOPE
GET LETTER
LOOK LETTER
DROP LETTER
SOUTH
MOVE BED
GET CROWBAR
(MOVE AROUND UNTIL EARTHQUAKE OCCURS)
MOVE RUBBLE
WITH CROWBAR
LOOK WALL
GET HANDGUN
OPEN DOOR
PAY OWNER
GET APPLE
SOUTH
CLIMB RUBBLE
DIG RUBBLE
GET GOLD WATCH
CLIMB
EAST
LOOK
DIG MASONRY
WEST
NORTH TWICE
CLIMB WALL
BRIBE SOLDIER
CLIMB
SOUTH
LISTEN
CLIMB
LOOK
GET SMALL CHILD
CLIMB
LOOK
GET GOLD KEY
SOUTH
LOOK
TALK
LOOK
GET LUMBER
NORTH TWICE
WEST TWICE
OPEN DOOR
SOUTH
EAST
UNLOCK IRON BOX
OPEN IRON BOX
DROP GOLD KEY
GET SILVER KEY
WEST
NORTH
CLIMB
CLIMB
UNLOCK IRON GATE
OPEN IRON GATE
EAST
LOOK STREET
LIFT COVER
SOUTH
LOOK UP
LOOK LIGHT
CLIMB
LOOK
SHOOT HANDGUN
SOUTH
DROP HANDGUN
NORTH
LOOK SOLDIER
OPEN PACK
GET IRON NAILS
SOUTH
EAST TWICE
MAKE LADDER
DROP IRON NAILS
DROP LUMBER
WEST TWICE
NORTH
CLIMB
NORTH
CLIMB
WEST
GET SILVER KEY
UNLOCK GATE
OPEN GATE
WEST TWICE
LOOK WALL
GET HAMMER
OPEN DOOR
LOOK
GET SMALL DOG
NORTH
CLIMB
CLIMB
UNLOCK GATE
OPEN GATE
DROP SILVER KEY
EAST
LIFT COVER
SOUTH
CLIMB
SOUTH
EAST TWICE
DROP CROWBAR
GET LUMBER
GET IRON NAILS
MAKE LADDER
GET LADDER
GET CROWBAR
CLIMB
SOUTH
JUMP
LOOK
CLIMB HORSE
RIDE HORSE
LOOK PRECIPICE
LOOK CREVICE
LOOK QUARTZ
LOOK INDENTATION
LOOK FLAT SPOT
LOOK OBJECT
GET DIAMOND
NORTH
JUMP
NORTH
DROP SMALL DOG
LOOK TWICE
SOUTH
LOOK
DROP HAMMER
DROP LADDER
GET SMALL DOG
GET PADDLE
JUMP
CLIMB
EAST
LOOK
WEST
NORTH
JUMP
NORTH
OPEN DOOR
(IF DOOR'S STILL HOT, RETURN TO CLIFF THEN COME BACK. IT SHOULD BE COOL.)
SOUTH
SIT DOWN
EAT FOOD
DROP CROWBAR
GET FORTUNE
LOOK FORTUNE
DROP FORTUNE
GET CROWBAR
NORTH
OPEN DOOR
SOUTH
DROP PADDLE
DROP DIAMOND
DROP SMALL DOG
GET LADDER
NORTH
CLIMB
WEST TWICE
NORTH
CLIMB
NORTH
WEST
PULL GATE
GET IRON POLE
EAST
LIFT COVER
SOUTH
CLIMB
SOUTH
EAST TWICE
CLIMB
SOUTH
DROP LADDER
GET SMALL DOG
GET DIAMOND
NORTH
OPEN DOOR
EAST
VAULT
CUT GLASS DOOR
DROP DIAMOND
CLIMB
OPEN DOOR
CLIMB
VAULT
WEST
LOOK THREE
TALK
GET BRASS KEY
VAULT
CLIMB
UNLOCK DOOR
OPEN DOOR
SOUTH
LOOK
LOOK WOMAN
UNDRESS WOMAN
DROP WET PANTS
GET GREEN DRESS
EAST
DROP SMALL DOG
LOOK TWICE
WEST
NORTH
UNLOCK DOOR
OPEN DOOR
CLIMB
VAULT
WEST
OPEN DOOR
SOUTH
GET PADDLE
NORTH
OPEN DOOR
EAST
VAULT
CLIMB
UNLOCK DOOR
OPEN DOOR
SOUTH
EAST
LOOK
CLIMB
PRY BOARDS
DROP WAD OF BILLS
DROP PADDLE
DROP GREEN DRESS
WEST
LOOK
DROP CROWBAR
DROP IRON POLE
DROP BRASS KEY
CLIMB
EAST
OPEN DOOR
GET WAD OF BILLS
GET GREEN DRESS
GET PADDLE
OPEN DOOR
CLIMB
LOOK
LISTEN
SOUTH
CLIMB
LOOK SEVEN
SWIM THREE
CLIMB
PADDLE FOUR
TALK
CLIMB
LOOK FOUR
CLIMB
SOUTH
TALK
PAY HAMPTON
The title screen opens by showing the invasion of New York City. Press ENTER or the SPACE BAR to bypass the title screen.

Your adventure begins two years after the alien invasion. It is your first day on the job. You are rudely awakened by the sector's supervising orb, who gives instructions for your first day's assignment.

"Attention Manhunter! There was an explosion at Bellevue Hospital! Investigate."

Press ENTER when you are ready to proceed. (Note: In most situations, the Spacebar will perform the same functions as ENTER.) Your character gets out of bed and turns on the lights. He takes his Manhunter Assignment Device (MAD) and turns it on. The computer reads "ALERT". Press ENTER. The computer responds, "TRACKER has locked on Target. Location: Bellevue Hospital." Press ENTER.

The yellow target is the person you are currently tracking. Remember to always watch where the targets go and what they do. When the computer is finished tracking, you will receive a message. The computer reads, "Target signal lost. Tracking terminated." Press ENTER.

Select TRACKER again. After the target leaves the hospital, you will zoom out
to see the target as it travels on the city map. Press C to close the computer.

You are now viewing the travel map. Locations you are authorized to investigate are indicated by a blinking square. Your current location is indicated by an X. The blue/red circle is your marker.

Trace the path of your target to investigate the locations he has visited. To go to Bellevue Hospital, move the marker down until it hits the bottom of the screen. The screen will flip to reveal the next portion of the map. You will see Bellevue Hospital blinking. Position the marker over the hospital blinker. Press ENTER to travel there.

Now you are standing in front of Bellevue Hospital. Move your marker around the screen to reveal various messages. Position the marker near the bottom of the right wall and it will change into an arrow. Press ENTER.

You are now standing where the target bombed the wall of the hospital. Press ENTER to go inside.

Position the marker over the toe of the corpse and press ENTER. Take note of the victim’s name (Reno Davis). You may press ENTER to back out of view.

Next, position the marker over the corpse's face and press ENTER. Watch this scene until the baby orbs attack your face.

Note: You can avoid death by pressing ENTER to back out of this view just before the orbs eat your face.

After you die a message will be displayed. Press ENTER to return to the game. You are now outside the hospital again. Press the TAB key to display you inventory. Select MAD. Select INFO. Type: Reno Davis. Press ENTER. Select EXIT.

Select TRACKER. You may watch the target at the hospital again or press S to skip ahead to watch you target's movements after departing the hospital.

Watch the target travel through the city. The TRACKER will zoom in to Trinity Church. After the target leaves the church, press C to close the computer.

Move the marker down to the location of the Trinity Church. Press ENTER to travel to the church.

Position the marker over the front door of the church. Press ENTER.

Position the marker over the matches and the marker changes into a hand. Press ENTER to take a match.

The marker changes into a match. Position the marker over a candle wick. Press ENTER to light the candle.

NOTE: Later in the game you will receive a clue on what you should do at this location.

Select MAD from your inventory. You will receive a message that the signal is too weak. Maybe you should go outside to use it. Press ENTER to continue. Press ENTER to back out of this scene. Press ENTER again to leave the church.
Select MAD from inventory. Select TRACKER.

Watch the church scene again or press S to skip.

The TRACKER proceeds to a bar in North Brooklyn. Watch where the target goes once he has entered the bar. When the target leaves, press C to close the computer.

Find North Brooklyn and travel to the bar.

Position the marker over the door and press ENTER.

Position the marker over the video game at the left side of the room and press ENTER to play the game. You will be interrupted by an unfriendly group of bar patrons. Watch the scene until it is your turn to throw the knives at the bartender. The object is to land a knife between each of his fingers (four total) without missing. Press ENTER to throw a knife.

Throw a knife outside of the hand area. You will be thrown outside. Go back inside and position the marker over the knife table. Press ENTER. This time, throw a knife and hit a finger.

After you die, press ENTER to try again. Aim carefully, and you will soon be successful.

After winning the contest, watch carefully the signal that the bartender gives you. This will prove useful later.

Now that you have proved your skills to the thugs, you will be able to play the video game undisturbed.

Press ENTER to play the video game. Read the instructions.

To move your character through the video game, use arrow keys (left, right, up and down).

Now you are on your own! Good luck on your adventure!

Hint: Be sure to watch for clues as you play Manhunter. Many objects in the game have symbolic significance, and may be useful for more than one purpose. Keep an eye out for strange or unusual things that may occur in the game.

end of file.
YOU ARE NOW IN THE CASTLE. WHEN THE PROGRAM SAYS THAT YOUR THROAT IS DRY, THEN DRINK WATER. WHEN IT SAYS THAT YOUR STOMACH IS GRUMBLING, EAT BREAD.


WHEN YOU SLEEP, YOU WILL HAVE A DREAM ABOUT THE BED YOU ARE SLEEPING ON. ALL DREAMS ARE HINTS! ALSO, FROM NOW ON, ANYTIME THE PROGRAM TELLS YOU THAT YOU ARE TIRED, THEN SLEEP. (YES, RIGHT ON THE FLOOR!) THE REASON YOU HAVE TO SLEEP ON THE BED IS SO YOU CAN HAVE THIS CERTAIN DREAM. NOW, ON WITH THE ADVENTURE.


YOU WILL NOW BE IN ONE OF FOUR MIRROR ROOMS. WAIT IN ANY ONE UNTIL YOU SEE AN ADVENTURER FROM ZORK I ON THE OTHER SIDE OF THE MIRROR. WHEN YOU SEE HIM:

"ZIFMIA ADVENTURER-VAXUM ADVENTURER- SHOW DAGGER TO ADVENTURER-"
(1)"GO EAST UNTIL YOU GET TO A ROOM WITH MONSTERS GUARDING A DOOR)

THIS IS THE SECOND TO LAST PART OF THE ADVENTURE. AT THIS POINT YOU ARE IN A VERY WEIRD KIND OF ROOM! REMEMBER THE MAP YOU PICKED UP? READ IT NOW. THE MAP IS THE MAP TO THE TRANSLUCENT CORRIDORS. IF YOU CONNECT TWO OF THE LETTERS (IE.'CONNECT B AND J") THEN YOU
WILL ACTUALLY MAKE A CORRIDOR! NOW, WHAT YOU ARE GOING TO DO IS RELEASE ULTIMATE EVIL FROM ITS LAIR AND ERASE CERTAIN SO YOU TRAP HIM IN ANOTHER PART OF THE TRANSLUCENT CORRIDORS. YOU WANT TO DO THIS BECAUSE THE SCROLL THAT YOU NEED TO KILL KRILL WITH IS IN HIS LAIR! OK THIS IS HOW YOU DO IT:


NOW TRY GOING UP THE STAIRS. YOU CAN CLIMB THEM BUT YOU CAN'T REACH THE TOP! THIS STAIRWAY IS THE LAST PUZZLE YOU NEED TO SOLVE BEFORE YOU KILL KRILL.

"MEMORIZE VAXUM-KULCADZTAIR-READ ORNATE SCROLL-IZYUK ME-E-GONDAR DRAGON-VAXUM BEING-GUNCHO KRILL"

THAT'S IT!!!

================================================================
STUCK IN THE GUILD HALL??

GO TO BELBOZ'S ROOM, GET THE JOURNAL, GET THE KEY FROM BEHIND THE HANGING, OPEN JOURNAL, AND READ UNTIL THE LAST LINE AT WHICH TIME IS SAYS SOMETHING LIKE: "THE PASSWORD IS: XXXXX" EACH TIME YOU PLAY A NEW GAME, THERE WILL BE A DIFFERENT ANIMAL IN THE X'S! THESE ANIMALS CONTROL WHICH SEQUENCE OPENS THE TRUNK DOWNSTAIRS, HERE IS THE COMBINATIONS:

- **BLOODWORM**: WHT GRY BLK RED GRY
- **BROGMOLD**: RED PURP RED BLK PURP
- **DORN**: GRY PURP BLK GRY WHT
- **DRYAD**: BLK GRY WHT RED RED
- **GRUE**: BLK BLK RED BLK PURP
- **HELLHOUND**: PURP WHT GRY RED GRY
- **KOBOLD**: RED PURP BLK PURP RED
- **NABIZ**: PURP BLK BLK BLK RED
- **ORC**: RED GRY PURP GRY RED
- **ROTGRUB**: GRY RED GRY PURP RED
- **SURMIN**: BLK BLK PURP RED PURP
- **YIPPLE**: GRY PURP WHT PURP BLK
PART ONE - THE (J)AIL

1ST- "READ BOOK", IT WILL THEN ASK YOU WHICH ONE?, SAY "LEFT", THEN REPEAT THE 1ST STEP, BUT SAY "RIGHT" (TO READ THE RIGHT BOOK OF COURSE) NOW, "DROP BOOK", AND THEN "CALL GUARD" (HE WILL ASK YOU WHAT YOU WANT) SAY "FOOD" AND HE WILL BRING YOU A TRAY OF FOOD. NOW TYPE: "EAT STEAK", THEN, "GET CHEESE"*, "GET CANDY" (*=DENOTES AN ACTION SCENE) < NOW, WHEN THE MOUSE APPEARS AND RUNS ACROSS THE SCREEN, YOU NEED TO QUICKLY TYPE "GIVE CHEESE" AND THEN "GET MOUSE" (% ALSO, IF YOU TRY TO TYPE A COMMAND WHEN THE MOUSE IS MOVING ACROSS THE SCREEN AND YOU DON'T HAVE THE CHEESE, YOUR COMMAND WILL BE IGNORED %)

ONCE YOU GET THE MOUSE, TYPE "MOVE BED", (WHERE?) "WINDOW". NOW TYPE "CLIMB BED", "GIVE CANDY" (TO THE BOY), THEN [D] (DOWN). NOW TYPE "DIG HOLE" (WHERE?) "WALL" THEN "GO HOLE"

NOW FOLLOW THESE DIRECTIONS: [S,U,"GET ROPE",D,N,E], "RUN"* (*=ACTION SCENE, YOU WILL RUN TOWARD THE GORGE, YOU MUST TYPE "JUMP" BEFORE YOU GET TO THE EDGE OR DIE!) NOW GO: [E,E,S,E,N,N,N,N] AND YOU SHOUL SHOULD BE AT A BRIDGE. (NOTE: WE HAVE SKIPPED ENTERING THE CAVE AS IT IS NOT NECESSARY SINCE WE WILL SUPPLY YOU WITH THE INFO FOR THAT AREA)

BACK TO THE BRIDGE, "CROSS BRIDGE"* (THE BRIDGE WILL START TO COLLAPSE) SO TYPE "THROW ROPE" OR BE KILLED. AFTER THE ROPE IS
THROWN GO [E]AST.

PART TWO - THE (G)ORGE
----------------------

NOW GO: [N,N,E], "KICK DOOR" (VIOLENCE IS THE ONLY WAY TO GO!), NOW TYPE: "ENTER CABIN", "GET SKIS", "EXIT" AND FINALLY: <<< "SAVE GAME" >>>> NOW GO: [W]EST (YOU SHOULD BE AT THE SNOW STORM AREA) NOW TYPE "GERONIMO" (YOU WILL START SKIING DOWN THE SLOPES)

KEYBOARD CONTROLS:

-> (RIGHT ARROW=SKI RIGHT)
<- (LEFT ARROW=SKI LEFT)

YOU MUST SKI BETWEEN THE TREES!!! IF HIT THEN "RESTORE GAME"


!THE LOCK!


PART THREE - THE (R)IVER
------------------------

[S,S] "EAT EGG", [S,E], "HELP FARMER" (NOW START MOVING AROUND UNTIL YOU GET TO A ROAD)


"PUSH BUTTON" (WHEN RADAR ARE IN THE AREA), "LAND PLANE", "EXIT PLANE", [S], "LIGHT FUSE" (HOW?) "WITH GLASS", "THROW DYNAMITE", [N,S,S,E], "GIVE BOOZE", "LIFT GATE"

AND GO =========> [E]AST ==========

YOU WIN! <---

Apple II Computer Documentation Resources (a2_docs_walkthroughs.msw)
WALK THROUGHFS FOLDER -- www.textfiles.com/apple/ -- 18 September 2000 -- 104 of 257
ONE LAST NOTE: IF YOU ENCOUNTER ANY HELICOPTERS QUICKLY GO IN THE
OPPOSITE DIRECTION! ** EXCEPT ** WHEN YOU ARE AT THE TOWER!!! GO
WEST, THE GUARD WILL BE WATCHING THE CHOPPER, AND VICE VERSA
HOW TO SOLVE E.T. COMES BACK
BY COPY/CAT OF (/*HI-ReS<>HIJACKERS\)

INTRODUCTION:

E.T. IS THE WORST GRAPHICS ADVENTURE I HAVE EVER SEEN. IT IS:

1] INCOMPLETE
2] FULL OF GRAMMATICAL ERRORS
3] FULL OF SPELLING ERRORS
4] WRITTEN IN APPLESOFT
5] WRITTEN BY A HOMOSEXUAL
6] WITHOUT A "SAVE GAME" FEATURE

IF THOSE DON'T TURN YOU OFF, CONSIDER THIS: EVERY MOVE YOU MAKE, THERE IS A 20% RANDOM CHANCE OF BEING CONFRONTED BY "GERTIE", WHO LOOKS LIKE LUCY FROM "PEANUTS". IF YOU DON'T HAVE ANY CANDY, OF WHICH THERE IS ONLY ONE OF, SHE PULLS THE PLUG ON YOUR COMPUTER. GAME OVER. IF YOU STILL WANT TO PLAY THIS ADVENTURE, YOU MUST BE STRANGE. BUT DON'T WORRY. I'M STRANGER. I FIXED IT, SOLVED IT, AND WROTE A FILE. IN FACT, I CHANGED THE GAME SO THAT YOU CAN KICK GERTIE'S ASS. YOU COULD, IF YOU WERE REALLY WEIRD, CHANGE IT SO THAT YOU CAN RAPE HER OR SOMETHING, BUT ANYWAYS, THAT'S FOR YOU TO DO. IF YOU WANT MY FIXED VERSION, E-MAIL AT SATAN'S HOLLOW 409/744\6477.

HERE'S HOW TO SOLVE THE OLD VERSION:

BREAK DOOR
NORTH
DOWN
WEST
SOUTH TWICE
GET CANDY
NORTH
TALK MICHAEL
LOOK HOMEWORK
MONDAY
GET MICHAEL
EAST TWICE
SOUTH
EAST
GET MACHINE
WEST
NORTH
EAST
GET UMBRALLA (UMBRELLA)
WEST
OPEN DOOR
UP
WEST
LOOK MOTHER
GO DESK
GET KEY
SOUTH
WEST
GET GERANIUM
EAST TWICE
DOWN
NORTH
EAST
NORTH
DROP GERANIUM
SOUTH
GET E.T.
WEST
NORTH
WEST TWICE
UNLOCK GARAGE
OPEN GARAGE
GO CAR
NORTH THREE

CONGRATULATIONS! YOU'VE GOTTEN TO THE END OF PART 1! WHERE'S PART 2? DON'T ASK ME, ASK THOSE ASSHOLES WHO PUT THEIR FUCKING NAMES ON THE TITLEPAGE (AND ADDED MASSIVE BLEEDING, WHICH I FIXED). ANYWAYS, TRY BLOADING "ET4. PIC" TO SEE WHAT IT LOOKS LIKE WHEN YOU ACTUALLY WIN. FRANKLY, I THINK THE WINNERS ARE THE PIRATES WHO STAYED AWAY FROM THIS SHIT ADVENTURE.
HOW TO SOLVE : SAGA #9 : GHOST TOWN

WRITTEN BY: DEMUFFIN MAN

THANKS TO: COPY/CAT OF WARE LORDS & HH

THE OUTPOST
312/\441-6957

WEST
GO STORE
GET SHOVEL
GET MATCHES
GET COMPASS
READ SIGN
NORTH
WEST
WEST
GO STABLE
GO STALL
GET HORSESHOE
LOOK COMPASS
DROP COMPASS
SOUTH
SOUTH
EAST
GO HOTEL
GO COUNTER
GET CASHBOX
NORTH
NORTH
EAST
GO STORE
DROP CASHBOX
NORTH
EAST
GO JAIL
OPEN DOOR (WITH HORSESHOE)
GO JAIL
GET DERRINGER
NORTH
EAST
EAST
SHOOT SNAKE
DIG
GO GRAVE
GET COIN
UP
WEST
WEST
WEST
GO STORE
DROP COIN
DROP DERRINGER
NORTH

("WAIT" UNTIL IT SAYS "I HEAR SOMETHING IN SALOON". THEN,)

GO SALOON

("WAIT" UNTIL IT SAYS "DING-DONG! A BELL RINGS SOMEWHERE". THEN,)

CLAP (THE GHOST IS VAIN)
OPEN PIANO
READ MAP
GET BELL
SOUTH
WEST
GO HOTEL
EAST
DROP BELL
RING BELL
MOVE BED
WEST
NORTH
WEST
WEST
WEST
SOUTH
LIGHT RAVINE
GO RAVINE
GO MINE
LIGHT MATCH
DOWN
LIGHT MATCH
GET CANDLE
LIGHT CANDLE
SOUTH
DIG ROOF
GET NUGGET
NORTH
UP
GET BULLET
UP
UNLIGHT CANDLE
GET CHARCOAL
UP
NORTH
EAST
EAST
EAST
EAST
GO STORE
DROP BULLET
DROP NUGGET
NORTH
EAST
GO BARBERSHOP
GET HAT
SOUTH
WEST
WEST
GO OFFICE
MOVE SAFE
SPLICE WIRES
TAP KEY (DECODES TO "SHAKE TOPPER")
SHAKE HAT
DROP HAT
GET KEY
DROP CHARCOAL
SOUTH
EAST
EAST
GO JAIL
OPEN DOOR
GO DOOR
DROP KEY
GET HAMMER
NORTH
NORTH
WEST
WEST
WEST
GO STABLE
DIG PILE
GET CRYSTALS
GO STALL
GO PAINT
GET SPURS
WEAR SPURS
KICK PAINT
GET UP
GO STALL
DROP HAMMER
GO HOLE
GET KEG
NORTH
EMPTY KEG
SHOE PAINT
DROP KEG
LIGHT CANDLE
GO PAINT
SAY GIDDYAP
GO TEEPEE
GET TOM
GET NECKLACE
HIT TOM
SAY HOW
GET UP
SOUTH
EAST
GO HOTEL
EAST
GO BED
UNLIGHT CANDLE
SLEEP
GET UP
GET TAPE
WEST
NORTH
EAST
GO STORE
DROP TOM
DROP NECKLACE
DROP SPURS
NORTH
WEST
GO OFFICE
DROP CRYSTALS
SOUTH
WEST
WEST
WEST
NORTH
DIG
DROP SHOVEL
GET POWDER
SOUTH
EAST
EAST
GO STABLE
GO STALL
GET KEG
SOUTH
SOUTH
EAST
GO OFFICE
MAKE GUNPOWDER
FILL KEG (WITH GUNPOWDER)
SOUTH
EAST
GO SALOON
TAPE MIRROR
BREAK MIRROR
GO HOLE
GET GO
EAST
PASS GO
DROP TAPE
GET $200
SOUTH
GO STORE
DROP GO
DROP $200
NORTH
WEST
WEST
WEST
SOUTH
JUMP RAVINE
WEST
GO SHACK
TAP KEY
GET PLANK
DROP PLANK
GO HOLE
GET PELTS
UP
SOUTH
EAST
JUMP RAVINE
NORTH
EAST
EAST
EAST
LOOK SAFE
GET BAG
EAST
GO STORE
DROP PELTS
DROP BAG
NORTH
GO SALOON
WAIT
WAIT
DANCE
LIGHT CANDLE
SOUTH
GO STORE
DROP CUP
SCORE
Hitchiker's Guide to the Galaxy

Written by the Ghost

Hitchiker's guide to the galaxy is a standard level game by Infocom

I hope you can use these docs. I typed them all in during the course of one night. And what a night it was.

This will be for Hitchiker's, I will soon write a overall Infocom guide for novices, and real dudes (of course)

"Your software is revolutionary! I like that."
Fidel Castro, Former baseball player
Havana, Cuba

"The best game I ever played! But what is that black square with the hole in the middle?"
Binky O'leary, Construction Worker
Brooklyn, NY

Well, I liked them at least, ok, on to the docs.

Intro:

The book is similiar in the beginning, but quickly goes off on it's own merry way, at least that is what the manual says. Briefly, the main idea is to find a cup of tea, first you have try to save your house and then escape from Earth. You hitchike from one place to another. Good Luck

The status line at the top gives you the room you are in, and also a score in the form of points/turns taken

The prompt '>' tells you that Hitchiker is ready for your input.

To move from one place to another you can use the direction you want to go. N, E, W, S, NE, SE, NW, SW, U, D, IN, OUT, F(PORT), SB, F, AFT.

To do something type whatever you want to do.

Examples include:

READ BOOK, OPEN DOOR, LOOK THROUGH THE DOOR

To talk to someone, or type something just use the format of:

RALPH, GIVE ME THE TORCH: YOUNG MAN, GO WEST: TURTLE, NE.GET SCROLL.SW

There are several useful one letter commands in Hitchkers

Command Description One-Letter
Apple II Computer Info

AGAIN - to repeat a command unless you are talking to someone         G
LOOK - to describe the location in full detail                      L
INVENTORY- to get a list of items you have, or are wearing           I
QUIT - to stop playing the game                                       Q
WAIT - causes time to pass in game                                 Z

There are also commands that are for your use

BRIEF - gives full description only the first time you enter a room.       Normal mode
DIAGNOSE - gives a brief medical report on your condition
FOOTNOTE - to read a footnote mentioned in the story type FOOTNOTE #
RESTART - starts the game at the beginning again
RELOAD- loads a saved game from a data disk and lets you play form there
SAVE - records your last position on a data disk
SCORE - shows your current score and number of turns taken
SCRIPT - starts printing moves on your printer as well as on screen
SUPERBRIEF- displays only the name of room, no objects
UNSCRIPT - turns the printer off
VERBOS - gives complete description every time you enter a room
VERSION - gives release number and serial number of your copy
There are other recognized verbs of course, too many to list here, use your imagination.

Here are some though:

ANSWER, APPROACH, ASK, BLOCK, BUY, CARVE, CLIMB, CLOSE, CONNECT
CONSULT, COVER, DANGLE, DESTROY, DRINK, DROP, ENJOY, ENTER, ESCAPE
EXAMINE, EXIT, FILL, FIND, FOLLOW, GIVE, HANG, HIDE, JUMP, KILL, KNOCK
LIE, LIGHT, LISTEN, LOOK, MOVE, PANIC, PULL, OPEN, PICK, PLUG, POINT
PUSH, PUT, READ, RELAX, REMOVE, SAY, SHOOT, SHOW, SIT, SLEEP, SMELL, STAND
TAKE, TASTE, THROW, TOUCH, TURN, TYPE, WAKE, WALK

Remember that you can use prepositions with these nouns.

LOOK -> LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK AT, LOOK THROUGH, etc

If you suspect that there is an error on your copy of the disk, type $VERIFY
If you get a DISK CORRECT the error seems to be a hardware problem
If you get an INTERNAL ERROR the problem is your copy, good luck backing it up

Complaints:

I DON'T KNOW THE WORD "(your word)"
the word is not in the list, try a synonym, or rephrase the sentence

YOU USED THE WORD "(your word)" IN A WAY I DON'T UNDERSTAND
the word is in the list, but you switched nouns-adj nouns-verbs, etc

THAT SENTANCE ISN'T ONE I RECOGNIZE
you typed gibberish or used a weird syntax, try again using a different form

THERE WAS NO VERB IN THAT SENTANCE
unless you are answering a question, you must have a verb or command on a line

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTANCE
your sentence was incomplete, ie EAT THE BLUE...
THERE WERE TOO MANY NOUNS IN THAT SENTANCE
ex PUT THE SOUP IN THE BOWL WITH THE LADLE.
It will only take two noun phrases

YOU CAN'T USE MULTIPLE (IN)DIRECT OBJECTS WITH "(your verb)"
you can only use multiple objects with certain verbs like GET, TAKE, and PUT

YOU CAN'T SEE ANY (object) HERE!
the item you refered to is not visible in your current location

THE OTHER OBJECT(S) THAT YOU MENTIONED AREN'T HERE
you refered to two or more items, and one or more weren't in sight

BE SPECIFIC: WHAT DO YOU WANT TO (your verb)
you used HIM,HER,or IT, but the parser isn't sure what object you mean

I BEG YOUR PARDON?
you pressed <CR> without typing anything

IT'S TOO DARK TO SEE!
in the story, there is not enough light to perform your action

YOU CAN'T GO THAT WAY
there was no passage or exit in the direction that you wanted to move

Address of Infocom

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
Attn: MARVIN
Technical hotline(no hints)
617-576-3190

Author Biographies
Douglas Adams
Adams graduated from Cambridge in 1974 where he was a member of the Footlights club, which has launched many of Britain's comics. He has collaborated on several projects with Monty Python's Graham Chapman, and has served as a writer and script editor for the TV series... DR. WHO. The Hitchiker's Guide to the Galaxy began as a BBC radio serial, and soon was put into four books, a television series, two records, and a stage show. His entry in the "British guide to comic writers: "mostly harmless"

Steven Meretzky
Meretzky was born in mid-1957, frightening the Soviets into the early launching of its Sputnik satellite. His gestalt includes several painful childhood experiences: such as rooting for the New York Mets. He blames this on growing up in Yonkers, and studying at MIT. (studying in its most general sense) He now lives near Boston, and has been working for Infocom since 1982 as an experimental alternative lifestyle to unemployment. He apologizes for PLANETFALL, and SORCEROR. The package includes painted out sunglasses, fluff, a "don't panic" button, a microscopic space fleet, orders for the removal for your house, and similiar orders for the destruction of Earth That's it!
As adventure games usually required a lot of brainpower to complete, it became a point of pride to release the "Walkthrough" for an adventure game as soon as possible after the actual game's release. These walkthroughs would often lack any ornamentation at all, and just push you through the adventure game as quickly as possible to a solution.

A few of the walkthroughs in this directory are a bit more coy and just give you hints or maps for the games.

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<thead>
<tr>
<th>Filename</th>
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<td>2515</td>
<td>Solution to The Abyssal Zone by Salty Software, by Aleister Fiend</td>
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<td>adventureland</td>
<td>2616</td>
<td>Solution to &quot;Adventureland&quot; from Scott Adams, by Davy Crockett</td>
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<tr>
<td>alpine.ncountr</td>
<td>1659</td>
<td>How to Solve &quot;The Alpine Encounter&quot;</td>
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<tr>
<td>amazon</td>
<td>3428</td>
<td>The Complete Solution to Amazon! by Disk Master, Sea Dog, and Micron (1984)</td>
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<tr>
<td>bards.iii.solve</td>
<td>13312</td>
<td>Solution to Bard's Tale III by King Dan</td>
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<tr>
<td>bards.tale.3.ed</td>
<td>10105</td>
<td>Bard's Tale III Cheats and EDIRs by Spider Man and One Stooge</td>
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<td>birth.phoenix</td>
<td>5634</td>
<td>How to Solve the Blade of Blackpoole (1983) by the Minds of Moira</td>
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<tr>
<td>captain.cuckoo</td>
<td>1610</td>
<td>How to Solve Captain Cuckoo, by The Dragon Lord</td>
</tr>
<tr>
<td>carmen.cheat</td>
<td>1117</td>
<td>Cheating on Where in Europe is Carmen Sandiego?</td>
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<td>castle.wolf.map</td>
<td>4890</td>
<td>Map for the game &quot;Chivalry&quot;</td>
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Apple II Computer Info

<TD ALIGN=TOP><A HREF="claymorgue.cstl">claymorgue.cstl</A></TD> Solution to "Saga 13: The Sorcerer of Claymorgue Castle" by Sire Merlyn

<TD ALIGN=TOP><A HREF="conans.app">conans.app</A></TD> Solution to "Conan"

<TD ALIGN=TOP><A HREF="coveted.mirror">coveted.mirror</A></TD> Solution to The Coveted Mirror by The Saint

<TD ALIGN=TOP><A HREF="cranston.manor">cranston.manor</A></TD> Solution to Cranston Manor by Bsbal the Wise and Michael Decaye

<TD ALIGN=TOP><A HREF="critical.mass">critical.mass</A></TD> Solution to Critical Mass by The Maniac

<TD ALIGN=TOP><A HREF="crowley.manor">crowley.manor</A></TD> Solution to The Curse of Crowley Manor by The Crimson Rat

<TD ALIGN=TOP><A HREF="cutthroats">cutthroats</A></TD> Solution to Cutthroats by Green Manalishi

<TD ALIGN=TOP><A HREF="deadline">deadline</A></TD> Solution to the game Deadline

<TD ALIGN=TOP><A HREF="death.caribbean">death.caribbean</A></TD> Solution to the game "Death in the Caribbean" by Sheree

<TD ALIGN=TOP><A HREF="demon.s.forge">demon.s.forge</A></TD> Walkthrough for Demon's Forge, by Doctor Death

<TD ALIGN=TOP><A HREF="dotc.solve">dotc.solve</A></TD> Solution for Defender of the Crown

<TD ALIGN=TOP><A HREF="eamon">eamon</A></TD> Welcome to the Wonderful World of EAMON by Donald Brown

<TD ALIGN=TOP><A HREF="enchanter">enchanter</A></TD> How to Solve Enchanter, by The Grud

<TD ALIGN=TOP><A HREF="enchanter.2">enchanter.2</A></TD> Enchanter II Help

<TD ALIGN=TOP><A HREF="escape.runistan">escape.runistan</A></TD> How to Solve Escape from Matsirung by The Shadow Lord

<TD ALIGN=TOP><A HREF="et.solve">et.solve</A></TD> Solution to E.T. Comes Back by Copy/Cat of Hi-Res Hackers

<TD ALIGN=TOP><A HREF="ghost.town">ghost.town</A></TD> How to Solve Saga #9: Ghost Town, by Demuffin Man

<TD ALIGN=TOP><A HREF="hitchiker.guide">hitchiker.guide</A></TD> Walkthrough for Hitchiker's Guide to the Galaxy by the Ghost

<TD ALIGN=TOP><A HREF="infidel">infidel</A></TD> Walkthrough for Infocom's "Infidel"

<TD ALIGN=TOP><A HREF="kabul.spy">kabul.spy</A></TD> Walkthrough for Kabul Spy, by Sheree

<TD ALIGN=TOP><A HREF="karateka">karateka</A></TD> Walkthrough for Karateka by Syntax Error of T-Men

<TD ALIGN=TOP><A HREF="karateka.2">karateka.2</A></TD> Walkthrough for Karateka by The Blind Thief
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<tr>
<td>King's Quest II: Romancing the Throne</td>
<td>Walkthrough by Crystal Axe (October 23, 1985)</td>
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<tr>
<td>The Knight of Diamonds</td>
<td>Walkthrough by The Elven Adventurer</td>
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<td>King's Quest III</td>
<td>Solution to King's Quest III by Kloey Detect</td>
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<td>The Complete Solve to Leather Goddess of Phobos by Charazz, Mad Hacker, &amp; Obsidian</td>
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<td>Walkthrough for Legacy of Llylgamyn by Alien Aardvark</td>
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<td>Manhunter</td>
<td>Walkthrough for the Sierra Online game &quot;Manhunter&quot;</td>
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<td>The Complete Solve to Leather Goddess of Phobos by Charazz, Mad Hacker, &amp; Obsidian</td>
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<td>Sea Stalker</td>
<td>Walkthrough for Infocom's &quot;Sea Stalker&quot;</td>
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<td>Secret Agent</td>
<td>Walkthrough for &quot;Secret Agent&quot;</td>
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<td>Walkthrough for Sherwood Forest</td>
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<tr>
<td>The Incredible Shrinking Man</td>
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</tr>
<tr>
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<td>Walkthrough for Softporn Adventure by The Enchanter</td>
</tr>
<tr>
<td>Sorcerer</td>
<td>Walkthrough for Infocom's Sorcerer by Hayes</td>
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THIS IS REALLY ONE OF INFOCOM'S EASIEST GAMES TO DATE... AND WITH A SOMewhat DISAPPOINTING ENDING. BUT IT IS STILL AN INFOCOM PRODUCT AND THAT MEANS FIRST RATE ADVENTURING!!!

WHEN STARTING OFF, YOU HAVE BEEN LEFT IN YOUR TENT BY YOUR MUNTINOUS WORKERS. A CRATE IS AIRDROPPED AS YOU START OUT, BUT ALL THAT IS IN THERE IS A NAVIGATION BOX THAT YOU NEED TO LOCATE THE PROPER AREA TO DIG FOR THE PYRAMID... OF COURSE THIS AREA IS SPELLED OUT ON THE MAP THAT COMES WITH THE GAME PACKAGE (SHADES OF STARCROSS) BUT DON'T WORRY... YOU DON'T NEED THE CRATE'S CONTENTS IF YOU FOLLOW THIS STEP BY STEP TUTORIAL....

TO BEGIN:


AGAIN, UNFOLD MAP, PUT CUBE IN OPENING, DROP MAP AND SHOVEL, D

==> YOU ARE NOW IN THE PYRAMID AND READY TO EXPLORE. YOU FIRST NEED TO EAT, DRINK AND LIGHT THE TORCH, SO:

DROP SACK, EAT BEEF, OPEN CANTEEN, DRINK, CLOSE CANTEEN, DROP CANTEEN, GET ROPE, TIE ROPE TO ALTAR, THROW ROPE NORTH, GET TORCH AND JAR AND MATCHES, OPEN JAR, POUR LIQUID ON TORCH, CLOSE JAR, LIGHT MATCH, LIGHT TORCH, PUT MATCHBOOK AND JAR IN SACK, GET SACK, D

==> OK, HERE IS WHERE YOU RACK UP ALOT OF POINTS... IF YOU'RE INTERESTED IN HOW THE LATER PUZZLES ARE SOLVED, NOTE WHAT JEWEL IS FOUND IN WHICH ROOM (NW, SW, SE, NE) AND ALSO STUDY THE HIEROGLYPHICS IN EACH ROOM. IF YOU'RE JUST OUT TO SOLVE THIS BUGGER, THEN JUST KEEP FOLLOWING THESE STEPS:

PUSH STATUE, GET HEAD, PUSH STATUE NW, DROP HEAD, SE, SE, SE, GET OPAL, NW, NW, NW, GET HEAD, PUSH STATUE SE, AGAIN, DROP HEAD, NW, NW, NW, GET DIAMOND, SE, SE, SE, GET HEAD, PUSH STATUE NW, PUSH
Apple II Computer Info

STATUE NE, DROP HEAD, SW, SW, SW, GET EMERALD, NE, NE, NE, GET HEAD, PUSH STATUE SW, AGAIN, DROP HEAD, NE, NE, NE, GET RUBY, SW, SW, U, DROP ALL BUT TORCH

==> WHEW! WELL THAT WAS A PAIN. ON TO MORE INTERESTING STUFF:


==> NOW YOU NEED TO REMOVE THE RIGHT COMBINATION OF BRICKS FROM THIS PANEL WHICH WILL OPEN THE SECRET DOORWAY. THIS COMBINATION IS REVEALED IN THE PAPYRUS SCROLL FOUND ON BOARD THE BARGE (STUDY THOSE HIEROGLYPHICS CAREFULLY!)

GET FIRST BRICK, DROP FIRST BRICK, GET THIRD BRICK, DROP THIRD BRICK, GET FIFTH BRICK, DROP FIFTH BRICK

==> AND NOW FOR THE FINAL SETS OF PUZZLES!

E, N, D, DROP SACK, GET AXE, BREAK PLASTER WITH AXE, GET SACK, W, W, W, PUT BEAM IN NICHES, STAND ON BEAM, BREAK PLASTER WITH AXE, OPEN DOOR, W, GET BEAM, S, PUT BEAM IN DOORWAY, OPEN DOOR, W, DROP SACK

==> OK, NOW YOU MUST PUT THE PROPER JEWEL CLUSTERS IN THE PROPER HOLES ON THE SLAB. THE ROOM DIRECTION IN WHICH YOU FOUND THE JEWEL DETERMINES WHICH CORNER YOU PUT IT ON THE SLAB:

PUT DIAMOND IN FIRST HOLE, PUT RUBY IN SECOND HOLE, PUT EMERALD IN THIRD HOLE, PUT OPAL IN FOURTH HOLE, OPEN SLAB, GET BOOK

==> NOW'S A GOOD TIME TO REPLENISH YOUR TORCH, SO:

GET JAR, OPEN JAR, POUR LIQUID ON TORCH, DROP JAR, GET SACK, E, GET BEAM, N, N, PUT BEAM UNDER LINTEL, BREAK SEAL WITH AXE, DROP AXE, OPEN DOOR, N, E, PUT SILVER CHALICE ON LEFT, PUT GOLDEN CHALICE ON RIGHT, DROP SACK, PUT PACK IN SILVER CHALICE, GET SCARAB, W, PUT BOOK IN LARGE RECESS, PUT SCARAB IN SMALL RECESS

==> READING THE BOOK (USING THE SPATULA), AND EXAMINING BOTH THE BOOK AND THE SCARAB GAVE THE CLUES TO THE ABOVE ACTIONS WITH THE BOOK AND SCARAB. NOW, YOU MUST UNLOCK THE STATUES IN A PARTICULAR ORDER. THE CLUE TO THAT ORDER WAS IN THE HEADINGS TO THE HIEROGLYPHICS IN EACH OF THE FOUR ROOMS OF THE GODS. THE ORDER IS:

TURN NEITH, TURN SELKIS, TURN ISIS, TURN NEPHTHYS, OPEN SARCOPHAGUS

==> YOU'VE DONE IT!!!!! BUT YOU'RE ALSO DEAD. OK, INTERESTING ENDING, HUH? BUT STILL, SOMEHOW VERY UNSATISFYING...
How to solve "The Institute"

Solved by
Ctrl-Reset & The Intern

Written and compiled by
Ctrl-Reset

OK, to start off with, 'The Institute' is the type of adventure where you do a lot of dashing from point 'A', to point 'C', maybe a quick stop-off at point 'B', then back again. This means, that there are a lot of moves required to solve this adventure (around 325). So since you can only save one game per disk, I suggest that you take the files "VENSAV" and "VENLOD", and place them on a few other disks so that you will be able to save more than one game.

Next, I'd like to point out that there are also a lot of moves that you would not need to do if you wanted to go a bit more faster through the solve. So, I have included an asterisk (one of these ") in front of these moves. When you see one of these, you can either ignore it, or follow, but, if there are more than one them in a row, don't start in the middle or you'll find something won't work.

You should follow everything in brackets, and in parenthesis are comments or extra directions I might make.

[Look](5 times), [Talk](4 times), [Look under bed], [Get mug], [E], [Break mirror], [Get mirror], [S], [S], *[W], *[Lo look wall], *[Listen], *[E], [Open], *[Talk], *[Fine], [Attack], [Listen], [Drop mug], [Look](6 times), [E], [S], [Open] [Look shelf](twice), [Get scalpel], [Open], [S], [Open], [Attack], [Cut pads] [Get rope], [Get water], [Look](6 times), [E], [S], [Open], [Get bottle], [S], [Eat powder]....OK, done with first part...might want to save...

Now you should be in a dream...there are 4 separate dreams you have to go through. This is dream #1. From here on, never drop either the bottle, or the water, until I tell you to at the end. Onwards:::

<DREAM#1>
[E], [Throw rope], [Climb], *[Look telescope], *[Focus
telescope], *[Look telescope], *[Look Earth], *[Look continent],
*[Look metropolis], *[Look building] *[Look billboard] {finally!},
[Climb], [W] {dear-old Dad is dead}, [Talk], [The Institute],
*[Talk] {3 times}, [Pull trigger] {made my day}, [Open],
[S], [Look base], [Get glue], [E], *[Talk], [Peace], [Attack],
[Climb], [Put glue on shoe], [Drop glue], [Climb], *[Look log],
[Go hole], [Look], [Get shovel] [Get bronze key], [Climb], [W],
[W], [W] {at statue door}, [Shafla], [Unlock door], [Drop bronze key], [N], [N]. Ok, now you must continue to [Drink stream] until
you turn >Bright green<, not just green...this could take about
10 times. After turning bright green, [S], [E], [Climb],
[Climb], [N], *[Talk], [Open] {flip disk}, [Look natives], [Get umbrella], [N], [Cut strips], [N], [Talk], [Show mirror], [Go crack], [Look] {doesn't that always happen to you when you wake up
from a dream, I mean the sounds and all???}, [Eat powder].

<Dream#2, The Titanic>
[Open umbrella], [Look] {5 times}, [Look deck] {Gulp!}, [Get preserver], [Drop scalpel], [Get mirror] [S] {before you go on, make sure you have
the mirror, the lizard, and the scalpel!}, [Look] {7 times}, [Eat powder]

<Dream#3, The Lizard Temple>
[Water plant], [Climb]

<Dream#4, Africa>
[Drink powder] {obviously addicted by now} [S], [Look stream],
[Move rock], [Get lizard], [Wake up], [Eat powder] {flip disk}.

<Dream#1, The Statue and Green People Land>
[Climb], [Open], [S], [W], [Drop crowbar], [N], [E], [Climb],
[Climb], [N], [Open] {flip disk}, [N], [N], [Go crack], [Look],
[Eat powder].

<Dream#2>
[Open umbrella], [Look] {5 times}, [Drop preserver], [Get scalpel], [Get mirror] [S] {before you go on, make sure you have
the mirror, the lizard, and the scalpel!}, [Look] {7 times}, [Eat powder]

<Dream#3>
[Open], [Sacrifice lizard] {someone call the SPCA!}, [Drop scalpel], [Climb], [Hold breath], [Climb], [W], [Show mirror]
[Listen], [Listen], [Get steak] {for a, hah, laugh, [Look throne], [Pull handle]...I told you it was a scream} [E],
[Climb], [Eat powder].

<Dream#4>
[Throw steak], [E], [Open chest], [Get screwdriver], [Wake up],
[Eat powder] {flip disk}.

<Dream#1>
[Climb], [Open], [S], [E], [Climb], [Climb], [N], [Open] {flip disk}, [N], [N], [Go crack], [Look], [Eat powder].

<Dream#2>
[Open umbrella], [Look] {5 times}, [Open] *[Look painting],
[Unscrew painting], [Get small key], [Wake up], [Eat Powder] {flip disk}.
<Dream#1>
[Climb], [Open], [Drop mirror], [Get shovel], [Dig shrub], [Drop shovel], [Get shrub], [S], [E], [Climb], [Climb], [N] [Open](flip disk), [N], [Open], [Unlock box], [Open box], [Drop screwdriver], [Get wrench], [W], [S], [Open](flip disk), [S], [Climb], [W], [W], [W], [Drop umbrella], [Get crowbar], [Open], [Look up], [Climb], [Push 56621](# on billboard...remember?), [Open], [Pry cover], [Turn bolt](yeah...sure...), [Drop umbrella], [Get gold key], [Wake up] (what a trip!)

<The Institute>
[N], [Open], [S], [Open], [Unlock door] [Open](hmm...), [Talk!!!!!!!]

Well, that's it (big deal, huh?)... If you find any spelling errors or inconsistencies(?), just ignore them and go on...

Happy whatevering,

Ctrl-Reset
Copy your disk before you play the game. If you do not, you will be unable to play the game a second time. Put a write protect tab on the original and make a copy of the original. You now have a game disk, but do not write protect this one.

Both joystick buttons are used. The first one controls selections and combat functions while the second button switches modes from game play to menu selections and back.

The eight boxes in the upper right hand corner of the screen are the contents of your character's pockets. Items can be examined, used, stolen, or dropped. The "Thing" menu allows you to manipulate the items you gain along the way.

The item you are currently holding is used for combat and the one you are wearing is used for defensive capabilities. To exchange items, simply point to one of the items in your pockets and follow the on screen instructions.

History

A long time ago, before the first great catastrophe that split the continent, there came to be the ways of the black arts. Trimexion, Dalvion, Mardiux The Black, and The Faceless Ones ruled over the continent and its peoples. Their lust for power created unrest. War came to be. From unholy depths and great unexplored regions those of the arts wrought abominable atrocities upon the face of the earth. The world was plunged into chaos. All order was lost. Famine and disease ravaged the land.

Out of the chaos came victorious Trimexion to restore order and peace. He only restored peace for a short time, however, for his dark god bade him to sacrifice people upon his granite alters. The population dwindled. Trimexion's command decayed and his army was allowed to roam free upon the earth to forage on their own wherever they pleased. A dark age had once again descended upon all mankind.

People began to refer to their once welcomed warlord, Trimexion, as the Dark One. They stayed in at night, travelling only as needed. They peered fearfully out into the night beyond their flickering fire. Death stalked the streets of the outer villages.

The outlawed ninja cult was revived behind closed doors of the villagers. An ancient prophecy was revived. An Oracle would be born, the daughter of a peasant woman. A great warrior would come forth from the harsh north to put an end to the age old warlord. Traitors from the ninja cult brought news of this prophecy to the Dark One.

The Dark One sacrificed a young virgin to his god and prayed for
knowledge. His god bade him ignore the prophecy of weaklings and fools. Trimexion chose to search for Mardiux's The Black's great needle of death. He found it in the bottom of Mardiux's great underground dungeon. The Dark One placed there a great cosmic force, brought forth from the great nebula, to kill those who would search for other forgotten items of Mardiux The Black.

The Dark One sent forth his followers: the great hordes of Orcs, the murderous Trolls, and many other creatures from some forgotten age, to guard the decaying strongholds of the vanquished.

In time there came to be a child born to an unmarried peasant woman. The child was taught to walk before she was a year old. She had learned to speak fluently by the time she was a year old. The Dark One heard of this and began to fear for his life. He sent out his assassins to find both the mother and child and slay them. The woman and her daughter disappeared into the vast southern forest and were never heard from, except in unsupportable rumors. Many decades passed and the people grew weak under the warlords heel. Then out of a small northern village came a warrior.....

Characters and Their Descriptions

Martial Artist:
The great northern warrior. Wears green and white.

Oracle:
The child that narrowly escaped the Dark One. She wears a green robe.

Dark One:
The original warlord. Wears a dark blue robe.

Shapeshifters:
These are the most trusted allies of the Dark One. They appear as many things, all of which are dependent upon which way they are travelling.

Assasins:
The servants of the Dark One. They wear blue clothes with face masks.

Samurai Dreadnoughts:
Specially trained killers. They are dressed in green and white and bear nasty sabers as weapons.

Trolls:
These are the officers of the Dark One's army. They do not wear clothing and are white in color.

Orcs:
These are the main bulk of the Dark One's army. They are blue skined and very mean. They are equipped with sword, shield, axe, or bow as their main weapons.

Sirens:
There is little known except that they stay near the water. They sometime aid the Dark One and at other times hinder him. The top half resembles a beautiful maiden while the lower half is a green fish.

Oracle's Adept:
She is dressed the same as the Oracle and travels abroad doing the bidding of the Oracle.

Barbarians:
These people are some of the last resistance to the Dark One. It is said that the great northern warrior will come from their group. They bear longswords and wear only loincloth.

Huntsman:
They are human woodsmen and archers of great skill and believe heavily in the prophecy. They wear green tunics, boots and carry bow and arrows.

Townspeople:
They are commonly running shops and living in maintown. They wear green and white and no shoes.

Workmen:
They are found in the same place as the townspeople and wear trousers and armbands.

Maintown Guard:
These are the only tame barbarians and carry staves as weapons and use them with great efficiency. Their dress consists of helmet, pants, boots, and greeves.

The Yeti:
They are big and can be very mean. They are covered with white fur.

Snakes:
Two sizes; small and giant. The large ones are very dangerous, created by the Dark One.

Slimes:
Animated ooze, these freaks of magic run down and digest whatever they can. All slimes are green.

Treemen:
The servants of the Oracle, these survivors of the Great War look just like trees. They can be vicious opponents, but are said to harm only those who attack the Oracle.

Centaurs:
An elder race, they only run herbaries. They have the upper torso of a man and the lower parts of a horse.

Wraiths and other undead:
These are some of the most terrifying creatures and are most often found in the ruins of the old ones. Some undead wear robes and others just carry swords.

-END-
WARNING: THIS WALK-THRU SHOWS HOW TO SOLVE THIS ADVENTURE STEP BY STEP, THESE ARE NOT HINTS!

THERE ARE MANY WAYS TO SOLVE THIS GAME AND THIS TUTORIAL IS ONLY ONE WAY. HOWEVER, I HAVE INCLUDED SOME PLACES WHERE YOU MIGHT GET STUCK EVEN THOUGH GOING THROUGH THEM MAY NOT BE NECESSARY TO COMPLETE THE GAME.

SPECIFIC INSTRUCTIONS ARE ENCLOSED IN QUOTES, SO TYPE WHAT YOU SEE.

YOU ARE AN AMERICAN AGENT SENT TO AFGHANISTAN TO RESCUE PROFESSOR PAUL EISENSTADT, WHO IS BEING HELD BY THE KGB.

YOU HAVE LANDED AT AN AIRPORT IN PAKISTAN, AND THAT IS WHERE YOU START THE GAME. GO "N", "W", "GET MATCHES", "BUY TICKET", "N", "GIVE TICKET". YOU HAVE NOW REACHED BAHAWALPUR. NOW GO "W", "GET CIGARETTES", "E", "DROP ALL", "GET MONEY", "W", "W". YOU HAVE NOW BEEN CLUBBED BY SOME MEN, AND FIND YOURSELF IN A PRISON CELL WITH AN OLD MAN. TYPE "LOOK DIRT", YOU WILL SEE THE THE WORD TARSIDAN, AND A BUILDING WITH A FENCE AROUND IT. THIS IS WHERE YOU MUST GO TO RESCUE THE PROFESSOR. TO GET OUT YOU MUST "BRIBE GUARD", "GIVE 205", "W". YOU ARE BACK AT THE STATION.


THIS FILE IS WRITTEN IN ORDER TO TEACH YOU HOW TO WIN THE GAME "KARATEKA," BY BRÖDERBUND.

UNLIKE AN ADVENTURE WALK THROUGH, YOU STILL HAVE TO LEARN THE MOVES. I WILL EXPLAIN WHAT TO DO TO WIN THE GAME, AFTER THAT, IT IS UP TO YOU.


YOU MUST HAVE COMPLETE MASTERY OF THE CONTROLS IN ORDER TO WIN THIS GAME. IF YOU CAN'T CONTROL YOUR MAN, PRACTICE. IT IS NOT TOO DIFFICULT, USING THE JOYSTICK OF COURSE.

LEVEL ONE
--------

WHEN YOU START THIS LEVEL, YOU HAVE JUST CLIMBED THE CASTLE AND YOU ARE STANDING IN FRONT OF AN ENEMY. NOTICE THIS MAN'S HEAD. IT IS BY THE HEAD, OR MASK, THAT EACH FIGHTER IS DISTINGUISHED FROM THE OTHER.

AGAINST THESE FIGHTERS OF LEVEL ONE, THERE ARE TWO STRATEGIES YOU CAN USE.

1. KICK IN THE FOOT METHOD

   THIS METHOD IS ALMOST "CHEAP." THESE FIGHTERS WILL MOVE TOWARDS YOU CONSTANTLY. ALL YOU HAVE TO DO IS STAND BACK AND WHENEVER THEY MOVE FORWARD, DO A DOWNWARD KICK THREE TIMES. IF YOU DO THIS A SUFFICIENT NUMBER OF TIMES, THE MAN WILL DIE. YOU MIGHT SUFFER A FEW BLOWS, BUT THAT IS NO PROBLEM. YOU WILL KILL ALL THE GUARDS.
2. BANZAI METHOD

THE OTHER STRATEGY YOU CAN USE ON THE FIRST LEVEL GUARDS IS THE SO CALLED BANZAI METHOD. ALL YOU DO HERE IS PRESS BOTH BUTTONS ALL THE TIME WHILE MOVING FORWARD. BY PRESSING BOTH BUTTONS, YOU WILL BE KICKING AND PUNCHING RANDOMLY, THUS CONFUSING AND KILLING THE GUARD. THIS METHOD WILL NOT WORK ON ANY OTHER LEVEL, I GUARANTEE IT.

HINTS: REMEMBER THAT THE FIRST LEVEL GUARD WILL ALWAYS BE MOVING FORWARD. TAKE ADVANTAGE OF THIS BE REMEMBERING THAT HE WILL BE ON THE WRONG FOOT FOR AN ATTACK.

AFTER YOU KILL THE FIRST GUARD, RUN IMMEDIATELY. AFTER THE INTERNAL DISPLAY, AN ENEMY GUARD WILL BEGIN TO RUN TO YOU. KEEP RUNNING WHEN THE SCREEN SWITCHES BACK TO YOU. WHEN IT SWITCHES BACK TO THE GUARD, AND THEN TO YOU, COUNT TO TWO AND LET UP. YOU WILL BE IN PERFECT POSITION FOR AN ATTACK.

LEVEL TWO

THE BIRD APPEARS IN THIS LEVEL. PLEASE SEE THE EXPLANATION OF THE BIRD IN THE THIRD LEVEL

NOTE THAT THE FIRST GUARD ENCOUNTERED IN THE SECOND LEVEL IS A FIRST LEVEL GUARD!

THIS LEVEL IS MUCH LIKE THE FIRST, EXCEPT THAT THE GUARDS DO NOT MOVE FORWARD ALL THE TIME. THIS ELIMINATES THE "KICK IN THE FOOT" METHOD. ALSO, THE BANZAI METHOD WILL NOT WORK BECAUSE THE GUARDS ARE OFTEN WAITING FOR AN ATTACK.

WHEN YOU ENCOUNTER A LEVEL TWO GUARD, HE WILL USUALLY, AFTER THE USUAL TANGLE AND SEPERATION, BEGIN A KICKING SEQUENCE. BY SAYING THE "USUAL TANGLE AND SEPERATION," I AM ALLUDING TO THE FACT THAT YOU WILL RUSH UP TO HIM, FIGHT A BIT, AND THEN BACK OFF OR BE KNOCKED OFF. ANYWAY, WHEN YOU SEPERATE, THE GUARD WILL DO SEVERAL 1-KICKS, AND THEN EITHER MOVE FORWARD OR BEING DOING 3-KICKS. A 1-KICK IS A SINGLE KICK, WHILE A 3-KICK IS A SERIES OF 3 KICKS.

HERE IS WHAT YOU CAN DO: WHEN THE GUARD DOES A 1-KICK, AS SOON AS HIS FOOT BEGINS TO RETREAT, MOVE FORWARD AND PUNCH. I USUALLY PREFER TO PUNCH DOWNWARD IN THIS ATTACK, BUT IT IS NOT THAT IMPORTANT. NOW, YOU MIGHT BE ASKING WHAT IF HE IS DOING A 3-KICK AND I THINK IT IS A 1-KICK? THE ANSWER IS THAT YOU WILL GET KNOCKED SEVERAL TIMES. KNOWING THAT THE FIRST SEVERAL TIMES ARE 1-KICKS, YOU CAN EITHER WAIT UNTIL HE BEGINS 3-KICKS OR JUST GUESS AND HOPE. IF YOU GUESS WRONG AND THE BLOWS START FALLING, PULL OUT BECAUSE YOU ARE IN A BAD POSITION TO KICK, YOUR LEGS ARE CROSSED, AND YOU CAN NOT BENEFIT OUT OF A 1 FOR 4 TRADE OFF.

IF THE GUARD BEGINS TO CHARGE AT YOU, THE KICK IN THE FOOT METHOD WILL NOT ALWAYS WORK, MAINLY BECAUSE THE GUARD COMES AT YOU WITH A KICK ALREADY GOING. WHAT YOU SHOULD DO HERE:

1. HOPE HE IS DOING A 1-KICK AND GET KNOCKED BUT THE PUNCH HIM.

OR--
2. Pull back quickly, wait until his foot is releasing, and then go in for the kill.

If you are losing the fight, I would recommend the second method.

The Falling Gate:

When you get to the end of the second level, there is a gate. If you run or walk through the gate, it falls on you and you die. Always. This is what you do. Walk very slowly up to the gate and get right next to it. Then quickly move forward and the back. You must do this fast or you will die. The gate will then fall, but, not on you. As the gate begins to rise, run into it. Notice I said, run, not walk. You will lose a point every time your head hits the gate, but keep running and start early so you have time. As you run through the gate, you get to the third level.

Level Three
----------

The level three guards are not stupid and are fast. They will not charge foolishly towards you, and will wait for the kill. Also at this point, you have very few points compared to the guards, so be careful and watch how many points you have.

The basic strategy that I employ when fighting level three guards is this:

1. Wait until the start doing kicks.

2. Move in quickly and hit them with a punch, maybe two if you are lucky. If they stand there, kick them, if they move back, that is fine. You just inflicted 1 or 2 points on them at no cost to yourself.

3. If they insist on fighting, you best bet is to punch. In the time that it takes to get a kick going, they will punch you away.

Remember that if one kick nails you, more are coming, to get out of the way fast.

The Bird: The bird is very difficult to kill. However, once you get it down, it becomes easy.

After you have killed 4 level 3 guards, you will suddenly get a large amount of points. You will get to a blocked door in front of you.

When you go to kick it in, do an upwards kick. As soon as the door breaks in, wait a millisecond, and then do 2 more up kicks. This will knock the bird before it gets a chance on you.

From here on, it is up to you. I prefer kicking the bird and it is easiest when it is on the top level. Just wait until the bird is 1 1/2 inches in front of you, and then kick 3 times. If you get it good, if not, try again.

Akima Himself: He really is no different than any other level 3
GUARD. IGNORE THE FACT THAT HE APPEARS BIGGER AND CONCENTRATE ON GETTING IN 1 OR 2 PUNCHES AFTER SOME KICKS.

KILL HIM, RUN INTO THE ROOM WHERE THE PRINCESS IS STANDING. IF YOU WALK, SHE KILLS YOU. JUST RUN RIGHT INTO HER.

ONE TECHNIQUE THAT I DID NOT MENTION IS SPAR FIGHTING. IN THIS METHOD, JUST WAIT UNTIL HE IS NOT KICKING, JUMP UP AND PUNCH. THERE IS A DELAYED REACTION, SO PULL BACK RIGHT AFTER YOU HAVE HIT THE BUTTON. YOU MIGHT THINK YOU WILL NOT PUNCH, BUT YOU WILL AND USUALLY HIT. SOMETIMES YOU WILL GET HIT BACK, BUT NOT ALWAYS. YOU CAN USE THIS TECHNIQUE ON THE LEVEL 3 GUARDS WHICH CAN BE DIFFICULT SOMETIMES.

I HOPE THIS EXPLAINS HOW TO WIN IN THIS GAME. JUST PRACTICE, AND IT BECOMES EASY. IF YOU HAVE ANY QUESTIONS OR PROBLEMS, CONTACT ME ON THE OUTPOST.

[:] [:] [:] [:] [:] [:] [:] [:] [:]
THIS WAS A T-MEN FILE
[:] [:] [:] [:] [:] [:] [:] [:] [:] [:] [:]
KARATEKA IS A GAME OF KARATE SKILLS AND QUICK KEYBOARD MOVES. YOU CAN USE A JOYSTICK, BUT TO PLAY THE GAME CORRECTLY AND *WIN*, YOU HAVE TO USE THE KEYBOARD.

FIRST TO GET INTO KEYBOARD MODE. AFTER BOOTING- HIT THE SPACE BAR (IF YOU'VE SEEN THE GRAPHIC STORY, IF NOT LET IT RUN. IT'S PRETTY NEAT.). OK NOW YOUR MAN IS READY TO ENTER THE BATTLE. HIT "K" (YOU SHOULD HEAR A CLICK) TO MAKE SURE YOUR IN KEYBOARD MODE.

KEYBOARD COMMANDS

SPACE - ALTERNATES BETWEEN STAND OR FIGHT FIGHTING COMMANDS:

Q - PUNCH TO HEAD

A - PUNCH TO BODY

Z - PUNCH TO LEG AND HIP AREA KEEP IN MIND THESE ARE ALSO BLOCKS.

KICKS WILL NORMALLY MOVE OPPONENT BACK.

W - KICK TO HEAD

S - KICK TO BODY

X - KICK TO LEG.

B BOW (THIS COMMAND REALLY HAS NO USE IN THE GAME. FORGET IT.)
ARROW KEYS
MOVE YOU FORWARD AND BACKWARD DURING FIGHTING AND MOVING INTO THE
CASTLE.

=======================================

THE GAME
=======================================

YOUR OBJECT IS TO RESCUE THE PRINCESS. THRU BATTLE WITH MANY
WARRIORS. THE GAME IS RATHER SELF EXPLAINITORY AS YOU PLAY. THERE ARE
ONLY CERTAIN AREAS WERE YOU NEED TO BE CAUTIOUS OFT

THINGS BESIDES THE WARRIORS:

1) AFTER YOU HAVE ENTER THE HOUSE AND DEFEATED THE FIRST WARRIOR, YOU
   WILL HEAR A BIRD CALL. BE PREPARED (FIGHTING STANCE), BIRDS WILL FLY
   AND ATTACK AT ALL LEVELS. YOU CAN TURN THEM BACK WITH A WELL PLACED
   KICK OR PUNCH.

2) WHEN YOU HAVE DEFEATED ENOUGH OF THE WARRIORS AND WORKED UP TO THE
   IRON GATES, DON'T JUST RUN THROUGH !!!!!!! STOP BEFORE THE GATE AND
   THROW A KICK (STRAIGHT OUT). THIS WILL BRING DOWN THE GATE. AFTER THE
   GATE RISES AGAIN, RUN THROUGH.

3) KEEP DEFEATING WARRIORS AND THEN YOU WILL RUN INTO THE BIRDS
   AGAIN. YOU MUST DEFEAT BIRDS WITH ONE KICK OR THEY WILL RETURN. AFTER
   YOU KILL ABOUT SIX BIRDS YOU WILL CONTINUE.

THE LAST ONE AFTER THE BIRDS WILL BE THE EVIL EMPEROR. WHEN YOU HAVE
KILLED HIM YOU CAN RUN IN AND CLAIM THE PRINCESS.

=======================================

HINTS
=======================================

LET THE WARRIORS ADVANCE ON YOU AND BE READY TO KICK. ALSO WATCH THEIR
PATTERNS. AFTER THEY HAVE RUN A KICKING PATTERN ADVANCE AND YOU CAN
GET IN 2 OR 3 GOOD HITS.

WATCH YOUR STRENGTH POINTS. WHEN YOU ARE DOWN TO 2, RETREAT A LITTLE
AND HOLD OF THE WARRIOR WITH BODY KICKS UNTIL YOU HAVE GAINED SOME
STRENGTH.

WHEN YOU HAVE DEFEATED A WARRIOR- STAND (SPACE BAR) AND RUN FORWARD
UNTIL YOU SEE THE STRENGTH POINTS OF THE NEXT WARRIOR APPEAR AT THE
BOTTOM. THEN PRESS THE SPACE BAR QUICKLY....

=======================================

WELL THATS ABOUT IT. IT'S A GREAT GAME
LATER

THE BLIND THIEF
King's Quest //: Romancing The Throne

The Complete Solve

By

Crystal Axe

&

The Devilworshipe

%10%23%85%

Key:

< : Stands for the Left arrow key, or West
>
 : Stands for the Right arrow key, or East
^ : Stands for the Up arrow Key, or North
D : Stands for the Down arrow key, or South

All Commands appear in UPPER CASE, and all comments will appear in lower case in parentheses. Now onto the game...

D,D,D,GET SHELL,GET BRACELET,D,D,GET TRIDENT,>,(Beware of the Witch, Dwarf, and the Sorcerer, avoid at all times),>,LOOK LOG,GET NECKLACE,>,>,LOOK HOLE,GET MALLEET,>,D,^,READ DOOR,D,<,<,<,OPEN DOOR,D,>,GET POT IN FIREPLACE,OPEN CHEST,GET EARRINGS,^,<,<,(Go into the cave, if the Witch is there, go outside and wait until she shows up outside the cave, then go back in the cave and get the cage, then jam),<,^,^,^,(Swim towards the mermaid, and give her the earrings),SAVE GAME,RIDE SEAHORSE,(Just wait until the seahorse stops at the king),GO NEXT TO KING AND SHELL,GIVE TRIDENT TO KING,GIVE KEY,>,(Go until the seahorse stops),>,D,D,^,^,^,OPEN DOOR,(Go up to the priest, and type: PRAY, then type: Graham, he should give you a cross),WEAR CROSS,LEAVE CHURCH,^,^,UNLOCK DOOR,READ DOOR,D,<,^,^,<,D,D,D,D,D,OPEN DOOR,YES,GIVE LADY CAGE,(She should give you a lamp),RUB LAMP, RIDE CARPET,> ,RUB LAMP,GET BRIDLE ON SNAKE,TALK HORSE,>,GET KEY,<,<,<,RIDE CARPET,^,LOOK HOLE,GIVE BROOCH,>,^,^,SAVE GAME,^,^, UNLOCK DOOR,READ DOOR,D,<,<,<,<,<,<,<,<,<,<,<,<,<,GET STAKE,^,^,OPEN BOX,GET BASKET,SAVE GAME,OPEN DOOR,(Leave *quickly* if wolf is in bed, if not then GIVE GRANDMA SOUP),LOOK UNDER BED,D,<,(Fuss around until you see Red Riding Hood then:),GIVE BASKET TO RED RIDING HOOD,WEAR RING AND CLOAK,SAVE GAME,^,^,TALK MAN,GIVE IN BOAT,GIVE OUT OF BOAT,SAVE GAME,(Now comes a bitch of a time...goto the door carefully, without touching the vines),OPEN DOOR,,SAVE GAME,GIVE STAKE,OPEN DRAWER,GET CANDLE,DOWN STAIRS,GIVE GAME,LIGHT CANDLE ON TORCH,(The torch on the stairs),>,GET HAM,>,(Goto the hole on the left),LOOK IN COFFIN,GET PILLOW,GET KEY,OPEN COFFIN,KILL VAMPIRE,GIVE KEY,^,^,SAVE GAME,CLIMB STAIRS,UNLOCK CHEST,OPEN CHEST,GET TIARA,DOWN STAIRS,OPEN BOTTLE,SAVE GAME,D,<,D,Make your way to the boat man),GO BOAT,>,>,D,>,D,UNLOCK DOOR,^,GET NET,FISH,(Keep fishin' till' you catch a fish),GET FISH,THROW FISH IN WATER, RIDE FISH,>,GET AMULET,D,OPEN DOOR,SAVE GAME,CLIMB STAIRS, GIVE LION HAM,OPEN DOOR,Game almost finished!!!),KISS GIRL,(Ok...ready? now just type.........: HOME)
Congratulations!!!!! You have won King's Quest !!!!!!
But now be on the lookout for King's Quest ///: To Heir Is Human
GET ALL OF KOD’S ITEMS
--- --- -- --- - -----

ITEM: GAUNTLETS
MALOR: EAST=10 NORTH=10 DOWN=4
TAKE THE STAIRS DOWN; THEN BACK UP!
TURN TO THE ONLY DOOR IN THE ROOM...
K)ICK IT OPEN...YOU WILL HAVE AN
ENCOUNTER W/MAGIC GLOVES...KILL THEM
AND THEN TELEPORT OUT!!!

ITEM: SWORD
MALOR: EAST=7 NORTH=12 DOWN=3
GO UP TAKE THE DOOR ON THE RIGHT....
ENCOUNTER A MAGICAL SWORD!!!

ITEM: ARMOR
MALOR: EAST=16 NORTH=2 DOWN=0
GO DOWN; THEN BACK UP...TURN TO THE
ONLY DOOR IN THE ROOM K)ICK IT OPEN AND
FIGHT ANIMATED ARMOR!!!

ITEM: HELM
MALOR: EAST=1 NORTH=18 DOWN=4
GO UP, ENTER THE ONLY DOOR, YOU WILL
HAVE AN ENCOUNTER WITH A MAGIC HELM!!!

ITEM: SHIELD
MALOR: EAST=0 NORTH=0 DOWN=2
GO UP, ENTER THE ONLY DOOR IN THE ROOM,
YOU WILL HAVE AN ENCOUNTER WITH A
MAGICAL SHIELD, KILL IT!!!

NOW THAT YOU HAVE ALL <5> ITEMS DO THE
FOLLOWING...
1> EQUIP A CHAR. WITH ALL 5 ITEMS.
2> SEND HIM INTO THE MAZE...
3> GOTO THE DIRECT CENTER OF LEVEL 1
   (WHERE YOU MET THE APPARATION)
4> ENTER AND Behold...
5> ANSWER TO THE RIDDLE IS:
   "THE KNIGHT OF DIAMONDS"
6> GET THE STAFF AND EITHER A.EQUIP IT
   OR B.DON'T EQUIP IT.
(READ UNDER KOD MAGIC ITEMS)
=>THE STAFF OF GNILDA<=
7> EXIT THE MAZE...
-------------------------------------
SPECIAL THANKS TO THE FOLLOWING FOR ALL THEIR HELP IN SOLVING THIS RADICAL ADVENTURE:

The Shadow
The Undefined Being
The Guardian
Mickey Mouse
PC Pirate
The Game Master
Happy Hacker
Mr. Wonderful
Bleu Beard
Sam Brown
Balboa
CatchClaw

Once again, thank you very much for all of your help in solving King's Quest III. All of the above helped in one way or another. Not all provided valid or even intelligent thoughts to the solution, and you know who you are! But if it was not for the support of the following on the Gallifrey, King's Quest III would have taken much longer to solve. Once again thank you and enjoy this tutorial help guide.

- Five O

Special Thanks To SPI for cracking King's Quest III

Special Thanks to Kloey Jr. for his insight and thoughts !!!!!

This Tutorial is dedicated to my sister, who is now mourning the death of her pet guinea pig, Max, who left us while I solved King's Questy III in the wee hours of the morning.

..............................Amen.

"Hot damn! I beat your ass...........Jesus-H, it is 4:58 AM. I will write the tutorial tomorrow night."

You have just witnessed the past events of December 7....1941, a day that will live in infamy, whoops, wrong story. You have just witness the events of last night or this morning as the case may be. I have now sat down, after three hours or so, of
re-writting my maps so that people, other than ostriches, could read my handwriting. If you would like a formal map, please leave e-mail for Kloey Detect on a BBS near you.

Well, Sierra On-Line topped themselves again. This is the best of the King's Quest series yet, as far as the toughness goes, but still feel that King's Quest II was more based on fairy tales and mythology, as in King's Quest. Well a different guy did this one. Look for King's Quest IV between June and July!!!

OBJECT

<*><*><*>

You have been captured by the evil and homsexual wizard, Manannan, who if you can't tell by the name, probably lives in Greenwhitch Village and skips to work wearing a pink flowing gown. You must escape from Manannan, rescue your sister, and take her back to Daventry in time, or the kingdom will suffer further ruin and be destroyed, which we would not want to happen!

Because King's Quest III is so large, actually smaller than King's Quest II, but a bitch to map, it makes it very difficult to explain step-by-step how to solve it, so I am going to help you solve this adventure, but not really: I will provide the information necessary to do so, but for those of you who do not want to take the cheaters way out, you will only get the hints that you need.

Here we go..................

--------
* NOTE *
--------

The following maps are the most "conceptual" maps that there are: You may be at a point and go south, when you go north to return to the beginning, you will not return to the point you started at, but instead to the left or right of the point.

There is a wrap-around effect in the game and applies only to the north/south borders.

* - Magical item which you may not possess while Manannan is still in the house, unless you enjoy being killed!

O - Ocean, which you can not swim across completely or defend yourself against sharks!

# - Non-accessable area which is between/in the cliffs, chasms, walls, mountains, etc.

You have exactly 30 minutes on the game clock in which to either gather your stuff together and solve the adventure or return to the house, stash the stuff under your bed (pay attention, clue #1) and then wait for Manannan to blow off.

---Remember to ALWAYS put the wand back when you return home.

---
---Remember to ALWAYS shut the trap door & move the book back.

--------If you do not do this then Manannan will blow you into cocaine dust.

Manannan's House - 1st Level
---------------------------------

```
  8  6
  2   \1 -- 7
   \  
    5
    11
    12
    13
```

Manannan's House - 2nd Level
---------------------------------

```
  3  4
  2  /
   10
```

Manannan's Laboratory
---------------------------------

```
  8
  9
```

"The World Below The Castle"
Greenwich Village!
---------------------------------

```
/        /
E   D    26 -- 25  12  24/23 -- 19  0000000000
N   E
|   |  #######
D   S    27 -- 31 #######  21 --- 20  0000000000
L   E
|   |  #######
E   R    28-- 30 -- 13 ---- 14 -- 15 -- 16 -- 17 0
S   T
|   |  #######
S
|   |  29 -- 32 -- 33 ---- 22 --- 18  0000000000
```

Pirate Ship(U.S.S. Five O)
---------------------------------
Apple II Computer Documentation Resources (a2_docs_walkthroughs.msw)
WALK THROUGHWS FOLDER -- www.textfiles.com/apple/ -- 18 September 2000 -- 144 of 257

Extra Hints:
[*][*][*][*]

1] To poison the porridge, place the cookie in it.

2] To get the cat fur:
   a) Hold cat
   b) Get fur

3] To stay safe during the journey to Daventry while on the
   Pirate's ship, remain at the rear of the ship until you reach
   land. You have to figure it out from there.

4] SAVE YOUR GAME FREQUENTLY!!!!!! I used the following format
   when I saved a game: 136/210 : Captn.Room : 1:26:23

   This is the score I have: Location: Time used

5] The eagle will drop the feather randomly, so GET IT!

Before we continue let me just say I finished King's Quest III,
but did NOT have all the points, which I don't give a crap
about. I attribute the loss in points to the following:

Failure to complete the following spells:
----------------------------------------
Understanding the Language of creatures(10 pts)
Causing a deep sleep(10 pts)

Failure to gain the following objects:
--------------------------------------
Reptile skins
Acorns

I needed the above two objects to complete the above two spells,
simple, isn't it! If you could leave e-mail to me, I would
appreciate it to soothe my desire for knowledge.

Points not listed in Map/Tutorial
---------------------------------
Leaving the pirate ship and making it to Daventry(5 pts)
Evading abominable snowman(4 pts)
  * Cat fur(1 pt)
  * Eagle feather(2 pts)
Dropping fish powder(4 pts)
Poisoning Manannan with porridge(10 pts)

IMPORTANT: When Manannan first appears, he will ask you to go do
   something, DO IT, you get now points, but then you
   won't get turned to cocaine either!!

Numerical key to the maps in the above:
--------------------------------------
1 - Starting place

2 - Top of staircase

3 - Manannan's bedroom
   [1] Get pot (To humor Manannan)
   [2] Open drawer (by mirror)
       [a] Given *mirror (1 pt)
   [3] Open dresser (right hand side)
       [a] Given *Rose essence (1 pt)
       [a] Given *map (7 pts)
   [5] Look top cabinet
       [a] Given *key (3 pts)

4 - Observatory
   [1] Get *fly (1 pt)

5 - Feed chickens (To humor Manannan)
   [1] Get chicken

6 - Get broom (To humor Manannan)
   [1] Get bowl (1 pt)

7 - Manannan's dinner room
   [1] Get cup (1 pt)

8 - Manannan's study
   [1] Unlock cabinet
       [a] Gives you *wand (4 pts)
   [3] Pull lever (5 pts)
   [*] The stairs lead down into the lab.

9 - Manannan's laboratory
   [1] Get *powdered fish bone (1 pt)
   [*] Toad cast spells you must "Turn to page 'x'"
       [a] Where 'x' is the page the spell is located on.
       [b] Spells are at the end of the tutorial.
       [c] You gain ten (10 pts) points for every spell done.

10 - Your bedroom
     [1] Hide all

11 - Winding Path (SAVE GAME FREQUENTLY)

12 - Bottom of Path
13 - End of path

14 - Stores
   [1] General Store
      [a] Buy *leather pouch(1 pt)
      [b] Buy *salt(1 pt)
      [c] Buy *fish oil(1 pt)
      [d] Buy *lard(1 pt)
      [e] Pet Dog
         [1] Gives you *dog hair(1 pt)
   [2] Tavern
      [a] Talk man
      [b] Give coin(3 pts)

15 - Docks
   [1] Get water(1 pt)

16 - Extension of docks
   [1] Get on ship(2 pts)

17 - End of docks

18 - Beach at the docks

19 - Beach

20 - Stream

21 - White trees with stream leading north

22 - Trees on beach
   [1] Get *mistletoe(1 pt)

23 - Cave
   [1] Dip feather in essence
   [3] Enter cave

24 - Waterfall
   [1] Get mud(1 pt)

25 - Forest/desert

26 - Medusa
   [1] Enter the screen and face away from the way you entered
   [2] Wave mirror when Medusa is VERY close to you(5 pts)

27 - Curved desert basin

28 - Desert with cattle bones
   [1] Get *cactus(1 pt)

29 - Crackled desert floor

30 - Ladder Tree(Robbers Hideout)
   [1] Place hand in tree(4 pts)
Apple II Computer Info

[2] Climb ladder
[3] Get off ladder (2 pts)

31 - Large rock with trees

32 - Tall tree

33 - Bear's house
   [1] Knock on door
   [2] Walk over flowers
   [3] Open door

34 - Robber's house
   [1] Get *purse (4 pts)

35 - Bear's main room
   [1] Get porridge (2 pts)

36 - Bear's bedroom
   [1] Open drawer
   [*] Leave house and go into garden and fill thimble (1 pt)

37 - Holding pen
   [1] Drop crate (2 pts)

38 - Storage room
   [1] Get crate (? pts)

39 - Captain's room
   [1] Open chest
   [2] Get all (3 pts)

40 - Store room
   [1] Get shovel (1 pt)

41 - Main Deck

42 - Galley

43 - Front of ship
   [1] Dip feather in essence (5 pts)

44 - Back of ship

45 - Beach

46 - Beach

47 - Foot of mountain

48 - Foot of mountain

49 - Path to mountain
50 - Path with waterfall
51 - Mountain caps with snow
52 - Path with cave at right
53 - End of path and mountain
54 - Abominabal snowman's house
55 - Cliff and caves
56 - Cliff path
57 - Cliff path down
58 - Old house
59 - Old well
60 - Gnome's house
61 - Castel(left half)
   [1] Open doors(4 pts)
62 - Castle(right half)
63 - Stairs
64 - Stairs
65 - Stairs
66 - Cave entrance
67 - Dragon
   [1] Screen before(#66) rub ointment on body
   [2] Stir brew with finger
   [3] Cast storm spell(7 pts)
   [4] Untie girl(3 pts)
   [*] Take girl back to castle and you will win !

\///\///\///\///
That's all folks
\///\///\///\///

It took me about 10 hours to complete the thing and to map it all out and put the above info in a descent order. I only got 169/210 points, and I have allready discussed why.

I have only provided you with 80% of the solve. What I mean by this is that you must perform certain actions before others can obviously take place. I.e. You must open a brew to drink it, unless you are a conehead, or on a more understandable basis, you must have the key in order to open the wizard's safe.

Well....have fun....live long.....and remember to save your game frequently......and look for King's Quest IV !!!!
Kloey Detect of Five O

Special Thanks To:

____________________

Mr. Camaro
Xpax
The Magician

EXTRA SPECIAL THANKS TO:

Augie, Veronica, Ursula, Onika and SUPER DUCK
For listening to my problems!
Of Kings Quest III and volume numbers

A DBC (division of WBN) production
by Ar Zimrathon of Idea Systems 612/888-IDEA
also call the Tower 612/420-7811  HST 80mgs

Thanks to Mr. Five (sometimes known as Mr. Jive -- see second version) for sending me King's Quest III and thanks to the Unicorn for fucking it up before it got here -- resulting in this file

[If your Kings Quest III works you don't have to bother with this file]

Sometimes there is a problem when you unpack Kings Quest III and other wares that rely on volume numbers to work properly... A lot of people have unpacked it incorrectly and then repacked it without checking it out... this time they got burned since each side of kq3 needs to be formatted to the volume of its corresponding side (side 4 needs to have a volume number of 4.) [one way it gets screwed is if you didn't have your packer reformat the disk before unpacking...the ware would have the old volume number]  For now I'll just tell you how to correct your DDDeluxe files...if you REALLY need to know how to do it for other packers leave me mail on the Tower or Idea Systems.

...Ok, with DDDeluxe Louis Roy decided to encode the volume number (don't ask me why.) To fix it, boot up Block Warden (if you don't have it, get it) and [F]ollow the file to be corrected (you'll have to do this any number of times depending on how many sides are screwed.) You'll see the text "LouisRoy" at the beginning... First, look at the two following bytes following the name, if there are two @'s there ("LouisRoy@"), skip this next section in brackets. [if the next two bytes ARE hex $00 and $00, then change these two two bytes to $40 and $40...this will make it compatible with version 4.2, making it possible to format to different volumes.] Next, look at the two bytes that follow the two @'s (the $40's) and simply replace these two bytes with their appropriate values as found in the following chart. Finally, >SAVE IT< and unpack the corrected code with version 4.2<<<<

<table>
<thead>
<tr>
<th>Side#</th>
<th>Two bytes</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>00 08</td>
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<tr>
<td>2</td>
<td>00 04</td>
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<td>3</td>
<td>00 0C</td>
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<td>4</td>
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<td>9</td>
<td>00 09</td>
</tr>
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<td>10</td>
<td>00 05</td>
</tr>
</tbody>
</table>

If you really don't care how it works you can stop reading... Below is the technical shit...

...Ok, this is how you figure out the hex version of volume you want: take the desired volume number, convert it to an 8 digit binary number, split that number into two nibbles (split the 8 digits into two groups of four digits each.) Take
Apple II Computer Info

each of those groups of 4 digits and flip them (like a 1010 becomes 0101.) Then you take those digits and zero fill to the right for the left digit and zero fill to the left for the right digit (if the converted groups were 0101 and 1011 they would become 01010000 and 00001011.) Take these final two binary numbers and convert them to hex, and voila, there's your DDDeluxe encoded volume number.

In case you didn't follow that I'll go through a number... Say you wanted to convert a file to volume number 76...

1. decimal to binary:  76=01001100
2. binary to 2 nibbles:  01001100=0100 and 1100
3. flip the nibbles:    0100=0010 and 1100=0011
4. zero fill the nibbles:0010=00100000 and 0011=00000011
5. convert numbers to hex:00100000=$20 and 00000011=$03
6. replace two bytes after the $40's to $20 and $03

{{NOTE: if by the time you read this there is a more recent version of DDDeluxe than 4.2, then this file MAY not apply to you}}

-END-
KING'S QUEST III

Part 1

KING'S QUEST III starts a bit different than the first two. You begin a simple slave. As always, keep the role in mind. This means you will have to think like a slave and act accordingly. If you are to ever escape the wizard's evil clutches, you will have to use stealth and guile. Keep your own counsel, and don't get caught even thinking of escape!

You begin at the entry of Manannan's abode. The wizard appears, and remarks that you have been lax in handling the chores. Being who you are, you immediately carry out all of his orders. You will need to carry out whatever task it is (usually the kitchen), then, if it was something else, go to the kitchen, where this walkthrough begins.

One more thing: I prefer a two save approach to such games. That is, I use one as a miscellaneous save at the bottom for most of the little things. After a scene has been thoroughly examined, I do a "normal save," such as: "AFTER ALL SPELLS--0:30:27--62PTS." This way I find that I don't have a bunch of useless saves that only add to the confusion. Good luck and happy Questing!

You get the knife, spoon, bowl, fruit, mutton, and bread, then go south to the dining room and get the cup. Head west and you're back at the entry. Now, up the stairs and east. "Look" and you find yourself in your own pitiful bed chamber and recall that Manannan never comes in here. "Drop All" and notice that it's a safe hiding place. "Get All" then out into the hall (still in the same scene) "Look" then "Look Behind Tapestry." Hmm, seems to be a threat!

Go west and you are again at the head of the stairs. Oh, NO! It's him again! What's this, he's leaving? Well, while the cat's away.... Go north and you find yourself in the "Master Bedroom." Totally indecent in its opulence! Decadent in the extreme when compared to the meager cot in your own room. (What if he comes back?) You stop to admire the reflection in the mirror but are only reminded of your lowly position. "Open Drawer" and you find a small mirror (keeping it for yourself). Now what else might be useful? "Look in Closet" and sheesh what a fancy wardrobe! Somehow you resist the temptation to wear such finery but "Look Behind Clothes" and WOW! A map could be very useful, if you ever get out of this place! Now "Get Map" and "Look at Map." Seems to be a rather unhelpful piece of parchment, but who knows? Being cautious you "Close Closet" (pun not intended) and "Look on Top of Closet." A key? Now what could that open? This could be important so, of course, you take it with you. Then it's over to the dresser and "Open Drawer" to find a vial of essence. Doesn't mean much but probably worth more than the map and it, too, winds up in your seemingly bottomless pockets.

Go south then up the stairs to the observatory. "Look Through Telescope" (So That's his Secret!), then "Get Fly" (My you really are desperate, aren't you?), and go all the way back downstairs, to the first floor.

At the entry, go north to the study and "Open Cabinet" and VOILA! (Worry sets in now, to get caught is to be -- well, let's not think about it!) You gather your courage, and continue the search. Since anything could help, you "Look at Books" and "Move Book." Now what? "Move Lever" and panic almost overcomes you! This has
got to be one of his biggest secrets! So that's why he doesn't want you in the study alone!

You tremble and shake but press on. After all, if he caught you now, well you certainly would be on his bad side. Down those dark stairs you go, but extreme caution is the word, as even something as silly as a cat on the stairs could spell your doom! (This is the only place I've found where the cat is actually dangerous.)

Down and down again. Most certainly this is the dungeon, where he tortures his victims and...no! Why, it's a laboratory! "Look" then "Look at Book" and hope shines anew! You "Look at Shelf" and "Get" the six ingredients. An odd combination of emotions begins to take hold of you now as you experience a dreadful fear and hope at the same time. So close to freedom, yet so close to the wrath of one of the most contemptible of all creatures, a slave owner! The die is cast, there can be no turning back now. It's all or nothing and you know it! You keep the goodies, and head back up those stairs. (Has he returned yet?)

Cautiously, you stick your head up into the study, half expecting a most horrible confrontation. Surprised to find you're still alive and human, you quickly close the trap door, replace the book and return the wand to the cabinet. You go south twice, and find yourself outside. Ah, the chickens! You "Open Gate" and "Get Chicken Feather." Knowing that you need to know more about Llewedor before making good your escape from the tyrant, you head down the mountain. (Be sure to save your game first!)

The trail down the mountain is treacherous, but make it you do. (The bottom of the mountain is a good place for the miscellaneous save.) Once at the bottom, head west, then west again, desert country -- what? That was quick! Oh well, "restore game." (You did save it at the bottom of the mountain, didn't you?)

From the bottom of the mountain, you go west and stop long enough to get ready to "Show Mirror to Medusa," then west again and turn around. (Where is she?) You sense her approach and <CR> Got her!! Perseus would be proud! But you aren't here to do battle, you are on a scouting mission. So you decide to move on quickly. After all, stealth and guile are important, but so is time!

KING'S QUEST III
Part 2
You head south and spot a nice cactus by the rock, "Get Cactus" and further south (nothing here), south again and "Get Snake Skin." Go east and there's an eagle! As the eagle flies by, he drops a tail feather, so you "Get Feather" and go east again.

The scenery here is just lovely. So much prettier than the desert that you tend to linger. (Sierra's famous "if it's slow, it's important".) You take in the lovely scene and notice the mud along the river. "Get Mud" and continue east. (If you are really tempted to try the cave, save game first!)

From the cave you head east once more to find a coast line. Hmm. Can't go any further this way. You go north along the coast and "Get Water." Not much around here so, north again. Aha! Now this is more like it! Looks like civilization, so up the ladder and west.

Decisions, decisions! Okay, you try the bar. Nothing much here, no action at all as a matter of fact. (Unless you try to "Kiss Barmaid!") So it's off to the store. Finding that you can't buy anything without money, you pet the dog (he's irresistible) and leave.
Outside you take the easiest route -- south. Here you find stunted trees, but on closer inspection, there's a sprig of mistletoe. (Now where *is* that barmaid?) You "Get Mistletoe" and head west.

Why this is right out of a fairy tale! After making sure there is no one home, you boldly break into the house. Looking around, you don't find much, so it's upstairs for some real searching. The beds look comfortable, but you have no time to nap. "Open drawer," and a shiny, silver thimble is there. You "Take Thimble" and take your leave.

Downstairs again, you can't help but feel there is something missing. Must be your imagination, so outside and "Look at Flowers" because they are so pretty. You "Get Dew" and go west again.

Nothing here, so it's north. Here you find nuts, but none to suit your needs. Hmm, could be some in that hole though, so you "Reach in Hole," and nah. It couldn't happen twice in one man's lifetime. (Better save game since this is unpredictable!) You climb the ladder only to find the original robber's roost! But since he is asleep, you do what you must, and steal from him. (It's only fair.) After you have the purse, you don't even wait to get away, you count the coins, eight of them! With this much money, you know what to do! You look at the map, point to the village and -- WHOOSH! Back to the store. What a way to travel! You re-enter the store, "Look at Shelf," and buy the four items that seem most important to you. These items are salt, lard, fish oil, and an empty pouch.

Suddenly you are almost overcome with fear! The wizard! He could be home by now! You look at the map again and point at the top of the mountain, and -- WHOOSH! Nope! It didn't work. Oh well, you sigh and start up that long, dangerous path. (Don't forget to save your game first!)

At the top of the mountain, the fear is the worst! What if he is back? What will you do if he's waiting just inside the door? You open the door and the coast is clear! Better get rid of all this stuff! Upstairs, and east to your own little room. You drop all and hide it way underneath the bed. Now if only he doesn't come in here! Oooopps! Better get some of that food, he's always hungry whenever he returns. You "Get Fruit" and start downstairs. You worry and fret; but when he does return, he doesn't seem the least suspicious. Just hungry, the self-centered lout! Being a slave and all does have its drawbacks. Not only do you have to fetch his meals, you are expected to stand there and watch! The man has absolutely no class. But you stand there in case he wants something else. Such is the lot of a simple slave. They way he eats, it's too bad it isn't poison!

After belching loudly, he takes his leave, and not even thanks! Ah, to heck with him! You think for a minute, he always takes a nap after he eats like that. Hmm! And then you can get back to plotting the escape! But not before, you caution yourself, since it is far too risky with him about, And you almost got caught coming back up the mountain!

You go back upstairs, waiting in front of his bedroom. When he does take a nap, you'll want to know. And there he is. Don't disturb him? You wouldn't even dream of it! Now, quickly you go to the east, to your own room. Wait, there's the cat. You "Get Cat" and "Get Cat Hair," then into the bedroom and "Get All."

You try to calm yourself, but still you race back to the stairs and down. You go into the study, and with trembling hands, open the cabinet. Taking the wand, you
close the cabinet and go to the bookcase. Taking a deep breath, you open the trap door and carefully go down those dark and dangerous stairs.

The laboratory brings back the fear, but you calm yourself and go to the table. The ancient book calls to you. This is where the hope is! Slowly you "Open Book to Page II." The room begins to glow and strange music plays. Shivers run through your body, but you are as if transfixed. You read from the book (the handbook not the disk) and follow the steps most carefully. (Except step II must be: "Put the dog fur in the bowl" since you have both.) The last of the incantation is read, and you wave the magic wand. Whew! Success!

Since that one worked, another is called for, so you return to the book and "Open Book to Page IV" and follow directions exactly! Again you complete the spell and hope gives you strength. You decide on just one more for now, where was that spell? Transforming another into a cat! That's it!

Once more you go to the book and "Open Book to Page XXV." The odd colored lights again return, and the music starts anew. With shaking hands and strained nerves you begin the spell. Carefully you follow directions, but is it right? Tension builds, and builds still more. The longer you work at it the more you shake, until at last! You wave the magic wand and Ahh....

Strained to the breaking you realize that at last you have the means to eliminate the evil, old Manannan forever! Then you realize that you have lost all track of time. When will he awaken? Has he already finished his nap? No, plenty of time.

Looking at the cookie it occurs to you that it's going to be tougher than you thought to get him to eat the disgusting cookie. Somehow it will have to be disguised. But how? You try to "Put Cookie into Bread," but that doesn't work. Hmm. Have to think of something.

KING'S QUEST III
Part 3

You look at the map, and readily see that there isn't much that you have yet to see. You point to the bottom of the mountain and WHOOSH! Yes, this is the bottom of the mountain, so east. Ah, there's that cave again. Not much left then, so it's east once more and -- nope. Just more coastline. Hmm, back to the west.

Go north and you are again facing the mysterious cave. Let's see, how do you pass a spider web that size? You don't want to chance it so, "Dip Eagle Feather in Essence" and fly into the cave. Navigation seems a bit odd as an eagle. Hard to control where you go. Hey! Spider alert! As you get close to the spider, something comes over you and it's curtains for the spider.

As the spell wears off you notice that the web has been torn to shreds. You oh-so-cautiously enter the cave, and a presence causes you to freeze. What is this place? There in front of your eyes appears an oracle. It seems she knows you! More than that, she also knows who you really are. As you gaze into the vision she creates, it is revealed to you that there is another whose fate is far worse than yours. Not only that, but it is your duty to go to their aid! How are you ever going to manage?

They say it's always darkest before the dawn. You gird yourself and go forth. But how can one such as yourself be of any aid to one such as that? And in a land far, far away!
The spells! You realize that your only hope is to be rid of the tyrant wizard (which you had in mind anyway) and finish the spells. In order to finish the spells, you still need three dried acorns. Where might they be found? The desert is dry, but nothing grows there except cactus. Perhaps near the desert? You head west and cross the stream, but what's this? You overhear two birds discussing, of all things, YOU! Further west and two squirrels seem to have the same thing on their minds. Seems like you are the prime topic in all of Llewdor. The conversation is only moderately interesting, but it seems to clear your senses, for insight strikes. The thing that was missing! That fairy tale cottage! You hurry off, to the north twice, then east. Yes, it is the house of the Three Bears, and there they go now! As soon as they leave, you enter the house. There on the table is the thing that bothered you so when last you visited, simply because it should have been there. Porridge! What an ideal way to hide the cookie! You "Get Porridge" and exit quickly. (Those bears may no longer have a sense of humor!)

Outside the house you continue the search for the acorns. Nothing here, so west again. Nope. Nothing but a couple of noisy squirrels. Argh! And two nasty bandits! They assault you severely, hit you right on top of the head, and steal everything!

At least you know where the hideout is, so north you go. And there it is! Wait a second. You pause long enough to search those nuts just one more time. Lo, and behold! You find three dried acorns. You "Get Acorns" and "Reach in Hole." (Save the game.) The ladder appears again so up you go.

Quietly you enter, finding the thief sound asleep. Carefully you approach the table and nab the purse. Now, where is the rest of it? You spot a bin in the corner that you hadn't noticed before. You "Open Bin" and "Look in Bin", there it all is! Quickly, you abandon the tree house, climb down the rope and run to the east. Even here you don't stop, you feel like just running forever. Almost blindly you head north where the treacherous mountain path brings you up short. You know that you can't risk hurrying up that trail. Maybe they aren't following. You can't help yourself, you simply HAVE to know. Carefully, you take inventory, even to counting the coins in the purse. What's this? There's eight coins! But that's more than...oh, well.

That path, hmm. There should be an easier way. Wait! Why walk? You "Dip Eagle Feather in Essence" and take to the air. Not only is this a lot safer, it's FUN! At the top of the mountain, you say the magic words, and look for a safe place to land. Oops, right in the middle of the chicken coop! Any landing that you walk away from is a good one! You "Open Gate" and head for the house, "Open Door" and hurry to the study. Yup, you left the trap door open, and the wand! Got to put that back, too! You're too close to freedom to let a little mistake ruin it all. So you "Open Cabinet," "Move Lever," and "Move Book". There that's better. Now it's back to the entry and up the stairs.

You go to your room, and "Put Cookie in Porridge" and when you "Look at Porridge" you relax for a moment. It will work! It HAS to work! You "Drop All" and "Get Porridge" and it's off to the dining room. Patience is an asset to a slave, but was never one of your virtues. As a matter of fact it's all you can do to keep from dancing from one foot to the other. But wait you must. You have time on your hands for a short time, but it seems an eternity! You reflect on the danger ahead and the task set before you. Desperately you try thinking of anything but the porridge and the waking wizard!

There he is now! Somehow you calm yourself so as not to give any clue that something is amiss. Now, go to the kitchen, must make it appear that you are
preparing a normal meal. You can't control yourself, you turn right around and return to the dining room. You "Feed Wizard" and anxiously watch his every bite. He eats, and eats, and "Ding-dong, the witch is dead..." or something like that! Hooray!

Up the stairs, and back to your bedroom again. (For the last time!) You "Get All" and go back to the stairs, then down to the study. You get the wand and open the trap door and cautiously go down to the laboratory. You feel a sense of exultation, but also a sense of purpose. You are almost driven to complete the spells, because, after all, she is your sister. Going to the table, you open the book to the proper page, and begin to tremble anew as the lights play tricks and the weird music starts to play. Hope carries you as you patiently carry out the instructions for the spell to teleport at random. Each step is completed in accordance with the book, you recite the verse, and wave the wand. Again you find success, and again you go to the book. Only three spells left, and the powers of the wizard are yours!

You open the book again, this time to the spell marked Deep Sleep. This one seems to be a bit harder. The trembling is more pronounced. You get the feeling that you aren't going to make it, the words on the page begin to blur. But finally it's over and you have still another spell to call your own.

The last two are certain to be tough! Again you open the book, now to page LXXIV. The music causes tension, the strain is great. The spell is very exacting, but so were the others. This spell, and the next come hard, but in the end they are yours. At last you are, in truth, a wizard in your own right!

The feeling of power is intoxicating! POWER! What a feeling! With this much power, what could not be done? Why, perhaps you should put the cat/wizard to sleep forever? No, have him teleporting at random for the rest of eternity! Slowly, you come back to your senses. The wizard is already suffering his fate. To do more would be to become as he was. No, you realize that you have been called to a higher purpose. You must save your sister and the kingdom of your parents. You wonder what they must be like.

KING'S QUEST III
Part 4

Transportation will be a problem. To know this is to know that the tiny village is the only hope. You look at the map and point to it. WHOOSH! And here you are. You feel that already you have become used to such methods of travel. It all seems so natural. Barely hesitating, you go into the bar, find three sailors and try to strike up a conversation. Aha! That's just exactly what you do want. Money is no object, so you "Give Gold to Captain."

Why the louse! Such poor manners! Grabbed all of your gold, and left without so much as "glad to have you." (Maybe he would like to be a cat?) No, that's bad thinking. No time to scold yourself though, so it's off you go for a long walk out on the pier. And this must be the ship. Yes, there's the captain now, and he seems anxious to get you aboard. That gangway looks a bit tricky, but you are becoming used to such narrow walks.

As you step aboard, you get the feeling that something is wrong. But what could it be? Why these men aren't sailors! They're PIRATES! Before you can even manage a simple spell, they grab all of your possessions and throw you rudely into the hold.

What a predicament! A short time ago you felt as if you were all-powerful, now
you couldn't feel more powerless! You look around and find that there is a ladder just above you but just out of reach. You go east and look some more. There! That small box will surely do. You "Get Box" and go back to the west, "Drop Box," and "Jump on Box." Yes, it will work! You "Jump on Box" again and the "Jump" to the ladder.

Cautiously, you stick your head up out of the hold, then climb right up from there. Hmmm, this seems to be the captain's quarters. You go west and "Open Chest" then "Look in Chest." Quickly you take your leave, lest you be caught and the possessions taken from you again -- or worse!

At the ladder you face another tough decision. Up, or further east? Not down, you know what is down there. Wait a second, what about the map? You "Look at Map," only to discover water all around. Well, that, at least, figures. Hmm, how far to Daventry? How soon will you return to the land of your birth?

Time is wasting and you decide to chance a look at the upper deck, so it's up the ladder. As long as you're climbing, might as well go all the way, so up still higher. Nothing but the crow's nest, and it looks like a dangerous climb. Down you go, and back to the quarter deck. Might as well see what's at the back of the ship. West and into the galley. DRAT! The cook has seen you! You find yourself thrown back into the hold with a loss of, among other things, your dignity.

You ponder a moment. What should you do? Since they seem not to have noticed how you left the hold before, why not try it again? Up the ladder, (carefully) and peek out slowly. No one around so...Nah, they wouldn't put your things in the same place. Nothing better to do, so west you go and into the captain's quarter's once more. The chest is still open, so you look in the chest, and beat it fast! Sure enough! They DID put it all in the same chest!

Not wanting to risk going up top side again, you decide to go east. A quick look around doesn't show much, but here's a shovel so "Get Shovel" and scoot back to the west. Kinda risky around here. What you really need is a place to hide out and just think. Of course, the hold is the safest place to be right now! So back down into that dark, dank hold.

You spend some time just thinking about the problem, pacing back and forth like a caged animal. As a matter of fact you begin to feel just like those mice. Except not quite so talkative. What are they chattering about, anyway? A treasure? Five steps east of a lone palm tree? Yeah, well it won't do you any good here! Got to think of a way out.

You look at the map again, noting that the ship is considerably closer to Daventry. You'll need a plan before long. What about the storm spell? No, that could sink the ship and you right along with it! Hmm. Suddenly it strikes you just as surely as a bolt from a thundercloud! Of course, the sleep spell!

"Land Ho!" A cry comes from high above. Soon, very soon, but the timing will be important. You are sure that you must wait until the anchor is dropped, but equally important is everyone must still be aboard. Another cry from above. "Drop Anchor!" You pour the sleep powder on the floor, and recite the verse. Quiet falls all around. even the mice are stilled. As if the slightest sound would break the spell, you slip back up the ladder and out on the main deck. You "Look for land" and see mountains in the north and land to the east. Cautiously, you step off the deck and into the water. Not the best dive you ever made, but you're in the water. East is land so east you swim, only to find the horror of the sea bearing down on you. You give your best impression ever of Johnny
Weismuller! Whew! That was CLOSE!

The trials you've seen! At last you are free from worry. The wizard will bother no one ever again, the pirates are caught in the sleep spell, and you have come at last to the land of your birth. It would be so nice to just lie here in the sun for awhile. No, that won't do. You still have a sister in the gravest of danger; and from what the oracle said, the Kingdom itself is in deep trouble. It's on your feet, and off to the east.

Huh? It's the captain! He escaped the sleep spell! You deftly dodge him by going north. Something about that beach bothers you though. Wasn't that a lone palm tree in the sand? You step back to the south and find that he is gone. Over to the tree and take a close look. Yes, it is a palm tree, but can mice be believed? Only one way to find out, so stepping slowly you count: One, two, three, four, five, and "Dig."

Eureka! Why there's a King's Ransom here! You wonder if you should rebury it, or try to drag it along. How much farther? What the heck, with what you are already packing, it hardly makes a difference. You grab the chest and move off to the north.

Yes, the trail does look tough, and no way to get there from here. East, and the trail begins. A step or two north, around that sharp corner, and back again to the west. You stop at the base of the Horse Head Rock, and scale the very face of it. No, this isn't nearly as bad as the trail from the wizard's. East, following the trail as it winds around to the north, then east to a lovely waterfall.

Growing weary of the climb, you decide on a shortcut. You "Dip Fly Wings in Essence" and fly right up to the top of the waterfall. Following the trail east, you see a cave in the distance. No, you decide to press on. No more side trips, no more distractions.

Further east and the trail seems to go in all directions, and a big footed foe comes up behind you! He seems to be a bit confused, and heads back to where he came from. The impulse to buzz around leaves you, and you land on the path to the south. Deciding it to be as good a direction as any, you take that path, only to find yourself scaling an almost vertical cliff!

KING'S QUEST III

Part 5

Slowly, just as slowly as you can, you climb down. You feel carefully for hand holds and any possible loose stone or ice. Straight down, until you feel a ledge and carefully let it take your weight. Whew, glad that's over with. Looking around, you realize that it hasn't even begun! Staying close to the cliff wall, you carefully move to the west. It looks spooky, but you enter the cave.

DARK! You fear that you will become lost in the maze, but you come at last to the far side. This isn't an improvement at all. Moving out to the end of the ledge, you begin scaling down again. No point in trying for the closer ledge, what you want is to get to the bottom. Slowly you move down, til at about the midpoint you fail to find a foothold. You move to the west a bit and then down even more. At last you feel the ledge below you, only to find that the dark caverns are to be risked again.

Entering the cave again brings you out on the west side of the cliff base. It
looks like you are trapped, but you dare to risk the long climb back up. Moving a few steps to the east, you begin the climb. You begin to tire, and more than a little fear arises within you. On you go until you gain the center ledge. This has got to be the way out! You enter the cave; and at last! Finally you are back on the path.

You follow the path east, and east again. The mountain scenery is very beautiful, and you begin to feel relaxed, almost carefree. You are lulled into a state of recklessness!

The path turns south, and you follow it blindly, right off the mountain! Actually, it's more like a large hill for you get more of a bruised ego than anything else. You pick yourself up and have a look. That looks more like a tunnel than a cave, and that looks as if it's a stairway!

Into the hole you go, somewhat more aware now of where you place your feet. Up the old stairway you go. A sense of ancient times pervades this dark place. Up to a landing, and up again. Out into the daylight and warm mists surround you.

Why is it so dreadfully warm? Perhaps dabbling with the mantic arts has given you a sixth sense, or maybe it comes naturally. You have a feeling that danger is near, and you "Rub Ointment on Self," before going further west.

The Dragon! Your instincts have proved themselves. The dragon doesn't see you as you "Stir Storm Brew With Finger." With great care you utter the words that so long ago were memorized in haste. The storm appears and rages on! The dragon is struck, and down he falls! As the storm subsides, and the ointment wears off, the struggling girl captures your attention. You talk to her, trying to calm her, but she only screams, "Untie me!" You untie Rosella, explaining your relationship. The doubt shows plainly on her face, but she agrees to follow you.

Rosella follows you east and down the stairs, and out into the daylight again. Go west, and you come to place that looks to be under siege! The well has been filled with stones, and that trench seems to run on forever. What purpose can that great stone wall serve? Go north, and at least there appears to be some sort of civilization. There is even a castle in the distance. The gnome greets you and calls you by name. Obviously, you are home at last! The gnome seems to know the way, so you follow him toward the castle. What kind of kingdom has a plank in place of a drawbridge? That plank more than anything tells the dire circumstances of this land. Somehow, this is not the home you had expected to return to. A sadness comes over you as you cross that moat, and even the rich entry of the castle does little to dispel your gloom.

You turn at the end of the hall and try to guess how the throne room and your parents might look, and sadly walk the last short leg of your long journey. A nervousness comes over you. Can this truly be home? Will they know me? Questions come quickly to the mind, but there is no time for answers.

As one, you and Rosella enter the throne room of Daventry and no doubt can remain. This is HOME! It could not be otherwise. Hugs and kisses, and more of the same! A tear comes to your eye as the King tells of his pride in both of you. He explains of the once magic mirror, and before your eyes it clears! The moment could not be more perfect. You could not feel any greater joy, or so you thought. King Graham brings out his old adventurer's cap and flings it toward you. What an honor, to wear the cap of the King himself. You reach to catch it, but what's this? Rosella, too, must think it an honor, for her hand goes up as well.
In that moment, time seems to stop. Revelation strikes you. There are no endings, only beginnings. When life brings you to an apparent ending, it is just life and adventure beginning anew. For whom does life begin this new adventure?

-END-
Kulkulcan is a relatively simple adventure game, and it doesn't take much time to solve it. To enjoy the game in greater depth, put "H" at any location and find out some historical info about that place.


LGoP Hints
Brought to you by:
The Charazz

Well, start off in the inner harem...now follow these instructions exactly, or you'll never get through....

GET ALL, D, SAY "KWEENPA", HOP, CLAP, NW, N, NE, E, CLAP, NE, HOP, NE, SAY "KWEENPA", CLAP, SE, D, NW, HOP, CLAP, NE, N, SAY "KWEENPA", S, CLAP, HOP, NE, U, NW, CLAP, GET ALL, SAY "KWEENPA", HOP, NW, CLAP, S, SE, SE, D, CLAP, HOP, SAY "KWEENPA", NE, W, CLAP, E, HOP, W, S, CLAP, SAY "KWEENPA", SW, GET ALL, HOP, CLAP, N, S, E, NW, CLAP, SAY "KWEENPA", HOP, N, U

and bingo...you're in the laundry room. There's one other way out, but I haven't discovered any significance to it.

By the way, here's some other stuff helpful to solving the game......

The coded message reads "Your mission is to contact wife number ____ of the sultan and get the secret map. Identify yourself to her by asking her to kiss your kneecaps." The correct number is the number you see backwards.

To get the coin (ten marsmids) go into the vizicomm booth and PULL KNOB and OPEN BOX. Out falls the coin.

To get the mouse, SHOW PAINTING TO MOUSE, GET MOUSE. Pretty easy.

To get the frog(surprise!!), PUT BALM ON LIPS, PUT PIN ON NOSE, DROP ALL, PUT HANDS OVER EARS, CLOSE EYES, KISS FROG. Then get everything.

To get to Cleveland and get the headlight, go to Wattz Upp Dock and then go to the oasis next to it. PUT STAIN ON CIRCLE, ENTER CIRCLE. You're in Cleveland. Get all the shit like the sack, rake, trellis, then go up to the bedroom. Tear the sheet, tie the strips into a rope, tie the rope to the bed. Tell Trent you weigh 190 lbs., then he'll get the headlight for you. To get out of Cleveland, move the sod and enter the circle.

To get the rubber hose, KNOCK ON DOOR,D,GIVE CHOCOLATE TO GORILLA,ZZ, FUCK FEMALE GORILLA,EAT CHOCOLATE,OPEN CAGE,GET HOSE,OUT,UNSTRAP ME,UNSTRAP TRENT,DROP ALL,PULL SWITCH,GET UP,GET ALL,ENTER CIRCLE

If you remove all the words from the scrap of paper, the words say "Hissing frightens flytraps."

The penguins want a donation.....

That's all the hints I can think of at the moment. Anyway, you got the solve with this. later all.....

-END-
Ok...well, we'll start out in Joe's Bar. This is where you decide whether you want to be a boy or a girl. If you want to be a boy, go NW; if you wanna be a girl, go NE. The next thing to do is to GET STOOL. Then PISS. Then go back the way you came, either SE or SW. Now for the fun part...type LEWD, then 19(for your age). Now WAIT until you're in the cell. GET ALL, OPEN DOOR, S(outh), OPEN NARROW DOOR, S, GET ALL, N, U, N, TURN ON FLASHLIGHT, STAND ON TRENT, ENTER CIRCLE, HISS, W, GET JAR, PUT ALL IN BASKET, ENTER CIRCLE, GET SWORD, S, MOUNT, W. You should be at the main hatch now. So, DISMOUNT, GET SUIT, WEAR SUIT, OPEN HATCH, N. Now you are matched up against an assassin with bad breath. So, you gotta kill him before he kills you. HIT THORBAST WITH SWORD, then press G until it says that his sword is coming toward you. This may take a long time, but it will work. If you wish, you may want to alternate between commands like swing sword, hit sword, kill assassin, etc.

Anyway, once you see that happen, GET HIS SWORD and then OFFER HIS SWORD TO THORBAST. Now with Thorbast out of the way, HIT MONSTER WITH SWORD and UNSTRAP YOUNG WOMAN. Now FOLLOW YOUNG WOMAN and you'll get the photo of Jean Harlow. Now OPEN DOOR and go E(ast). You have a fun time with Elysia and then go S(outh). Go S, MOUNT, E, DISMOUNT, W, W, and ENTER CIRCLE. Then WAIT and you should be at the ruins with the frog. If not, then something is screwed. Go W, W, NW, SHOW PAINTING TO MOUSE, GET MOUSE, S, ENTER CIRCLE. Now you should be in the basement. Go U, U, N and ENTER CIRCLE. Now you should be in the jungle. Go E, E, TAKE STAIN, NW, OFFER FLASHLIGHT TO SALESMAN, GET MACHINE, KNOCK ON DOOR, D, GIVE CHOCOLATE TO MALE (or female if you're female) GORILLA, Z, Z, F**K FEMALE GORILLA (or male if you're female), GET HOSE, EAT CHOCOLATE, OPEN CAGE, OUT, UNSTRAP ME, UNSTRAP TRENT, DROP HOSE, FULL SWITCH, GET UP, GET HOSE, ENTER CIRCLE, PULL KNOB, OPEN BOX, GET COIN, SE, ENTER CIRCLE. Now you should be at the Royal Docks. So, ENTER BARGE, PRESS PURPLE, PRESS ORANGE, Z, Z, Z, PRESS ORANGE, OUT, N, PUT ALL IN BASKET, DROP SWORD, GET MESSAGE, GET BALM, S, IN, PRESS ORANGE, Z, PRESS ORANGE, Z, OUT, E, NE, Y (don't worry, Trent and Tiffany never die), SAY "RIDDLE", W, READ CODED MESSAGE. Now type in the number that appears on the coded message, except type it in backwards. The guard should reply, I'll summon that one. Go W, Z, ASK WIFE TO KISS MY KNEECAPS, GET ALL, DROP STOOL, DROP MESSAGE, D, SAY "KWEePa", HOP, CLAP, NW, N, NE, E, CLAP, NE, HOP, NE, SAY "KWEePa", CLAP, SE, D, NW, HOP, CLAP, NE, N, SAY "KWEePa", S, CLAP, HOP, NE, U, NW, CLAP, GET PHONE BOOK, SAY "KWEePa", HOP, NW, CLAP, S, SE, SE, D, CLAP, HOP, SAY "KWEePa", NE, W, CLAP, E, HOP, W, S, CLAP, SAY "KWEePa", SW, GET RAFT, HOP, CLAP, N, S, E, NW, CLAP, SAY "KWEePa", HOP, N, U, GET PIN, N, E, SE, U, ENTER CIRCLE. Now you've passed the hardest part in the game. By the way, if you didn't follow the above catacomb directions to the letter, you should be dead. Anyway, now you shouldn't be able to see. So type D until the floor crashes in. Then DROP TORCH, DROP MAP, ENTER CIRCLE, W, IN, PRESS ORANGE, G, Z, Z, Z, OUT, PRESS ORANGE, W, PUT STAIN ON CIRCLE, DROP STAIN, ENTER CIRCLE,
S, GET SACK, OPEN SACK, EMPTY LEAVES, PUT ALL IN SACK, N, NE, U, GET SHEET, TEAR SHEET, TIE STRIPS TOGETHER, TIE ROPE TO BED, THROW ROPE OUT WINDOW, 200, Z, Z, TAKE HEADLIGHT, CLIMB DOWN STAIRS, E, MOVE SOD, ENTER CIRCLE. You should now be at the end of the hallway. Go N, ENTER CIRCLE, E, D, OUT, S, SE, DONATE COIN TO PENGUIN, SE, EMPTY BASKET INTO SACK, N, GET BABY, PUT BABY IN BASKET, PUT BLANKET IN BASKET, S, S, PUT BASKET ON STOOP, WAIT until she opens the door and takes the baby, then OPEN DOOR, ENTER IGLOO, TAKE COTTON BALLS, OUT, N, NW, W, ENTER CIRCLE. Now you should be at Wattz Up Dock. Go W, W, NW, PUT BALM ON LIPS, PUT PIN ON NOSE, DROP ALL, COVER EARS WITH HANDS, CLOSE EYES, KISS FROG, GET BLENDER, TAKE PIN OFF NOSE, DROP PIN, TAKE OFF BALM, DROP BALM, SHOW PAINTING TO MOUSE, TAKE MOUSE (Make sure you show him painting first) TAKE ALL BUT BALM AND PIN, W, N, N, OPEN COMPARTMENT, PUT JAR IN COMPARTMENT, CLOSE COMPARTMENT, TURN ON MACHINE, OPEN COMPARTMENT, GET JAR, RUB CREAM ON DAUGHTER, GET ANGLE, N, PUT RAFT IN WATER, GET IN RAFT, Z, Z, Z, Z, Z, GRAB DOCK, S, E, S, GIVE COIN TO PROPRIETOR, SEARCH DUST. Now press G until you grab the tube, then go TUBE, PUT CIRCLE ON GROUND, ENTER CIRCLE, Z, Z, GIVE BLENDER TO TRENT, GIVE HOSE TO TRENT, GIVE COTTON BALLS TO TRENT, GIVE ANGLE TO TRENT, GIVE HEADLIGHT TO TRENT, GIVE MOUSE TO TRENT, GIVE PHONEBOOK TO TRENT...

There is is...

-END-
WARNING: THIS WALK-THRU SHOWS HOW TO
SOLVE THIS ADVENTURE STEP BY STEP,
THESE ARE NOT HINTS!
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THE LEGACY OF LLYLGAMYN -- WIZARDRY III

I WILL TRY TO DEVELOP IT FROM THE BOTTOM UP, SO IF YOU JUST WANT
TO SEE EARLY STUFF, AND SOLVE THE REST YOURSELF, THEN JUST MAKE
SURE YOU ABORT THIS MESSAGE IN TIME! IF YOU DON'T WANT ANY
GIVEAWAYS, YOU SHOULDN'T EVEN BE READING THIS FAR.

1. STARTING OUT. AS WITH THE KNIGHT OF DIAMONDS, YOU CANNOT
CREATE NEW CHARACTERS IN L OF L; THEY MUST BE TRANSFERRED IN.
THERE ARE NO POSTED "MINIMUM LEVEL" SUGGESTIONS, HOWEVER THERE IS
A REASON FOR THIS. WHEN YOU FIRST TRANSFER A CHARACTER OVER, YOU
WILL FIND THAT YOU CANNOT USE HIM/HER IN A PARTY; THE CHARACTER A
IS "ONLY A MEMORY". TO BE USED IN L OF L, EACH CHARACTER MUST
UNDERGO THE "RITE OF PASSAGE" WHICH WILL TURN HIM/HER INTO A
LEGACY. TO DO THIS, ENTER THE TRAINING GROUNDS, CALL UP THE
CHARACTER BY NAME, THEN ENTER "R".

WHOOPS! NOW YOU'VE DONE IT! YOU SEE, PUTTING A CHARACTER THROUGH
THE RITE OF PASSAGE DOES THE FOLLOWING TO HIM/HER: IF IT HAD MORE
THAN 500 G.P., IT NOW HAS EXACTLY 500. ALL EQUIPMENT IS TAKEN
AWAY. IT IS NOW 1ST LEVEL, WITH APPROPRIATE HIT POINTS, SPELLS,
ETC. (YOU DO GET TO KEEP STATS CLOSE TO WHAT YOU HAD, WITH RANDOM
VARIATIONS). THIS WOULD MAKE IT IDEAL TO CREATE A NEW CHARACTER
IN MAD OVERLORD, THEN TRANSFER IT, RIGHT? WRONG. A CHARACTER WITH
BEGINNING STATS, AND LESS THAN 500 G.P. IS GOING TO HAVE IT <VERY
ROUGH> IN L OF L. AT LEAST GIVE HIM SOME MONEY; THAT MAY BE
ENOUGH TO SURVIVE.

THE IDEAL PARTY COMPOSITION WHEN FIRST STARTING OUT IN L OF L IS
THREE FIGHTER TYPES AND THREE BISHOPS! YOU WILL NEED ALL THE
KATINO'S AND DIOS'S YOU CAN MUSTER TO SURVIVE YOUR FIRST FEW
EXPEDITIONS. ONCE YOU HAVE A FEW CHARACTERS UP AROUND THIRD
LEVEL, THE REST WILL HAVE A CHANCE.

SOME CHEATS TO SPEED THINGS UP: L OF L DOES NOT PREVENT YOU FROM
TRANSFERRING CHARACTERS IN AND OUT; JUST NEW ONES NEED TO UNDERGO THE RITE OF PASSAGE. MAGIC ITEMS ARE NOT TRANSFERRABLE (DIFFERENT CODING), BUT GOLD IS. THIS MEANS THAT YOU CAN HAVE A CHARACTER UNDERGO THE RITE OF PASSAGE, TRANSFER IT TO WIZARDRY I OR II, GET BUNDLES OF GOLD, AND TRANSFER IT BACK. THERE'S NOT AS MUCH TO BUY, BUT IT'S A START. ALSO, IF THE CHARACTER IS A BISHOP, YOU CAN TURN IT INTO A SUPERBISHOP IN WIZARDRY 1, THEN SEND HIM/HER BACK TO L OF L WITH FULL ABILITIES!

LET'S SEE, YOU'VE GOT YOUR PARTY WITH THREE FIGHTER TYPES (FIGHTERS, LORDS, SAMURAI, OR NINJA -- OR CONCEIVABLY A THIEF) AND THREE BISHOPS. A QUICK, BUT DANGEROUS, WAY TO GET EXPERIENCE IS TO TAKE ON THE MOAT MONSTERS AT THE DARK FORTRESS. BY ALL MEANS, USE KATINO (ONE PER ROUND) ON THEM, AND BE READY TO HEAL DURING MELEE; THEY HIT HARD!

INTERESTING FEATURES OF LEVEL 1: THE ROOM YOU START OUT IN HAS TWO OBVIOUS DOORS. THERE ARE ALSO TWO SECRET DOORS (NEXT TO THE OBVIOUS ONES); EACH OPENS ON A SANDY BEACH WITH AN ISLAND VISIBLE IN THE DISTANCE. THE ISLAND IS IN THE NE CORNER OF THE 8-SQUARE LAKE (6E-7E, 6N-7N), BUT THAT'S ABOUT ALL YOU CAN DO ABOUT IT AT THE MOMENT, SINCE THERE'S A LAKE IN YOUR WAY ("YOU'RE AT THE WATER'S EDGE; GO BACK OR YOU'LL DROWN!"); YOU ARE AUTOMATICALLY PUSHED BACK WHEN YOU SEE THIS MESSAGE).

UNTIL YOU'RE READY FOR THE ISLAND, YOUR BEST BET IS TO INITIALLY GO EAST. YOU FIND A 20' LONG CORRIDOR, ENDING IN A DOOR ON THE SOUTH. WHEN YOU GET TO IT, YOU SEE A SIGN READING "BARRACKS"; IRRELEVANT, EXCEPT TO TELL YOU YOU'RE GOING THE RIGHT WAY. KICK THE DOOR, TURN EAST, KICK THE DOOR, TURN SOUTH, KICK THE DOOR, TURN WEST, KICK, KICK. AH HA! ANOTHER MESSAGE! THIS TIME, YOU'RE AT A DARK FORTRESS; "BEWARE OF MOAT MONSTERS", SAYETH THE SIGN. INDEED, BEWARE. YOU ARE ABOUT TO HAVE TWO OR THREE ENCOUNTERS WITH MOAT MONSTERS, THE TOUGHEST (AND BEST EXPERIENCE) CRITTERS ON LEVEL 1. THIS IS A GOOD WAY TO BUILD UP INITIAL EXPERIENCE; YOU DON'T WANT TO TRY LEVEL 2 UNTIL YOU'RE AT LEAST 3RD, AND PREFERABLY 4TH OR 5TH, LEVEL (BE AT LEAST 3RD EVEN IF YOU BRING A SUPERBISHOP -- LOTS OF SPELLCASTING CREATURES ON THE UPPER LEVELS, NOT TO MENTION DRAGONS). TURN RIGHT, PROCEED AS FAR AS YOU CAN, TURN LEFT (WEST). PROCEED, (YOUR FIRST MOAT MONSTER ENCOUNTER WILL TAKE PLACE IN THE 4TH SQUARE AFTER YOU TURN THE CORNER (17E, 19N) -- KILL 'EM!), BUMP INTO THE WEST WALL, AND TURN SOUTH. ON YOUR FOURTH SQUARE (8E, 15N) YOU WILL MEET SOME MORE MOATIES; TRASH 'EM! WALK ONE MORE SOUTH, THEN TURN LEFT (EAST); THE DOORS TO THE FORTRESS! WALK FORWARD, THEN KICK.

O.K., YOU'VE JUST KICKED IN THE NORTHERN DOOR TO THE FORTRESS, AND ARE AT (10E, 14N, 1U) (INCIDENTALLY, EXCEPT FOR YOUR FINAL DESTINATION, THE FORTRESS IS TOTALLY SYMMETRICAL, SO YOU COULD REVERSE MY N-S DIRECTION AND USE THE SOUTH DOOR (13N) IF YOU PREFERRED). TURN LEFT (N), KICK, WALK TWO SQUARES, TURN RIGHT (E), KICK, FORWARD 2, KICK, FORWARD 1, TURN RIGHT, KICK, TURN RIGHT, WALK 2, KICK... GIRD YOURSELF FOR COMBAT, THEN KICK -- YOU ARE IN A GUARDROOM WITH SOME GARIAN GUARDS. DON'T WASTE SPELLS ON THEM. JUST FIGHT, AND MOST OF THEM WILL RUN AWAY. <<LEAVE THE CHEST BEHIND!!>> IT WILL NOT CONTAIN ANY MAGIC, AND THE TRAPS TEND TO BE VICIOUS.
TURN LEFT, KICK, WALK 1, TURN LEFT, PREPARE, KICK (ANOTHER FIXED ENCOUNTER WITH GARIAN GUARDS -- <<LEAVE THE CHEST>>). KICK, FIGHT SOME MORE GARIAN GUARDS AND <<LEAVE THE CHEST>>, WALK TWO SQUARES, TAKE A DEEP BREATH, MAKE SURE EVERYONE'S HEALED, THEN... KICK! YOU ARE NOW FACE-TO-FACE WITH THE HIGH CORSAIR AND A VARIABLE NUMBER (3–5) OF GARIAN CAPTAINS. O.K., REMEMBER ALL THOSE SPELLS YOU WEREN'T WASTING ON THE PREVIOUS ENCOUNTERS? A TIME WILL COME WHEN YOUR CHARACTERS WILL SNEER AT THIS ENCOUNTER, BUT IT'S NOT YET! PUT THE CAPTAINS TO SLEEP, AND CONCENTRATE ALL THE FIGHTERS ON THE HIGH CORSAIR. ONCE HE'S DEAD, YOU CAN TAKE ON THE CAPTAINS (THOSE WHICH DON'T RUN AWAY IN PANIC WHEN THEIR LEADER DIES). THIS CHEST WILL BE TRAPPED WITH "ALARM"; DISARM IT AND OPEN IT; IT WILL ALWAYS CONTAIN EQUIPMENT, SOMETIMES MAGICAL -- THE ONLY MAGIC YOU WILL BE LIKELY TO FIND ON LEVEL 1.

GO TO THE DOOR ON THE SOUTH END OF THE EAST WALL, AND KICK. LO AND BEHOLD, YET ANOTHER MESSAGE! THIS TIME, IT'S "L'KBRETH" TELLING YOU THAT NEITHER GOOD NOR EVIL ALONE CAN SO LIVE THE DUNGEON. THIS IS QUITE TRUE. THERE ARE FOUR DOORS AHEAD OF YOU. THE RIGHTMOST IS AN EMPTY 10X10 ROOM; THE LEFTMOST IS A TELEPORT BACK TO THE CASTLE (GOOD QUICK EXIT; YOU MAY NEED THIS LATER!), THE MIDDLE ONES ARE STAIRS. THE CATCH IS THAT ONLY A GOOD PARTY (AT LEAST ONE GOOD-ALIGNED CHARACTER) CAN USE THE STAIRS DIRECTLY OPPOSITE WHERE YOU ARE NOW STANDING (19E,13N), WHILE ONLY AN EVIL PARTY CAN USE THE STAIRS AT (19E, 14N). IF YOU PICK THE WRONG STAIRWAY, YOU WILL BE TELEPORTED BACK TO THE CASTLE. SO PICK THE RIGHT ONE, AND GO ON UP.

THE STAIRS UP FROM LEVEL 1 ARE AT (19E,13N) -- GOOD PARTIES ONLY, AND (19E,14N) -- EVIL PARTIES ONLY (I HAVEN'T TRIED A STRAIGHT NEUTRAL PARTY -- IF ANYONE HAS, LET US KNOW WHAT HAPPENS). THE GOOD STAIRS TAKE YOU UP TO LEVEL 2, WHILE THE EVIL STAIRS GO UP TO LEVEL 3 -- THE LEVELS ARE APPROXIMATELY THE SAME IN DIFFICULTY.

YOU WILL NEED TO RUN SOME EVILS TO SOLVE THIS DUNGEON, BUT PUT IT OFF AS LONG AS POSSIBLE -- IT HEAVILY DISCRIMINATES AGAINST THEM! LEVEL 4 (GOOD PARTIES ONLY) HAS ALL THE MAGIC; LEVEL 5 (EVIL ONLY) IS ALMOST BARE. SAME WITH LEVEL 2 VS. LEVEL 3. SO, TAKE YOUR GOOD PARTY, PROCEED UP THE GOOD STAIRS; YOU ARE NOW AT (19E,0N,2U). TURN WEST (180 DEGREES) AND WALK DOWN THE HALL -- 4 STEPS, TURN RIGHT, 4 STEPS, TURN LEFT, 4 STEPS, TURN RIGHT, ONE STEP, LEFT, ONE STEP, LEFT (NOW FACING SOUTH) -- KICK THE DOOR, WALK FORWARD ONE, TURN LEFT, WALK 4, TURN RIGHT, WALK ONE, TURN RIGHT (NOW FACING WEST), KICK THE DOOR. IN CASE YOU HAVEN'T GUessed BY NOW, YOU WILL BE HEARTILY SICK OF THE FORTRESS AND THIS ROUTE BY THE TIME YOU ARE ABLE TO USE THE SHORTCUT (VIA THE ISLAND -- YOU GUessed IT). IF YOU HAVE A SUPERBISHOP ALONG, JUST MALOR UP TO LEVEL 2 (I DON'T RECOMMEND ATTACKING LEVEL 4, DESPITE THE GREATER REWARDS, UNTIL EVERYBODY HAS ENOUGH HIT POINTS AND FIGHTING ABILITY TO SURVIVE A TOUGH MAGIC OR DRAGON BREATH BATTLE).

LET'S SEE, YOU SHOULD NOW BE AT (13E, 2N, 2U). WALK ONE SQUARE, TURN LEFT, WALK ONE SQUARE, KICK, TURN RIGHT, KICK (DON'T LOOK BACK -- THAT WAS A ONE-WAY DOOR YOU JUST KICKED THROUGH!! TO GET BACK, YOU WILL USE THE DOOR IN THE NORTH -- CURRENTLY TO YOUR RIGHT). WALK ONE SQUARE, TURN RIGHT, WALK TWO SQUARES, TURN LEFT.
BLANK WALL HERE, EVEN IF YOU HAVE A LIGHT SPELL GOING. SO KICK THE WALL ANYWAY -- IT'S AN "INVISIBLE" DOOR LIKE THE ONES YOU MAY REMEMBER FROM KNIGHT OF DIAMONDS. TURN RIGHT, AND KICK ANOTHER INVISIBLE DOOR IN. WHEW! THAT WAS THE TOUGH PART; (TOOK ME ABOUT SIX EXPEDITIONS UP HERE TO ISOLATE THIS AS THE ONLY WAY INTO THE REST OF LEVEL 2).

FROM YOUR CURRENT LOCATION (9E,2N, 2U) TO THE STAIRS UP, YOU WALK: FORWARD, KICK, FORWARD, LEFT, FORWARD, KICK, RIGHT, KICK, LEFT, KICK, FORWARD, RIGHT, FORWARD, KICK, RIGHT, FORWARD, LEFT, FORWARD, KICK, LEFT, FORWARD, RIGHT, KICK, LEFT, FORWARD, RIGHT, KICK, RIGHT, FORWARD 4, KICK, RIGHT, RIGHT, KICK -- -- WAIT A SEC -- ISN'T THAT WHERE I JUST CAME FROM?? NOPE -- YOU JUST TELEPORTED TO (3E,18N,2U)!!

O.K., YOU ARE NOW AT (2E,18N,2U), FACING WEST. KICK THE DOOR, THEN: FORWARD, LEFT, FORWARD, KICK, LEFT, FORWARD, RIGHT, FORWARD, KICK, BUT REMEMBER THAT DOOR YOU JUST PASSED ON YOUR RIGHT -- YOU'LL NEED TO GO THAT WAY TO GET OUT!). YOU'RE NOW IN A NORTH-SOUTH HALLWAY, FACING EAST. TURN LEFT (N), WALK 3 SQUARES, AND "BINGO"! "I AM AROUND YOU ALWAYS, BUT YOU HAVE NEVER SEEN ME. YOU WOULD NEVER LEAVE ME, BUT WERE I GONE, YOU WOULD NOT CRY OUT FOR ME. WHAT AM I?" THE ANSWER IS, OF COURSE, ELEMENTARY (THE ELEMENTS PLAY AN IMPORTANT PART IN THIS DUNGEON), NAMELY "AIR". TURN LEFT, WALK 4 SQUARES, AND YOU'RE ON THE STAIRS UP TO LEVEL 4.

IF YOU'VE DETOURED (AS YOU SHOULD HAVE, AS YOU WANT TO HAVE CHARACTERS OF AROUND 6TH-8TH LEVEL BEFORE GOING UP TO LEVEL 4), YOU MAY NOTICE THAT YOU'VE ONLY BEEN ABLE TO MAP ABOUT HALF OF THE SECOND LEVEL. DON'T WORRY ABOUT IT; THERE'S ANOTHER WAY DOWN FROM 4TH INTO THE OTHER PART. IF YOU GOT LOST, YOUR STAIRS UP FROM LEVEL 2 WERE AT (0E, 19N,2U), AND YOU ARE NOW AT (10E,2N,4U). OTHER IMPORTANT LOCATIONS ON LEVEL 4 ARE: (3E,1N,4U) -- STAIRS DOWN TO THE ISLAND ON LEVEL 1. (13E,13N,4U) -- STAIRS DOWN TO THE OTHER HALF OF LEVEL 2. (12E,13N,4U) -- CHUTE DOWN TO SAME (COMES OUT AT (2E,11N,2U). (19E,14N,4U) -- STAIRS UP TO LEVEL 6 -- BUT YOU CAN'T GO YET. (17E,11N,4U) -- A PUZZLE TO GET YOU TO AFOREMENTIONED STAIRS MOST SAFELY. (7E,17N,4U) -- LAIR OF THE GREATER DEMON DELF -- GUARDIAN OF THE CRYSTAL OF EVIL -- AN ARTIFACT YOU MUST HAVE TO SOLVE THIS DUNGEON. THE WHOLE AREA SOUTH OF (17E,10N,4U) -- IS FULL OF SQUARES THAT SAY "LOOK OUT!" EACH TIME YOU WALK ON ONE OF THESE, YOU WILL HAVE AN ENCOUNTER ON YOUR <<NEXT>> MOVE. ALL OF THESE ENCOUNTERS WILL BE PRETTY TOUGH, AND DECENT EXPERIENCE; ALL WILL HAVE CHESTS; ALL CHESTS WILL CONTAIN MAGIC ITEMS. JACKPOT! BONANZA! HERE'S WHERE YOU GO TO STOCK EVERYBODY -- GOOD AND EVIL! IN PARTICULAR, YOU NEED TO FIND SOME GLASS BOTTLES -- THEY'RE "SHIPS IN BOTTLES", AND ENABLE YOU TO WALK ACROSS THE LAKE TO THE ISLAND (AND SHORTCUT STAIRS) ON THE FIRST LEVEL. GET SEVERAL, IF YOU CAN. (THEY'RE QUITE COMMON IN THIS SECTION).

-- TO BE CONTINUED....
So you've spent half your life hacking at Orcs, obliterating alien hordes, and dragging leisure-suited misfits around the world. Now you're looking to do something useful for humanity. Well, your timing is great. Toolworks General is looking for a few good surgeons to assume the burden of a few appendectomies, infections, and vascular grafts. No problem at all!

When you start the game, you'll need to sign in on the receptionist's clipboard. She'll welcome you and prompt you to go to the classroom, but let's not do that yet. Using whichever input device you have (a mouse is ideal for this game), set your difficulty level to Novice until you've successfully completed both operations. Erase the scrawl in the box at the bottom of the option screen by clicking on the small Erase checkbox; then draw your own initials in the space provided. You can turn off the sound at this point, but don't unless you absolutely have to: The sounds of the EKG and of the clamps closing are extremely useful.

Click outside the box to signify you're done setting parameters. Now you're ready to hand-pick your surgical staff and start seeing patients. Since your first operation will be an appendectomy, let's go into the Staff room and choose knowledgeable and cooperative assistants. Otherwise they'll be of no help at all in the OR (Operating Room).

Look over the six files by first clicking on the filing cabinet, and then on each name (NOT in the small check-box). You'll get a photo and brief description of each staff member. Gregory Danielson is a must for appendectomies; click on his check-box. But that means that you will NOT want Beverly Kabes on your staff, nor will you want Laurelee Menzies (whose area of expertise is irrelevant to this operation). Kim Brewer would be a good choice if you're looking for a general nurse to assist; if you have trouble keeping your eye on the EKG, then pick Ken Shepherd instead of Kim. If you're anticipating trouble with incisions, David Manglier would also be a decent alternative. My personal picks are Danielson and Brewer.

Click on the door of the Staff room to leave and head into the Classroom. Watch the blackboard and listen closely; the advice is basic (most can be found in the manual). When class is over, click on the door and the receptionist will tell you where your patient is.

In the patient's room, there's no need to look at the clipboard yet. The patients' complaints all sound the same, and your main diagnostic tool is to palpate the abdomen, so click on the abdomen of whoever's in bed. Click all around the area; be sure to get each quadrant at least once or you'll be reprimanded further on down the line. In this, the first half of the game, here are the guidelines for diagnosing: If there is no pain response anywhere on the abdomen, that signals intestinal gas and should be OBSERVED. If there is pain response all over the abdomen, that signals an infection and should be MEDICATED. If there is pain response all over the abdomen, that signals an infection and should be MEDICATED. If there is pain only in some parts of the abdomen, that could be either appendicitis or kidney stones; you MUST take an X-RAY (even if the pain is only on the patient's left side and thus unlikely to be appendicitis). If
there are kidney stones, they'll appear as a clump of small white dots ABOVE the pelvis (surrounded by black). If such stones appear, your action should be REFERRAL (since urology is not the field you're in). If no stones are present, that's appendicitis! Click on OPERATE on the clipboard and exit the patient's room.

If you've just booted up, you'll be advised to check in on the phone (the copy protection). Do that if you need to; the receptionist should then inform you that they're waiting for you in OR. Head for the OR and here we go!

Operating
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On the upper right is the section of the patient's body with which you'll be working. Beneath the body is a message box (it may not appear instantly) where words of encouragement, advice, and scorn will appear from your two assistants. Next to it is a small bottle representing the current fluid connected to the patient's IV. At the left is the EKG and the anesthetic machinery, and below that are a tray and two drawers (currently closed) with all the instruments you'll need to operate. You can see that the anesthetic is OFF and the breathing and heartbeat are regular. You'll want to learn to keep your ears tuned to that EKG; if the pitch changes or if the constant beeping stops, you'll have to turn your attention to the problem. Although you have assistants who will be commenting along the way, I'm going to assume you're in this alone.

The two kinds of heart problems you'll run across are PVC and Bradycardia. With PVC, the EKG will drop in pitch and the line will plummet and bounce back (see the manual for a picture). The cure for this is a quick injection of Lidocaine, already in a hypo in the bottom drawer (marked with an "L"). PVC is easy to remember because it will look like a "V" on the EKG. Bradycardia shows a relatively flat EKG, and the beep will stop altogether; this requires an injection of Atropine, marked with an "A" and sitting next to the Lidocaine. Think of "A" going with "B" and you can easily recall Atropine going with Bradycardia. (These sorts of mnemonics are exactly what help most medical students get through school.)

Once in a while, the patient's blood pressure will drop. This will happen without fail if you don't start the patient on IV blood before you begin cutting. If the heart rate does drop, put blood in the IV and quickly clamp and cauterize all bleeders. But if the rate drops to 50, immediately inject the patient with Dopamine (in the bottom drawer, marked "D"). You only have one hypo of Dopamine and unlimited hypos of Atropine and Dopamine.

Since the patient's still awake, you're not likely to run into EITHER problem! So let's get down to some hacking and slashing of an entirely new kind.

Open the bottom drawer (just click the fingertips on the end of the drawer), and open the top drawer. From the top drawer: Click on soap to wash; click on gloves. Click on the large bottle with the "A" on it (it's antiseptic). Holding the button down, move the antiseptic cloth all over the skin; try not to leave any unwiped areas. The area will be shaded with black dots to show where you've wiped. Return the antiseptic to the drawer, and pick up the sterile drape (the folded cloth on the left). The cursor will change to a square; place this square all the way to the upper left corner of the abdominal window so that the corner of the square fits neatly into the corner of the window (don't leave any visible area in between) and click. You should get a very thin, almost unnoticeable line around the abdomen -- virtually no drape at all. This is crucial since you'll need every available millimeter of space with which to operate. If the square cursor vanishes

and is replaced by the hand, and the abdomen window flickers slightly, you've done it right. (A comment in the message box may confirm it.)

Close the top drawer. Turn on the gas. Pick up the hypo labeled "B" (the antibiotics) in the bottom drawer, and move it over to the skin; click to inject, and the hypo will vanish. Get a bottle of blood (it LOOKS like blood) from the drawer, and click it on the full bottle next to the message window; that bottle should change to blood. This will prevent the patient's blood pressure from dropping as you make your first incision. Close the bottom drawer, and pick up your scalpel.

You'll be making a McBurney's incision (page 92 of Lindstrom's notes). From your point of view, you'll be making a single, straight cut from the upper left corner of the abdomen to the lower right corner. Make the line as long as possible; this is also crucial because it determines the size of the wound you're creating, and you need a BIG wound to get at the appendix. So, start and end as close to the very corners as you can (without cutting the drape). Incision technique isn't easy; you'll need to learn to cut as straight as possible while also cutting QUICKLY (which helps to keep the incision neat). Practice is the only solution here.

Make that incision in the abdomen. Then drop the scalpel, pick up the forceps (lying horizontally above the scissors) and clamp a bleeder (the widening circles of red that will appear along the incision). As you clamp, you should hear a "click" and you'll probably get a comment affirming the action. Another forceps will have appeared; clamp all the bleeders. When all the bleeders have stopped spreading, pick up the cauterizer (looks like a soldering iron on the left edge of the tray) and click once LIGHTLY on each bleeder. You may need to do this 2 or 3 times on each, but eventually you'll have cauterized them all. Then remove each clamp, one at a time, and using either sponge or suction hose (S-shaped), remove the blood.

Pick up the skin spreader (the butterfly-shaped mechanism at the bottom of the tray), and click it on the incision. The skin will peel away and reveal a layer of subcutaneous fat. Congratulations! Get somebody in the room to wipe your forehead.

All the while, of course, you'll be listening to the EKG and injecting the proper fluid when necessary. Also keep your eye on that bottle; when the blood is about to run out (don't wait till the last moment), put in a bottle of Glucose from the bottom drawer.

Now do the same thing to the subcutaneous fat that you did to the skin; incise at the same angle, clamp bleeders, cauterize, remove clamps, and wipe clean. Again, be sure to go to the very corners for your incision, but be careful not to cut _beyond_ the corners to the skin above. Retract the fat to reveal the oblique muscle tissue.

The oblique muscle (and the transversus muscle below) has no blood vessels and will not cause bleeders. Cut the oblique muscle layer exactly as in the last two layers, going from corner to corner and making a straight, neat incision. The next layer -- the transversus muscle -- is striated in the other direction. Don't cut at the usual angle; cut "with the grain" from upper right to lower left. Keep making those incisions as long as possible. Retracting the transversus will reveal the peritoneum, through which you can vaguely see the end of the large intestine (which covers the appendix).

The peritoneum calls for very delicate incising. Unless you have version 1.03 of the program (or better), forget what the manual tells you about incising the
peritoneum and listen carefully. You're going to cut diagonally from upper left to lower right with the scissors. FIRST, pick the spot where you're going to start the incision. Pick up the scalpel and click once just at that point; you're scraping the peritoneum but not cutting it. Don't draw a line, just click once and let go. Put the scalpel down and get the forceps; clamp the forceps just a pixel or two below where you just scraped. With the forceps in place, pick up the scalpel again and click once more on the same point you scraped; a large black dot should appear. Drop the scalpel, remove the forceps, pick up the scissors and start clicking. Make each click a little farther down and to the right of the last, but not too far or the program will think you've started a new incision. Don't make your first snip right on the black dot; make it a bit further down/right. Continue all the way to the lower right corner and use the skin retractor.

Voila! There's that lovely large intestine, covered with infected fluid (the black shading). From the bottom drawer, take the test tube, and click it on the abdomen to get a fluid sample. Close the drawer and get the suction tube; start to suction off the liquid, and it'll come right up. Put down the hose.

Click the fingertips at the bottom of the large intestine. Provided you've made the incisions long enough, the cecum will flip up into sight. If the incisions aren't as large as they need to be, you won't be able to get at this area, and you'll have to abandon the operation. But let's hope for the best.

Open the top drawer and get the roll of gauze. Click the gauze at the base of the cecum, and the cecum becomes packed and immobilized. Close the drawer. I assume you're still watching the IV and the EKG? Of course you are.

Once again, click the fingertips at the base of the cecum to expose more intestine. Click the fingertips at the base of this new intestine, and the appendix pops up, pointing to the right. Take a clamp, the L-shaped object in the center of the tray. Clamp the tip of the appendix, all the way to the right and just above the bottom edge. If you clamp in the wrong spot, the appendix may rupture; in that case, take the drainer from the top drawer (the red bulb) and drain the appendix before continuing. If you've clamped the appendix correctly, it will be lifted and the underside exposed. You're doing great if you're still with me; put the game on pause and play some golf.

You're going to nick the mesoappendix membrane. Pick up the scalpel. There's a red line, or shadow, running the length of the appendix. You'll nick -- a quick click -- at a point slightly to the right and about a fifth of the way up that red line. If you mess up, you'll know it...and they'll show you in class the proper place to nick. Assuming you've clicked in the right place, you'll get another big black dot with a small white dot in the center. Put down the scalpel and take the needle and thread. Click once at the center of that dot to suture the mesoappendix artery.

Get the scalpel. To sever and remove the artery and membrane, you click once directly on that long red shadow, a pixel or so below the bottom edge of the clamp. The clamp appears spread; use the lower of the two clamp ends as a reference point. Click just below that end, and the membrane vanishes. Now get another clamp and clamp the base of that long, red shadow; Danielson should confirm that the LOWER clamp is in place. Get another clamp and clamp at about the middle of the shadow; Danielson will remark that the HIGHER clamp is in place. Get the needle and thread, click once between the two clamps, and a small "purse string" suture should appear. Click the scalpel just above the suture, and off it goes. The appendix is gone. All the clamps except one will vanish. Remove that clamp and click the fingers on the cecum to tuck in the wound. A small hole
appears on the cecum; click the needle on that once to make a Z-string suture across the hole. Put away the needle, and click the fingertips on the base of the cecum. That'll instantly remove the gauze and tuck everything back into place. You're ready to close!

To close each layer, pick up the skin retractor. Move it all the way to the right of the window; it will be almost entirely off the screen. Click it once and the peritoneum closes. Put down the retractor, pick up the needle, and place sutures along the closed incision. They don't have to be touching, but they should be fairly close together. You'll need to make a lot of them.

Once you've finished suturing the peritoneum, take the spreader and click it all the way on the right as you did just before. The transversus muscle layer closes; suture it the same way. Now close and suture the oblique muscle layer and the subcutaneous fat layer. Close the skin layer, but don't suture it. Secure it with the X-shaped skin clips in the upper left corner of the tray. Put them close enough together to touch. Turn off the gas, and let the patient go to Recovery. Congratulations! This was the hard part.

When the program evaluates the surgery, you'll be told to go to Medical School if your performance was not perfect. If it was perfect, you'll be congratulated for having performed an appendectomy and sent to medical school anyway! But now you'll be promoted to deal with a different set of problems, and appendectomies will become a thing of the past.

Your new crop of patients will have one of three possible conditions: arthritis, immature aneurysms, and mature aneurysms. The diagnosis is just nearly as straightforward as in the previous part of the game. Carefully palpate all areas of each patient's abdomen. Be certain to palpate several times just below the navel. If the patient has pain all over the abdomen, take an X-RAY. You'll probably find that the spine is practically a solid white mass; this indicates arthritis and requires MEDICATION. If the patient's response to palpation under the navel is "That feels like a lump" or some mention of a lump, that's probably an aneurysm. Do an ULTRASOUND SCAN to determine its size. If it's less than "5 cm" in diameter (use the ruler up above the ultrascan screen to judge), it's immature and should not be operated upon. Check OBSERVE. If the aneurysm is 5 cm or larger (as it probably will be), you'll have to OPERATE!

Before you go into the OR, though, you'll want to readjust your staff. Be sure to include Laurelee Menzies, the resident expert on aneurysms. Your other assistant should be either Kim Brewer, Bev Kabes, or Ken Shepherd. Head into the OR. You'll note a few new items on the trays, but don't be intimidated. Next to conquering the appendix, this one's almost a cakewalk.

Open the bottom and top drawers. Use the soap and the gloves (in that order please!). Apply the antiseptic (this time you have a whole abdomen to work with). Put on the drape, and as before, you're going to leave as much room to operate with as possible. Close the top drawer, turn on the gas, inject with the "B" hypo (there's a new one marked "H" for Heparin, which you'll need in a bit). Hang a bottle of blood on the IV and pick up your scalpel.

This time you won't be making any McBurney's incisions. Cutting smoothly, incise the abdomen straight down the middle from as far on top to as close to the bottom as you can without touching the drape. There shouldn't be much drape there, anyway...only a line or two on top and bottom. Work quickly to clamp all the bleeders with the forceps. The cauterizer is gone; we now have a ligator -- a pretzel-shaped loop on the tray. Pick it up and center it over each bleeder;
click once to ligate each bleeder. When you've gotten them all, remove the
forceps and wipe the area clean. Separate the skin with the skin retractor. Do
the same with the rippling subcutaneous fat layer. Always be vigilant for
problems with the EKG; act quickly with Atropine, Lidocaine, and Dopamine when
necessary.

Now you're down to the muscle layer, the rectus abdominus. This one won't
bleed. Cut down the linea alba, the thick white portion at the center. Spread
using the retractor. You'll be looking at the preperitoneum, which is incised
the same way the peritoneum was: Click with the scalpel to scrape, elevate just
below with forceps, click again with scalpel to nick a hole, remove forceps and
snip all the way down with the scissors. Be cautious not to make your snips so
far apart that you appear to be making a separate incision; this will puncture
the intestines. But do try to make the incision straight...neatness counts.

After snipping the preperitoneum, spread it. Using your fingertips, click on
the bottom of the chest to push the intestines out of the way. In the top drawer
you'll see a small bag (called the gut bag). Click the bag on the intestines at
the top of the screen to keep them clean, tidy, and out of the way. Underneath the
intestines is the postperitoneum, and underneath that, the murky shape of the
aneurysm. Scrape, elevate, nick and snip the postperitoneum exactly as you did
with the preperitoneum. Spread it and there's the aneurysm, the swelling just
above where the two iliac arteries merge.

In the bottom drawer, take the Heparin and inject it before proceeding. This
prevents embolisms in 100% of my cases so far! I wouldn't know what to do if
there WAS an embolism. Click the fingertips at the base of the aneurysm and
rubber tubing will appear in place. The aneurysm is now immobilized and ready
for action!

Take a clamp (NOT a hemostat) and clamp either of the iliac arteries, then
clamp the other one. Put another clamp on the small vessel (mesenteric artery)
extending from the center of the aorta, close to where they come together. Then
put a clamp at the top of the aneurysm, right where it comes into view. Work
quickly at this point; you've cut off the blood supply to the legs!

Take the scalpel and nick the mesenteric artery just above the clamp (not
between the clamp and the aorta). A bleeder will appear; ligate it. You're going
to incise the aorta with the scalpel. Don't start right at the top! Start about a
quarter of the way down the aneurysm or the incision will be too long, and you'll
have to abort the operation. Make the incision straight and clean; don't bring it
quite all the way to the bottom. Use the skin retractor to expose the clot. Remove
the clot with your fingertips; take the Y-shaped dacron graft from the bottom
drawer and put it in place.

The graft has to be sutured into place. Take the needle and put three sutures
into each of the graft's three ends (nine sutures altogether). You should be
able to see each of the three sutures connecting the graft to the artery walls.
Put down the needle.

Before you can complete the suturing, you have to close the artery walls around
the graft. With your fingertips, click at the junctures of the graft (the three
ends) until the flaps of vessel tissue close around them. Then take the needle up
and suture three times at each juncture again, for a total of six sutures in each
of the three branches. Pick up the retractor and close the aorta around the graft.
Suture the aortal incision with close stitches.

The next step is a test of your previous work. Remove one of the iliac clamps.
Then remove the next. Finally remove the clamp at the top, re-establishing the flow of blood through the aorta. If no bleeders appear, you’ve made it! If bleeders do appear, replace the three clamps, starting with the two iliac clamps. Resuture the incision and try again.

Once the aorta is repaired, remove the rubber tubing. Then un-retract the postperitoneum. Suture it. Remove the gut bag and replace the intestines. Un-retract the preperitoneum and suture it. Un-retract the next two layers (chest muscle and subcutaneous fat). After un-retracting the skin, close it with skin clips instead of stitches. Turn off the gas, and pick up your diploma in the Chief of Surgery's office.

You retire wealthy, and your name will vanish from the receptionist's clipboard. Should you want to relive past glories, head into the Staff room and click on the file cabinet. Again, hearty congratulations: I'll catch you on the back 9!

LIFE & DEATH is published by The Software Toolworks and distributed by Electronic Arts.
Warning: this walk-thru shows how to solve this adventure step by step, these are not hints!

The Legacy of Llylgamyn -- Wizardry III

I will try to develop it from the bottom up, so if you just want to see early stuff, and solve the rest yourself, then just make sure you abort this message in time! If you don't want any giveaways, you shouldn't have been reading this far.

1. Starting out. As with the knight of diamonds, you cannot create new characters in L of L; they must be transferred in. There are no posted "minimum level" suggestions, however there is a reason for this. When you first transfer a character over, you will find that you cannot use him/her in a party; the character is "only a memory". To be used in L of L, each character must undergo the "rite of passage" which will turn him/her into a Legacy. To do this, enter the training grounds, call up the character by name, then enter "r".

Whoops! now you've done it! you see, putting a character through the rite of passage does the following to him/her: if it had more than 500 g.p., it now has exactly 500. All equipment is taken away. It is now 1st level, with appropriate hit points, spells, etc. (you do get to keep stats close to what you had, with random variations). This would make it ideal to create a new character in mad overlord, then transfer it, right? wrong. A character with beginning stats, and less than 500 g.p. Is going to have it <very rough> in L of L. At least give him some money; that may be enough to survive.

The ideal party composition when first starting out in L of L is three fighter types and three bishops! you will need all the katino's and dios's you can muster to survive your first few expeditions. Once you have a few characters up around third level, the rest will have a chance.

Some cheats to speed things up: L of L does not prevent you from transferring characters in and out; just new ones need to undergo the rite of passage. Magic items are not transferrable (different coding), but gold is. This means that you can have a character undergo the rite of passage, transfer it to Wizardry I or II, get bundles of gold, and
transfer it back. There's not as much to buy, but it's a start. Also, if
the character is a bishop, you can turn it into a superbishop in
wizardry 1, then send him/her back to L of L with full abilities!

Let's see, you've got your party with three fighter types (fighters,
lords, samurai, or ninja -- or conceivably a thief) and three bishops. A
quick, but dangerous, way to get experience is to take on the moat
monsters at the dark fortress. By all means, use katino (one per round)
on them, and be ready to heal during melee; they hit hard!

Interesting features of level 1: the room you start out in has two
obvious doors. There are also two secret doors (next to the obvious
ones); each opens on a sandy beach with an island visible in the
distance. The island is in the ne corner of the 8-square lake
(6e-7e,6n-7n), but that's about all you can do about it at the moment,
since there's a lake in your way ("you're at the water's edge; go back
or you'll drown!"); you are automatically pushed back when you see this
message).

Until you're ready for the island, your best bet is to initially go
east. You find a 20' long corridor, ending in a door on the south. When
you get to it, you see a sign reading "barracks"; irrelevant, except to
tell you you're going the right way. Kick the door, turn east, kick the
door, turn south, kick the door, turn west, kick, kick. Ah ha! another
message! this time, you're at a dark fortress; "beware of moat
monsters", sayeth the sign. Indeed, beware. You are about to have two
or three encounters with moat monsters, the toughest (and best
experience) critters on level 1. This is a good way to build up initial
experience; you don't want to try level 2 until you're at least 3rd, and
preferably 4th or 5th, level (be at least 3rd even if you bring a
superbishop -- lots of spellcasting creatures on the upper levels, not
to mention dragons). Turn right, proceed as far as you can, turn left
(west), proceed, (your first moat monster encounter will take place in
the 4th square after you turn the corner (17e, 19n) -- kill 'em!), bump
into the west wall, and turn south. On your fourth square (8e, 15n) you
will meet some more moaties; trash 'em! walk one more south, then turn
left (east); the doors to the fortress! walk forward, then kick.

O.K., you've just kicked in the northern door to the fortress, and are
at (10e,14n,1u) (incidentally, except for your final destination, the
fortress is totally symmetrical, so you could reverse my n-s direction
and use the south door (13n) if you preferred). Turn left (n), kick,
wedge two squares, turn right (e), kick, forward 2, kick, forward 1, turn
right, kick, turn right, walk 2, kick... Gird yourself for combat, then
kick -- you are in a guardroom with some garian guards. Don't waste
spells on them. Just fight, and most of them will run away. <<leave the
chest behind!!>> it will not contain any magic, and the traps tend to be
vicious.

Turn left, kick, walk 1, turn left, prepare, kick (another fixed
encounter with garian guards -- <<leave the chest>>). Kick, fight some
more garian guards and <<leave the chest>>, walk two squares, take a
deep breath, make sure everyone's healed, then... Kick! you are now
face-to-face with the high corsair and a variable number (3-5) of garian
captains. O.K., remember all those spells you weren't wasting on the
previous encounters? A time will come when your characters will sneer
at this encounter, but it's not yet! Put the captains to sleep, and
concentrate all the fighters on the high corsair. Once he's dead, you
can take on the captains (those which don't run away in panic when their leader dies). This chest will be trapped with "alarm"; disarm it and open it; it will always contain equipment, sometimes magical -- the only magic you will be likely to find on level 1.

Go to the door on the south end of the east wall, and kick. Lo and behold, yet another message! this time, it's "l'kbreth" telling you that neither good nor evil alone can so live the dungeon. This is quite true. There are four doors ahead of you. The rightmost is an empty 10x10 room; the leftmost is a teleport back to the castle (good quick exit; you may need this later!), the middle ones are stairs. The catch is that only a good party (at least one good-aligned character) can use the stairs directly opposite where you are now standing (19e,13n), while only an evil party can use the stairs at (19e, 14n). If you pick the wrong stairway, you will be teleported back to the castle. So pick the right one, and go on up.

The stairs up from level 1 are at (19e,13n) -- good parties only, and (19e,14n) -- evil parties only (i haven't tried a straight neutral party -- if anyone has, let us know what happens). The good stairs take you up to level 2, while the evil stairs go up to level 3 -- the levels are approximately the same in difficulty.

You will need to run some evils to solve this dungeon, but put it off as long as possible -- it heavily discriminates against them! level 4 (good parties only) has all the magic; level 5 (evil only) is almost bare. Same with level 2 vs. Level 3. So, take your good party, proceed up the good stairs; you are now at (19e,0n,2u). Turn west (180 degrees) and walk down the hall -- 4 steps, turn right, 4 steps, turn left, 4 steps, turn right, one step, left, one step, left (now facing south) -- kick the door, walk forward one, turn left, walk 4, turn right, walk one, turn right (now facing west), kick the door. In case you haven't guessed by now, you will be heartily sick of the fortress and this route by the time you are able to use the shortcut (via the island -- you guessed it). If you have a superbishop along, just malor up to level 2 (i don't recommend attacking level 4, despite the greater rewards, until everybody has enough hit points and fighting ability to survive a tough magic or dragon breath battle).

Let's see, you should now be at (13e, 2n, 2u). Walk one square, turn left, walk one square, kick, turn right, kick (don't look back -- that was a one-way door you just kicked through!! to get back, you will use the door in the north -- currently to your right). Walk one square, turn right, walk two squares, turn left . Blank wall here, even if you have a light spell going. So kick the wall anyway -- it's an "invisible" door like the ones you may remember from knight of diamonds. Turn right, and kick another invisible door in. Whew! that was the tough part; (took me about six expeditions up here to isolate this as the only way into the rest of level 2).

From your current location (9e,2n, 2u) to the stairs up, you walk: forward,kick,forward, left,forward, kick, right,kick, left,kick,forward, right,forward,kick, right,forward, left,forward,kick, left, forward,right, kick, forward, left, forward ,right,kick,forward, forward, left, forward,left,kick, right, kick, left,forward,right, forward,forward,kick, right, forward; 4,kick,right,right,kick -- wait a sec -- isn't that where I just came from?? nope -- you just teleported to (3e,18n,2u)!!

O.K., you are now at (2e,18n,2u), facing west. Kick the door, then: forward, left, forward, kick, left, forward, right, forward, kick, left, kick, forward, right, forward, kick (but remember that door you just passed on your right -- you'll need to go that way to get out!). You're now in a north-south hallway, facing east. Turn left (n), walk 3 squares, and "bingo"! "I am around you always, but you have never seen me. You would never leave me, but were I gone, you would not cry out for me. What am I?" the answer is, of course, elementary (the elements play an important part in this dungeon), namely "air". Turn left, walk 4 squares, and you're on the stairs up to level 4.

If you've detoured (as you should have, as you want to have characters of around 6th-8th level before going up to level 4), you may notice that you've only been able to map about half of the second level. Don't worry about it; there's another way down from 4th into the other part. If you got lost, your stairs up from level 2 were at (0e, 19n,2u), and you are now at (10e,2n,4u). Other important locations on level 4 are: (3e,1n,4u) -- stairs down to the island on level 1. (13e,13n,4u) -- stairs down to the other half of level 2. (12e,13n,4u) -- chute down to same (comes out at (2e,11n,2u). (19e,14n,4u) -- stairs up to level 6 -- but you can't go yet. (17e,11n,4u) -- a puzzle to get you to aforementioned stairs most safely. (7e,17n,4u) -- lair of the greater demon delf -- guardian of the crystal of evil -- an artifact you must have to solve this dungeon. The whole area south of (17e,10n,4u) -- is full of squares that say "look out!" each time you walk on one of these, you will have an encounter on your <<next>> move. All of these encounters will be pretty tough, and decent experience; all will have chests; all chests will contain magic items. Jackpot! bonanza! here's where you go to stock everybody -- good and evil! in particular, you need to find some glass bottles -- they're "ships in bottles", and enable you to walk across the lake to the island (and shortcut stairs) on the first level. Get several, if you can. (they're quite common in this section).

-- to be continued....
Title: Solution To Manhunter
Date: 9/28/88
Time: 9:41 pm

The Society of Sin and Stairway to Heaven BBS's are proud to present the solve for Manhunter: New York. Cobra Commander and I spent many a day playing the game, and we are proud to be among the first to solve it.

Day One:

1) Go to the Hospital. Take a good look at the dead dude. His name is Reno Davis. Look him up in the Info selection from MAD.

2) Go to the Bar. Play the Video Game. The first time, some dudes will drag you away and make you chuck knives between a guy's fingers. This takes practice, but can be done. When you accomplish this, play the game again. This time, make a COMPLETE map of the maze, including the location of the little squares. If you have trouble, use graph paper. The map is important.

3) Go to The Park where the bathrooms are. Go to the ladies room (on the left) and go to the very last toilet on the right. Sit on it and flush it three times. Whoosh!

4) Ok, this sewer you're in now, this is the maze from the arcade game. Every square in your map is a key card. Get EVERY Key Card before you leave the maze. Pay CLOSE attention to your map. When you get to the cave with the dock, make SURE you get the medallion from the dock.

5) Go to Coney Island. Play Kewpie Doll Baseball. Hit the Dolls in this order.
   1) Top row, third doll.
   2) Middle Row, second doll.
   3) Bottom Row, last doll.

When the guy looks at you funny, show him the medallion. He'll give you a data card.

At the end of each day, MAD will ask you for the names of your suspect(s). I have found that it doesn't make a difference what you put, but the best names to use are probably Phillipe Cook, Harvey Osborne, Anna Osborne, and Harry Jones.

End of Day One.

Day Two:

1) Go to your Tracker and track the other two dudes that were with the original guy you were tracking. One goes to the Museum and one to the Park.
2) Go to the Wretched Excess Nightclub. Go around into the alley. This next arcade sequence is pretty self explanatory. You don’t really need to save the game here because of the fact that they let you keep doing the same thing over and over again even though you keep dying. When you make it through here, though, it may be a good idea to save. Once you’re in the Nightclub, take a closer look at the people. When you get to the screen where you’re looking the backs of people’s heads and the rock group, take a closer look at the only person that has a brown robe on, on the left half of the screen. When you get knocked over, a keycard will fall onto the ground. Before the bouncer can grab you and throw you out, grab the keycard. You should now have a total of 13 keycards between this one and the sewer maze.

3) Go to Central Park. You’ll notice that if you point the arrow up and start moving to the left or right, the arrow will blink off and on. This means that there isn’t just ONE screen above here, each time it’s blinking on and off you’re traveling to a different ANGLE. So instead of three possible ways to go from this screen, there are actually about 15. From this first screen, get the arrow to be pointing right but be as far down as you can get it. Move it up twice. It should still be facing right. Hit Enter. For this screen, line the arrow up with the path straight ahead of you facing up. Move it to the left twice. Hit Enter. For the third screen, line the arrow up with the path facing right, just below the tree. Hit Enter. For the fourth screen, get the arrow to line up with the path straight ahead of you facing up. Move it to the left four times. Hit Enter. For the fifth screen, get the arrow as far to the right as you can get it and still be facing up. Move it to the left once. Hit Enter. For this screen, get the arrow to be facing left but as far up as you can get it. Hit Enter. Pick up the crowbar. You should now be back at the screen you were just at. Make the arrow face down and Hit Enter. Now you’re at the previous screen. Make the arrow be pointing up but as far left as you can get it. Now move it twice to the right. Hit Enter. For this screen, make the arrow be pointing right but as far up as you can get it. Hit Enter. For this screen, get the arrow to be pointing up just left of the monument. Move it to the left 5 (if not 5, 6) times. Hit Enter. You should now see a dead dude. Take a close look at the papers around him, and at his face.

4) Go to your Mad Info. Look up Harvey Osborne.

5) Go to Harvey Osborne’s House, near the museum. Look in the shopping bag and get the key. Push the button. This game has quite a body count, doesn’t it? Take a look at the bitch, push the button again, and leave.

6) Go back to your tracker and watch the guy that goes to the museum. Make a map of where he went. You CAN NOT mess up at the museum. You need every key card, all 13.

7) Go to the museum. Go around to the locked glass doors and use the keys. Use your map to get through the museum, up to the fourth floor where the dude’s signal stopped. When you use a keycard to open a door, you must pass through the door QUICKLY, or it will close. When you get to the big wooden door, use the crowbar. When the dragon starts to run after you, use the medallion. He’ll remove the wood and you can go through. When you get to the dead dude, take a close look at the map on the wall and at the dead dude. Take the Module out of his hands.

End of Day Two

Day Three:
1) Go to the cemetery. There's nothing you need here, but the sight of the dead orb with the spear through him is worth going.

2) Go to the Church. Go to the set of candles on the left. Light them in this order.
   1) Top Row, first candle.
   2) Middle Row, third candle.
   3) Bottom Row, fourth candle.

Take the Module out of the compartment. Extinguish the candles.

3) Go to Abdul's Pawn Shop. Take a closer look at him. Buy the badges in this order.
   1) The Cross
   2) The one near it that looks like one vertical line, with a bunch of horizontal lines extending out of it to the right, the longest one being the one on the bottom.
   3) The Star

You should now fall through a trap door and land in a secret room with a painting and a door. Take a closer look at the painting. You will be prompted to enter a code. The correct code will let you pass to the next room, each one identical to the first. The codes are as follows:

   1) 4,1
   2) 1,0,3,1
   3) 2,6,4
   4) 4,2,5

You should now see a dead body (Yes, ANOTHER dead body). Take a close look at this one two. Go around the corner and you should see a dude standing on a ladder leading to a manhole. He'll jump down and try to stab you. This section is similar to the punks in the alley behind the nightclub. When you punch him and he runs away, pick up the piece of paper he drops. It reads:

   843769

Climb up the ladder.

4) Go to the theatre in times square. Go to the room on the right and remove the picture on the left of the wall facing straight ahead of you. The code is (yep, you guessed it):

   843769

Take out the paper. It reads:

   UCUCC

5) Go to your MAD Info. Look up Harry Jones.
6) Go to Harry Jones's House, it's on the southern tip of Manhattten. Go over to the radio, and smash it with the crowbar. Remove the Module.
7) Go to your MAD Info. Look up Phillipe Cook.
8) Go to The Empire State Building. Go to the computer and turn it on. The password is (yep, you guessed it): UCUCC
Select Site Alpha, and switch the robot from Special Detail (or whatever) to Hall Patrol. Quit the computer.

End of Day Three

Day Four:

1) Go to the hospital. The Robot should not be guarding the door anymore. Go through the door. Don't worry about being caught and thrown in the room with pile of bones. Use the crowbar on the window. This is what it means to be "transferred to Chicago." Now wait until the guard, the orb, and the other robot leave the room. Take a closer look at the machine. Take Module D. The switch goes up and down, as well as the middle stopped position. Fix it so that the belt goes left, away from the People-Smasher. Climb up the ladder and you'll pass out of the room via the conveyor belt. Now, just what we all needed, another arcade sequence. This one is a mother, but not as hard as the punks outside the nightclub (at least we didn't think so). When you get through it, you'll wind up falling out a window and landing outside the hospital.

2) Go to Grand Central Station. Take a look at the three little windows at the lower left side of the screen. Use the crowbar. Climb through the window and enter the ship. First press the upper left button (the only button you're allowed to press at all so far). You now have access to the three square buttons on the bottom of the screen and the three other assorted buttons above it. Now press the middle square button. After the little scene with the guard robots is over, press the upper middle button with the little screen. Now press the button just to the right of it. Now press the right square, and then the left square. Maneuver the ship out through the hatch in the upper right wall.

3) This maze is so easy I'm not going to take you through it. If you can't figure it out on your own, you're too lame to be playing Manhunter: New York.

4) After you come up through the bathrooms at the park, see Philippe getting into his ship, and it says, "Meanwhile, back in your cockpit...", take a closer look at the screen.

5) You're now flying around New York. You must drop bombs on Sites Alpha, Beta, Gamma, and Delta. It doesn't matter in which order. First go to the Statue of Liberty. See the big island with the star where the Statue should be? Guess again, it ain't there. See the two small islands to the left? Go to the lower left island. Press Enter to Drop the Bomb. Try to hit the colored square on the island. You may have to experiment. Next go up to the screen with the Hospital, The Empire State Building, and Grand Central Station. You now have to contend with Philippe. Don't let him touch you, if he does you've got a problem. Drop a bomb on the Empire State Building. If you don't remember where it is, load in a game where it's a location on your map, and take a note of where it is. Next, drop one on Grand Central Station. Finally, on Bellevue Hospital. If you mess up with even ONE bomb, let Phil kill you and start over, you need all four to hit their targets. As I said before, this exact order isn't necessary, but I went from hardest to hit to easiest to hit, so you don't hit all the easy ones and mess up on the hard ones after all that work.

You've now done all the typing and keypressing necessary. All that remains is to watch the ending sequences and tell all your friends that you "solved" Manhunter: New York.
We know these aren't Complete Key-By-Key Docs, but if you can't solve the game from this, you're one DUMB FUCK!!!

Written by The Deviator and Cobra Commander

Call The Society of Sin at (203)/234-8173!!!
and
The Stairway to Heaven at (203)/393-0899!!!

The Alternate Universe BBS - [718] 326-0720

(085) Cmd:Send via Ymodem

Batch Cmd:
BY
- THE BIG M -
- THE 1200 CLUB -

YOU ARE ABOUT TO WIN THE GAME, SO GET READY. NOW, GO DOOR. THE RE YOU HAVE IT, YOU HAVE WON THE GAME. MASQUERADE:  ---------
-SOLVED BY THE BIG M-  -SOLVE FILE WRITTEN BY THE BIG M-

-THE BIG M-
-THE 1200 CLUB-
1. In the ancient temple there is a map of the maze in SatSop's pyramid.

2. In the maze you will find matches, gold coins, a ewer (pitcher full of water), and a flashlight. The flashlight must be used on the far west side of the pyramid to explore what appears to be a large pit where you will find the meaning of each of the amulets and the meaning of the word "amahd".

3. Say hi to get by Abdul.

4. Pour water on the strange mixture.

5. Pick lock at the trap door.

6. Use Horus to jump over the small pit.

7. Use Apep to get by the 3 headed snake.

8. Once you find the gold coins in the maze, Woo Fooey will sell you a knife and shovel.

9. Use the knife and stick to carve a key.

10. Use the shovel to dig at the buried object.

11. Use the matches to burn incense at the altar.

12. Chop tree to get logs to make a raft to get across the Nile.

13. Make a rope from the hemp.

14. Use SMA when you get to the bad air in the mummy's tomb.

15. Rub scepter to find the golden mask at the end of the tomb.

16. To escape from the mummy, say "Begone adventurer".
the main task is to collect the 45 or so objects and haul them to the hull of the spaceship, some 142 rooms later.

property management is a major task. using several intermediate dumping points will help you save a lot of running around.

spaceship parts
- tachron power cylinder
- gyroscope
- oxygen recirculator
- seamless box (compass)
- navigation chip
- repair manual
- converter
- water system

weapons
- laser
- dart
- needler
- seeds (sort of)

useful objects
- goggles
- vibroaxe
- gloves
- pressure suit
- flask (acid/water)
- cage (for snarl)
- field nullifier
- light rod
- translator (sort of)
- plaque (ticket)

other stuff
- food packet
- 6502 chip
- jade seahorse

treasures
- small ring
- library crystal
plasma sphere
vega silver
psi cube
elixir energy
double helix healer
atom transmuter
emerald flowers
terran relics
harmonica
ruby seashell
4-d mirror
betamax cassette
moon jewel
rainbow cloth

1. get lazer. shoot alien
2. catch snarl (with cage)
3. pour flask. fill flask in acid room. pour flask.
4. release snarl. get gyro.
5. chrong teleports between here and east end of wide tunnel, a good place to collect objects.
6. get goggles. wear goggles. look. get axe. chop partition.
7. get dart. throw dart. need translator to read the plaque.
8. get cylinder (need to wear gloves)
9. get phase shifter (need to wear gloves and have field nullifier)
10. wear goggles. look. get jewel.
11. fill flask at pool of water. pour water. collect any stolen treasures from stockpile room. not the effect of water wears off so after a while refill flask and keep handy.
12. taka<->leva teleports between here and the crimson beach, two locations north of the hull. get wrench. (wear goggles).
13. get pouch. kill crabbette (with pouch). may have to pick up pouch again, and keep trying as location and crabs are randomized.
14. tugo tusta teleports between here and solarium.
15. get needler. shoot gras. get chest (wear suit and gloves)
16. open box. (wear goggles. get compass.
17. search trash for 6502 chi
HOW TO SOLVE
PALACE IN THUNDERLAND

written by Chip Hayes

THE OUTPOST
312/441-6957

Well, this one, like its' predecessor, MADVENTURE, is a tough sucker. If you are after hints, this ain't the place! This will be a straightforward walk-through.

If you need hints, try the following:

1. When you first enter the castle (N), you meet a rabbit. 'LOOK RABBIT' and then 'APOLOGIZE' for being late. This will give you one important clue.

2. Get the singing sword from the trophy room and 'LISTEN' to it in every room you enter. This will give you a great many different clues/hints.

Now for the walk-through....

(Break out if you don't want the answers!)

From the starting point in the courtyard....

N, Open Clock, N, N, Get Mouse, NW, Get Flashlight, SE, S, S, Drop Mouse, U, W, W, Get Vial, Open Vial, Rub Medicine, Drop Vial, E, Turn Mattress, Get Tag, Drop Tag, Get Key, E, D, N, N, N, Open Door, Drop Key, E, Get Shears, W, S, S, NE, Cut Hair, Drop Shears, Weave Hair, Get Net, SW, N, NE, Get Jugs, SW, D, N, Catch Jabberwocky, Wear Boots, S, W, Give Jugs, Get Bar, E, U, S, NE, E

OK, now you are by the pool and you should wait until the thunderstorm knock out the lights. Just wait by typing 'I' over and over until the lights go out. Once they are out, then do the following:


OK, You might want to save the game for safety's sake. Then continue by:

D, D, NE, Get Sword, SW, N, NE, Get Shears, Get Loom, SW, S, W,
Apple II Computer Info


And that's all she wrote!!!!!!!!

Bravo to a challenging game from the folks at MICROLAB!!!!
For several years a company out of California called Activision produced fairly good (though somewhat tiresome) games for that long worshipped game-unit, the Atari 2600. Well, as sales of the 2600 began dropping off, the boys at Activision decided to get into computer games. So they started with the Atari computers, then the Commodore 64 and IBM PC Jr. Now, finally the Apple family.

The object of Pitfall II is to rescue Pitfall Harry's cartoon friends Rhonda and Quickclaw. To do this, Harry runs, swims, and jumps all over the "Lost Caverns" in search of his missing pals. He can take any fall and has an unlimited amount of air underwater (not one of the more realistic features of the game). The cavern is huge, consisting off more than twenty levels in places. Also strewn all over the carvern are treasures (mostly gold bars) of various values.

Harry's quest is not without it's "pitfalls" though. All over the caverns are vultures, bats, rats, electric eels (in the water), and the every popular Amazon killer frog! Just avoid these beasts and you will be OK.

The game doesn't end until you rescue both of Harry's friends. Each time you touch a beast (except the rat) you are taken back to the last X marker you reached. The rats are a little different. These territorial-minded rodents will just send you back to the screen you were at previously. There is no way to avoid the little buggers. Treasures are worth 5000 points each, Rhonda and Quickclaw are worth 10,000 each. You lose points while returning to the X mark after dying, thus the further away the X is, the more points you lose. 'Nuff said. An easy game.

The following is a SOLVE for the game. These are the actual moves you need to make. Those with a heart condition turn back now!

Ok...here we go...you can probably figure that R means go 1 screen to the right, etc... the stuff in brackets is side inbo...I also didn't include where various beasts occur...you'll find out anyway...

That's it! This game is really an exercise in monotony, but enjoy it anyway (I guess!).
This is a step-by-step solution to the game. It is intended to get you to the end of the game in as little time as possible. Since there are supposed to be sequels that will require items found in this game, the solution may not be complete. In other words, there may be items that I have missed that are not required to solve the game, but are needed for the sequels.

Now, on with the solution...

Note: If you ever try to get something & you find that you're arms are full, just put things in your sack to make room. If you can't carry any more weight, you can drop the vial, twig, torch, & crowbar (after you've used them of course.)

In the first screen (the hexagon):

Get key. Open S door. Kick key S. S. Get key. N. Say death to colnar. Insert key into keyhole. N. Say death to colnar (you will get the glass vial & the gem). N.

From the altar:

S. W. W. N. Get cross. S. Drink liquid (this makes you invisible to the Wildebeest). W. W. N.

In town:


At bird:

N. E. Get crowbar. W. S. Look hole. Pry manhole with crowbar. Look D. Yes. D. NW. Cut fruit with knife. Get fruit. Eat fruit (you are teleported to a random spot in a different area.)

After teleport:

Note: These instructions assume you start at the scarecrow. If you're at a different spot, just go to the scarecrow.
Get hat. W. Get dollars. S. Give gem to lioness (she tells you the secret of the Vagra fruit). N. E. E. Wear hat (you turn into a mouse).

As mouse:

E. NW. Get twig. N. Push cheese with twig. Get cheese. N.

At dirt mover:


Across crevice:


Across Bridge:


At river:

Note: Try to type fast until you're in the water because you will get killed if you wait too long here.

Get reed. Breathe through reed. D. Look (keep looking until the men pass overhead. Don't worry if your reed gets clogged, you'll have enough time). Get chest. U. Open chest. Look in chest. Get prism. S. E.

At hole in fence:

Attach clips to fence. S. S. Give birdseed to bird. Put saddle on bird. Sit on bird.

That's it! Now sit back & watch the end of the game. You may have noticed a few items that serve no purpose (blueprint, cross, etc.) I can only assume that these will be needed in the sequel. Like I said before, there may be other items I missed too.

Where's Questmaster II??? Lemme at it!!!
*** WARNING.
THIS IS A STEP BY STEP SOLUTION FOR THE QUEST, IF YOU DO NOT WANT
TO KNOW THE EXACT SOLUTION THEN HIT THE SPACEBAR.....

WHEN YOU START OUT THE QUEST, YOU ARE GIVEN A LONG STORY BY SOME
HELPLESS GIRL THAT THIS DRAGON IS RAVAGING UP THEIR VILLAGES...YOU ARE SENT OUT WITH GORN, THEIR BEST MAN, AND YOU
HIS ADVISOR...THE DIRECTIONS WILL BE SET IN BRACKETS [ ], AND THE
STATEMENTS WILL BE IN QUOTES " ". THIS IS THE FASTEST SOLUTION,
AND THERE IS MUCH MORE TO SEE... SO ADVENTURE

THE SOLUTION

[N] "READ LIST" "BUY ROPE" "BUY WATERSKIN" "BUY FLINT" "BUY
LANTERN" "BUY OILSKIN" [N,N,N,E,N,E,N,E]

YOU SHOULD NOW BE AT THE WATERFALL CONTINUE BY DOING.

"LOOK WATERFALL", "LIGHT LANTERN" [E,N,N,N,N,N,N,W,W], "TIE ROPE
"PUT YOUNG DRAGON IN OILSKIN" [W], "TAKE YOUNG DRAGON OUT OF
OILSKIN" "FILL FLASK", "LOOK YOUNG DRAGON"

HE SHOULD BE OK AND ALIVE, IF NOT START AGAIN... IF YOU KEEP HIM IN
ANY LONGER, HE WILL DIE AND YOU CANNOT WIN...

DOOR"

GORN WILL PUT YOU OUT AND YOU WILL WAIT WHILE THEY DO SOMETHING
(WONDER WHAT THEY DO??)

[E,E,S,S,W,W]

HIT RETURN AND LISA'S STAFF WILL GLOW AND THE LIZARDMEN WILL
"GET SWORD", [D]

THE FOLLOWING IS 15 WESTS..ITS A LONG TUNNEL, IF YOUR LIGHT
SHOULD HAVE HAPPENED TO GO OUT, RELIGHT IT!


YOU ARE KNOW IN THE DRAGONS LAIR. THE PUP WILL GO OVER THERE,
YOU WILL THEN BE BROUGHT BACK TO THE KINGDOM !!!! YOU SAVED THE
LANDS!!!!..THEN YOU GET TO SEE A GOOD ENDING..REALLY FUNNY AND
NICE...YOU HAVE NOW COMPLETED 'THE QUEST'..AS I SAID BEFORE,
THERE ARE MANY OTHER THINGS TO GO SEE...YOU SHOULD EXPLORE OTHER
AREAS TOO...IF YOU GO TO THE SPHINX, THE ANSWER TO THE RIDDLE IS
"SPHINX" AND HE LETS YOU THRU...

HAVE FUN WITH THE QUEST
THANKS TO : COPY/CAT OF */H<>H/*

*ENTER YOUR NAME AND START THE GAME*
(Solution goes left to right across page.)

GET MIKE
TURN ON VIDEO
TELL ME ABOUT PROBLEM
GOODBYE
EAST (TWICE)
PULL BREAKER
SOUTH (TWICE)
GET CAPSULE
SOUTH
INSERT CAPSULE IN REACTOR
CLOSE HATCH
OPEN MAGAZINE
TURN ON ENGINE
OPEN THROTTLE
DOWN
OPEN THROTTLE
NORTH (TWICE)
NORTH
EAST
NORTH
EAST
TURN ON AUTOPILOT
OPEN THROTTLE
CLOSE THROTTLE
TURN SEARCH LIGHT TO PORT
OPEN THROTTLE
TURN ON SONARPHONE
WAIT
GET GEAR
EXIT
ASK BLY ABOUT PROBLEM
EXAMINE SYSTEM
OPEN DOOR WITH TOOL
SCREW RELAY BACK IN
SOUTH
TELL ME ABOUT EVIDENCE
EXAMINE BOX
READ ARTICLE
SHOW ARTICLE TO DOC
NO
NO
YES (TWICE)
EAST
EAST
GET SURVIVAL UNIT
WEST
TELL BILL TO INSTALL UNIT ON SCIMITAR
SOUTH (THREE TIMES)
EXAMINE UNIT
OPEN HATCH
NORTH (TWICE)
YES
WAIT 2 TURNS
SHOW HYPO TO BILL
TURN OFF ELECTRICITY
WEST (THREE TIMES)
FILL TANK
TURN ON ENGINE
OPEN THROTTLE
OPEN THROTTLE
EAST
YES (TWICE)
YES
NORTH (TWICE)
WAIT (FOUR TIMES)
AIM BAZOOKA AT SEA CAT
YES

*NOTE*

THOSE OF YOU WHO WONDER HOW THE IDEA OF THE GRID IS PRESENTED TO TIP MAY FIND OUT BY TAKING OUT THE SCIMITAR TO HUNT THE SNARK (SANS GRID). THIS FILE WAS WRITTEN TO COMPLETE THE GAME IN THE SHORTEST NUMBER OF MOVES POSSIBLE. NNNN
THIS IS NOT THE FASTEST WAY TO SOLVE THIS ADVENTURE, BECAUSE I HAVE DECIDED TO INCLUDE SOME OF THE MORE INTERESTING THINGS THAT CAN BE FOUND IN SECRET AGENT: MISSION ONE.

ALL ACTUAL COMMANDS ARE SURROUNDED BY BRACKETS: [ AND ].

YOU MAY WANT TO SAVE YOUR GAME AT PERIODIC INTERVALS, IN CASE YOU MAKE A MISTAKE.

THE ADVENTURE STARTS IN AN AIRPLANE.

[GET GUN, SHOOT DOOR, WAIT], AT THIS POINT YOU WILL HERE ANOTHER PLANE AND GUNSHOTS, [GO COCKPIT, OPEN CABINET, GET PARACHUTE, GO DOOR, LIFT LATCH, GO EXIT], AT THIS POINT YOU ARE IN MIDAIR, [PULL], YOU WILL LAND AND PASS OUT.

YOU WILL NOW FIND YOURSELF IN A HOSPITAL.

[GET FORK, SLEEP], WHEN YOU WAKE UP YOU WILL SEE A NURSE WITH A SYRINGE, [KILL NURSE], IF YOU DON'T THE NURSE WILL INJECT YOU WITH POISON, [STAND UP, GO LOBBY, GO EXIT], A NURSE WILL TAKE YOUR FORK.

YOU ARE NOW OUTSIDE THE HOSPITAL.

[READ BILLBOARD, N, OPEN DOOR, GO STORE, OPEN REGISTER, U, GET CARD, DROP CARD, GO CLOSET, CLOSE DOOR, WAIT], UNTIL YOU HEAR THE MEN LEAVE, [OPEN DOOR, GO DOOR, GET CARD, D, GO DOOR, W]

YOU ARE NOW AT A BAR.

[GO BAR, BUY DRINK, GIVE DRINK], BUY DRINK AND GIVE DRINK TILL THE DRUNK SAYS THANKS (PROBABLY 4 TIMES), [GO DOOR, N]

YOU ARE NOW AT A CLOTHING STORE.

[GO STORE, WAIT], UNTIL THE MAN GOES IN BACK TO ANSWER THE PHONE, [BREAK CABINET, GET TIE, GO DOOR, S, E, S, S]

YOU ARE NOW BACK AT THE HOSPITAL.
[GET PHONE, INSERT DOLLAR, 247-6658], THE PHONE NUMBER OF THE COMPANY THAT MAKES THIS GAME, [GO EXIT, N, N, N, W]

YOU ARE NOW AT A RESTAURANT.

[GO RESTAURANT, WAIT], AGENT 747 WILL GIVE YOU A MAGNETIC RING, [WAIT], 2 CARS WILL PULL UP, AND BEGIN TO MACHINE GUN THE WINDOW, WHEN PROMPTED TYPE [DUCK] AS FAST AS YOU CAN, [GO DOOR E, WAIT], UNTIL THE BUS ARRIVES, [GO BUS, GET HAIRPIN, WAIT], UNTIL THE BUS COMES AGAIN, [GO BUS, S, E]

YOU ARE NOW IN AN ALLEY.

[CLIMB LADDER, BREAK WINDOW, GO WINDOW, GET RECORDER, MOVE PICTURE, OPEN SAFE, GET TAPE, GO WINDOW, D, W, N, WAIT], UNTIL THE BUS ARRIVES, [GO BUS, W]

YOU ARE NOW IN FRONT OF THE HILTON.

[N, TALK RECEPTIONIST, JOSE CALDERA, GO ELEVATOR, OPEN DOOR, GO SUITE], A BELLBOY WILL DELIVER A BOMB IN A PACKAGE, [GET PACKAGE, GO BALCONY, THROW PACKAGE, GO SUITE, ANSWER PHONE], WRITE DOWN THE WORD YOU ARE GIVEN, [PLUG RECORDER, INSERT TAPE, PUSH PLAY, YOU MAY WANT TO WRITE DOWN WHAT IS PLAYED, BUT YOU DON'T HAVE TO, [GO DOOR, PUSH BUTTON, GO DOOR, E, N]

YOU ARE NOW AT THE ENTRANCE TO THE DOCKS.

[N], NOW TYPE THE WORD YOU WROTE DOWN BEFORE (IT'S EITHER SHARK, CROW, OR TIGER), [E, OPEN CRATE, GET STATUE, GO CRATE], AT WHICH POINT YOU WILL BE LOADED ONTO THE BOAT, AND WHEN YOU WAKE UP...

YOU ARE NOW ON MR. MELTON'S (THE EVIL SCIENTIST) ISLAND.

[GET ROPE, OPEN DOOR, GIVE FOOD, GO DOOR, CLOSE DOOR, N, WAIT], UNTIL AN ARROW STRIKES THE TREE, [GET NOTE, N, READ SIGN, W, TIE ROPE, CLIMB ROPE, PUSH BRICK], 4 TIMES, [GO HOLE, GET BRICK, SAVE GAME, GO DOOR]

YOU ARE NOW IN THE MAZE, HERE ARE THE DIRECTIONS TO GET THROUGH IT:

(R STANDS FOR ->, AND L STANDS FOR <-)


YOU ARE NOW INSIDE MR. MELTON'S MANSION.

[CLIMB LADDER, WAIT], UNTIL YOU HEAR SOMEONE STANDING IN FRONT OF THE DOOR, PROBABLY ONLY ONCE, [OPEN DOOR, THROW BRICK, GET UNIFORM, GO DOOR, U, READ SIGN, INSERT CARD, GO DOOR]

YOU ARE NOW ON THE SECOND LEVEL.

[CHEW GUM, PUSH BUTTON, GO ELEVATOR, PLUG HOLE]
YOU ARE NOW ON THE THIRD LEVEL.

[GO CORRIDOR, GET PLANK, GO HALL, U]

YOU ARE NOW ON THE TOP LEVEL.

[DROP PLANK, GO DOOR, 1, 2, 3], AT WHICH POINT YOU WILL SEE A GUARD IN THE DOORWAY, [3, 3, GO DOOR, D]

YOU ARE NOW ON THE SECOND LEVEL, TYPE [WAIT] UNTIL MR. MELTON CAPTURES YOU.

YOU ARE NOW IN A CELL.

[LOOK WINDOW, PUSH GEM, UNLOCK DOOR, OPEN DOOR, GO DOOR, GO HALL], AT WHICH POINT YOU WILL BE CAPTURED AGAIN, IF YOU AREN'T CAPTURED IMMEDIATELY, TYPE [WAIT] UNTIL YOU ARE.

YOU ARE NOW SURROUNDED BY WATER.

[DIVE, UNLOCK GRATE, GO PLATFORM, DIVE, OPEN GRATE, GO PLATFORM, DIVE, GO GRATE]

YOU ARE NOW ON THE SECOND LEVEL.

[GO CORRIDOR, INSERT CARD, GO DOOR, READ BOOK, GO TABLE, GO DUCT, GET EXTINGUISHER, U, SHOOT GUARD, GET FILM, D, INSERT CARD, GO DOOR, INSERT FILM, LOOK MICROSCOPE], AT THIS POINT YOU CAN USE THE INFORMATION YOU GOT FROM THE TAPE, TO DECODE THE WORD, BUT YOU DON'T HAVE TO, [GET MIRROR, GET FILM, GO DOOR, GO DUCT, GET DOWN, GO DOOR, GO HALL, PUSH BUTTON, GO ELEVATOR]

YOU ARE NOW ON THE THIRD LEVEL.

[GO CORRIDOR, INSERT CARD, GO DOOR, DROP EXTINGUISHER, GO TREADMILL, GO DOOR, GO HALL, PUSH BUTTON, GO ELEVATOR]

YOU ARE NOW ON THE SECOND LEVEL.

[GO CORRIDOR, GO DOOR, GO TABLE, GO DUCT, U, INSERT CARD, GO DOOR, GET BOOK, USE MIRROR]

YOUR REAL CLOSE NOW.

[GO DOOR, LOOK COMPUTER, INSERT CARD, 2], NOW TYPE THE COLOR YOU DECODED FROM THE FILM (IT'S EITHER ORANGE OR VIOLET) IF THE FIRST COLOR YOU TRY DOESN'T WORK THEN START AT 'INSERT CARD' AGAIN, [TURN DIAL]

YOU BETTER HURRY.

[GO DOOR, D, GO LIBRARY, GO DOOR, D, GO DOOR, REPLACE MIRROR, GO BOOTH, PULL LEVER], AT WHICH POINT YOU WILL BE TRANSPORTED TO THE SURFACE, A HELICOPTER WILL LAND, AND THEN [GO HELICOPTER]

HOORAY!!! HOORAY!!!

YOU HAVE NOW SOLVED SECRET AGENT: MISSION ONE. (EVEN THOUGH YOU
CHEATED BY USING THIS SOLUTION)
How to solve:
The Shard of Spring
Cracked by:
Crockett of Coast to Coast
Written by: Short Circuit

Here's the solve to Shard of Spring. It's a decent game... even if I did complete it in less than 10 hours playing time. One catch though, I edited my characters as I described in my cheat to Shard of Spring... that made the game real easy, since I could kill anything in about three blows. Since I played with those "super" characters, I can't say how easy things will be for you unless you edit them in a similar manner. Every now and then, the game would stop me and check the disk... usually it did this in dungeons. I can only assume that it was checking if I had gotten certain items, etc. Thus, my edited characters might be able to pass points where your characters can not. Because of this, you'll have to try to figure out what it is you need, find it in the solve, and go get it. The solve will be fairly short, because I'm only going to give a brief description of what you have to do (some of which your new characters will not be able to do). Here we go.

Go south from where you begin. You'll spot a bridge (it's orange). You must move your characters across this, and then go east. Go straight east and you will soon see a symbol. That's Blackfort. The place where a priest is being held. Go into the dungeon and wander around till you find the priest (that's a lot of help, isn't it?). A lantern or torch will help you see farther. After you rescue the priest and he blesses you (that's the key action), go down to the south wall of the big room outside the priest's cell. There should be a orange door there. Go through it and gaze at the map you see. If you had looked around a bit before you found the priest (which you probably did) you would have found the room with the key in it. Well, across the hall from that there is a secret door where Devir lurks. Go there and kill the S.O.B. That done, get out of Blackfort.

Continue travelling east until you enter some mountains and see swamps above you (you will have to skirt south around a lake to get there). Go up into the swamps (it didn't hurt me, but I had those super charged guys...) and enter the tomb you see there (it is rather distinct). Go in, and take the path west from the pool inside. You should get to some forests. Anyway, go through the door there and travel down the hallway. Through the door at the end is a pool which will cure a few hit points... if you're hurt you might want to stop by. If not, then check the south wall for secret doors. There'll be one, so enter it. You will fight the Swamp King here (no problem for me, but I hit for an average of 45 damage points a shot) and when you kill him will recieve a bloody head (identifying this will reveal it to be a King's Head). Get out of the palace of the Swamp King (you're in it) and head southeast. Down there should be another symbol like Blackfort. This is Edrin's pad... he's another friend of the dragon you're trying to kill... anyway, go
in, and go as far right or left as you can using the passages. Sooner or later, you'll come to some stairs. Go down them and wander through the rooms until you come to the place where Edrin is with his friends (it's hard to describe the route without a map, but it's not difficult). After you kill him, go back up the stairs and exit the joint.

Ok... your next goal is to conquer Islanda. Go south till you reach a river. Travel east and west along this river until you find a bridge crossing it. Cross the bridge and keep going south. Soon you will see some symbols that look like a wall with an archway through it. Go up to the archway and you will get a message saying that this is the gateway to Islanda. Go through, and follow these directions:

Go south following the paths until you get to a place where you have a choice of routes. Take the left one (your perspective... with your characters going south it would be their right) and follow it downward until you come to another branch. (There should be a city in this area, if you want to stop by, feel free). Take the left (your perspective again) branch and continue onward. Now, the place you want to get is roughly southwest of where you are now. So when you have choices of routes, take the south and the west. If you play your cards right, you'll eventually get to a tomb (there are five of them in all of Islanda, but you just want one on an island by itself. You need to cross a bridge to get to it). This is the tomb of Islanda's liberator. The dude within (can't remember the name... sorry) conquered the Moonglow family who were the tyrants who used to rule Islanda. Anyway, go in, and when he asks you the names of the four Moonglows, type: LOTHIAN, MURTHIN, CERCION, and VANDIGUARD (there individual tombs <the other four I mentioned> are interesting to see if you have time and can find them). He should give you a storm ring. Anyway, get out of Islanda... you should be able to do that by now.

Time to visit the Gatekeeper. Go east, and you'll eventually run into a lake of fire with a tower in the middle. This is your ultimate goal... but you won't get there quite yet... go around it, and look at the shore beyond. There should be a point of land sticking out away from the rest. Walk out onto this until you get to the tower of the Gatekeeper. Enter. Inside is a rather bizarre place. Don't worry... the metal plates are teleporters, but I'll guide you through. Step onto the first one, then go down the passage you appear in and take the top teleporter. Then go up again to the next teleporter, then go down the passage and take the top (again), then go south to the next one, and finally go right down the passage to the last one. You will appear in yet another passageway. Travel down this till you get to the message how the Gatekeeper greets you and all. The door you have to go through is the one on the bottom left. Go through it.

You should appear on an island with a bridge in sight above you. Cross the bridge and go into the tomb. Follow the passages till you get to the old man sitting by the fire. Go through the top door, the one surrounded by fire. Here you are outside that tower in the pool of fire. Go into it, and follow the path around to the bottom where you'll find the gate. Supposedly this gate is protected by a massive spell, but I never had trouble getting through it. If you do have trouble, the words to the spell that open it are: DAZA REVELI. I never had to use them, but maybe you will. Go in, fight the dragon at the door, and enter. Follow the passages till you get to the down stairs with a door on your right. Go through the door. Following is your climb up the tower. It is quite
involved, so all I can say is DO IT. Just follow the passages, and after climbing numerous stairs and fighting numerous guards, you'll get to a place where it says there is a balcony with a dove on it, and there are two doors on either side. Go directly south onto the grass, and get the dove (you'll have to fight this black raven first). The dove is the teleporter that can get you out of the castle if you happened to have missed something you needed (I think I got everything... but...). Unfortunately, the only place this teleporter will work without shattering is the lowest level of the castle, about 8 floors down. Anyway, take the right door in case you ever have to get out of the castle to obtain something. You'll learn how to mentally block Words of Power (one of them guards the exit). Since I don't think I missed anything, you'll never have to use that knowledge. Anyway, go back out to the balcony and take the right door. This will lead you farther up the tower (you'll have to fight various demons, devils, and elementals to get there). When you reach the very top (you'll know because there will be stairs out in the middle of no where that you have to climb to get there) your quest will almost be done. Go through the passages till you get to the lower right room (there are four rooms in a square). Go to the lower right corner of that room and you should get a message telling you that there is a row of gems there and in what order do you want to push them. Well, the song telling you is in Edrin's place, but (aren't you glad I'm here) the order is Blue, Blue, Red, Green. You should float through the ceiling <!> and appear in a room with one exit. Well, take the exit, follow the passage, and you'll come to a place where the dragon you have to kill is (I can't spell the stupid name so I don't want to make a fool of myself trying). I found that the dragon (name starts with an "S".... argh, well, here goes: Sidraidne (sp????)) you have to kill is easier to conquer then some of the demons are. Anyway, once you kill that dude, you win the game. Fun, eh?

I enjoyed playing the game... for one, it was the first SSI game that had decent graphics... and the play system was enough like Ultima to be comfortable, and different enough to be unique. I liked the game. Hope you did too. Later, all.
HEY GUYS, IT'S ME. THE VIDEO WARHEAD. I'VE GOT A GREAT COLUMN FOR YOU HERE. I'M GOING TO TAKE YOU STEP BY STEP THROUGH SHERWOOD FOREST. FOLLOW CLOSE. DON'T GET LOST. IT'S A JUNGLE OUT THERE. I MEAN A FOREST.

FIRST OF ALL, I'D LIKE TO SAY THAT THIS IS ONE OF THE BEST ADVENTURES I'VE EVER PLAYED. IT'S FAST. HAS GREAT GRAPHICS. AND NOT TOOOOGO HARD TO SOLVE.

I'LL START WITH SOME OF THE BASIC STUFF. THEN YOU CAN HIT THE SPACEBAR AND TRY IT FOR YOURSELF. IF YOU'RE REALLY STUCK. WATCH CLOSE. MIGHT HELP TO USE AE PRO AND PRINT THIS.

OK. FROM WHERE WE START GO WEST AND YOU ARE IN A SHALLOW POOL. LOOK POOL AND YOU WILL FIND A WHETSTONE.

THEN GO EAST AND YOU ARE BACK TO THE INTERSECTION NEAR THE OWL. GO EAST. THERE IS A HAYSTACK BUT WE WONT WORRY NOW. GO NORTH AT THE INTERSECTION OF THE OWL AND YOU ARE AT ANOTHER INTERSECTION TO THE EAST FROM THERE IS LITTLE JOHN HE SAYS HE WON'T BUDGE TILL HE SEES ROBIN HOOD. HE WILL RECOGNIZE ROBIN FROM HIS GREEN SUIT.

THEN GO BACK TO THE TREE AND Go WEST TWICE AND THERE IS A TAXMAN THERE. TYPE 'ROB TAXMAN' AND HE DROPS A LITTLE BAG OF GOLD DUST. YOU 'GET DUST' AND THEN GO NORTH THREE TIMES. THERE IS A LITTLE BEGGAR SITTIN' THERE YOU SAY 'GIVE BAG'. THE BEGGAR TAKES THE BAG SCURRIES AWAY AND LEAVES YOU A PIECE OF FLINT. YOU 'GET FLINT'.

FROM THERE GO SOUTH TWICE THEN GO EAST. THEN GO SOUTH. YOU'RE AT A BLACKSMITH'S SHOP AND TYPE 'FIX GRINDER'. THE GRINDER IS FIXED. THERE IS A PIECE OF STEEL THERE SO 'GET STEEL'. THEN GO NORTH AND YOU'RE AT THE INTERSECTION OF THE SMITH SIGN.

GO EAST. THEN GO SOUTH. THEN GO SOUTH AGAIN. THEN GO EAST. WITH THE FLINT AND STEEL IN HAND TYPE. 'BURN HAYSTACK'. THE HAYSTACK GOES UP IN SMOKE AND THERE IS A NEEDLE THERE. GET THE NEEDLE AND TYPE 'LOOK ASHES' AND A SPOOL OF THREAD WILL APPEAR SO GET THAT AND THE LOOK ASHES AGAIN AND YOU WILL FIND A PENNY. NOW, GO WEST THEN NORTH,THEN NORTH AGAIN. GO WEST GO WEST AGAIN. GO NORTH THREE TIMES. YOU ARE IN FRONT OF MAID MARION. THERE IS A GREEN AWNING HERE. GET THE AWNING THEN GO SOUTH THREE TIMES.

THEN FROM THERE GO EAST THEN NORTH AND THERE IS A TAILORS SHOP THERE. GO NORTH ONCE AND YOU ARE IN THE TAILORS SHOP. DROP THE AWNING, THE
THREAD AND THE NEEDLE

GO SOUTH THEN GO NORTH. YOU WILL SEE THAT THE TAILOR HAS VERY QUICK SERVICE AND YOUR SUIT IS WAITING. GET THE SUIT. THEN WEAR SUIT.

GO SOUTH TWICE AND YOU ARE IN FRONT OF THE SMITH SIGN. THEN GO EAST, THEN SOUTH, THEN EAST AND YOU'RE AT THE LOG BRIDGE. THEN GO EAST. THERES A CATAPULT THERE AND THEN YOU GO SOUTH. THEN GO SOUTH AGAIN. YOU SHOULD BE AT A CAVE. DROP EVERYTHING HERE. THEN TYPE. MOVE BOULDER. YOU SHOULD THEN SEE THE CAVE BLOCKED BY THE BOULDER. THEN GO NORTH. THEN GO UP. THEN EAST AND YOU'RE AT THE CLIFFS. AT THE CLIFF TYPE 'JUMP'. THEN YOU ARE AT A LEDGE WHERE YOU GO WEST. THEN DOWN AND DOWN. KEEP GOING DOWN AND GETTING EVERYTHING YOU SEE AS YOU GO ALONG. YOU WILL FINALLY COME TO A DEAD END AND THEN START GOING UP UNTIL YOU CANT GO UP ANYMORE AND THEN GO EAST THEN GO UP AND YOU'RE AT THE CLIFF AGAIN. YOU SHOULD NOW HAVE A LIFE-JACKET, AN AXE, AND A CRANK. GO OVER TO THE CATAPULT IN THE BATTLEFIELD AND YOU'LL HAVE TO 'INSERT CRANK'. THEN GO TO THE SMITHS SHOP. 'SHARPEN AXE'. THEN GO BACK TO WHERE THE CATAPULT IS AND TURN THE CRANK. THEN MAKE SURE YOU ARE WEARING THE JACKET.

NOW PUSH THE BUTTON ON THE CATAPULT YOU ARE NOW AT THE TOP OF A FIR TREE. THEN GO DOWN AND 'CUT TREE'. YOU NOW SEE A POLE THERE. GET THE POLE THEN GO DOWN. YOU KEEP GOING DOWN UNTIL YOU COME TO THE BOULDER. 'PRY BOULDER' THEN TYPE.'SWIM'FOUR TIMES. YOU WILL LAND ON A SHIP OF TRADERS. TYPE 'TRADE' AND YOU END UP ON A PIER WITH A LUTE. IT PLAYS MUSIC BUT HAS NO STRINGS. GO TO THE TAILORS SHOP WHERE WE LEFT THE THREAD.

TYPE 'STRING LUTE'. AND THE LUTE HAS STRINGS ON IT. GO BACK TO THE INTERSECTION RIGHT BEFORE THE PIER AND GO EAST THEN 'GO STAGE'. THEN TYPE 'DANCE'. 'SING'. 'PLAY LUTE'. OK. NOW THEY HAVE GIVEN YOU A CHARM.

TYPE. WEAR CHARM. GO OVER TO THE POOL WHERE WE GOT THE WHETSTONE. AND TYPE 'WASH FACE'. THEN GO TO WHERE MAID MARION IS AND TYPE 'KISS MARION'. 'PLAY LUTE'. THEN GO TO THE OUTSIDE OF THE TAILORS. GO EAST TWICE. MAKE SURE YOU HAVE YOUR SUIT ON WHEN YOU GO TO SEE MARION. THEN HAVE THE PENNY WITH YOU WHEN YOU GO TO THE CHAPEL.

TYPE 'MARRY MARION'. 'GET SCOPE'. THEN FOR THE GRAND FINALE GO TO THE CATAPULT.

****GRAND FINALE****

NOW THAT YOU ARE AT THE CATAPULT. TURN CRANK. THEN TYPE 'INSERT SCOPE'. NOW. LOOK SCOPE. THEN FINALLY.

PUSH BUTTON

NOW. AREN'T YOU PROUD. YOU SOLVED SHERWOOD FOREST. WITH THE HELP OF

VIDEO WAR HEAD

-=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*==
<....................................>
< THE ADVENTURER'S TAVERN PRESENTS: >
< A WALK-THRU BY GREEN MANALISHI >
< OF: THE INCREDIBLE SHRINKING MAN >
<....................................>

THIS IS NOT A GREAT ADVENTURE, NOT EVEN A PARTICULARLY GOOD
ADVENTURE, BUT IT IS AN ADVENTURE, AND ADVENTURES ARE THERE TO BE
SOLVED SO HERE'S WHAT YOU DO!

<CTRL-RESET> <NEW> <INITHELLO> JUST KIDDING. (REALLY?) (YES!)
ADVENTURE-THE INCREDIBLE SHRINKING MAN MOVES-33 NEEDED TO SOLVE
SECTORS: 007 (BOND!, J) .DOSSIER. YOU ARE A STUDENT PREPARING
FOR A SCIENCE PROJECT CONTEST, YOU DECIDED TO SHRINK YOURSELF AND
HAVE JUST OVER AN HOUR TO GET TO THE CONTEST... SO LET'S GET A
MOVE ON.. (WHY?)

-IN YOUR ROOM- W, GET CHEESE, N, W

-IN MOUSE HOLE- GIVE CHEESE, E, N, E, GO UNDER

-BY GARFIELD THE CAT- GIVE MOUSE (BACKSTABBER!!), GET STRING, S,
E, GO BOX

-IN TACKLE BOX, IN ROOM- GET HOOK, EXIT BOX, S, E, LOOK CLOCK S,
GET COMB, W, LOOK RECORD (HA!) W, TIE HOOK, THROW GRAPPLE, GO
STRING

-ON TABLE IN ROOM- N, W, DROP COMB (AHH.. A BRIDGE APPEARS BEFORE
ME!) GO COMB (TIME FOR THE DEEP SIX!) GO FLASK

-IN YOUR EXPERIMENT- DRINK LIQUID.

S O Y O U W O N !  BIG FAT DEAL.
HOW TO SOLVE SOFTPORN ADVENTURE
-------------

WRITTEN BY: THE ENCHANTOR

N, HAIL TAXI, DISCO, E, BUY RUBBER (HIT RETURN FOR COLOR, ...ECT.) W,
HAIL TAXI, BAR, S, PUSH BUTTON BELLY BUTTON, E, U, WEAR RUBBER,
FUCK*HOOKER,*GET*CANDY,*DROP*RUBBER, N, D, LOOK GARBAGE, LOOK CORE,
GET SEEDS, W, S, W, GET FLOWERS, N, LOOK WASHBASIN, GET RING, S, E,
HAIL TAXI, CASINO, E, U, W, LOOK ASHTRAY, GET PASSCARD, E, D, W, W,
HAIL TAXI, DISCO, N, SHOW PASSCARD, W, BUY WINE, GIVE FLOWERS, GIVE
RING, GIVE CANDY, DROP CANDY, E, S, GIVE WINE, GET KNIFE, E, DROP
WINE, W, HAIL TAXI, CASINO, N, MARRY GIRL, S, HAIL TAXI, DISCO, N,
SHOW PASSCARD, W, S, DIAL 555-0987, N, E, S, HAIL TAXI,
CASINO,*E,*E,*U,*W,*S,*FUCK GIRL, USE KNIFE, DROP PASSCARD, DROP
KNIFE, N, E, D, LOOK PLANT, ENTER BUSHES, GET STOOL, GET HAMMER,
DROP SEEDS, EAT MUSHROOM,

NOW YOU ARE SOMEWHERE WITHIN THE BAR, IF YOU ARE NOT AROUND THE
BARTENDER THEN MOVE AROUND UNTIL YOU GET TO HIM. !>

BUY WHISKEY, DROP WALLET, W, GIVE WHISKEY, GET UNIT, E, PUSH BUTTON,
BELLYBUTTON, E, TV ON, 6, DROP UNIT, U, N, USE ROPE, W, BREAK WINDOW,
S, GET PILLS, N, E, DROP ROPE, D, W, HAIL TAXI, CASINO, E, U, GIVE
PILLS, DROP PILLS, DROP ROPE, GIVE HAMMER, PUSH BUTTON, E, DROP STOOL,
CLIMB STOOL, LOOK CABINET, GET PITCHER, WATER ON, FILL PITCHER, W, PUSH
BUTTON, D, ENTER BUSHES, WATER SEEDS, GET APPLE, EAT MUSHROOM,

FIND THE BARTENDER AGAIN

N, HAIL TAXI, CASINO, E, E, U, PUSH BUTTON, U, N, D, GIVE APPLE,
*SCREW*GIRL(OR*EVE)

YOU HAVE NOW SOLVED THE : SOFTPORN ADVENTURE
Well, the folks at INFOCOM have done it again. Another superb text adventure which picks up where ENCHANTER left off. While not quite as difficult as ENCHANTER, SORCERER is nonetheless a very entertaining and challenging adventure, with new twists on old standards (the glass maze comes to mind) and a very logical set of puzzles to solve.

While some of you may be working off a pirated copy of this game, I urge you to go out and buy an original. If any software company deserves our continued support, it is INFOCOM. They are truly the pioneers in the field of interactive fiction and they make up for the price of their disks by supplying original and very entertaining game packages and docs. Besides, one day an original copy of some of these games may be worth something... I can remember a few comic books I wish I'd held on to!

Anyway, enough of the commentary... as usual, everything between commas is input and separate comments are between (parenthesis) or offset by the arrow -->.

And away we go...

S, (you'll get eaten by the hellhound and then wake up), Frotz Me (can you think of a better light source!), Get Up, W, W, Pull Hanging, Get Key, Open Drawer, Unlock Journal, Read Journal

--> Inside the journal is written a code word which will change every time the disk is booted, much like the space coordinates in STARCROSS were protected. Write this code word down as you will be referring to it in a moment...

Drop Key and Journal, E, S, S, W, Get Matchbook and Vial, Open Vial, Drink Potion, Drop Vial, E, Open Mailbox, Put Matchbook in Mailbox, E, Get Scroll, Gnusto Meef, W

--> Now, if you haven't heard the doorbell ring yet, keep typing 'wait' until the mailman arrives and delivers the mail. If you've heard the bell, then the mail is already here...
Open Mailbox, Get Orange Vial, D

--- OK, Now we need to unlock this trunk. The combination of buttons to push depends upon the codeword found in Belboz' journal. Following are the various words and their associated combinations.

Example: If the code is 'Bloodworm', you would input:

Push White,
Push Gray,
Push Black,
Push Red,
Push Gray

and the lock would open. Here are the various codes (thanks to the great FINEOUS FINGERS for supplying them!):

Bloodworm: White Gray Black Red Gray
Brogmoid: Red Purple Red Black
Purple Dorn: Gray Purple Black Gray
White Dryad: Black Gray White
Red Red Grue: Black Black Red Purple
Dorn: Purple Black
Hellhound: Purple White
Gray Red
Kobold: Red Purple Black Purple
Red
Nabiz: Purple Black
Grue: Black Black Red
Purple Surmin: Black Black Purple
Red Purple Yipple:
Gray Purple White
Purple Black

--- OK, the lock should pop open and then you should...

Get Moldy Scroll, Aimfiz Belboz, NE

--- That should get you away from the hellhound. I would advise saving the game here, so you don't have to go through all that again if you happen to slip up. Also, from now on, you will find yourself growing sleepy from time to time. Whenever you start feeling tired, just 'Sleep' wherever you are. Make sure, however, that you are not in the middle of solving a time-crucial puzzle like the maze or the coal-bin room where sleep will lead to your doom. I will mention the places where sleep seems to overcome you, so don't worry about this too much. On to the solving...

D, D, S (you should be in the Crater), NE, NE, E, N, NE, Memorize Izyuk, Izyuk Me, U, Get Guano and Scroll, Gnusto Fweep, D, SW, U, W, W, NE, SE, E, E, Put Guano in Cannon, Get Scroll, W, Lower Flag, Search Flag, Get Aqua Vial, W, NW, SW, W, D, D, S (you should be back at the Crater), W, Memorize Izyuk, Again (this is so you can remember the spell longer), Izyuk Me, W, W, N, Get Coin, S, E, Izyuk Me, E, E

--- About this time you may need to sleep. If not, you might want to type 'Wait' a few times until you get tired. Then type 'Sleep'.

NE, NE, E, E, Wake Gnome, Give Coin, E, E, N, N

--- Now on to the Maze! You need to memorize the Fweep spell at least 3 times in order to get through this sucker. The spell wears off after a while and you will not be allowed to carry anything (like your spell book) while you are a bat (early bugs let you, but that is
cheating...). If you haven't memorized it enough, you'll forget it.
So...

Drop All but Book, Memorize Fweep, Again, Again, Fweep Me, E, N, E, S, S, W, D, E, E, N, N, U, U, S (you should now return to human form), E, Get Scroll, Drop Scroll in Hole, Fweep Me

--> At this point a Dorn Beast will start coming at you... GET THE HELL OUT!

W, W, S, E (bye bye Dorn!), D, D, W, W, U, U, N, N, D, E (your Fweep spell should wear off at this point, so..), Fweep Me, S, E, N, D, W, S, W, U, W

--> You've done it! Now, keep typing 'Wait' until you are human again, then...

Get All, S, S, E, Get Scroll, Gnusto Swanzo

--> Here's another good place to save the game. Sleep if you need to... you probably will by the time you get to the amusement park.

W, W, W, Search Gnome (AHA!), W, W, SW, SW, S, SW, W (a gnome will appear), Give Coin, W, W, S, Get Ball, Open Aqua Vial, Drink Aqua Potion, Throw Ball at Bunny, Drop Aqua Vial, N, E, E, NE, S, Yonk the Malyon, Malyon the Dragon

--> At this point, keep typing 'Wait' until your muscles feel the effect of the aqua potion wear off. Then...

S, Open Orange Vial, E, Drink Potion

--> At this point, your twin should appear. This is an interesting time-puzzle that must be solved correctly in order to get past it with the scroll you find and your spell book still intact. An interesting bit of trivia for all you ZORK fans who always wanted to know what the timber in ZORK I was meant for... In the original mainframe ZORK, which incorporated the best of ZORK I, II, and III combined in one giant adventure, you found the crystal sphere (now found in the aquarium in ZORK II) by tying the rope to the timber and then using it to stop yourself halfway down the chute which ends up in the cellar of ZORK I. The authors have used this little puzzle here to great effect... Anyway, on with the solving...

Give Book

--> When you give your spell book to your older self, he will give you a combination number... remember it, then...

Drop Vial, E, Set Dial to (whatever number you were given), Open Door, E, Get Rope, U, SW, Get Timber, S, NE, N, W, Tie Rope to Timber, Drop Timber, Drop Rope Down Chute, Climb Down Rope, Get Scroll, Golmac Me, Open Lamp, Get Smelly Scroll, D, Tell Younger Self "The Combination Is (the number you were given)"

--> Remember to use the quotes when you talk to your younger self this way. He should then give you your spell book (think about what just happened!!). You should immediately go...
D, (Now 'Wait' a few times until the orange potion wears off and you feel tired), Sleep

---

You might want to save the game before this final set of moves!


*** AND THAT DOES IT!!!! ***

This tutorial is the >EXCLUSIVE< property of the ADVENTURER'S TAVERN and should not be posted on any other board without prior permission of THE GUNSLINGER.

Many thanx to THE GUNSLINGER and FINEOUS FINGERS in helping with this adventure.
STARCROSS IS A RELATIVELY SIMPLE ADVENTURE-- IT'S ALL SIMPLY A
MATTER OF SHOVING COLOR CODED Rods INTO THE APPROPRIATELY COLORED
SLOTS. (FREUD WOULD HAVE BEEN PROUD). THE ONLY PROBLEM IS IN
FINDING THE RODS AND SLOTS. THIS COLUMN WILL TELL YOU EVERYTHING
YOU NEED TO KNOW. (IN CHRONOLOGICAL ORDER!) SO BE SURE AND HIT
THE SPACEBAR IF I START TO TELL YOU ANYTHING YOU *=> DON'T WANT
TO KNOW YET! <=* A WORD TO THE WISE: IF YOU PUT A ROD INTO A SLOT
OF A DIFFERENT COLOR, IT WILL DISAPPEAR FOREVER.

THE LANDING
*******
GET UP. GET LIBRARY. E. PUSH RED BUTTON. READ SCREEN. GET THE
COORDINATES FOR WHICHEVER UNIDENTIFIED MASS (UM-??) HAS BEEN
CHOSEN AT RANDOM FROM THE CHART BELOW:

COORDINATES FOR MASS OBJECTS

<table>
<thead>
<tr>
<th>OBJECT</th>
<th>R</th>
<th>THETA</th>
<th>PHI</th>
<th>TYPE</th>
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<tr>
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<td>050</td>
<td>015</td>
<td>121</td>
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<td>300</td>
<td>022</td>
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<td>AX87</td>
<td>125</td>
<td>075</td>
<td>102</td>
<td>ASTEROID</td>
</tr>
</tbody>
</table>

ENTER COUCH. SAY TO COMPUTER "R IS (R), PHI IS (PHI), THETA IS
(THETA)". WAIT FOR COMPUTER TO REPLY THAT THERE IS INDEED A MASS
THERE IF IT DOESN'T THEN YOU GOT THE COORDINATES WRONG! TRY
AGAIN. THEN TYPE: SAY TO COMPUTER "CONFIRMED." FASTEN BELT. WAIT.
(THE ROCKETS WILL FIRE.) UNFASTEN BELT. GET UP. EAST. DON SUIT. GET
LINE. W. SIT. FASTEN BELT. WAIT. WAIT OR LOOK UNTIL THE TENTACLES
GRAB YOU AND YOU ARE SAFELY DOCKED. (A TOTAL OF 7 WAITS).
Apple II Computer Info

GETTING IN
======== ==
UNFASTEN BELT. GET UP. OPEN INNER. OUT. CLOSE INNER. OPEN OUTER.
OUT. PRESS FOURTH BUMP. (THE SCULPTURE IS SUPPOSED TO BE THE
SOLAR SYSTEM. YOU PRESS THE FOURTH BUMP BECAUSE IT CORRESPONDS TO
YOUR HOME PLANET (EARTH). WHY IS EARTH THE FOURTH BUMP AND NOT
THE THIRD? BECAUSE THE SUN COUNTS AS THE FIRST BUMP!). AT THIS
POINT YOU SHOULD SEE A 'TINY BUMP'). PRESS TINY. NOW YOU WILL SEE
A BLACK ROD RISE UP. THIS ROD IS A 'SELF-DESTRUCT' DEVICE! DO NOT
PUT IT IN ANY BLACK SLOT, EVER!. TAKE BLACK ROD. THE AIRLOCK DOOR
WILL OPEN WHEN YOU TAKE THE ROD. IN. CLOSE OUTER. OPEN INNER. IN.
TA-DA! YOU ARE NOW IN THE 'ARTIFACT'!!!!

THE ARTIFACT
==== ========
THINK OF IT AS AN INTERGALACTIC INTELLIGENCE TEST. PUT THE RIGHT
BLOCKS IN THE RIGHT HOLES AND WIN THE PRIZE. THE ARTIFACT IS
CYLINDRICAL IN SHAPE, AND DIVIDED (LIKE A PIE) INTO FOUR WEDGES,
WHICH (LIKE THE SLOTS) ARE COLOR CODED. THESE COLORS ARE: RED,
BLUE, GREEN, YELLOW. THESE WEDGES ARE TRANSECTED BY 5 CONCENTRIC
RINGS: IN SHORT, THE CYLINDER IS DIVIDED INTO A SORT OF CIRCULAR
GRID SYSTEM OF RINGS AND COLORS. (THIS WILL BE MORE OBVIOUS TO
YOU AS YOU MOVE ABOUT IN THE ARTIFACT.) DIRECTIONS ARE:
N, S, E, W, U, AND D. UP AND DOWN CORRESPOND TO IN AND OUT. EAST
AND WEST CORRESPOND TO LEFT AND RIGHT, AND ALSO TO PORT AND
STARBOARD. WHEN YOU ENTER THE ARTIFACT, YOU WILL BE UNABLE TO
ENTER THE YELLOW SECTION WITHOUT BEING EATEN BY THE GRUES (WHICH
WERE APPARENTLY CAPTURED ON THE PLANET ZORK, BUT WHO ESCAPED FROM
THE ALIEN ZOO FOR THE EXPRESS PURPOSE OF MENACING ADVENTURERS
FOOLHARDY ENOUGH TO TRAVEL WITHOUT LIGHT.)

COLLECT THOSE RODS!
==== ===== =====
YOU CAN GET THESE IN DIFFERENT ORDERS, BUT THE FOLLOWING ONE WILL
DEFINITELY WORK: BLACK, RED, SILVER, YELLOW, PINK, BLUE, GOLD,
BROWN, VIOLET, GREEN, CLEAR (CRYSTAL), WHITE.

GETTING THE RED ROD: IT'S BEING HELD CAPTIVE BY 'ANT-MEN'! TO GET
THERE: N. W. FORWARD. E. NOW, THE ANT-MEN WILL BE VERY NASTY IF
YOU TRY TO TAKE THEIR ROD AWAY. SO LET'S KEEP THEM BUSY DOING
SOMETHING ELSE--LIKE REBUILDING THEIR NEST. THROW SOMETHING AT
THE NEST--THE TAPE PLAYER WILL DO NICELY, AND YOUR SPACE SUIT
WILL ALSO WORK IF YOU WANT TO BOTHER TAKING IT OFF. THEN GET RED
ROD. DON'T FORGET TO RECLAIM WHATEVER IT WAS YOU THREW!! (GET
LIBRARY)

GETTING THE SILVER ROD: (IT'S ON THE WAY TO THE YELLOW ONE, WHICH
WE REALLY >NEED<!) FROM THE NEST: W. AFT. W. S. S. PORT. GET
GUN. LOOK INTO GUN. GET SILVER ROD. (TOO EASY, NO?)

GETTING THE YELLOW ROD: IT'S IN THE SPACESHIP DOCKED OUTSIDE THE
BLUE AIRLOCK. FROM THE WEAPONS DECK: E. N. OPEN INNER. OUT.
CLOSE INNER. OPEN OUTER. OUT. S. S. GIVE THE TAPE LIBRARY TO THE
SPIDER (THE CLUE HERE WAS THAT HE IS INTENSELY INTERESTED IN
NEWS). HE'LL GIVE YOU THE YELLOW ROD, BUT THAT'S ALL HE'S GOOD
FOR. (GIVE TAPE. GET YELLOW ROD.) THE YELLOW ROD IS ONE OF THE
'USEFUL' RODS: YOU'LL NEED TO STICK IT IN THE YELLOW SLOT TO GET
SOME OF THE OTHERS. TO GET TO THE YELLOW SLOT: N. N. IN. CLOSE OUTER. OPEN INNER. IN. UP. (YOU ARE NOW IN THE GRASSLANDS. THE WEASELS AND UNICORNS HERE ARE STRICTLY LOCAL COLOR, NOT USEFUL.) S. OPEN HATCH. D. PUT YELLOW ROD IN YELLOW SLOT. (PUTTING THE YELLOW ROD IN THE YELLOW SLOT WILL TURN ON THE EMERGENCY LIGHTING IN THE YELLOW SECTION OF THE 'ARTIFACT'.) WHILE YOU'RE HERE, PUT THE RED ROD IN THE >SECOND< RED SLOT (THIS WILL TURN ON THE LIFE SUPPORT SYSTEM AND GET THAT TELL-TALE WINDEX AROMA OUT OF THE AIR IN A FEW TURNS. LATER ON THIS WILL ENABLE YOU TO TRADE YOUR OLD SPACESUIT FOR SOMETHING TRULY USEFUL (LIKE A BROWN ROD)). GET CARD. YOU'LL NEED TO PUT THIS INTO THE COMPUTER-- I SUSPECT IT'S A DISK II CONTROLLER CARD-- CAN'T BOOT UP WITHOUT ONE!

GETTING THE PINK ROD: IT'S IN THE SPACESHIP DOCKED OUTSIDE THE YELLOW AIRLOCK. BE CAREFUL, ONE FALSE MOVE AND IT'S DEEP SPACE FOR YOU. TO GET THERE : U. N. D. W. OPEN INNER. OUT. CLOSE INNER. OPEN OUTER. GET BASKET. (THIS BASKET CAN BE USED TO HOLD THE RODS TILL YOU NEED THEM--THAT WAY THEY WON'T TAKE UP VALUABLE INVENTORY SPACE.) OPEN OUTER (YES, AGAIN: IT STUCK THE FIRST TIME!). OUT. ATTACH LINE TO SPACESUIT. ATTACH LINE TO HOOK. PORT. GET PINK ROD.

GETTING THE BLUE ROD: IT'S IN THE LABORATORY, WITH OTHER USEFUL IMPLEMENTS. TO GET THERE: E. DETACH LINE FROM HOOK. IN. CLOSE OUTER. OPEN INNER. IN. S. S. PUT ALL RODS IN BASKET. E. GET ALL DISKS. NOW COMES THE TRICKY PART: THE ROD IS IMBEDDED IN THE SILVER SPHERE. ALL WE HAVE AT OUR DISPOSAL TO OBTAIN IT IS THE 4-POSITION DIAL AND THE TWO DISKS. FORTUNATELY, THESE ARE 'TRANSPORTER DISKS'. UNFORTUNATELY, THEY EXPLODE INTO NOTHINGNESS IF YOU ALLOW THEM TO TOUCH.. ANYWAY, HERE'S THE PROCEDURE: PUT RED DISK UNDER GLOBE. PUT BLUE DISK ON FLOOR. PUT CARD ON GLOBE. TURN DIAL TO 4. TURN DIAL TO 2. GET CARD. GET BLUE ROD. GET ALL DISKS. PUT BLUE ROD IN BASKET. W. PUT BLUE DISK ON FLOOR. (YOU *HAVE* TO PUT IT ON THE FLOOR HERE SO THE 'MAINTENANCE MOUSE' CAN COLLECT IT AND PUT IT IN THE GARAGE SO YOU CAN TRANSPORT THERE (AND OUT OF TROUBLE) LATER!!!)

GETTING THE GOLD ROD: N. N. N. N. W. AFT. NOW YOU'RE IN THE COMPUTER ROOM. OPEN PANEL. PUT CARD IN SLOT. CLOSE PANEL. TURN COMPUTER ON. (IT WILL SPEW OUT A GOLD BAR FOR YOU). PUT GOLD ROD IN BASKET. LOOK AROUND IF YOU LIKE, BUT THERE'S NOTHING ELSE TO DO HERE. THE ENUNCIATOR PANEL TELLS YOU WHAT YOU HAVE TO FIX TO PUT THE ARTIFACT IN ORDER, BUT I'M GOING TO TELL YOU THAT ANYWAY.

GETTING THE BROWN ROD: N. W. W. S. S. E. E. REMOVE SUIT. LOOK AROUND OR 'WAIT' OR SOMETHING UNTIL THE CHIEFTAIN COMES. OFFER SUIT TO CHIEF. POINT AT BROWN ROD.

GETTING THE VIOLET ROD: YOU HAVE NO TIME TO PUT THE BROWN ROD IN YOUR BASKET! FOLLOW THE CHIEF WHEN HE LEAVES. IT'S THE ONLY WAY TO GET THE VIOLET ROD!!! JUST KEEP SAYING 'FOLLOW CHIEF' UNTIL YOU GET TO THE 'CENTER OF THE WARREN'. THEN: D. CLOSE INNER. OPEN OUTER. OUT. P. P. GET VISOR. N. MOVE SKELETON. GET VIOLET ROD (MOVE THE SKELETON ONLY ONCE!!). S. S. PUT RED DISK ON FLOOR. STAND ON RED DISK. SURPRISE—> TRANSPORTER CITY. WITH ANY LUCK YOU'LL NOW BE IN THE GARAGE. IF THE MOUSE HASN'T COLLECTED THE BLUE DISK YET, YOU'LL BE BACK OUTSIDE THE
LABORATORY. YOU'LL JUST HAVE TO WAIT TILL HE COMES AND GETS IT, THEN TRANSPORT TO THE GARAGE.

GETTING THE GREEN ROD: ENTER BIN. (KEEP TYPING 'ENTER BIN' OR 'AGAIN' UNTIL YOU FIND THE GREEN ROD. IT MAY TAKE UP TO 10 TRIES!). GET GREEN ROD. PUT GREEN ROD IN BASKET.

GETTING THE CLEAR ROD: F N N N N. LOOK AT LASER THROUGH VISOR. GET CLEAR ROD.

GETTING THE WHITE ROD: E S S U S. S. P. U. U. JUMP. PUT SILVER ROD IN SILVER SLOT. IN. GET WHITE ROD.

YOU'VE GOT ALL THE RODS NOW. ALL YOU HAVE TO DO IS FIGURE OUT WHY YOU'VE COLLECTED THEM.

FINISHING UP
========

PUT THE WHITE ROD IN THE WHITE SLOT. (A BLACK SLOT WILL APPEAR. DO =>NOT<= PUT THE BLACK ROD IN THE BLACK SLOT!).

GETTING TO THE CONTROL BUBBLE: OUT. U. JUMP. FIRE GUN AT DRIVE BUBBLE. AGAIN. AGAIN. (YOU SHOULD NOW BE 'ON CONTROL BUBBLE'.) D. PUT GOLD ROD IN GOLD SLOT. IN. PUT CLEAR ROD IN CLEAR SLOT. FIVE COLORED SLOTS WILL APPEAR. PUT THE APPROPRIATE ROD IN EACH SLOT--> THE ORDER YOU DO IT IN DOESN'T MATTER.


SIT BACK AND BASK IN THE GLORY OF A PERFECT SCORE.

<D><J><C>
HERE ARE THE IMPORTANT NUMBERS FROM THE STARCROSS MAP:

<table>
<thead>
<tr>
<th>OBJECT</th>
<th>RANGE</th>
<th>THETA</th>
<th>PHI</th>
</tr>
</thead>
<tbody>
<tr>
<td>UM12</td>
<td>100</td>
<td>345</td>
<td>107</td>
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<td>UM24</td>
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<td>UM91</td>
<td>50</td>
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<td>UM28</td>
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<td>45</td>
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<td>UM31</td>
<td>150</td>
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<td>UM70</td>
<td>100</td>
<td>135</td>
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<td>UM52</td>
<td>175</td>
<td>165</td>
<td>35</td>
</tr>
<tr>
<td>UM08</td>
<td>150</td>
<td>210</td>
<td>17</td>
</tr>
</tbody>
</table>

THOSE SHOULD HELP YOU FIND "THE ARTIFACT"

ANOTHER HELPING HAND FROM:

THE JD

**********
A LITTLE EXPLANATION BEFORE WE BEGIN. TRANSYLVANIA HAS SOME THINGS THAT LIKE TO HAPPEN RANDOMLY, WHICH MADE IT A PAIN TO TRY TO WRITE A TUTORIAL FOR IT AND WAS PROBABLY WHY NO ONE ELSE HAS ALREADY. YOU GOTTA SAVE YOUR GAME ALOT, SO WHEN A GIANT EAGLE DECIDES TO SWOOP DOWN AND STICK YOU IN SOME STRANGE PLACE YOU CAN JUST RE-BOOT AND START WHERE YOU LAST SAVED YOUR GAME. OK, LET'S START.

WHEN YOU START, YOU'RE AT SOME OLD STUMP, DON'T MESS WITH IT. RIGHT NOW, WE GOTTA GO GET A SILVER BULLET.

N,W,N,N, NOW......GO WAGON, OPEN COFFIN, GET BULLET, D.

SAVE GAME

NOW WE'RE GONNA GO AFTER A PISTOL, THIS IS A TOUGH ONE.

GO......E, E, N, E NOW....GO HOUSE, U

A WEREWOLF HAS PROBABLY BEEN FOLLOWING YOU HUH? WELL IF NOT DON'T WORRY HE'LL BE AROUND SOON. KEEP GOING UP AND DOWN ( 'U' & 'D' ) BETWEEN THE ATTIC AND THE FIRST FLOOR OF THE HOUSE UNTIL YOU HAVE A FREE TURN TO GRAB THE PISTOL IN THE ATTIC. NOW........GET PISTOL

IF THE WEREWOLF DIDN'T APPEAR AGAIN TYPE......LOAD PISTOL......IF HE DID JUST KEEP GOING UP & DOWN AGAIN UNTIL YOU GET A CHANCE TO LOAD YOUR PISTOL. WHEN THE WEREWOLF APPEARS AGAIN, TYPE.. NOW GET BACK TO THE FIRST FLOOR OF THE HOUSE IF YOU AREN'T ALREADY THERE.

SAVE GAME

NOW GO....E, W, W, NOW....GET CROSS GO....S, E, N, N,

NOW THERE SHOULD BE A VAMPIRE, IF NOT, CRUISE AROND THE CASTLE TIL ONE APPEARS AND TYPE.....SHOW CROSS, THEN...DROP CROSS. GET BACK TO THE MAIN HALL IF YOU AREN'T ALREADY THERE.
NOW GO....N, D, D, D NOW...OPEN COFFER, GET RING,

SAVE GAME

NOW WE GOTTA GET A POTION

GO.....U, U, U, S, S, S, E, E, SAY IJNID (TO THE GOBLIN) GET KEY,
N, N, W, NOW....MOVE GRAVESTONE, UNLOCK GRATE, GO GRATE, GET
POTION.

SAVE GAME

NOW WE HAVE TO GET A WIZARD'S CLOAK. DROP KEY GO.....U, S, S, GO
CABIN, PULL HORNS, GET CLOAK, PULL HORNS,

GO....W, N, N, W, WAVE RING

NOW YOU'VE FREED SOME ALIEN DUDE AND HE'S GONNA RETURN WITH
SOMETHING.

SAVE GAME

NOW WE'RE GONNA KILL SOME TIME TO WAIT FOR THAT ALIEN.

S, S, S, E, N, N, N, W, S, S, E, N, N, ALMOST DONE KEEP GOING,
N, W, S, S, N, N, N, W,

THERE! NOW YOU SHOULD BE AT A FLYING SAUCER OR WHATEVER.

GO SAUCER, NOW YOU GOT A LITTLE BLACK BOX, GO...E, S, E, N, N, N,
U, NOW....CLIMB LADDER, GET VINES, PUSH BUTTON, WAVE POTION, POUR
POTION, CLAP,

NOW THE PRINCESS IS AWAKE!

GET PRINCESS, GO..D, D, S, S, S, W, S, S, S,

SAIL BOAT..............

YOU WIN!

LATER-- ENCHANTOR
The Dark Ages of Britannia is the name given to that long span of time when
the infamous Triad of Evil stalked the lands and challenged all for the
supremacy of the soul...yet evil abounds but in isolated pockets and in the
hearts of men.  A new age awaits the coming of one who can conquer evil on all
frontiers through the mastery of magic and force.  Daemons, dragons, and
long-dead wizards still plague the countryside and must be destroyed.  The
seeker on the path of the Avatar will face hostile groups composed of mixed
enemy types and will only survive such encounters only by strategic use of
weapons and terrain.  Earthly victories over seemingly impossible odds lead to
the final conflict, where the ultimate challenge - the self - awaits.....

Characters:

Mage.  The Magi of Britannia gather in Moonglow, near the Lycaeum, where they
can study the ancient mystical scrolls of the Library.  They are restricted to
wear only cloth armour and can only use staves, daggers, and slings.  Mages
have spell points equal to twice their intelligence.

Bard.  The Bards of Britain entertain the people with their wonderful stories
and songs of heroic deeds.  Bards not only chronicle deeds of valor, but perform
them as well.  The preferred weapon is a sling, although they may use a cross-
bow at times.  Leather armour is the only kind they may wear, and they have
magic points equal to their intelligence.

Fighter.  From the town of Jhelom hail the mighty fighters passing their lives
in training.  They may use all armour and weapons but have no magic ability.

Druids.  The Druids are fierce fighters, especailly when defending their
beloved groves.  They hold all trees to be sacred and their town of Yew lies
deep in the woods.  Druids are also impressive practioners of the mystic arts
and their knowledge of herbs is without peer.  They may fight with all bows,
but prefer the mace.  Since they may not wear metal leather is their armour.
Their magic points is equal to one and a half of their intelligence.

Tinker.  The Tinkers of Minoc are both highly skilled artisans and superb
fighters.  They may use any weapon and non-magical armour, and can repair broken
weapons.  Half of their intelligence is their magic points.

Paladin.  These great fighters live in the town of Trinsic in the southern
part of Britannia.  They are like fighters but are able to use magic, their
spells points their intelligence, because of their deep beliefs in good.
Ranger. Off the western shore of the mainland lies the Ranger retreat of Skara Brae. They are well-versed in woods lore and fight well with most weapons, but shun all but leather armour. Their spell points are the same as the Paladin.

Shepherd. It is uncertain whether Shepherds are skilled at anything, having no magic or fighting ability. They are highly valued for their knowledge of the land and humility.

---{~~~ ~~~}---

Weapons and armour:

<table>
<thead>
<tr>
<th>Staff</th>
<th>Dagger</th>
<th>Sling</th>
<th>Mace</th>
<th>Sword</th>
<th>Halberd</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axe</td>
<td>Bow</td>
<td>Crossbow</td>
<td>Flaming oil</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cloth</td>
<td>Leather</td>
<td>Chain</td>
<td>Plate</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Terrain:

- Grass - smoothest and easiest, no impediment.
- Brush - move at three quarter speed.
- Forest - Speed cut in half, lack of visibility.
- Hills - Slows down considerably, at snail's pace.
- Marsh - slowed to half pace but give off poisonous gases.
- Mountains - impassable and blocks line of sight.
- Sea - Three different types of water: Large waves are deep areas, small waves are shallow, and tight ripples are where shoals are - too shallow for ships.

Spells:

All spells require material components, most of which one can buy in an herb shop, but others must be founds. Spell components are sulphurous ash, ginseng, garlic, blood moss spider silk, black pearl, nightshade, and mandrake root. All will be now abbreviated by their first or first two letters, and the ratio will be given as x:y respectively.

A)waken - cancels sleep spell. Ga, Gi - 1:1
B)link - teleport short distance. Sp, Bp - 1:1
C)ure - negate poison. Ga, Gi - 1:1
D)ispel - negate magic. Su, Ga, Bp - 1:1:1
E)nergy field - wall of Sleep, poison, lightning, and fire. Su, Sp, Bp - 1:1:1
F)ireball - ball of fire. Bp, Su - 1:1:1
G)ate travel - teleport to moongate. UNKNOWN
H)eal - heal hit points. Gi, Sp - 1:1
I)ceball - ball of ice. M, Bp - 1:1
K)ill - kill one target. N, Bp - 1:1
L)ight - temporary light. Su - 1
M)agic missile - weak fireball. Su, Bp - 2:1
N)egate - shutup enemy mages. Ga, M, Su - 1:1:1
O)pen - open chest safely. Su, Bm - 1:1
P)rotection - shields party. Su, Gi, Ga - 1:1:1
Q)uickness - haste party. Su, Gi, Bm - 1:1:2
R)esurrect - restore dead member. UNKNOWN
S)leep - make enemy sleep. Sp, Gi - 2:1
T)remor - earthquake. Su, Bm, M - 1:1:1
U)ndead - turn undead. UNKNOWN
V)iew - see map. N, M - 1:1
W)ind change - change wind direction. Su, Bm - 1:1
X)it - leave dungeon. Bm, Sp, Su - 1:1:1
Y) Up - go up one dungeon level. Sp, Bm - 1:1
Z) Down - go down one dungeon level. Sp, Bm - 1:1

Command summary:
A) Attack - direction
B) Board - board a vessel or mount a horse
C) Cast - cast spell. Mix the reagents beforehand.
D) Descend - climb down ladder
E) Enter - go in town, village, etc.
F) Fire - fire ship's cannon, broadsides only
G) Get chest - attempt to open (disarm trap) chest
H) Camp - rest and recover. Works in limited frequency
I) Ignite - light torch
J) Jimmy lock - unlock sealed door
K) Klimb - go up ladder
L) Locate position - requires special item
M) Mix reagents - prepare material components for spells
N) New order - reorder party except player #1 (leader)
O) Open - open door at direction indicated
P) Peer at gem - requires special item
Q) Quit & Save - save current game to disk
R) Ready a weapon - equip player with weapon
S) Search - Search for unusual items
T) Talk - converse with people. Ask people about unknown things, join party, give money, job, etc.
U) Use - use item found by S)earch command
V) Volume - turn sound on/off
W) Wear armour - outfit player in choice of armour
X) Xit - exit current form of transport
Y) Yell - Yell 'giddyup' or 'whoa' for horses
Z) Ztats - display status of players

-=:({ : }):=-
Well, that should be enough. Anything else said would spoil the game. In Ultima IV, try to get as many people to join your party (you can have seven others) so that chances of dying are slim. If you have any more questions, leave me mail at Free Haven - (415) 946-9813.

Until then,

-----=: Happy Cynthax Nautilus :==--

Call Free Haven (10 meg CAT-FUR) (415) 946-9813
Call Montezuma's Revenge for more docs (415) 945-SHIT

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
This is how to solve Viking Quest, this is just version one a lot of stuff will be longer, incomplete, and maybe not right. All will be perfect in version 2.

This will tell you *almost* exactly how to solve Viking Quest, if you don't want to know, turn off your computer now.

[Part one - Fathers Castle]

[south],[south],[kill stranger],[look stranger], (this will give you the silver coin) [south], (now in the Land of Wotan, I think typing [touch spear] does something but I'm not sure, try that and then wander [west],[east] until Wotan comes around!), [west], [talk stranger], (trade your whatever with the stranger for 100 gps), [east], [south], [d] (for down!)

Now we will leave this place full of gods for now and go down into a towney place.

[Part two - Towney Place]

We must get some food or we are going to starve our asses off!

[west], [south], [east], [go building], [buy food] (ahhhh yes we still have an ass! and you better hope you traded with that guy or you are not going to be able to get food!), (Now go back to the place you started when you came [d] to the town, by reversing your directions), (type south I think, but be sure you are back up in the land of gods!!)

Now back to the land of gods!

[Part three - Back to gods' place]

Now we gotta find Odins ass and tell him we are going to kick it in unless...

I think that you go like [east], [north],[north],[east], but I'm
really not sure.... it will say you are in the Land of Odin when you get there.

I'm almost positive though that once you get where the stranger was killed if you just go [north],[east] that you will be there??

Once in Odin's Land, keep going [east] until you find him, he was nice and said we could use his name once, so we won't have to kick his ass!

Now go [west] and I think you will be where you killed the stranger?? if not get here, go back into wotan land, go west, and I think you are by the town?? Or else go south or somehthing, but find where it says go down for town, and then go [d].

*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%

[Part 4 - who cares]

Now go [east],[say odin], (bandits are coming up next and he will save us so our ass don't get kicked!), [east],[go castle],[u],[kill bandit],[look bandit] (this will give you a ring or somethin, nice bandit picture eh?), (now go back to the same place where you came down from last with I think [down],[leave],[south],[west]?? or something like that!!! Then go [west],[west],[west (i think)] but find the country side.. from the country side go [south],[south], [look distance]

And poofo magico, since we killed that bandit it magically teleports us to........> Harbor Place < another famous Wyvern place name.

*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%

[part 5 - some harbor place]

go [south] until you get to the boat and then type [look boat],[go boat] and this is one part I'm not sure about here, you have to sail around until you come to the next palce:

Chasm of Wyvern (named after me!)

Then onto the next part..

*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%

[part 6 - Chasm of Wyvern]

It's time to say goodbye to para-chutes because now you are going to jump head first into a pile of lava!!!! (???)

[jump chasm],[turn around],(ahhhh, you will go flying down somewhere) now you will be in some crappy blue picture...move around cuz I don't know what to do here either (written down I mean) so move around and you know you are getting somewhere when you come to the first spot: a dragon!
This is how i'll show it treks:

[at dragon]
attack dragon with sword

[at balron]
attack with spear

(get rid of the dragon on the dragon one!)

[at demon]
wear amulet

[at demi-god]
show runic amulet

Then you come to the beautiful princess and win the whole damn sun of a you know....

look for version two, which will be muuuuuch better.

see ya at a later date, k!

The Wyvern/T-Men
Pyrotechnics
INTRODUCTION

Three Rings for the Elven-lords under the sky,
Seven for the Dwarf-Lords in their halls of Stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to bring them all and in the darkness bind them
In the land of Mordor where the Shadows lie.

The Wizard Gandalf the Grey has identified the ring bequeathed to Frodo Baggins by his Uncle Bilbo, who brought it back from an adventure long ago, as being "The One Ring". Forged by the Sauron, the Dark Lord, it is very powerful and very evil. It contains much of Sauron's power - with it he would defeat all his enemies and subjugate the whole of Middle Earth. Were it to be destroyed he would be defeated. Though it would be possible to use it against Sauron, it would then corrupt the wielder turning him into a new Dark Lord.

Because of the magical nature of the Ring, it can only be destroyed by being thrown into the Cracks of Doom, where it was forged. This is the mouth of the volcano Mt. Doom in the centre of Sauron's kingdom of Mordor far to the South East.

Travel with the Fellowship of the Ring through Middle Earth. The starting group consists of Frodo, his servant Sam Gangee, and his friend Pippin. Help them find and gather more members into the party, to protect the Ring Bearer.

Do not delay. Sauron is already amassing his forces of war. He knows the Ring still exists and is looking for it. He has learned of the Ring's location, and has begun to take interest in Hobbits and their "Shire". Even without the One Ring he is a powerful opponent. He has armies of Orcs and evil men at his command. And to do his spying he has the Black Riders. These nine wraiths, also known as Nazgul, are each controlled by lesser rings. Even now they are heading for the Shire searching for the Ring and asking after Mr. Baggins.

Your first task is to guide the Fellowship safely to Rivendell. The Nazzgul will close in, and you must avoid them at all costs. You must leave the shire along The Great East Road, head past Bree and on to Rivendell on the edge of the Misty Mountains. Then with the aid of the companions you will find there, you must head South to Mordor and Mt. Doom. You are heading into the very heart of Sauron's power, so be prepared to face mortal danger at every step.

In addition to Sauron's forces, you will also be assailed by those of the Wizard Saruman. Though he was originally the leader of the Council of Wizards opposing Sauron, he has been corrupted. He has raised an army of Orcs and Dunlendings and he too is looking for the Ring, for he believes he can use it to control Middle Earth.
You will need to mobilize the nations of the West, the men of Dale, Gondor and Rohan, the Elves of Lorien adn Mirkwood and the Dwarves of Erebor and the Iron Hills, or the forces of evil will win by force of arms before you can destroy the Ring. To do this you must find objects of power and present them to their kings. Listen to the words of the wise to discover the whereabouts of these objects.

If any of the forces for good, which you control, can get the Ring to Mt. Doom, you will win. If the forces of evil obtain the Ring and take it back to Barad-Dur, Sauron's stronghold in the heart of Mordor, you will lose.

PLAYING THE GAME

There are three levels:-

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full map level</td>
<td>This shows you the whole of Middle Earth, with forces shown as dots, good in blue, evil in red, neutral in green.</td>
</tr>
<tr>
<td>Campaign level</td>
<td>Detailed map of part of Middle Earth, this will scroll if pointer is moved to an edge. Characters are shown as figures, armies as badges. This is the level all commands are given on.</td>
</tr>
<tr>
<td>Animation level</td>
<td>Full animation of characters. Used for encounters.</td>
</tr>
</tbody>
</table>

To move up a level, use the map icaon. To move down a level, select the magnifying glass, position it over the area you want, and press fire.

SPEED

The game will run at three speeds: normal, hasty and very hasty. To change speed select the hour glass icon then click on the option you want.

MOVEMENT

You can only command characters or groups that are active, shown flashing on the campaign map. Select the arrow icon, position it over the force to be ordered, and press fire. A window will be opened listing the units in the force - if you only want some to respond click on their names. Then move the arrow to the destination you want and press fire to set. They will then proceed to move there at their own pace, finding the best route around obstacles that they can.

ENCOUNTERS

You will often be told of friendly encounters. Select "Go There" to hear their advice. This will automatically take you to the animation level. When characters meet, or forces meet commanders, they may follow or continue on their way. A window will open in the top right - select the option you want. If they follow they will become a single force. To see who is in such a force just click on it. This will open a window listing those present. Those following will be shown slightly indented.

COMBAT

Combat occurs when enemy forces meet. You can ignore this and accept the result, or go there and have some influence on the battle. This opens a combat
window, listing all units on both sides. Every friendly unit involved in
battle has four options:--

Charge          Move into combat
Engage          Fight where you are
Withdraw        Move out of combat, but stay close, you may rejoin combat later
Retreat         Leave the scene of battle, you cannot return.

These are indicated by a grid of squares, with the selected options shown
filled. To change options, just point at the appropriate square and press
fire. The color in which a character's name appears indicates his health
during the battle. Initially, names are shown in black (healthy) lettering,
turning red when the character is wounded and grey when he dies. Forces do not
get wounded, but when finally destroyed the unit's name is shown in grey.
To find the status of any character or forces outside combat, click on the
character and then on the status icon.

OBJECTS

You will find objects to aid you in your quest. Some of these strengthen your
customers, others can be used to mobilize the nations of the West. To
manipulate objects you must be on the animaton level. Select the provisions
icon (a gauntlet grasping a flask), then the options you require.

SAVED GAMES

To save or load a game go to the full map level and open the archive menu, then
select the option you want.

LOADING THE GAME

If you have two drives, insert disk 1 into the main drive and disk 2 into your
second drive. If you only have one drive insert disk 1 into the drive. You
will be prompted to change the disk regularly throughout the game.

Insert disk 1 into the drive and turn on the computer

When the desktop appears, launch War in Middle Earth by clicking on it with
your mouse. When prompted, eject disk 1 and insert disk 2.

CONTROLS

Move cursor with a mouse. Click on Icons, Windows, etc. with the button.
The following keys can be used instead of clicking on icons:--

<table>
<thead>
<tr>
<th>Key</th>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Scroll</td>
<td>Archive (Save/Restore)</td>
</tr>
<tr>
<td>G</td>
<td>Arrow</td>
<td>Movement Commands (Go to)</td>
</tr>
<tr>
<td>M</td>
<td>Magnifying Glass</td>
<td>Move Down a level</td>
</tr>
<tr>
<td>O</td>
<td>Provisions</td>
<td>Object Manipulation (Get/Use/Drop)</td>
</tr>
<tr>
<td>S</td>
<td>Eye</td>
<td>Status Display</td>
</tr>
<tr>
<td>T</td>
<td>Hourglass</td>
<td>Time</td>
</tr>
<tr>
<td>U</td>
<td>Map</td>
<td>Up a level</td>
</tr>
<tr>
<td>N</td>
<td>Window Option</td>
<td>No-continue on</td>
</tr>
<tr>
<td>Y</td>
<td>Window Option</td>
<td>Yes-accept option</td>
</tr>
<tr>
<td>P</td>
<td></td>
<td>Pause</td>
</tr>
<tr>
<td>X</td>
<td></td>
<td>Exit Game</td>
</tr>
</tbody>
</table>
OVERVIEW

This game is largely concerned with Hobbits, and from it a player may discover much of their character and a little of their history. Further information will also be found in the pages of the Red Book of Westmarch, so wonderfully translated by the late Professor Tolkien in his works "The Hobbit" and "The Lord of the Rings".

For those who have not had the pleasure of discovering the world of Middle Earth a word or two of information regarding hobbits, and the other inhabitants of that place is in order. Therefore in these few pages we have set out a few notes providing a short history of Middle Earth, and brief notes on the races and important personages that dwell there.

In order to make this booklet as easy as possible it has been divided up into sections. There is an introduction to Middle Earth, which should provide those who have no knowledge of the story of the Lord of the Rings with enough background information on each of the races, characters and place in the game. The gameplay section tells how you actually play the game, and gives you some hints on the ways in which you may try to win. However, with a game of this complexity, it is impossible to give a single strategy that will work, or indeed to say that any strategy is doomed to failure. Finally, we have included a biography of Tolkien and a reading list for those people who wish to learn more about Middle Earth. Separate from this booklet you will find a map, which has the grid reference system used in the game marked on it.

OF THE CREATION OF MIDDLE EARTH

First there was Eru the one, and from his thoughts came the Ainur. The greatest of these were named the Valar, who were fifteen; seven lords; Manwe, Ulmo, Aule, Orome, Mandos, Lorien and Tulkas and seven ladies; Varda, Yavanna, Nienna, Este, Viare, Vana and Nessa, last there was Melkor who was the most powerful of them all. To them Eru revealed a great musical theme. Together they sang in harmony, and from their music the lands of Middle Earth were born. But Melkor chose to sing a theme of his creation, and so discord was brought to the land. Though the other voices tried to return the path of the theme to the original intent of Eru, it was impossible, and the lands of Middle Earth forever bore the marks caused by the discord, and life was marred by the evil wrought in the beginning. Melkor was banished from the Ainur and evermore he was known as Morgoth the Dark Enemy.

OF THE EARLY HISTORY OF MIDDLE EARTH AND THE PEOPLES WHO DWELL THERE

The history of Middle Earth is long and contains many tales, that the Elves tell long into the night in song and prose. Here but a few words will have to suffice, for here we are concerned with events late in the history of Middle Earth. Early struggles, though fascinating, are of little import save to introduce the main themes. The first born were the Elves. Tall and fair they are for the light of the stars is mirrored in their countenance. Elves are uniquely linked to the lands of Middle Earth, their lives are long and unless they fall in battle they are immortal, for they suffer no ills save on, a sickening of the spirit and loss of desire to live. Even then they only choose to lay down their life for a little while and spend some time in the halls of Mandos, before returning once more to the fair lands of Middle Earth. Their history is long and full of incident and its telling must be left for others. Those who wish to know more of this ancient race should seek enlightenment in
the "Silmarillion" where many of their tales are set down with an eloquence that I, your humble scribe, cannot match.
******** WELCOME, ADVENTURERS! ********

TO AN EASY TO USE TUTORIAL TO GET YOU THROUGH INFOCOM'S SECOND GREAT MYSTERY GAME....

THE WITNESS!

(TUTORIAL (C) 1983 BY DOOBIE PRODS.)

"THE WITNESS" IS A PRETTY STRAIGHT-FORWARD LITTLE MYSTERY. IT'S NOT AS COMPLICATED OR INVOLVED AS DEADLINE, YET ITS ATMOSPHERE AND DETAIL MORE THAN COMPENSATES FOR ITS QUICK SOLVABILITY.

ACTUALLY, "THE WITNESS" CAN BE SOLVED BY NEVER HAVING TO LEAVE THE SITE OF THE MURDER! HOWEVER, A LOT OF THE FUN AND INTERESTING NUANCES OF THIS GAME CAN BE MISSED BY FOLLOWING THIS QUICK-FINISH, SO BEFORE I REVEAL IT STEP-BY-STEP, I'LL GIVE YOU A FEW "THINGS TO TRY". THIS IS FOR ALL THOSE TRUE ADVENTURERS WHO MIGHT JUST BE LOOKING FOR A LITTLE NUDGE IN THE RIGHT DIRECTION.

THE GAME IS SUPPOSED TO BE PRETTY AUTOMATIC FOR THE FIRST PART, SO UNLESS YOU'RE WANDERING ABOUT OUTSIDE THE HOUSE FOR MAPPING PURPOSES, START THE GAME BY DOING THE FOLLOWING:

N,N, "RING THE BELL"

LINDEK'S BUTLER, PHONG, WILL ANSWER THE DOOR. YOU CAN NOW DO ANYTHING FOR ONE MOVE, THEN PHONG WILL SHOW YOU INTO THE LIVING ROOM, WHERE YOU WILL MEET LINDEK AND HIS DAUGHTER, MONICA.

IT MIGHT HELP HERE TO ASK MR. LINDEK AND MONICA ABOUT ALL THE OTHER CHARACTERS IN THE GAME (THIS IS A MUST IN ALL INFOCOM MYSTERIES!). DO THIS BY SAYING "ASK LINDEK ABOUT (MONICA OR MRS. LINDEK OR PHONG, ETC.)."

AFTER A BIT (10-12 MINUTES), LINDEK WILL TAKE YOU INTO HIS OFFICE. HERE YOU SHOULD "SIT IN THE WOODEN CHAIR" WHEN HE ASKS YOU TO. HE WILL THEN FILL YOU IN ON THE BACKSTORY OF THE GAME AND WILL SHOW YOU A NOTE, WHICH YOU MIGHT BE POLITE ENOUGH TO READ.

NOW, IF YOU SIT THERE AND WAIT, MONICA WILL ENTER AROUND 8:35 AND STICK AROUND FOR A MOMENT TALKING TO HER FATHER BEFORE HEADING OFF TO GO TO THE MOVIES. IF YOU WAIT UNTIL AROUND 9:03, LINDEK WILL HEAR THE DOORBELL; PUSH THE BUTLER'S BUTTON TO SIGNAL PHONG; THEN DIE FROM A BULLET SHOT THROUGH THE OFFICE WINDOW.

BEFORE LINDEK IS KILLED, YOU MIGHT WANT TO TRY THE FOLLOWING AND SEE WHAT HAPPENS (OR DOESN'T...):

1. TRY PUSHING THE BUTLER'S BUTTON AND SEE WHAT LINDEK DOES.

2. EXAMINE THE WINDOW AND ASK LINDEK ABOUT WHAT YOU FIND THERE.
3. EXAMINE THE CLOCK AND TRY OPENING IT.

4. TRY STANDING UP AFTER YOU'VE FIRST SAT DOWN IN THE CHAIR. THEN WAIT UNTIL 9:03 (I'D SAVE THE GAME FIRST!).

AFTER THE MURDER OCCURS, TRY THE FOLLOWING:

1. EXAMINE THE WINDOW AND ANALYZE WHAT YOU FIND THERE.

2. EXAMINE THE KEYHOLE IN THE CLOCK.

3. TRY PUSHING THE BUTLER'S BUTTON RIGHT AFTER THE MURDER. THEN TRY PUSHING IT AGAIN AFTER MONICA GETS HOME (AROUND 11:00).

4. IF YOU "SEARCH PHONG", YOU WILL FIND THE KEYS YOU NEED TO UNLOCK ALL THE LOCKED DOORS IN THE HOUSE.

5. GO INTO PHONG'S ROOM AND EXAMINE THE BOOK HE'S READING. HE'S USING A VERY INTERESTING BOOKMARK. SHOW THIS TO PHONG AND MONICA AND THE TIED-UP STILES (HE'S IN THE LIVING ROOM).

6. FOR FUN, TRY CALLING THE RESTAURANT'S PHONE # THAT'S ON THE MATCHBOOK (ADELINE 1308).

7. ANALYZE THE FOOTPRINTS YOU FIND IN THE MUD OUTSIDE THE OFFICE PORCH. THEN COMPARE THE PLASTER CAST DUFFY MAKES TO STILES' SHOES AND ALSO TO THE MUDDY BOOTS YOU FIND ON THE PLATFORM BY THE FRONT DOOR. ALSO, SHOW THE MUDDY BOOTS TO PHONG.

8. SHOW STILES THE MATCHBOOK; THE NOTE LINDER GAVE YOU; AND THE MUDDY HANDGUN (YOU FIND THIS OUTSIDE THE OFFICE PATH).

9. BEFORE MONICA GETS HOME (11:00), UNLOCK AND OPEN THE WORKSHOP DOOR (IN THE GARAGE) THEN GO INSIDE THE WORKSHOP AND "WAIT FOR MONICA'. WATCH WHAT SHE DOES WHEN SHE DRIVES IN AND ENTERS.

10. OF COURSE, ASK EVERYBODY ABOUT EVERYBODY ELSE; SHOW EVERYTHING OF INTEREST TO EVERYONE; AND TRY ACCUSING PHONG, MONICA AND STILES.

NOW, FOR THOSE OF YOU LOOKING FOR A QUICK FINISH, HERE'S THE STEP-BY-STEP:

(BREAK OUT IF YOU DON'T WANT THE ANSWER)

SOLUTION:

N,N, "RING BELL", (DO ANYTHING FOR ONE MOVE, SUCH AS 'I'), (PHONG WILL LEAD YOU INTO THE LIVING ROOM), "ASK MONICA ABOUT HER MOTHER", "WAIT", (LINDER WILL SOON TAKE YOU TO HIS OFFICE), "SIT IN THE WOODEN CHAIR", 'WAIT UNTIL 9:04' (ANSWER YES WHENEVER IT ASKS IF YOU WANT TO KEEP WAITING), (LINDER WILL BE SHOT AND KILLED), "GET UP", "HIDE BEHIND THE LOUNGE", "WAIT UNTIL 12:05" (ANSWER YES EVERYTIME IT ASKS), (SOMETIME AROUND MIDNIGHT, MONICA WILL COME BACK INTO THE OFFICE, GO OVER TO THE CLOCK, UNLOCK IT AND REMOVE SOMETHING), "STAND UP", "ACCUSE MONICA", "WAIT FOR DUFFY", "ARREST MONICA".
THE PROGRAM WILL THEN OFFER YOU A SYNOPSIS OF THE ACTUAL EVENTS.

THAT'S ALL FOLKS!!!!!!
Most of these spells will work with Wizardry I, II, III, and IV.

Mage Spells

Level 1 Mage Spells

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>Translation</th>
<th>Spell Type</th>
<th>Area of Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>HALITO</td>
<td>Little Fire</td>
<td>Combat</td>
<td>1 Monster</td>
</tr>
<tr>
<td>MOGREF</td>
<td>Body Iron</td>
<td>Combat</td>
<td>Caster</td>
</tr>
<tr>
<td>KATINO</td>
<td>Bad Air</td>
<td>Combat</td>
<td>1 Group</td>
</tr>
<tr>
<td>DUMAPIC</td>
<td>Clarity</td>
<td>Peacetime</td>
<td>Entire Party</td>
</tr>
</tbody>
</table>

HALITO causes a flame ball about the size of a baseball to strike a monster, inflicting from one to eight hit points of damage.

MOGREF reduces the spell-caster's Armor Class by two points. The effect lasts for the entire encounter.

KATINO causes all of the members in a group to fall asleep. KATINO only affects normal animal or humanoid monsters, and the duration of its effect is inversely proportional to the power of the monster. Sleeping monsters are easier to hit, and successful strikes do double damage!

DUMAPIC grants you insight into your party's position in the Maze; the exact displacement from the stairs leading to the castle (vertically, North, and East), and the direction you are facing.

Level 2 Mage Spells

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>Translation</th>
<th>Spell Type</th>
<th>Area of Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>DILTO</td>
<td>Darkness</td>
<td>Combat</td>
<td>1 Group</td>
</tr>
<tr>
<td>SOPIC</td>
<td>Glass</td>
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</tr>
</tbody>
</table>

DILTO causes one group of monsters to be enveloped in darkness, which reduces their ability to defend themselves against your attacks.

SOPIC causes the spell-caster to become transparent. This makes him or her harder
Spell Type  Combat to see; thus the caster's AC is reduced by
Area of Effect Caster four points during the encounter.

Level 3 Mage Spells

Spell Name MAHALITO MAHALITO causes a fiery explosion to erupt
Translation Big Fire amid a monster group, doing four to twenty
Spell Type Combat four hit points of damage.
Area of Effect 1 Group

Spell Name MOLITO MOLITO causes sparks to fly about and damage
Translation Spark Storm about half the monsters in a group, to the
Spell Type Combat tune of three to eighteen hit points. The
Area of Effect 1 Group monsters have no choice of avoiding the
sparks.

Level 4 Mage Spells

Spell Name MORLIS MORLIS causes one group of monsters to fear
Translation Fear the party greatly. The effects are the same
Spell Type Combat as a double-strength DILTO spell.
Area of Effect 1 Group

Spell Name DALTO DALTO is similar to MAHALITO except that
Translation Blizzard Blast extreme cold replaces flames. In this case,
Spell Type Combat anywhere from six to 36 points of damage
Area of Effect 1 Group are inflicted.

Spell Name LAHALITO LAHALITO is an industrial-strength MAHALITO.
Translation Fire Storm Quite the flamethrower for those extra-
Spell Type Combat irksome monsters. LAHALITO will inflict
Area of Effect 1 Group from six to 36 points of damage.

Level 5 Mage Spells

Spell Name MAMORLIS MAMORLIS is similar to MORLIS, in that it
Translation Terror causes monsters to be gripped with by an
Spell Type Combat incapacitating fear of the party. The
Area of Effect All monsters difference is that all monster groups are
affected by it.

Spell Name MAKANITO Any air-breathing monsters less than eighth
Translation Deadly Air level are killed outright by this spell.
Spell Type Combat More potent creatures are not as impressed
Area of Effect All monsters by it.

Spell Name MADALTO MADALTO is a supercooled DALTO, causing eight
Translation Frost King to 64 hit points of damage. All monsters
Spell Type Combat suffer from it, to some degree.

Level 6 Mage Spells

Spell Name LAKANITO All monsters in the group subjected to this
Translation Suffocation spell die. But if they do not depend on air,
Spell Type Combat or if they're especially magic-resistant,
Area of Effect 1 Group you're in trouble.

Spell Name ZILWAN This spell will destroy any one monster of
Translation Dispell the Undead variety.
**Spell Type**  Combat  
**Area of Effect**  1 Monster  

**Spell Name**  MASOPIC  
**Translation**  Big Glass  
**Spell Type**  Combat  
**Area of Effect**  Entire Party  

This spell duplicates the "transparency" effect of SOPIC for the whole party. Each party member's AC is reduced by four points for the duration of the encounter.

**Spell Name**  HAMAN  
**Translation**  Beg & Grovel  
**Spell Type**  Combat  
**Area of Effect**  Unknown  

This spell is indeed terrible, and may backfire on the caster. Thirteenth (or higher) level characters may cast it, but doing so will drain them of one level of experience. The effects of HAMAN are strange and wonderful.

### Level 7 Mage Spells

**Spell Name**  MALOR  
**Translation**  Teleport  
**Spell Type**  Any Time  
**Area of Effect**  Entire Party  

This spell's effects depend on the situation in which the party finds itself when it is cast. MALOR will teleport from one location to another.

**Spell Name**  MAHAMAN  
**Translation**  Beseech  
**Spell Type**  Combat  
**Area of Effect**  Unknown  

The same restrictions apply to this spell as do to HAMAN. However, the range of possible effects is even greater. This spell is generally used only when there is no other hope for survival.

**Spell Name**  TILTOWAIT  
**Translation**  KERR-BLAAMMM!!!  
**Spell Type**  Combat  
**Area of Effect**  All monsters  

The effect of this spell may be likened to that of a small, well-contained, nuclear fusion explosion. Luckily, the party is shielded from its effects. The monsters are not so lucky. This spell will wreak from ten to 100 hit points worth of havoc.

### Priest Spells

#### Level 1 Priest Spells

**Spell Name**  KALKI  
**Translation**  Blessings  
**Spell Type**  Combat  
**Area of Effect**  Entire Party  

KALKI reduces the AC of all party members by one point, and thus makes them harder to hit.

**Spell Name**  DIOS  
**Translation**  Heal  
**Spell Type**  Any Time  
**Area of Effect**  1 Person  

DIOS restores from one to eight lost hit points to a party member. It will not bring the dead back to life.

**Spell Name**  BADIOS  
**Translation**  Harm  
**Area of Effect**  1 Monster  

BADIOS causes from one to eight points damage to be inflicted on a monster, and may kill.
<table>
<thead>
<tr>
<th>Spell Type</th>
<th>Area of Effect</th>
<th>Spell Name</th>
<th>Translation</th>
<th>Spell Type</th>
<th>Area of Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combat</td>
<td>1 Monster</td>
<td>MILWA</td>
<td>Light</td>
<td>Any Time</td>
<td>Entire Party</td>
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<td></td>
<td></td>
<td>PORFIC</td>
<td>Shield</td>
<td>Combat</td>
<td>Caster</td>
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<tr>
<td>Level 2 Priest Spells</td>
<td></td>
<td>MATU</td>
<td>Zeal</td>
<td>Combat</td>
<td>Entire Party</td>
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<td></td>
<td></td>
<td>CALFO</td>
<td>X-Ray Vision</td>
<td>Looting</td>
<td>Caster</td>
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<td></td>
<td></td>
<td>MANIFO</td>
<td>Statue</td>
<td>Combat</td>
<td>1 Group</td>
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<tr>
<td></td>
<td></td>
<td>MONTINO</td>
<td>Still Air</td>
<td>Combat</td>
<td>1 Group</td>
</tr>
<tr>
<td>Level 3 Primst Spells</td>
<td></td>
<td>LOMILWA</td>
<td>More Light</td>
<td>Any Time</td>
<td>Entire Party</td>
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<td></td>
<td>DIALKO</td>
<td>Softness</td>
<td>Any Time</td>
<td>1 Person</td>
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<td></td>
<td>LATUMAPIC</td>
<td>Identification</td>
<td>Combat</td>
<td>Entire Party</td>
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<td></td>
<td>BAMATU</td>
<td>Prayer</td>
<td>Combat</td>
<td>Entire Party</td>
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<tr>
<td>Level 4 Priest Spells</td>
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</tr>
<tr>
<td>Spell Name</td>
<td>DIAL</td>
<td>DIAL is similar to DIOS (only better), and restores two to sixteen hit points to a party member.</td>
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<tr>
<td>Translation</td>
<td>Cure</td>
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<tr>
<td>Spell Type</td>
<td>Any Time</td>
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<td></td>
<td></td>
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<tr>
<td>Area of Effect</td>
<td>1 Person</td>
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<td></td>
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<tr>
<td>Spell Name</td>
<td>BADIAL</td>
<td>BADIAL inflicts two to sixteen points of damage to a monster.</td>
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<td></td>
</tr>
<tr>
<td>Translation</td>
<td>Wound</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Spell Type</td>
<td>Combat</td>
<td></td>
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<tr>
<td>Area of Effect</td>
<td>1 Md.</td>
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</tbody>
</table>

Priest Spells

Level 1 Priest Spells

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>KALKI</th>
<th>KALKI reduces the AC of all party members by one point, and thus makes them harder to hit.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translation</td>
<td>Blessings</td>
<td></td>
</tr>
<tr>
<td>Spell Type</td>
<td>Combat</td>
<td></td>
</tr>
<tr>
<td>Area of Effect</td>
<td>Entire Party</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>DIOS</th>
<th>DIOS restores from one to eight lost hit points to a party member. It will not bring the dead back to life.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translation</td>
<td>Heal</td>
<td></td>
</tr>
<tr>
<td>Spell Type</td>
<td>Any Time</td>
<td></td>
</tr>
<tr>
<td>Area of Effect</td>
<td>1 Person</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>BADIOS</th>
<th>BADIOS causes from one to eight points damage to be inflicted on a monster, and may kill it. It is the reverse of DIOS.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translation</td>
<td>Harm</td>
<td></td>
</tr>
<tr>
<td>Spell Type</td>
<td>Combat</td>
<td></td>
</tr>
<tr>
<td>Area of Effect</td>
<td>1 Monster</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spell Name</th>
<th>MILWA</th>
<th>MILWA causes a softly glowing magic light to accompany the party, revealing all secret doors. This spell only lasts a short while.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translation</td>
<td>Light</td>
<td></td>
</tr>
<tr>
<td>Spell Type</td>
<td>Any Time</td>
<td></td>
</tr>
<tr>
<td>Area of Effect</td>
<td>Entire Party</td>
<td></td>
</tr>
</tbody>
</table>
Apple II Computer Info

Spell Name PORFIC
Translation Shield
Spell Type Combat
Area of Effect Caster
PORFIC lowers the AC of the caster considerably. The effects last for the duration of the encounter.

Level 2 Priest Spells

Spell Name MATU
Translation Zeal
Spell Type Combat
Area of Effect Entire Party
MATU has the same AC-reducing properties as KALKI, but at double the strength.

Spell Name CALFO
Translation X-Ray Vision
Spell Type Looting
Area of Effect Caster
CALFO permits the caster to determine the exact nature of a trap on a treasure chest while looking at a chest.

Spell Name MANIFO
Translation Statue
Spell Type Combat
Area of Effect 1 Group
MANIFO causes some of the monsters in a group to become stiff as statues for one or two melee rounds.

Spell Name MONTINO
Translation Still Air
Spell Type Combat
Area of Effect 1 Group
MONTINO causes the air around a group of monsters to stop transmitting sound.

Level 3 Primst Spells

Spell Name LOMILWA
Translation More Light
Spell Type Any Time
Area of Effect Entire Party
LOMILWA is a MILWA spell that lasts until the party returns to the castle.

Spell Name DIALKO
Translation Softness
Spell Type Any Time
Area of Effect 1 Person
DIALKO cures monster-induced paralysis, and removes the effects of MANIFO and KATINO from one member of the party.

Spell Name LATUMAPIC
Translation Identification
LATUMAPIC makes it readily apparent exactly what the opposing monsters are. This spell The impression that he was either totally confused or lying. Then I found out his father is a SCC switchman. So I ended up with several feet of manuals, 100's of dialups for things in nyc, and gave him some cosmos manuals which he wanted. It ws very profitable from my end of it anyway.

ME: I always wondered were all that came from.
AN: ha, yeah, well you can trash from now until 1990, or you can just order the fucking things from AT&T, I'm on their mailing lists with a maildrop as a TIRM director. They just keep sending more and more junk.

ME: What did the SCC guy teach you about?
AN: Various things, and cleared up a lot of misconceptions about ANI and how it actually works, auto-verify, things like that, which I really didn't know the answers to. He had it as sort of a hobby as well, he was on some cosmos kick, and I helped him out, so he was grateful. He also had an apple and to most normal people, you mention free software, and they get this happy expression. Future 40 yr. old new wares kids being born.
ME: Speaking of that, what do you think of the pirate world? To my knowledge you are one of the only phreaks to ever be in any large pirate group. 

{Apple Mafia}

AN: Well that wasn't through any real involvement. I just happened to be friends with a lot of the people and at the time it was a new idea. (A group), so I said why not.

ME: What do you think of pirates? did you crack software?

AN: Hahahahaha, yeah dude, I crack the latest36 dam

MADI
   Regeneration: All hp rs
   MABADI
   Maiming: all but 1-8 hp

LOKTOFEIT
   Recall: Tele castle
   MALIKTO
   Wrath: 12-72 dam

KADORTO
   Resurrection: all hp rs

Have phun...

OKTOFEIT
   Recall: Tele castle
ANCIENT LAND OF YS

BRIEFING

The ANCIENT LAND OF YS is an animated CRPG much like Sierra's QUEST series, with the added feature of fighting battles to earn experience (e.g. hit points) and gold. To battle the opposition, you must "collide" with them. The damage you inflict, as well as the damage you receive, is determined by the type of Sword, Shield, and Armor that you hold. As in many games, you have a hit point total that increases to a maximum as you gain experience.

The story revolves around the evil wizard Malificus who has stolen the six Books of Ys. In doing so, Malificus has unleashed all kinds of evil creatures which roam the Land of Ys, terrorizing the inhabitants. Within these Books is the secret of the magic metal Kureria. Learning this secret and obtaining the six Books of Ys is what is required for you to complete the game.

You can save your game as many times as you like, each time naming the file to be saved on your disk. The files are stored as a NAME.DAT file, where NAME is your name for the save. It is a good idea to save your game after every major event. This will help you later if you find you're missing something.

This game is not extremely difficult and can be done in a relatively short time. Throughout the game you are required to battle the evil creatures that Malificus has sent out into the Land of Ys. The best way to defeat these creatures is to come up from behind them and "run into them." If you meet them head on, you'd better have ample armor and shields. Defeating these creatures earns you gold and experience. As your experience increases, your hit point total will increase.

In key areas of the game, you will come upon the LARGE creatures. Be sure to save your game before you take one of these guys on. The best way to defeat them is to come up underneath them. These battles may get frustrating because unlike the normal creatures you'll encounter, these sequences are more like arcade battles. Try to evade them until you have a chance to attack.

PLAYING GROUNDS

There are five main areas in the Land of Ys:

1. THE TOWN: This is where you start the game. In the town you'll find the Fortune Teller's Shop, Weapons Shop, Armor Shop, Clinic, Bruis's Bar, and Pawn Shop. There are also many people to speak with. Speak to the people by running into them head on.

2. THE LAND: There are three sections of open land with which to contend. When you exit the town, you'll find yourself in the first land area. This is where you will have your first battles to earn gold and experience. From here, you cross the river via a bridge to the second section of land area. Here you'll find a lake, many trees, and (in the northern section) the entrance to the old silver mine. To the east of this area is the Zepic Village. To the north lies the road up the mountain to the Shrine and the Tower.
3. THE SILVER MINE: The silver mine consists of three levels, ending at the vault at the bottom.

4. THE HOLY SHRINE: The shrine sits atop the mountain north of the Zepic Village. There are four levels in the shrine.

5. THE TOWER: The Tower lies even further up the mountain beyond the thieves house. You cannot enter here until you've collected three of the Books of Ys.

FINAL NOTES

1. There are many tasks in this game which can be done in a different sequence than that presented in this walkthrough. This walkthrough assumes that the order in which the tasks are presented is followed.

2. This walkthrough is based on the IBM version of the game. Other formats may contain slight variations or be entirely different.

IN TOWN AND ON THE SURFACE

You paid your bucks, booted the game, and now you find yourself planted near the entry gates of the town in the ANCIENT LAND OF YS. Check in your pockets and you'll find $1,000 in spending loot. Explore the town, and enter all the open buildings. The buildings that are closed are of no consequence to the game.

As you explore you'll find the Fortune Teller's Shop, Armory, Weapons Shop, Clinic, Tavern, and Pawn Shop. Speak with all the people you meet. You do this by running head first into them. The Fortune Teller will tell you to come back when you're ready to become a knight. To do so, go to the Armory and Sword Shops and purchase a Sword, Shield, and Armor. Equip these items and return to the Fortune Teller. You'll receive a mission and a Crystal. Now you're ready to venture outside the gates to do battle with the evil creatures running wild throughout the land.

You will earn experience and gold by defeating the creatures in the fields. The best way to battle all the creatures in the Land of Ys is to run into them from above, behind, or below. Don't try to hit them head on, or you'll soon be restoring your game.

Explore the grassy area north of the castle, slaying beasts as you go. Cross the bridge to the east and wander the land there. You might stumble across the entrance to the old Mine, but don't go in yet: You're not equipped to take on the creatures within.

If you're lucky, you may find the Golden Amulet in the lake. This can be sold in the pawn shop for quick cash. If you continue through an opening in the trees to the east, you'll come to the Zepic Village. There are three houses there. One is closed and useless to you. The other two are the Church and the home of the Fortune Teller's Aunt Mara.

In the church, you'll learn that the Silver Bells have been stolen. If you visit Mara with the Crystal given to you by Sara, she'll give you a Holy Shrine...
Key. North of the Zepic Village there is a path going up the mountain to the Holy Shrine and further up to the Thieves' Shack. Once again, wait until you can afford better armor before entering the Holy Shrine.

Continue battling until you can upgrade your shield, sword, and armor to the next level. Once this is done, explore the Holy Shrine. When you first enter, you'll see six statues. One is different! Run into it and you'll be inside on level 1. Search the area to locate two chests: One is locked, but the other contains a Ruby Ring. You won't be able to open the other chest yet.

Further exploration reveals a room with an ornate decoration on the far wall. Touching the center of this design triggers a battle with the first of the "large" creatures you'll discover in the Land of Ys. To defeat him, you must dodge the beams and collide with him. You'll need quick fingers on the arrow keys to win. Once you've disposed of him, a secret entrance will open where the decoration was. This leads to the second level of the Holy shrine. Go through the door and explore level two. Once again you'll find two chests. This time, they'll both be locked. Become familiar with this level, noting the two jail cells in the northeast section, then return to Town to return the Ruby Ring. Go back to the fields and continue fighting the creatures.

At this point, save the game and try the first level of the Mine. There are fierce creatures that guard the entrance. Go in quickly and turn to the right. Try to attack these creatures by hitting them from behind. If you learn to defeat these beasts, you'll be rewarded with big bucks and experience. Once you get the hang of defeating these foes, you'll find it easier to fight the more difficult "small" creatures in the game.

Try and earn enough money to buy the third level of Shield, Sword and Armor. Stop by the pawn shop and buy a Mirror and a Wing. It also would be a good idea to pick up a bottle of medicine (Heal Potion) at the infirmary. With all these goodies in tow, head back to the Holy Shrine.

**HOLY SHRINE: LOWER LEVELS**

Return to the Holy Shrine and go through the secret door to level two. Head towards the extreme lower left hallway. You'll be at what appears to be a dead end...but! Try and walk down, as if you're walking through the wall. Suddenly you'll pass through a doorway that was out of view! Continue down the hallway and explore the areas to the right. Check out all the chests. You'll find a Jail Key, and more importantly, a Treasure Chest Key! If you continue your search, there is also a chest containing Silver Bells.

Return to the surface and give the bells back to the priest in the church. He'll give you a Power Ring as a reward. Return to the Holy Shrine and open all the chests you found along the way. You will find Ring Mail, the Mask of Eyes, and a Necklace. On your way back down, enter the two jail cells and free the hostage you'll find there. She'll get out on her own; just continue with the game after you speak with her. Go back through the hidden doorway and continue down to the next level.

Here you'll encounter more statues like the one you found at the entrance. Check the place out and you'll find an Ivory Key, a bottle of Heal Potion, and a Silver Shield (level 4 shield) which you should immediately use. You may notice a chest that you can't quite seem to get to. Use your Mask of Eyes to find a
doorway previously unseen, and enter the secret area. The chest holds a Marble Key to the bottom level of the Holy Shrine. Save your game before you enter the bottom chamber, and battle the next "large" creature to get to the Book of Mendal. Use your Wing to return to Town.

BACK IN TOWN AND THE MINE

When you check back with Sara, you'll receive some sad news. You'll also receive the Book of Toban. Restock your Heal Potion supply (if necessary), and head for the Mine. You can sell the Necklace you found in the Holy Shrine if you need money.

Enter the Mine and explore the first level. There you'll find three chests. If you've already found the Ruby Ring in the Holy Shrine, one of the chests will be empty. The other two contain a Time Ring and Silver Armor (level 4 armor).

In the southeast corner of the Mine, you'll find an almost-hidden passage to the south that will lead to level two. Explore level two until you find a cave which is guarded by a one-eyed rock creature. He is protecting a chest in the cave. To get him to come out, you must walk directly in front of him. Once he's out, you must get him from behind or you'll be history! There are more of these creatures in this area; saving the game is a good idea.

In the cave is a chest containing a Heal Ring. Wear this immediately and your hit points will increase over time like they do on the surface. Search this level thoroughly. If you find the entrance to level three, don't enter yet. There are two chests that you must find before you descend any further. They contain the Silver Harmonica and a Seed of Rodine. When you have these two items, use the Wing to return to Town.

Give the Silver Harmonica to its owner, and return to the Mine. On your way, stop by the northern-most large tree in the Fields across the bridge. If you run into the center of this tree, it will tell you where to find a sword made of Kureria. This is one of the most important clues in the game! When you go to find the sword, you'll get a Silver Sword! That should tell you something. Now, back to the Mine.

Once in the Mine, go straight to level 3. Save your game often because the battles are tough. Search the level for the two chests containing a Heal Potion and the Key of Daan. At the very bottom of the level is a locked door. Save your game before entering. Inside the vault is a chest. When you try to open it, the next "large" creature will appear. If you don't have the Kureria (Silver) Sword, this creature is very difficult to kill. Once you polish him off you can open the chest and take the Book of Towala.

If you've gotten everything listed above from the cave, use the Wing to return to Town. Buy some Heal Potion if you need it and head to the Zepic Village and Mara's house. She will read the books for you and tell you how to enter the Tower.

THE TOWER
The Tower is a circular building that, once entered, cannot be exited without completing the game. The center of the Tower consists of circular, columned hallways that look the same on all levels.

After passing through the Thieves' Shack, you enter the Tower. The first level has three exit hallways, all leading to a circular, columned hallway. The right hallway leads to a dead-end level containing four chests. In them you'll find Heal Potion, a Mirror, and the Evil Ring. Don't wear the Evil Ring yet. One chest is empty. Return through the circular hallway to the entry level. The left exit leads to the jail level. The middle exit leads up to the second level of the Tower.

As you pass through this level, you'll find a hallway with a line of statues. Use your Mask of Eyes to find the secret entrance. Upon entering, you'll find an old man who won't talk to you. It seems he's lost a valuable Idol. Leave him, and continue up to level three.

Here you'll find an open chest. Keep going, through another circular hallway to the fourth level. This level has three exits. You came in from the right; the center leads to a dead-end level with an empty chest; the top left exit leads up. When you enter the fifth level, you will pass through a metal detector that senses your silver. You now find yourself back on the jail level -- in jail, minus your silver. Here you find Ota, the husband of the wife you spoke with in the Zepic Village. He'll tell you of a secret passageway in the Tower. As you search the jail cell, Ogien will break through the walls to rescue you. He'll also give you an Idol to return to the old man you found earlier. Make sure you re-equip your level 3 sword, shield, and armor before you leave. (Remember: Your level 4 items, being silver, were confiscated.)

Leave the jail cell, and again climb the Tower, returning the Idol to the old man on the way up. The old man will give you a Necklace. This one you can wear. Since you've lost all your silver, you can now pass through the metal detector on level 5. Go up to level 6 and you'll run into Ogien again. He'll tell you that you need a Rod to enter the upper levels of the Tower. You should also find a chest with a Silver Sword! Continue upwards and enter level 7. Save your game!

Yes, another "large" creature awaits you. Defeating him will net you a Hammer and the Book of Zakan. Continue up to Level 8 where you'll reclaim the Silver Shield.

Level 9 contains the Sound Room. First, though, there's an exit to the left that goes to a dead-end level with Ogien in it. He's of no help here...yet! Back into level 9, you'll proceed until you enter the Sound Room. You should quickly run into the first door you come to and find the old man. He'll tell you the reason behind the sound. From your inventory, select the Heal Potion. Run out of his room, to the right, and just before your hit points disappear, press return.

This will activate the Heal Potion. Run through the doorway and into the next circular hallway. Use your Hammer and hit all the columns on that level. Save the game, then try to enter level 10. If the sound continues, quit the game, and
return to your system prompt. Restart the game and restore your last save. You
should be able to enter level 10 now. (There might be a bug in the software
here.)

Level 10 is empty, but level 11 is important. This is the first level with
magic mirrors. This level has three exits at the top. You came in from the
middle; the right exit leads to a dead-end level with an old man. He will tell
you of a girl being held captive in another Tower. The left exit leads to a
dead-end level with another "large" creature. Save the game, battle the
creature, and claim the Rod and the Book of Malaks.

Return to the Mirror Level (11) and you'll find the Silver Armor. Level 12 has
two chests: One is empty, the other contains the Battle Shield. There is an exit
over to another Tower where the girl is. In order to get past the locked door to
get to the girl, you must be wearing the Evil Ring and the Necklace. Once
inside, the girl will give you special Glasses that enable you to read the Books
of Ys. She will also tell you that Malificus wears a black cape which can only
be pierced by a sword mode of Kueria.

Proceed up to the next level (13), where you will find a chest with Heal
Potion. This is an important bottle because you now have to go back down the
Tower to where you last found Ogien (the level before the Sound Room). Enter the
room where Ogien is, read the Book of Malaks, then speak to Ogien. He will give
you a Blue Amulet. Go back up to Level 13.

From level 13 (the second time), continue up to level 14. There are three exits
here. You came in through the middle exit. The right exit leads to a Temple
level where you'll find Battle Armor. The left exit continues up to Level 15.
When you enter Level 15, you'll have to battle some tough guards who will come
bursting through a wall. If you go through that wall, you'll find the Flame
Sword.

Level 16 is another "Mirror" level, and leads to another battle with a "large"
creature. These are Twin Heads. Once you've defeated the heads, you're ready to
face Malificus. Enter the top level and defeat Malificus to win the game.
Remember, to defeat Malificus, you must be equipped with a Kueria sword. When
battling Malificus, keep moving and trying to anticipate where he'll be. He's
moving in a sine-wave pattern. Those players who don't like arcade sequences may
have difficulty with this battle. It is, however, doable.

ITEMS LIST

You'll find the following items in the ANCIENT LAND OF YS:

SWORDS: Short sword, Weapons Shop; long sword, Weapons Shop; Talwarl, Weapons
Shop; silver sword, Fields; and flame sword, Tower Level 15.

ARMOR: Chain mail, Armor Shop; plate mail, Armor Shop; reflex armor, Armor
Shop; silver armor, Mine Level 1; and battle armor, Tower Level 14A.

SHIELD: Small shield, Weapons Shop; medium shield, Weapons Shop; large shield,
Weapons Shop; silver shield, Shrine Level 3; and battle shield, Tower Level 12.

ITEMS: Heal potion, Clinic, Mine, Shrine, Tower; wing, Pawn Shop; mirror, Pawn Shop, Tower; mask of eyes, Shrine Level 2; and evil necklace, Tower Level 2.

KEYS: Shrine key, from Mara; jail key, Shrine Level 2; chest key, Shrine Level 2; ivory key, Shrine Level 3; marble key, Shrine Level 3; and key of Daan, Mine Level 3.

OTHER INTERESTING ITEMS: Crystal, from Sara; Golden Pedestal, Lake; Ruby Ring, Shrine Level 1; Necklace, Shrine Level 2; Silver Bells, Shrine Level 2; Silver Harmonica, Mine Level 2; Seed of Rodine, Mine Level 2; Hammer, Tower Level 7; Blue Amulet, Tower Level 9A; Rod, Tower Level 11A; Glasses, Tower; and Idol, Tower Jail.

BOOKS: Book of Mendal, Shrine Level 4; Book of Toban, Sara Shop (after death); Book of Towala, Mine Level 3 (Blue Room); Book of Zakan, Tower Level 7; Book of Malak, Tower Level 11A; and Book of Malificus, Tower Level 18.

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FIRST:

(N,E); "OPEN WINDOW"; IN; "OPEN SACK" "TAKE GARLIC"; (W); "TAKE ALL"; (E,U); "LIGHT LAMP"; "TAKE ALL"; (D); "TURN LAMP OFF"; (W); "DROP GARLIC"; (E,N,N,U); "TAKE EGO"; (D,S,E); "IN"; (W); "FULL RUG"; "OPEN TRAP DOOR"; (D); "LIGHT LAMP"; (N); "KILL TROLL WITH SWORD [KEEP IT UP UNTIL HE DIES]"; "DROP SWORD"; (S,E); "TAKE PAINTING"; (N); "DROP ALL BUT LAMP AND PAINTING"; (U,W); "OPEN CASE"; "PUT PAINTING IN CASE"; "OPEN TRAP DOOR"; (D,S,E,N); "TAKE ALL BUT MANUAL"; (S,W,N,N)

BACK IN THE TROLL ROOM? GOOD. WELL:

(W,S,E,U); "TAKE BAG AND KEY"; (S,W,D,NE); "UNLOCK GRATING"; (U); "TURN OFF LAMP"; (S,E); "IN"; (W); "PUT BAG IN CASE"; "TAKE GARLIC"; "OPEN TRAP DOOR"; (D); "LIGHT LAMP"; "DROP KEY"; (N,E,SE,E); "TIE ROPE TO RAILING"; (D); "TAKE TORCH"; (S); "TAKE BELL"; (S); "TAKE CANDLES AND BOOK"; (D,W,N,N,N,E,N); "DROP ALL BUT LAMP"; (N); "TAKE ALL"; "PUSH BLUE"; "OPEN TUBE"; "PUT MATERIAL ON LEAK"; "PRESS YELLOW"; "DROP TUBE AND MATERIAL"; (S,N); "TURN BOLT WITH WRENCH"; "DROP WRENCH"; (N); "TAKE ALL BUT GUIDEBOOKS AND SCREWDRIVER"; (S,D); "ECHO"; (W,SE,E,D,S,D)

THIS IS A TOUGH PART. DO NOT WASTE TIME BETWEEN MOVES.

"RING BELL"; "TAKE CANDLES"; "LIGHT MATCH"; "LIGHT CANDLES"; "READ BOOK"

IF ALL WENT WELL, THE SPIRITS TOOK TO THE WALLS. IF THEY DIDN'T, WAIT FOR THE BELL TO COOL DOWN AND TRY AGAIN.

"DROP BOOK AND MATCH AND CANDLES"; (S); "TAKE SKULL"; (N,U,W,N,N,W,W,S,U); "PUT SKULL IN CASE"; (D,N,E,E,E)

THIS PART REALLY DEPENDS ON WHAT THE THIEF DID. IF THERE IS A PLATINUM BAR HERE, TAKE IT AND GO BACK TO THE LIVING ROOM, AND PUT IT IN THE CASE. (THEN COME BACK HERE.) IF NOT, JUST KEEP TYPING.

(U,E,N); "TAKE SCREWDRIVER"; (S,W,N); "TAKE TRUNK"; (N,N,U,N,W,W,N,N,E); "PUT TORCH AND SCREWDRIVER IN BASKET"; (N,D,E,NE,SE,SW,D,D,S); "TAKE COAL"; (N,U,U,E,S,N,U,S); "PUT
COAL IN BASKET"; "LOWER BASKET"; (N, D, E, NE, SE, SW, D, W); "DROP ALL"; (W); "TAKE COAL AND SCREWDRIVER AND TORCH"; (S); "OPEN LID"; "PUT COAL IN LID"; "CLOSE LID"; "TURN ON MACHINE WITH SCREWDRIVER"; "OPEN LID"; "TAKE DIAMOND"; (N); "PUT ALL BUT SCREWDRIVER IN BASKET"; (E); "TAKE ALL BUT TIMBER"; (E, U, U, N, E, S, N); "TAKE BRACELET"; (U, S); "RAISE BASKET"; "TAKE DIAMOND"; (W); "TAKE JADE"; (S, E, S, E, S); "TOUCH MIRROR"; (N, N, W, W, S, U); "PUT JADE AND DIAMOND AND BRACELET AND TRUNK IN CASE"; (D, N)

THERE SHOULD BE A THIEF HERE. IF NOT, LOOK FOR HIM! IT IS VITAL TO THE GAME THAT HE GETS THE EGG. IF HE TOOK IT FROM YOU EARLIER, DON'T WORRY ABOUT IT. DON'T WORRY ABOUT ANYTHING HE TOOK. YOU CAN GET IT BACK. NOW:

"GIVE EGG TO THIEF"; (E, E, E, S, S); "TOUCH MIRROR"; (N, W, N, W, N, E); "TAKE TORCH"; (W, S, E, S, E, S); "TOUCH MIRROR"; (N, N, S, E, D, D, D); "DROP GARLIC"; (U)

NOW WOULD BE A GOOD TIME TO SAVE THE GAME. HERE YOU WILL BATTLE WITS WITH THE THIEF. IF YOU HAVE LESS THAN 110 POINTS, FORGET IT. YOU'LL DIE RIGHT AWAY. IF YOU MORE THAT 110, GOOD GOING!

"TREASURE"; "KILL THIEF [KEEP ON DOING IT UNTILL HE DIES]"; "DROP KNIFE"; "TAKE ALL BUT KNIFE AND STILETTO"; (D); "ULYSSES"; (E, E); "PUT ALL BUT LAMP AND TORCH IN CASE"; "TURN OFF LAMP"; "TAKE CANARY"; (E, E, S, S); "WIND CANARY"; "TAKE BAUBLE"; (N, W, W, W); "PUT BAUBLE AND CANARY IN CASE"; (W, W, U); "TEMPLE"; (D); "TAKE COFFIN"; (U); "TREASURE"; (D, E, E); "OPEN COFFIN"; "TAKE SCEPTRE"; "PUT COFFIN IN CASE"; (D, N, E, E, N, N, E, W, N, N); "TAKE PUMP"; (N); "TAKE TRIDENT"; (S, S, E, S, S, D); "INFLATE PLASTIC WITH PUMP"; "DROP ALL" "GET IN"; "TAKE ALL"; "LAUNCH"

SAY GOOD-BYE TO THE GREAT UNDERGROUND EMPIRE. IF EVERYTHING WENT WELL, YOU WON'T BE GOING BACK THERE.

"WAIT [UNTILL YOU COME TO A RED BUOY]"; "TAKE BUOY"; (E); "GET OUT"; "OPEN BUOY"; "TAKE EMERALD"; "DROP BUOY"; "TAKE SHOVEL"; (NE); "DIG GROUND [UNTILL YOU COME TO A SCARAB]"; "TAKE SCARAB"; (S, W, S, S); "DROP SHOVEL"; "WAVE SCEPTRE"; (W, W); "TAKE GOLD"; (S, W, U, U, U, NW, W, W); "DROP LAMP AND LABEL AND PUMP"; (W); "PUT ALL IN CASE"

YOU DID IT!!! NOW:

"TAKE MAP"; (E, E, S, W, SW, W)

YOU WON! THE GAME NOW DROPS YOU OFF AT THE BEGINNING OF ZORK II (THE WIZARD OF FROBOZZ)

ZORK I: THE GREAT UNDERGROUND EMPIRE ZORK II: THE WIZARD OF FROBOZZ AVAILABLE NOW AT FINE STORES EVERYWHERE.

COMPLAINTS, CORRECTIONS, AND LETTERS OF PRAISE CAN BE SENT TO "SCREWS LUEY" OF, THE OUTPOST.
THE OUTPOST
312/\441-6957

ZORK II TEXT ADVENTURE BY: INFOCOM

AT THE START:

"TAKE ALL", [S,S,S,W,S,], "LIGHT LAMP", [SE], "ENTER GAZEBO", "TAKE TEAPOT", [OUT,N,NE], "TAKE WATER", [S,SE,S,W,SE] (UNTIL YOU ENTER RIDDLE ROOM) ANSWER TO RIDDLE: "A WELL" GO: [EAST], "TAKE PEARLS", [EAST], "GET IN BUCKET", "POUR WATER", "GET OUT", [EAST], "TAKE RED CAKE, BLUE CAKE, AND GREEN CAKE", "EAT GREEN CAKE", [EAST], "THROW RED CAKE IN POOL", "TAKE CANDY", [WEST], "TAKE BLUE CAKE", [NW], THEN: "TELL ROBOT" (WHAT?) "E"... THEN GO: [EAST], AND "TELL ROBOT" (TO DO WHAT?) "PUSH TRIANGLE", THEN "TELL ROBOT" (WHAT?) "S", THEN GO: [SOUTH], "TAKE SPHERE", "TELL ROBOT" (TO DO WHAT?) "LIFT CAGE", "TAKE SPHERE", [N,W,S]: (UNTIL YOU ENTER THE TEA ROOM) THEN GO: [WEST], "GET IN BUCKET", "TAKE WATER", "GET OUT", "DROP TEAPOT", [W,W,NW], "OPEN BOX", "TAKE VIOLIN", [E,N,N], AND THEN: "ENTER GAZEBO"...


"DROP ALL BUT LAMP, SWORD, AND BRICK", "TAKE NEWSPAPER AND MATCHES", [OUT,S,E,SW], "TAKE STRING", [N,DOWN,E,N], "ATTACK DRAGON", "SOUTH", "ATTACK DRAGON", "SOUTH", "ATTACK DRAGON", [W,W], AND: "TAKE RUBY", [SOUTH], "GET IN BASKET", "OPEN RECEPTICAL", "PUT PAPER IN RECEPTICAL", "LIGHT MATCH", "LIGHT PAPER WITH MATCH", WAIT, WAIT, [WEST], "TIE WIRE TO HOOK", "GET OUT", "TAKE COIN", [SOUTH], "OPEN PURPLE BOOK", "TAKE STAMP", [NORTH], "GET IN", "UNTIE WIRE", WAIT, WAIT, WAIT, WAIT, [WEST], "TIE WIRE TO HOOK", "GET OUT", [SOUTH], "PUT STRING IN BRICK", "PUT BRICK IN HOLE", "LIGHT MATCH", "LIGHT STRING WITH MATCH", [N,S], "TAKE CROWN", [NORTH], "GET IN", "UNTIE WIRE", "CLOSE RECEPTICAL", WAIT, (UNTIL BASKET REACHES VOLCANO BOTTOM) "GET OUT", [N,E,S,E,N,N], "ENTER GAZEBO"

NEXT: "DROP ALL BUT LAMP", [OUT,S,W,S,W,N,N,W,N], "TAKE CHEST", AND NOW: "KISS PRINCESS" (OR 'AWaken'), AND GO: [S,S,SE,E,N,N], "ENTER GAZEBO", WAIT (FOR PRINCESS TO GIVE YOU
THE GOLD KEY FROM THE UNICORN), "OPEN CHEST", "AGAIN"

"TAKE DRAGON", "DROP CHEST AND ROSE", "TAKE CANDY, RED SPHERE,
BLUE SPHERE, AND PEARLS", [OUT, S, S, W, S, DOWN, S], "TAKE CLUB",
[SE, NE, NW, SW, N, UP, N, N, SW, SW], "FEED LIZARD CANDY", "UNLOCK DOOR
WITH GOLD KEY", "OPEN DOOR", [S, W], "DROP ALL BUT
LAMP", [E, N, N, NE, N, N, W, N, W, W, NE, E, S], "TAKE PORTRAIT", [NORTH],
"ENTER LIGHT", "ENTER S WALL" (SOUTH WALL IN OTHER WORDS), "ENTER

FINALLY: "TAKE LAMP", GO: [S, S, S, SW, S, SE], "ENTER GAZEBO",
"TAKE VIOLIN, RUBY, COIN, STAMP, CROWN" (YOU MIGHT ALSO TRY 'TAKE
ALL' IN SOME VERSIONS), GO: [OUT, S, S, W, SW, S, E], "DROP ALL BUT
LAMP", "TAKE CLUB", [WEST], "THROW CLUB AT GLASS", "TAKE WHITE
SPHERE", [EAST], "PUT WHITE SPHERE ON DIAMOND STAND", "PUT RED
SPHERE IN RUBY STAND", "PUT BLUE SPHERE ON SAPPHIRE STAND", "TAKE
BLACK SPHERE", [SOUTH], "PUT SPHERE IN CIRCLE", [NORTH], "TAKE
RUBY, COIN, STAMP, AND VIOLIN", [SOUTH], "GIVE ALL BUT LAMP TO
DEMON", [NORTH], "TAKE ALL" [SOUTH], "GIVE ALL BUT LAMP TO
DEMON", THEN: "TELL DEMON" (WHAT?) "GIVE ME WAND", "TAKE WAND",
[N, E, N, N, NE, S], "POINT WAND AT MENHIR", "SAY" (WHAT?) "FLOAT" (OR
JUST 'SAY FLOAT'), THEN: [SW], "TAKE COLLAR", [NE, S, DOWN, DOWN],
"PUT COLLAR ON DOG", [EAST], "OPEN DOOR", [SOUTH], "TURN OFF
LAMP", "OPEN SECRET DOOR", [SOUTH]..........

AND YOU WIN!!!!!!!!

NOTARY:

* - ITEMS IN "QUOTES" ARE COMMANDS

! - ITEMS IN [BRACKETS] ARE DIRECTIONAL
MOVES <NORTH, SOUTH, UP, DOWN, ETC>

# - ITEMS IN (PARENTHESIS) ARE FOOTNOTE S THAT ARE PUT IN TO AID
YOU.

% - SOME VERSIONS MAY VARY ON SOME OF
THE MOVEMENTS SO IF YOU HAVE ANY
TROUBLE, JUST LEAVE E-MAIL.

>> THE ELVEN
ADVENTURER <<
SOLVING ZORK III

GET LAMP, TURN ON LAMP, S,W,W, GET BREAD, D, WAIT, WAIT, (SHOULD
YOU TRUST HIM? SURE!), TIE ROPE TO CHEST, (WHERE'D HE GO?) WAIT,
WAIT, WAIT, GET ROPE, (GOOD THING YOU TRUSTED HIM!), GET CHEST,
SW, (NOW YOU ARE IN THE SHADOWY AREA, THERE IS A CLOAKED FIGURE
WALKING AROUND IN HERE. JUST WALK AROUND UNTIL YOU FIND HIM, WHEN
YOU DO, YOUR SWORD WILL COME TO YOU, THEN:) ATTACK FIGURE, (KEEP
ATTACKING THE FIGURE UNTIL YOU SEE THE DESCRIPTION 'HE IS NOT
ABLE TO DEFEND HIMSELF', THEN:) REMOVE HOOD, DROP SWORD, GET
CLOAK, E, (KEEP GOING EAST UNTIL YOU GET TO THE CREEPY CRAWL)
S,S, DROP ALL BUT CHEST AND LAMP, PUT LAMP IN CHEST, CLOSE
CHEST.

----> NOW WOULD BE A GOOD TIME TO SAVE THE GAME. IF THINGS DON'T GO
AS THEY HOULD HERE, YOU CAN JUST RESTORE AND TRY AGAIN.

JUMP IN LAKE, D, GET OBJECT AND CHEST (IF YOU DON'T GET THEM OR
YOU GET KILLED, JUST RESTORE) U,W,S, GET TORCH.

NOW THIS IS A LITTLE TRICY...

LOOK AT TABLE (IF YOU SEE THE SACRIFICIAL ALTAR, 'WAIT' UNTIL
THE SCREEN CHANGES. OTHERWISE:) TOUCH TABLE, WAIT (UNTIL YOU  ARE
BACK IN THE SCENIC VISTA) N.

----> SAVE IT AGAIN

JUMP IN LAKE, D, GET CHEST, U,S, OPEN CHEST, GET LAMP, DROP
CHEST, S,S,E, GET KEY, MOVE COVER, D,N,N,W,S,E,E,S,S, WAIT (YOU
MUST WAIT FOR AN EARTHQUAKE TO OCCUR. IT WILL HIT AT ABOUT 150
MOVES...JUST BE PATIENT AND KEEP WAITING...AFTER IT OPENS THE
DOOR, THEN:) E,N, PUSH GOLD MACHINE SOUTH, OPEN STONE DOOR, PUSH
MACHINE EAST, SIT IN MACHINE, SET DIAL TO 776, PUSH BUTTON, GET
RING, LISTEN TO GUARDS (KEEP LISTENING UNTIL YOU HEAR THEM LEAVE,
THEN:) OPEN DOOR, W, OPEN WOODEN DOOR, N, HIDE RING UNDER SEAT,
WAIT (KEEP WAITING UNTIL YOU RETURN TO THE PRESENT TIME-FRAME,
THEN:) GET ALL, OPEN STONE DOOR, W, OPEN WOODEN DOOR, N, LOOK
UNDER SEAT.

----> NOW FOR THE ROYAL PAIN (PUZZLE)

S,S,D, PUSH EAST WALL, W, PUSH SOUTH WALL, E,S,S,E, PUSH SOUTH
WALL, N,N,E, PUSH SOUTH WALL, GET BOOK, PUSH SOUTH WALL, E,E,N,
PUSH WEST WALL, AGAIN, AGAIN, N,W, PUSH SOUTH WALL, E,S, PUSH
WEST WALL, E,E,N,N,N, PUSH EAST WALL, S,S,E,E,N,N, PUSH WEST WALL,
N,W, PUSH SOUTH WALL, AGAIN, S,S,E,E,N, PUSH WEST WALL,
AGAIN, S,W, PUSH NORTH WALL, AGAIN, AGAIN, W,N,U.

----> YOUR OUT!!!! NOW FOR THE ENDGAME!!! LET'S GO!

N,W,N,N,W,W,S,S, GET ALL, N,N,N,E,NE (NOW, THERE SHOULD BE A
LITTLE OLD MAN SITTING NEAR THE WALL. IF NOT, KEEP GOING SW AND
NE UNTIL HE SHOWS UP. THEN:) WAKE MAN, GIVE BREAD, OPEN DOOR, N,N, BREAK BEAM WITH LAMP, S, PUSH BUTTON, N, GET LAMP, N,N, LIFT SHORT POLE, PUSH YELLOW PANEL, AGAIN, LOWER SHORT POLE, PUSH MAHOGANY PANEL, AGAIN, AGAIN, LIFT SHORT POLE, PUSH YELLOW PANEL, AGAIN, AGAIN, AGAIN, PUSH PINE PANEL, N, KNOCK ON DOOR.

----> THE DUNGEON MASTER!! YOU MUST BE GETTING CLOSE TO THE END!

N,E,N,N, SET DIAL TO 4, PUSH BUTTON, TELL DUNGEON MASTER TO STAY, S, OPEN DOOR, S, TELL DUNGEON MASTER TO SET DIAL TO 1, TELL DUNGEON MASTER TO PUSH BUTTON, UNLOCK BRONZE DOOR WITH KEY, OPEN BRONZE DOOR, SOUTH.

----> YOU DID IT! YOU HAVE BECOME THE DUNGEON MASTER OF ZORK!!

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FINIS