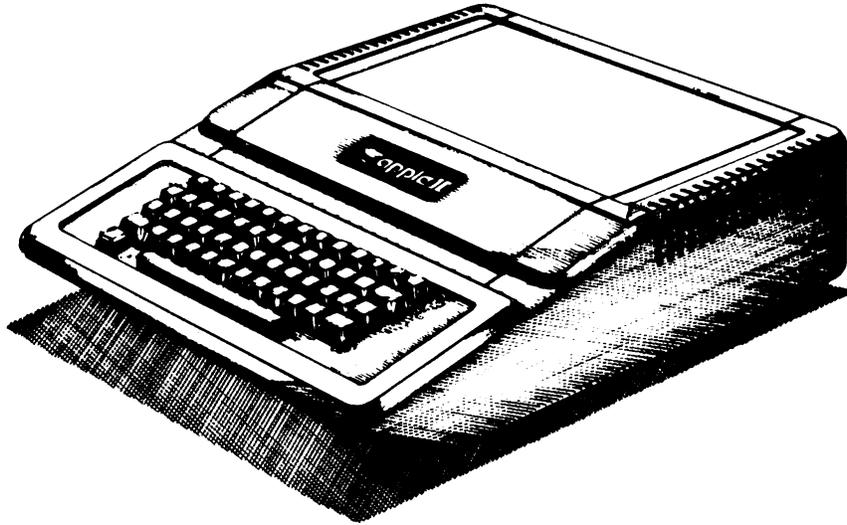




# Apple 2 Computer Technical Information



Apple II Computer Documentation Resources

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## WALK THROUGHS FOLDER

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[www.textfiles.com/apple/](http://www.textfiles.com/apple/)  
18 September 2000

## CATALOG

Name	Type	Crtr	Size	Flags	Last-Mod-Date	Creation-Date
'! T E X T F I L E S..	TEXT	MOSS	194K	lvbspImad	9/19/00 4:12 PM	9/18/00 7:09 PM
.descs	TEXT	R*ch	97K	LvbspImad	7/12/00 9:11 PM	1/30/74 5:51 PM
.footer	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
.header	TEXT	R*ch	97K	LvbspImad	7/12/00 9:11 PM	1/30/74 5:51 PM
abyssal.solve	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
adventureland	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
alpine.ncountr	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
amazon	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
bards.iii.solve	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
bards.tale.3.ed	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
birth.phoenix	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
blade.blckpoole	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
captain.cuckoo	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
carmen.cheat	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
castle.wolf.map	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
chivalry.map	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
claymorgue.cstl	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
conans.app	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
coveted.mirror	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
cranston.manor	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
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cutthroats	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
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death.caribbean	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
demon.s.forge	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
dotc.solve	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
eamon	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
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enchanter.2	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
escape.runistan	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
et.solve	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
ghost.town	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
hitchiker.guide	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
index.html	TEXT	R*ch	97K	LvbspImad	7/12/00 9:11 PM	1/30/74 5:51 PM
infidel	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
institute	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
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kabul.spy	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
karateka	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
karateka.2	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
king.quest.slve	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
knight.diamonds	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
kq3.solve	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
kq3.vol.num	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
kq3.walkthru	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
kukuclan	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
leather.god1	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
leather.god2	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
legacy.llylmy	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
life.death.solv	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
llygiamyn.solve	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
manhunter.solve	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
masquerade	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM
mummys.curse	TEXT	R*ch	97K	LvbspImad	8/1/99 11:10 AM	1/30/74 5:51 PM

## Apple II Computer Info

oo.topos.hints	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
palace.thndr1nd	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
pitfall	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
qm.solve	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
quest	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
seastalker	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
secret.agent	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
shard.sprng.slv	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
sherwood.solve	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
shrinking.man	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
softporn.solve	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
sorcerer.hints	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
star.cross	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
star.cross.map	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
translyvania	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
ultimaiv.app	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
viking.quest	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
wime	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
witness	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
wizardry.app	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
ys.solve	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
zork.i	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
zork.ii	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
zork.iii	TEXT R*ch	97K LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM

```
=====
DOCUMENT ! T E X T F I L E S
=====
```

## Apple II Textfiles

[www.textfiles.com/apple/](http://www.textfiles.com/apple/)  
18 September 2000

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.

Filename	Size	Description of the Textfile
DOCUMENTATION	DIRECTORY	"Soft Dox" for Apple Programs
GENIELAMP	DIRECTORY	Archive of the Genielamp A2, the GENie Apple II Roundtable
WALKTHROUGHS	DIRECTORY	Walkthroughs of Apple II Specific Adventures
acos.hst.mod	6235	How to get Speed out of your HST and HST Dual Standard Modem on an Apple IIGS
advdem.app	16645	Technical notes for Advanced DeMuffin II, a cracking tool
aecomman.app	1792	A list of commands for Ascii Express
aids	1024	Method for detecting the "Cyberaids Virus", by The Chemist
alien.clues	1448	Passwords for Alien Mind, by The Undertaker and the Vandal
ansi.spcs	24911	ANSI and VT100 Codes
apple.app	4157	Combining Applesoft with Assembly Language
apple.txt	4189	The Text of the Apple-Microsoft Agreement
apple2.gs	9388	The Sad, True Truth of the Apple II GS (Stands for Goddamned Slow)
appleii.jok	1384	The Unofficial Apple II Brainwash Test by Fred E. Long
applemaf.txt	22452	The Apple Mafia Story, as Told to Red Ghost
applenet.app	4096	Advertisement for Apple-net software. Note feature list
apples.txt	8230	Why the Apple II is Broken
appleser.app	11205	Apple //c Serial Port Information
applesoft.tips	2320	The Beagle Brothers Applesoft Tips Guide
appswitc.app	2677	Apple //e Soft Switch, Status, and other I/O locations
bin.ii	18944	Apple II Binary File Format, developed by Gary B. Little
bitsbaud.doc	11553	Bits, Baud Rate, and BPS, by michael A. Banks,

		1988
boot1-6	102420	Collection of Apple-Oriented Texts and Flotsam from the Early 1980's.
boot1-6.hac	102420	Bootlegger Magazine Excerpts (Apple II Stuff)
catfur.app	7176	Bit Blaster's Information on the Cat Fur Modem
catstuff.app	9818	Expanding your Apple Cat // by the Warewolf
cheat.app	4424	All manner of cheats for various Apple II games
cheats	7416	LARGE Collection of Apple Cheats (Break into Monitor and Modify)
cheats.app	2749	The Penguin's Apple Cheats
cheats2.app	4498	Apple Pirate's Cheats
copyprog.app	2991	How to Copy Programs, by the Three Musketeers
copyprot.app	15163	Copy-Protecting your own disks, by Thomas T. Brylinski
correct.app	5716	Corrections to programming for the Apple Cat
cr.adder	1441	How to add Carriage Returns to Appleworks Databases
crack1.txt	1023	Introduction to a Talk on Software Piracy
crackdos.app	15403	Introduction to how AppleDOS operates
crackin.app	9989	An introduction to cracking by The Necromancer
crakowit.app	3647	Kracowicz' Kracking Corner IV
cramit.app	5062	An Introduction to Program Compression
cramit.txt	7040	Some Tips on Cramming Data with an Apple
crammin.app	5071	A simple compression scheme
crisis.app	1900	How to crack Crisis Mountain, by Doctor Who
deathcheat	517	Cheat for "Death Sword"
diskgo.txt	613	Getting Faster Apple DOS Speeds by Tamerlane of the Ring
diskjock.app	51504	Examining protected Applesoft programs, by the Disk Jockey
dos.chart	1678	The DOS 3.3 Memory Access Chart
dosless.txt	1792	Creating an Apple DOS-Less Disk
emu.pt.update	3739	Message: Bugs in IIGS Proterm v1.9p
errors.app	4286	A comment on error traps, by Nick Fotheringham
errors.txt	4480	A Comment on Error Traps by Nick Fotheringham from the Apple Barrel
expandca.app	9367	Expanding your Apple Cat, by Warewolf
futrae.app	4684	The Future Evolution of Ascii Express (Humor)
icon.convert	3308	Converting Apple IIGS Icons to Clip Art by Marty Knight
iigsprob.hum	2680	The Apple IIgs Sound Problem
joystick.app	5961	The Official Joystick Review Guide, by The Tracker
kickmacr.app	9981	How to kick butt with AE Macro Action
krack1.app	2927	High Technology's Cracking Tutorial, Part I
krack2.app	1765	High Technology's Cracking Tutorial, Part II
krack3.app	2239	High Technology's Cracking Tutorial, Part III
krack4.app	1887	High Technology's Cracking Tutorial, Part IV
krack5.app	2560	High Technology's Cracking Tutorial, Part V
krakowic.txt	13198	Kracowicz' Cracking Tips from ROM Radier
krckwczt.app	137510	The Kracowicz Basics of Cracking Series. A++
mac2info.app	11449	Late-breaking (1987) information on The Macintosh II
maccrack.app	5981	The Byte's introduction to Mac Cracking
machine.app	13084	Black Bag's Introduction to Machine Language for Cracking
machinel.app	15408	Dr. Firmware's Tutorial of Machine Language
macteam.app	9569	Macteam's thoughts on copy protection on the

## Apple II Computer Info

Macintosh		
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
vidomac.app	33057	1986 Seminar on "Macintosh in Film and TV Production"
vt100	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.

###

```
=====
DOCUMENT .descs
=====
```

```
abyssal.solve Solution to The Abyssal Zone by Salty Software, by Aleister Fiend
adventureland Solution to "Adventureland" from Scott Adams, by Davy Crockett
alpine.ncountr 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.blckpoole 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
chivalry.map Map for the game "Chivalry"
claymorgue.cstl Solution to "Saga 13: The Sorcerer of Claymorgue Castle" by Sire
Merlyn
conans.app Solution to "Conan"
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
deadline Solution to the game Deadline
death.caribbean Solution to the game "Death in the Caribbean" by Sheree
demon.s.forge Walkthrough for Demon's Forge, by Doctor Death
dotc.solve Solution for Defender of the Crown
eamon Welcome to the Wonderful World of EAMON by Donald Brown
earthquake Solution to Earthquake by Copy/Cat of Hi-Res Hijackers and Demuffin Man
ecc.mh.walkthru Walkthrough for Manhunter by Sierra Online
enchanter How to Solve Enchanter, by The Grud
enchanter.2 Enchanter II Help
escape.runistan How to Solve Escape from Matsirung by The Shadow Lord
et.solve Solution to E.T. Comes Back by Copy/Cat of Hi-Res Hackers
ghost.town How to Solve Saga #9: Ghost Town, by Demiffin Man
hitchiker.guide 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
journey.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
king.quest.slve 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 III by Kloey Detect
kq3.vol.numms 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.solv Walkthrough for Life and Death
llygiamyn.solve Walkthrough for Legacy of Llygamyn 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.sprng.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  
transylvania 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

```
=====
DOCUMENT .footer
=====
```

```
</BODY>
</HTML>
```

```
=====
DOCUMENT .header
=====
```

```
<HTML>
<TITLE>T E X T F I L E S</TITLE>
<BODY BGCOLOR="#000000" TEXT="#00FF00" LINK="#00FF00" ALINK="#00FF00"
VLINK="#00FF00">
<H1>Apple II: Walkthroughs</H1>
<P>
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.
<P>
A few of the walkthroughs in this directory are a bit more coy and just give
you hints or maps for the games.
<P>
<TABLE WIDTH=100%>
<TD BGCOLOR=#00FF00><FONT COLOR=#000000><B>Filename</B><BR></FONT>
<TD BGCOLOR=#00DD00><FONT COLOR=#000000><B>Size</B><BR></FONT>
<TD BGCOLOR=#00AA00><FONT COLOR=#000000><B>Description of the
Textfile</B><BR></TR>
```

=====  
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 PIONT, 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.....  
.....

.....  
YOU START OUT ON AN UNSTABLE VOLCANIC ISLAND, WITH PERIL UP EVERY  
TREE.. WE WILL TRY TO GET YOU OUT SAFELY.. READ SIGN, E, GET  
SAND-DOLLAR, S, S, S, TALK MONKEY, W, LOOK TREE, N, N, GET  
FEATHER, W, W, S, S, U, GET CAN, D, W, U, GET SPEAR, D, E, N, N,  
N, N, E, GET OIL, E, E, WEAR OIL, N, THROW SPEAR, N. (AND WE DID  
IT.....) YOU ARE NOW ON THE REEF SURROUNDING THE MANY SMALL  
ISLAND IN THE DEVIL'S TRIANGLE AREA.... N, W, N, W, N, USE OIL,  
OPEN LOCKER, GET SUIT, WEAR SUIT, E, LOOK VASE-SPONGE, GET  
FLASHLIGHT, E, N, E, TICKLE CLAM, GET FISH, W, S, S, E, GIVE  
FISH, GET TANK, S, W, N, N, N, WEAR TANK, D, TALK MERMAID, D.  
THAT TAKES CARE OF THAT SECTION.. NOW WE'RE ON THE ABYSSAL  
PLANES.. N, DROP SAND-DOLLAR, DROP FLASHLIGHT, DROP CAN, DROP  
OIL, W, N, N, W, W, N, N, GET RECORDER, S, S, S, U, U, S, S, S,  
W, N, GET BOTTLE, S, E, N, N, N, D, GET NECKLACE, WEAR NECKLACE,  
D, N, GET SAND-DOLLAR, GET FLASHLIGHT, GET CAN, GET OIL, W. NOW  
INTO THE CITY AREA... W, N, N, W, N, N, GET KNIFE, S, U, U, N,  
U, GET COCONUT, D, EAT COCONUT, PLAY RECORDER, WEAR OIL, E, S, D,  
D, E, E, N, HIPPOCAMPUS, N, D.

=> 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...

=====  
DOCUMENT adventureland  
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```
[ ]
[ ]
[ THE COMPLETE SOLUTION FOR ]
[ =ADVENTURELAND= ]
[ ]
[ A SCOTT ADAMS ADVENTURE ]
[ ]
[ ]
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WRITTEN BY

DAVY CROCKETT

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] [U] [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] [D] [W] [D] [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.

=====
DOCUMENT alpine.ncountr
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\*\*\*\*\*
\*
\* HOW TO SOLVE:
\*
\* THE ALPINE ENCOUNTER
\*
\*\*\*\*\*

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'.

WRITTEN BY:

PIRATE'S FRIEND
\*FRED SOFTWARE\*



[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] [up]  
[west] [go chopper]

That's it! You've finally solved it!

=====  
DOCUMENT bards.iii.solve  
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:=====:

Bard's Tale III: Thief of Fate  
Solve

By  
King Dan

:=====:

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:

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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 "CHAOS" 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.N.W.N.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:

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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 Tslatha. 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:

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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:

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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:

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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>se 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>se 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:

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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 unaccessable square in another time. You will get the next name, and you must find the right time and say it. This is the order:

Time                    Name:  
 ~~~~~

|            |                                        |
|------------|----------------------------------------|
| Troy       | Ares                                   |
| K'un Wang  | Yen-Lo-Wang (don't forget the hyphens) |
| Rome       | Mars                                   |
| Hiroshima  | Susa-No-O                              |
| Stalingrad | Svarazic                               |
| Nottingham | St. George                             |
| Wasteland  | Sdiabm                                 |
| Berlin     | Tyr                                    |

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:

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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 resurrect 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.

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Call...

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

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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.

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

\* Gold and Exp: I think it's 4 pairs of Hex, but I  
always edit the first digits and keep on raise my magic  
users' level until 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).

Hex	name	Hex	name
01	torch	02	lamp
03	Broadsword	04	shortsword
05	Dagger	06	war axe
07	Halberd	08	Long Bow
09	staff	0A	Buckler
0B	Tower Shield	0C	Leather Armor
0D	Chain Mail	0E	Scale Mail
0F	Plate Mail	10	Robe
11	Helm	12	Leather Gloves
13	Gauntlets	14	Mandolin
15	Spears	16	Arrow
17	Mthr Sword	18	Mthr Shield
19	Mthr Chain	1A	Mthr Scale
1B	Giant Fgn	1C	Mthr Bracers
1D	Bardsword	1E	Fire Horn
1F	LightWand	20	Mthr Dagger
21	Mthr Helm	22	Mthr Gloves
23	Mthr AXE	24	Shuriken
25	Mthr Plate	26	Molten Fgn
27	Spell Spear	28	Shield Ring
29	Fin's Flute	2A	Kael's AXE
2B	Mthr Arrows	2C	Day Blade
2D	Shield Staff	2E	Elf cloak
2F	HawkBlade	30	Admt Sword
31	Admt Shield	32	Admt Helm
33	Admt Gloves	34	Pure Blade
35	Boomerang	36	Ali's carpet
37	luckshield	38	Dozer Fgn
39	Admt Chain	3A	Death Star
3B	Admt Plate	3C	Admt Bracers
3D	Slayer Fgn	3E	pure Shield
3F	Mage Staff	40	War Staff
41	Thief Dagger	42	Soul Mace
43	ogre Wand	44	Kato's bracers
45	Sorcerstaff	46	Galt's flute
47	Frost Horn	48	Ag's Arrow
49	Dmnd Shield	4A	BardBow

4B	Dmnd helm	4C	Elf Boots
4D	Vanquisher Fgn	4E	Conjoure Staff
4F	Staff of Lor	50	Flamesword
51	Power staff	52	Breath Ring (garlic)
53	Dragon Shield	54	Dmnd Plate
55	War Gloves	56	Wiz helm
57	Dragon Wand	58	Death ring
59	Crystal Sword	5A	Speed Boots
5B	Flame Horn	5C	Zen Arrow
5D	Death drums	5E	Pipe of pan
5F	Power Ring	60	Song Axe
61	Trick brick	62	Dragon Fgn
63	Mage Fgn	64	Troll Ring
65	Aram's knife	66	Angra's Eye
67	Herb's Fgn	68	Master Wand
69	Brother Fgn	6A	Dynamite
6B	Thor's Hammer	6C	Stone Blade
6D	Holy Hand Grenade	6E	Master Key
6F	Nospin Ring	70	Crystal Lens
71	Smokey Lens	72	Black Lens
73	Sphere of lanati	74	Wand of Power
75	Acorn	76	Wineskin
77	nightspear	78	Tsloth's Head
79	Tsloth's Heart	7A	Arefolia
7B	Valarian's Bow	7C	Arws of life
7D	Canteen	7E	Titan Plate
7F	Titan Shield	80	Titan helm
81	Fire Spear	82	Willow Flute
83	Firebrand	84	Holy Sword
85	Wand of Fury	86	Light Star
87	Crown of Truth	88	Belt of Alliria
89	Crystal Key	8A	Tao Ring
8b	Stealth Arrows	8C	Yellow Staff
8D	Steady Eye	8E	Divine Halberd
8f	Incense	90	I-Ching
91	White Rose	92	Blue Rose
93	Red Rose	94	Yellow Rose
95	Rainbow Rose	96	Magic Triangle
98	Hammer of Wrath	99	Ferofist's Helm
9C	Helm of Justice	9D	Sceadu's Cloak
9e	Shaclelance	9F	Black Arrow s
A0	Werra's Shield	A1	Strifespear
A2	Sheet Music	A3	Right Key
A4	Left Key (wrong key?)	A5	Lever
A6	nut	A7	Bolt
A8	Spanner	A9	Shadow Lock
AA	Shadow Door	AB	Misericorde
AC	Holy Avenger	AD	Shadowshiv
AE	Kali's Garrote	AF	Flame Knife
B0	Red's Stiletto	B1	Heartseeker
B5	Dmnd Scale	B6	Holy TNT
B7	Eternal Torch	B8	Oscon's Staff
B9	Angel's Ring	BA	Death Horn
BB	Staff of Mangar	Bc	Tesla Ring
BD	Dmnd Bracers	Be	Death FGN
BF	Thunder Sword	C0	Poison Dagger
C1	Spark Blade	C2	Galvanic oboe
C3	Harmonic Gem	C4	Tung Shield

c5	Tung Plate	C6	Minstrels Glove
C7	Hunter's Cloak	C8	Death Hammer
C9	Blood Mesh Robe	CA	Soothing Bolm
Cb	Mages Cloak	CC	Familiar Fgn
CD	Hourglass	CE	Thieves Hood
CF	Surehand Amulet	D0	Thief Dart
D1	Shrill Flute	D2	Angel's Harp
D3	The Book	D4	Truth Lance
D5	Dmnd Suit	D6	Dmnd Flail
D7	Purple heart	D8	Titan Bracers
D9	Eelskin Tunic	DA	Sorcerer's hood
DB	Dmnd Staff	DC	Crystal Gem
DD	Wand of Force	DE	Cli Lyre
DF	Youth Potion	F0	Mthr Suit
F1	Titan Suit	F2	Mages Glove
F3	Flare Crystal	F4	Holy Missile
F5	God's Blade	F6	Hunter Blade
F7	Staff of gods	F8	Horn of Gods

=====

That's all folks!!!!

=====  
DOCUMENT birth.phoenix  
=====

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!                                           !!
!!                                           !!
!!           BIRTH OF THE PHOENIX          !!
!!                                           !!
!!           A TUTOR                        !!
!!                                           !!
!!           BY THE SUCCUMBI               !!
!!                                           !!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

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,SEI,U,D).

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

"GET BOOK", "OPEN BOOK", "DROP BOOK", "EAST", "GET SHOVEL", "GET FLASHLIGHT", "WEST", "WEST", "CLIMB TREE", "GET BRANCH", "GET NET", "DOWN", "NORTH", "ON FLASHLIGHT", "DOWN", "GET RUBIES", "UP", "DROP FLASHLIGHT", "EAST", "EAST", "TURN DIAL", "10", "22", "35", "GET DIAMONDS", "WEST", "PHOENIX"

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 STOPPED. "WEST", "GET POTION", "WEST", "GET SAPPHIRES", "NORTH", "DROP DIAMONDS", "DROP RUBIES", "DROP SAPPHIRES".

NOW TO GO BACK AND GET THE PHOENIX.

"SOUTH", "EAST", "EAST", "SOUTH", "WEST", "SW", "NW", "GIVE POTION", "DIG", "SHOVEL", "DROP SHOVEL", "GET BAG", "OPEN BAG". THIS BAG IS USED TO MAP THE MAZE. I HAVE ALREADY DONE THAT FOR YOU. "DROP BAG", "NW", "NORTH", "NORTH", "WEST", "EAST", "CATCH PHOENIX", "GET PHOENIX", "UP", "SE", "SE", "NE", "EAST", "NORTH", "WEST", "WEST", "NORTH", "NORTH", "DROP PHOENIX", AND FINALLY, "RUB STICKS".

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

THE SUCCUMBI

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=====
DOCUMENT blade.blckpoole
=====
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```
*****
*
*
* THE ELVEN ADVENTURER PRESENTS
*
*
* HOW TO SOLVE
* << THE BLADE OF BLACKPOOLE >>
*
* COPYRIGHT (C) - 1983
* *****
* BY THE MINES OF MORIA *****
```

[\*] WARNING [\*] THIS MESSAGE CONTAINS EXACTLY HOW TO SOLVE THE BLADE OF BLACKPOOLE WORD FOR WORD!!!! IF YOU DON'T WANT THE GAME RUINED FOR YOU I SUGGEST THAT YOU HIT THE SPACEBAR AND COME BACK LATER!

START:

FROM WHERE YOU START THE GAME FOLLOW THESE DIRECTIONS: [ E, N, N, W ] YOU SHOULD BE IN THE WEAPONS SHOPPE! BUY ALL ITEMS [EXCEPT] THE KNIFE! IT IS USELESS! ALSO- IF YOU COME ACROSS AN ITEM IN YOUR TRAVELS THAT WE DON'T TELL YOU TO PICK UP, DON'T, IF YOU DO IT MAY RUIN THE ENTIRE SET UP!!! ANYWAY, BACK TO THE SHOPPE, AFTER YOU BUY ALL THAT YOU NEED GO "E"AST. TYPE "TALK BARTENDER" AFTER YOUR LITTLE CHAT FOLLOW THESE DIRECTIONS: [S, S, E] !QUICKSAND!

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

TYPE "GET BEES" (MUST HAVE THE HONEY YOU BOUGHT IN STORE!) THEN GO [ S, S ] AND "SWIM W" AND "SWIM W" AGAIN! GO [ W, W ] AND "GIVE BEES" TO THE HUGE PLANT!!! NOW FOLLOW THESE DIRECTIONS: [ N, N, E, E, N ] "DROP HONEY" THEN [ S, W, W, S, S, E, S ] AND YOU SHOULD NOW BE AT A BOAT. TYPE "POUR POTION BOAT" AND BOAT WILL SHRINK UP! NOW "GET BOAT" AND GO: [ N, W, N, N, E, E, N, W, N ] AND YOU WILL FALL INTO A PIT! THERE IS NO WAY TO AVOID THIS, SO YOU MUST DO IT! IT WON'T HURT YOU! NOW TYPE "THROW ROPE" AND THEN AFTER ROPE IS SECURED "U" FOR

UP. AND THEN "GET ROPE" BECAUSE YOU THREW IT AND IT IS NO LONGER IN YOUR POSESSION! YOU WILL NEED IT LATER. NOW GO: [ N, E ] AND THEN "LIGHT LAMP" AND THEN [ W, S, S ], "GET AMULET", [S, E, S, W, W, S, S, E, E, N, E, N], "GIVE AMULET" (YOU SHOULD BE AT A TREE) AND THEN [ S, W, N ].

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  
 MINATURE 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.

HERE'S A BIGGE: NOW MOVE: [S, S, W, W, N, N, E, E, N, W, N, N, N,] AND TYPE "SING". (YOU SHOULD BE AT THE CLIFF AREA RIGHT BEFORE WHERE YOU LIT YOUR LAMP) A GIANT EAGLE WILL FLY DOWN AND PICK YOU UP. NOW TYPE "GO PAD". YOU WILL BE TRANS PORTED ACROSS THE RAVINE! NOW FOLLOW THESE DIRECTIONS: [ N, W ], "THROW ROPE", "D", "GET ROPE", [S, W] AND..... "DROP BOAT" (IN RIVER) NEXT TYPE "GO BOAT" AND "PADDLE N", "PADDLE N", YOU SEE A MONSTER! TYPE: "POUR ALE WATER" (AT SEA MONSTER), AND THEN KEEP "PADDLE N" UNTIL YOU HIT AN ISLAND! A STATUE OF A GRUD WILL BE STANDING THERE... TYPE "GIVE BOOK" AND IN TURN, YOU WILL RECIEVE A KEY! NO GO [S], "PADDLE S" (TWICE), AND THEN "PADDLE W", [W (BOULDER WILL DIS- APPEAR), W, W] AND "GET HELMET". NOW GO: [ E, S ], AND "UNLOCK DOOR", [S], "DROP KEY", [S, S, E], AND "GET LONGBOW", [E,E,E,S,S,S,W] AND "GET SCROLL", [W,N,E,E,E,E]. NOTE: THIS IS THE LABYRINTH AND IT IS DONE RANDOMLY. IF THE ABOVE WILL NOT PUT YOU BACK AT THE SIGN, MOVE AROUND SOME AND TRY GOING [E]AST ABOUT THREE TIMES.

<< 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"

AND THEN TYPE "D". YOU SHOULD BE IN A LAIR OF A LIZARD! DON'T MAKE A N,S,E,W MOVE OR YOU DIE! TYPE "READ SCROLL", YOU WILL SEE TWO SPELLS 'REGNILO' & 'MAHDEN'. TYPE: "SAY MAHDEN" AND AN ARROW WILL APPEAR. "GET ARROW", "SHOOT LIZARD". NOTE: DON'T EVER SAY 'REGNILO' AS IT WILL MAKE YOU LOSE ALL OF YOUR EQUIP. NEXT GO [S], "GET SWORD", [N,N], "PADDLE E", "PADDLE S", "PADDLE S", "PADDLE W", [W,W,S,S,W]. FINALLY: "PUT SWORD ALTAR"

"SAY MYRAGLYM" ZZZZZZZAAAAAAAAAAAAAAAAAPPPPPPPP!!! YOU ARE TELEPORTED TO A FOREST! NOW GO: [S, S, E], BY NOW YOU WILL BE GETTIN 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<<<<<<>>>>

IN SHOPPE: BUY ALL EXCEPT KNIFE AND STAFF!!! AND GET THE SHIELD WHICH CAN BE FOUND JUST SOUTH OF THE TAVERN [S,S]. AND AT ALL COST, KEEP YOUR MONEYBELT, THE MORE GOLD YOU HAVE AT THE END OF THE GAME IN YOUR POSSESSION, THE MORE POINTS!!!! SO, DROP THE MONEYBELT WHERE YOU DROP THE HONEY. AND PICK IT UP WHEN YOU EAT THE HONEY (NEAR THE END).

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

THIS ROUTE COURTESY OF:  
 << RON HENDERSON >>

=====
DOCUMENT captain.cuckoo
=====

<][%><][%><][%><][%><][%><][%>
[%>
<] THE DRAGON LORD [%>
[%>
<] PRESENTS [%>
[%>
<] HOW TO SOLVE [%>
[%>
<] CAPTAIN CUCKOO [%>
[%>
<][%><][%><][%><][%>%<][%><][%>

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.

[N,W] "GO DOOR" [E] "EAT BREAD" [S,E,E,E,E,N,W] "GET MONEY" [E,N] "BUY ELIXER" "PAY \$331" [S,S,W] "DRINK ELIXER" [E,N,W,W,W] "GO TAXI" "PAY 25" [W] "GIVE LETTER" "TURN RIGHT" [N]

THAT'S ALL, YOU WIN...

WHEN YOUR PLAYING THE GAME TRY THESE COMMANDS:

- PASSWORD
KURT
YAN
DANIEL
ROBERT
CLEMENT HA

=====  
DOCUMENT carmen.cheat  
=====

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
=====

\*\*\*\*\*
\*
\* Castle Wolfenstien \*
\*
\* Player 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

```
      !  
40---41---42  43  
!      !      !  
36v  37    38---39
```

Level 5

-----

```
58^  59---60  
!    !    !  
55   56   57  
!    !    !  
52---53  54===== >>exit!!you win!
```

=====

This map works for any combination that the game can make.

```
=====
DOCUMENT chivalry.map
=====
```

```
(#)#(#)#(#)#(#)# CHIVALRY (#)#(#)#(#)#(##)
- - - - - ->>> MAP <<< - - - - -
(#)#(#)#(#)#(#)#(#)#(#)#(#)#(#)#(#)#(#)#(##)
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.
(#)#(#)#(#)#(#)# CHIVALRY (#)#(#)#(#)#(##)
```

```
#=====#
# START #
#=====#
# ARCHERS #
# MEET G#
#=====#
# ROLLING #
# HILL G#
#=====#
# THE #
# MILL G#
#=====#
# THE #
# PEASANTS #
# HUT G#
#=====#
# STEPPING #
# STONES G#
#=====#
# MOUNTAIN #
# CRAG E#
#=====#
# VALLEY INN #
# (TROLLS #
# BRIDGE) (GO-->->->->-\
#=====#
# !
# TEMPLARS # #=====#
# CASTLE # # TROLLS#
#=====# # BRIDGE#
# TUNNEL # # <G> #
# GUARDIAN (MISS-> #=====# -MISS-\
#=====# ! #=====#
# WITCH'S # ! #DWARFS'#
# BREW # ! # #
# INN # ! #=====#
#=====# ! # THE #
# THE FERRY G# ! #SLIDE G#
# #---<---< ! <---#--<--<#
#=====# ! #=====#
# THE # !
```





```
=====
DOCUMENT claymorgue.cstl
=====
```

Saga #13: Sorcerer of Claymorgue Castle

by

Sire Merlyn

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 BREATH, 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, 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 U, 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, GET STAR, GET STAR, CAST PERME, DROP STAR, (Trust me, You'll find out why later), DROP STAR, CAST 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 this part a couple times before it works correctly. Now, GET TOWEL, GO FOUNTAIN (of Youth), 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!

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=====
DOCUMENT conans.app
=====
```

```
THE SOUTH POLE.....[312] 677-7140
<+><+><+><+><+><+><+><+><+><+><+><+><+><+><+>
<+>      CONAN SOLVE      <+>
<+>  Written by: The Gremlin  <+>
<+><+><+><+><+><+><+><+><+><+><+><+><+><+><+>
```

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 la va 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 telepor ter 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<----

=====
DOCUMENT coveted.mirror
=====

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!

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 TELESCOPE 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 W W  
GET MIRROR

\*ONE DOWN, 4 TO GO

E E N N W W N N W W S S W (TREASURE ROOM AGAIN!) W (WHOOAAA)  
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!

DOWN GET ROPE DOWN GET LADDER E S S S S S S W GET HORSESHOE E  
GO BARREL E USE INVISIBLE S E N N N S W GET FISH E E S USE  
VISIBLE WAIT GIVE HORSESHOE N E E GET BROOM W S S E E USE  
LOCKPICK OPEN DOOR N USE COLOR SPELL S S GET MOOSE N W W W W W W  
N USE VISIBLE OPEN CUPBOARD E

\*MIRROR #2, IN YOU 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 N 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-

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-----  
@      '  
-----
```

GET MIRROR

CONGRADULATIONS, YOU HAVE JUST WON...

--=> COVETED MIRROR <=--

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=====
DOCUMENT cranston.manor
=====
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```
*****
*
*      -=* CRANSTON MANOR TUTORIAL *=-
*
*              BY
*
*              BSBAL THE WISE
*
*              &
*
*              MICHAEL DECAYE
*
*****
```

<<<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,S,E) <GET CROWBAR> -YOU'LL NEED THIS TO GET IN THE MANSION- (N,N,N,W,N) <USE CROWBAR> (E,E,E,E,N) <GET JEWELS> (S,E,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,S) <GET CHEESE> -HOW ELSE ARE YOU GOING TO TEMPT A RASCAL OF A MOUSE?- (N,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,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,S) <DROP MOUSE> <GET KEY> <GET MOUSE> (E) <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,S,E) <USE KEY> (E) <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,W,S,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) <PULL 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!

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DOCUMENT critical.mass
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=====
SOLVING CRITICAL MASS
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AS TOLD BY THE MANIAC.
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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 RUNGISTAN, 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 WIAT 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
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"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  
 "E","E","S","E","S","GET KEY" :A FLOOD!  
 "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 BAT 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  
 "S","E","E","E","E","E","E" :DOCKED  
 "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!  
"S","S","E","S","S","E","S","S","E","S"  
"S","E","S","S","E","S","S","S","S","E"  
"N","W" :LAND HO! WHEW, WHAT A TRIP!  
"E","E","N" :CAVE ENTRANCE  
"N","E","N","N" :OH NOOOOOOOOOO...  
"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 MISSLES 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.

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DOCUMENT crowley.manor
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*****
*
*          THE CURSE OF CROWLEY MANOR          *
*
*          AND HOW TO CURE IT                  *
*
*          BY                                  *
*
*          THE CRIMSON BAT                    *
*
*****
```

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.

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DOCUMENT cutthroats
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:-----:
:           Cutthroats solve by:Green Manalishi           :
:-----:
```

This is probably the best infocom text adventure yet, don't ruin you're 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 trust-worthy 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" "sit"
```

```
<in shanty: breakfast> "order food" "order drink" "eat food"
"drink drink" "yes" "get out of chair" "n" "w" "w" "s" "s" "w"
"w" "e" "e" "e" "e" "ne" "s" "s" "sw" "w" "w" "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"
```



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!**
```

```
<in 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!
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DOCUMENT deadline
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@@
@@@
@@@ HOW TO SOLVE @@@
@@@
@@@ DEADLINE @@@
@@@
@@@
@@

THE OUTPOST

THIS TUTORIAL WILL BE DIVIDED INTO TWO SEPERATE 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
-----

ALL COMMANDS ARE IN "QUOTES" AND ALL DIRECTIONAL MOVES ARE IN [BRACKETS].

FROM THE FRONT PATH OF THE ROBNER'S ESTATE PROCEED [N]. NOW YOU SHOULD BE AT THE FRONT DOOR OF THE HOUSE. TYPE 'OPEN DOOR" AND THEN PROCEED [N] AGAIN. THIS WILL PLACE YOU WITHIN THE ESTATE. THEN GO [N,N,E,] THEN "CLIMB STAIRS" THIS WILL PLACE YOU AT THE SECOND LEVEL OF THE ESTATE. THEN GO [W,W,W,W,N]. THIS WILL PLACE YOU IN THE LIBRARY TO DO YOUR DETECTIVE WORK. FIRST "LOOK RUG". YOU WILL SEE MUD SPOTS (CRUCIAL FOR THE ARREST). THEN "TAKE CUP AND PAD AND CALENDAR AND PENCIL". NOW "RUB PENCIL ON PAPER". AFTER HAVING DONE THIS, "TURN PAGE ON CALENDAR" AND "READ CALENDAR". AFTER HAVING DONE THIS, "OPEN BALCONY DOOR" AND GO [E]. THIS WILL PLACE YOU ON THE BALCONY. "LOOK RAILING" (THIS WILL CONFIRM OUR MUD THEORY). HAVING DONE ALL OF THE ABOVE-PROCEDE, [S,E,E,E,E,D,D,W,S,S]. THIS WILL PLACE YOU AT THE FRONT DOOR AGAIN. NOW GO [NW,S,S,E,S,E,SE]. THIS WILL BRING YOU TO THE SHED (MORE DETECTIVE WORK). NOW, "LOOK LADDER" (MORE MUD AGAIN-I THINK IT IS SAFE TO ASSUME THAT THE MURDERER USED THE LADDER TO ENTER THROUGH THE BALCONY AND THEN SOMEHOW(?)

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,S,E,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"

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DOCUMENT death.caribbean
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*           DEATH IN THE CARIBBEAN           *
*
*           A WALK-THRU                       *
*
*           BY                                 *
*
*           SHEREE                            *
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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 INCRYPTED 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 INSIDE THE CHURCH, SO GO "S", THEN "LOOK MUSIC". NOTICE WHAT KEY THE MUSIC IS WRITTEN IN. NOW GO "N", "OPEN TRAPDOOR","GO DOWN". YOU ARE IN THE MAZE BENEATH THE CHURCH. GO "W","N", "W","N","N","E","S","E","N","W", S, "E","GET SWORD", "DROP KEY". THEN GO BACK WITH "W","N","E","S","W","N", "W","S","W","S","W","W".

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.

NOW GO "W","N","W","S","W","S","S", "GET SHOVEL","DROP LANTERN","N","N", AND YOU FIND YOURSELF BACK AT THE FOG. NOW USE THE SWORD TO "CUT FOG". THEN GO "N","E". YOU HAVE FOUND THE PYRAMID MARKER REFERRED TO IN THE MESSAGE. SO, "DIG CAREFULLY", "UNLOCK CHEST". IT WILL SAY WITH WHAT KEY? YOU ANSWER "G". (REMEMBER THE KEY THE MUSIC WAS WRITTEN IN?). YOU HAVE NOW OPENED THE CHEST AND FINISHED THE ADVENTURE - CONGRATULATIONS!!



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 CIELING, 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 ELENMENTAL'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, UNLO CK DOOR TO THE CRYPT, OPEN DOOR, GO EAST

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

\*\*\* VICTORY!!! \*\*\*

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DOCUMENT dotc.solve

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### 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 IIGS, 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. It would be beneficial to print out this file, as well as the SHR picture: DOTC.MAP, to use as aids while playing the game. Use any painting program to print the map, and any word processor (or Proterm/Mousetalk) to print the file.

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 best 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 be given 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 (ie: 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 jousting. Hold tournaments often, and choose Wolfric the Wild as your character, as he'll 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.

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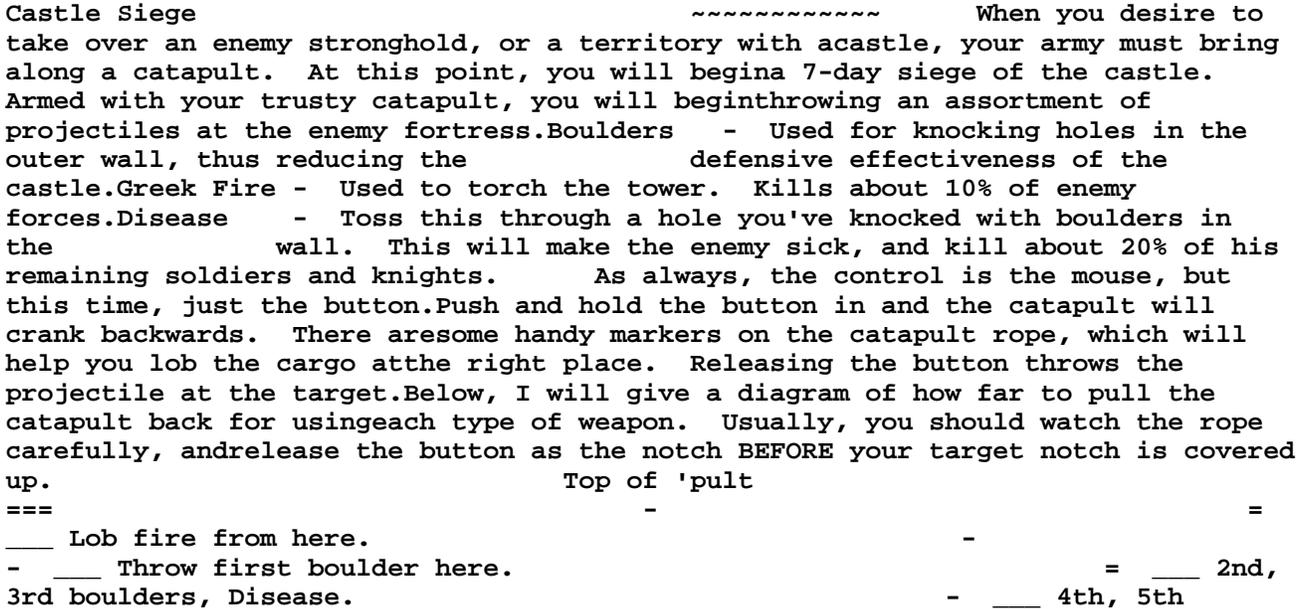
you on, one will take on your opponent. The fencing simulation is very poor
in this game (I should know, being aveteran fencer), and is accomplished as
follows: Move the mouse right or left to move the fencer right or
left.

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 theleft 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 atthe 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 scoredagainst you, and he will
continue to engage the remaining guard as you sneakinto 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 ofstep to assault
you. Hurry up and meet him on the bottom step, and push himback up the stairs
and kill him. Now the part you've been waiting for. How do you kill the
guards? It'ssimple, if you know the trick. I keep pushing forward, attacking
every 1/4 ofa 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 willlose one hit point for about every two that your opponent loses. Keep
upthe attacks with regularity, or you will probably get captured. Once you
kill the second guard, you will advance into the treasury of thecastle and loot
it, taking 1/2 of the castle's assets. If you are attemptinga rescue rather than
a raid, there is a different outcome. Some time early in the game, if your
allies have not been killed offyet, you will be given a chance to rescue the ward
of one of the other twoSaxons. This is a regular fencing battle, as described
above, except theprize is a romantic interlude (with pretty good graphics) of the
maiden fallingin 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
turnover all of his lands to you, which is very advantageous strategically.

Youwill 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 acastle, 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 beginthrowing 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 atthe right place. Releasing the button throws the
projectile at the target.Below, I will give a diagram of how far to pull the
catapult back for usingeach type of weapon. Usually, you should watch the rope
carefully, andrelease the button as the notch BEFORE your target notch is covered
up.



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boulders          -
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Bottom In other words, pull the catapult back until only the top notch on the rope 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 the screen, 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 damage.

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 loss.

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 Gloucestor (southwest) first, then to Gwynedd (northeast), then on to Glamorgan, then get your forces back home. You will lose Gloucestor 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 Gloucestor 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 has a

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Ê-Ûÿ. Äð"vesting in knights. A good-sized troupe of knights will  
 steamrollforces of up to 10 times their size. It's good to carry along at least  
 onefoot soldier for every three knights later on, for protection. To get  
 ahead fast in the game, take over enemy strongholds, and gain alltheir lands. It  
 will be hard when they are in the middle of a bunch of minorcastles, 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 tokill. One underhanded tactic is  
 to help your allies along, then backstab themand 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  
 strategicvalues for the territories, which I determined), but I'll type them  
 uphere so you can print and use them, which is a lot easier than using them  
 fromthe game proper.Character Name Race Leadership Fencing

| Jousting            | Total | Character Name              | Race                | Leadership | Fencing       |
|---------------------|-------|-----------------------------|---------------------|------------|---------------|
| -----               | ----- | -----                       | -----               | -----      | -----         |
| -----               | ----- | Sir Geoffrey Longsword      | Saxon               | *****      | *****         |
| 21                  |       | Sir Wilfred of Ivanhoe      | Saxon               | *****      | *****         |
| 22                  |       | Sir Cedric of Rotherwood    | Saxon               | *****      | ***           |
| 20                  |       | Sir Wolfric the Wild        | Saxon               | *****      | *****         |
| 21                  |       | Sir Roger of Falconbridge   | Norman              | ****       | *****         |
| 22                  |       | Sir Edmund the Grim         | Norman              | *****      | *****         |
| 25                  |       | Sir Reginald Front-de-Boeof | Norman              | *****      | *****         |
| 21                  |       | Sir Phillip Malvoisin       | Norman              | *****      | ****          |
| 23                  |       | Sir Brian de Bois-Guilbert  | Norman              | *****      | *****         |
| 26                  |       | Territory Name              | Income              | Vassals    | Strategic     |
| -----               | ----- | -----                       | -----               | -----      | -----         |
| ***                 | zero  | *                           | North-NEYorkshire   |            | **            |
| *****               | ***   |                             | North-NWLancashire  | ****       | *****         |
| **                  |       |                             | NorthEastNottingham | **         | zero          |
| NorthLinconshire    |       | ***                         |                     | *****      | ****          |
| NorthwestGwynedd    |       | **                          | **                  | ****       | *             |
| EastClwyd           |       | ***                         | zero                | ***        | EastLeicestor |
| **                  | ***** | ****                        | CentreCambridge     |            | ****          |
| *****               | ****  |                             | WestNorfolk         | *****      | zero          |
| **                  |       |                             | Far WestGlamorgan   | *          | ****          |
| East-SEGloucestor   |       | *****                       | *****               | *****      |               |
| SouthEastBuckingham |       | *****                       | zero                | ****       |               |
| SouthEssex          |       | *****                       | *****               | ***        |               |
| SouthWestCornwall   |       | *****                       | zero                | *          | Far           |
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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 Tolkein,

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 difference 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, Hedic, 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 successfully 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 1 D 6 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 1 D 10 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, Hokus 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

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!)

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EARTHQUAKE SOLVER FILE

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

THANKS TO : DEMUFFIN MAN  
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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

=====
DOCUMENT ecc.mh.walkthru
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:( \_ - : ( \_ ) := proudly brings to you =: ( \_ ) : - \_ ) :

.... Sierra On-Line's ManHunter: New York //e ....

"Protection" :DEMATERIALIZED: by

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( ) \_ ( | \_ ( ! \_ ) ( ) \_ ) \_ ) \_ )

: Official East Coast Connection Release Bases :

- The Outer Limits ... (718) 492-3054 ... 9600bps / 255 Megs / HowieNet v1.2
Temple of Karnak ... (516) 361-4999 ... 9600bps / 85 Megs / ProTALK
Oblivion GS ... (516) 922-4312 ... 9600bps / 45 Megs / Exodus

: : : : : Official ECC Members listed in Alphabetical Order : : : : :

- Aiwatts \* Commie Scum \* The High Priest
Joe Hack \* Mavster \* The Mercenary \* The Overlord
Ronin \* Star Gazer \* The Wanderer

\* Documentation typed up by The High Priest & The Wanderer.

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.

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DOCUMENT enchanter

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*****
*                                     *
*           HOW TO SOLVE:           *
*                                     *
*           --- THE ENCHANTER ---   *
*                                     *
*           WRITTEN BY: THE GRUD    *
*                                     *
*****

```

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.

"READ BOOK-MEMORIZE FROTZ-FROTZ LAN TERN-S-S-E-S-OPEN  
 DOOR-N-READ WRITING-REMOVE BLOCK-E-GET SCROLL- READ  
 SCROLL-GNUSTO EXEX-W-S-U-DROP ALL-E-GET LIGHTED PORTRAIT-GET  
 SCROLL-W-GET ALL-READ SCROLL-GNUSTO OZMOO-N-N-E-MEMORIZE  
 OZMOO-E-OZMOO ME-"(WAIT TWO TURNS..IE. TAKE INVEN- TORY  
 TWICE)"-D-OPEN SOUTH DOOR-S-GET ALL-N-W-W-S-CUT ROPE WITH  
 DAGGER- OPEN BOX-GET SCROLL-READ SCROLL- MELBOR ME-S-W-U-SIT ON  
 BED-SLEEP"

WHEN YOU SLEEP, YOU WILL HAVE A DREAM ABOUT THE BED YOU ARE SLEEP- ING 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.

"STAND UP-EXAMINE BEDPOST-PUSH BUTTON-GET SCROLL-READ  
 SCROLL-GNUSTO VAXUM-D-E-E-E-S-SE-MEMORIZE NITFOL- NITFOL  
 TURTLE-MEMORIZE EXEX-EXEX TURTLE-TURTLE,FOLLOW ME-NW-N-E-U-  
 TURTLE,SE,GET SCROLL,NW-GET SCROLL-TURTLE-  
 STAY-D-W-N-N-N-N-EXAMINE ASHES-FOLLOW TRACK-REACH IN HOLE- READ  
 SCROLL-N-MEMORIZE FWEEP-FWEEP GATE-N-GET SCROLL-READ  
 CRUMPLED SCROLL-S-W-W-W-W-W-U-GET EGG- MEMORIZE FWEEP-FWEEP  
 EGG-DROP EGG- GET SCROLL-READ SHREDDED SCROLL-KREBF SHREDDED  
 SCROLL-D-MEMORIZE VAXUM-E"

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-"  
 (GO EAST UNTIL YOU GET TO A ROOM WITH MONSTERS GUARDING A DOOR)  
 "POINT AT DOOR-N-DROP ALL BUT BREAD,JUG AND LANTERN-GET MAP AND  
 PENCIL-S-CLOSE DOOR-W-W-W-W-W-W-S-S-W-W-W-NW-NE-FILL  
 JUG-SW-SE-E-E-E-S-S-E-S-D"

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:

"S-E-NE-SE-CONNECT F AND P-SW-SW-GET SCROLL-ERASE B AND R-ERASE  
V AND M- NE-NW-NW-CONNECT B AND J-W-READ POWERFUL  
SCROLL-U-U-E-E-N-N-N-N-N-E- OPEN DOOR-N-DROP MAP AND PENCIL-GET  
ALL BUT MAP AND PENCIL-S-W-S-S-E-E"

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

THAT'S IT!!!

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DOCUMENT escape.runistan  
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!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!
!           THE SHADOW LORD PRESENTS:       !
! E                                           N !
! S                                           A !
! C           HOW TO SOLVE:                 T !
! A           -----                       S !
! P                                           I !
! E           F   R   O   M                 RUNG !
!
!                                           !
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

CREATED BY: ? THE SHADOW LORD ?  
EDITED BY : THE ELVEN ADVENTURER

-----  
NOTES: RUNGISTAN CAN EASILY BE SOLVED WITHIN 25 MINUTES OR LESS!  
TO START WITH, I SUGGEST THAT YOU SELECT (2) FOR SHORT SONGS...  
YOU CAN GET YOUR THRILLS LATER.  
THIS FILE HAS BEEN WRITTEN IN LOWER CASE FOR ALL YOU LOWER-CASE  
PHREAKS!!! THIS IS NOT A COPY FROM ANY OTHER BOARD OK, NOW LETS  
GET STARTED...

-----  
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 CAV E 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"

ONCE AT THE BOTTOM: GO:[W]EST, "LOOK TR EE", "GET CANTEEN", [W]EST."GO SALOON".

!THE LOCK!

TYPE: "OPEN CABINET" (IT'LL ASK HOW?) SO TYPE "L14R21L7" (THATS THE COMBO.) NOW TYPE: "OPEN CABINET", "GET BOOZE", "EXIT", [W]EST, "FILL CANTEEN", THEN GO : [E,N,E] (AT A SOLDIER... HE LEFT YOU A BIRTHDAY PRESENT!) SO: "THROW WATER"\* (\*=DYNAMITE FUSE IS BURNING;PUT IT OUT) NOW: "GET DYNAMITE" (AFTER YOU PUT IT OUT OF COURSE),THEN [E]AST,"LOOK TREE" "GET MITT", [W,W,W], "CATCH EGG"\* (\*=A BIRD WILL DROP AN EGG. YOU MUST CATCH IT) NOW GO: [E,S] THEN: "MAKE RAFT", "DOORS", [W]EST. "CROSS RIVER", (HOW?) "RAFT" (YOU WILL LOSE SOME THINGS BUT THEY ARE NOT NEEDED AT ALL)

PART THREE - THE (R)IVER

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

AT THE BEGGINING OF THE ROAD =>[S,S], "SAVE GAME", [S,S] "GIVE MOUSE" (TO MEO W MEOW), "GET GLASS", [N,N,N,W%,W,S,W] <%=MOVE EAST AND WEST UNTIL A CHOPPER FLIES OVER, WHEN THE HELICOPTER FLIES ON THE SCREEN CONTINUE [W]EST, IF NOT THEN JUST GO EAST,WEST,EAST,WEST,ETC. UNTIL IT APPEARS >

NOW YOU SHOULD BE AT A PLANE, GO: [N,W,E,S,W,S], "PREDICT ECLIPSE"\* (\* WH ILE ROASTING IN THE POT) THEN GO: [N,E,N,N] "BUY GAS",[W,W](BLUFF),[D]OWN "LOOK MAILBOX", "GET LICENSE", "LOOK GR AFFITI", [U,E,E,S,S], "FILL GAS TANK", "GO PLANE", "LOOK CONTROLS", "TAKE OFF" AND ONCE YOUR FLYING: GO: [N,E,S,S,E,N] (?>NESSEN<?)

"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! <---

TUTORIAL #4

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

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DOCUMENT et.solve
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:::::::::::::::::::::::::::::::
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.

=====  
DOCUMENT ghost.town  
=====

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  
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

=====  
DOCUMENT hitchiker.guide  
=====

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, P(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

|            |   |   |
|------------|---|---|
| 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

RESTORE - loads a saved game from a data disk and lets you play from 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

VERBOSE - 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 a 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 wierd 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!



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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.

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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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DOCUMENT infidel
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*****
*                                     *
*                               WELCOME! *
*                                     *
*   TO YET ANOTHER TUTORIAL ON HOW TO *
*   GET THROUGH YET ANOTHER INFOCOM *
*   ADVENTURE.... *
*                                     *
*           I N F I D E L *
*                                     *
*****
```

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:

GET UP, S, S, GET ROCK AND PACK AND MATCHES, W, W, GET AXE AND SHOVEL, E, E, S, S, OPEN SACK, PUT PACK AND MATCHES AND AXE IN SACK, GET CANTEEN, GET SACK, N, N, N, N, BREAK LOCK WITH ROCK, GET LOCK, DROP LOCK AND ROCK, OPEN TRUNK, GET BEEF AND MAP, S, W, W, DRINK, OPEN CANTEEN, FILL CANTEEN, CLOSE CANTEEN, E, E, E, S, S, E, E, DIG IN SAND, AGAIN, AGAIN, AGAIN,

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

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:

S, D, NE, NW, N, E, D, W, PUT TORCH IN KNOTHOLE, GET SHIM, DROP SHIM, PUSH UP BEAM, GET TORCH, E, U, W, GET BEAM, S, W, N, E, N, D, D, N, N, E, S, GET SILVER CHALICE, N, W, W, S, GET GOLDEN CHALICE, N, E, S, S, U, U, S, W, S, E, SE, SW, U, U, PUT RUBY AND DIAMOND AND EMERALD AND OPAL IN SACK, GET SACK, W, S

==> NOW YOU NEED TO REMOVE THE RIGHT COMBINATION OF BRICKS FROM THIS PANEL WHICH WILL OPEN THE SECRET DOORWAY. THIS COMBINATION IS RE-VEALED 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...

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DOCUMENT institute
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*****
*                                     *
*                                     *
*      How to solve "The Institute"   *
*                                     *
*              Solved by             *
*      Ctrl-Reset & The Intern       *
*                                     *
*      Written and compiled by       *
*              Ctrl-Reset            *
*                                     *
*                                     *
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```

OK, to start off with, 'The Insti- tute' 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 then 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 then 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.

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.....
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```
[Look](5 times), [Talk](4 times), [Look under bed], [Get mug],
[E], [Break mirr or], [Get mirror], [S], [S], *[W], *[Lo ok
wall], *[Listen], *[E], [Open], *[Talk], *[Fine], [Attack],
[Listen], [Drop mug], [Look](6 times), [E], [S], [Open] [Look
shelve](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 seperate dreams you have to go throug. 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],  
 [Climb], \*[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), [Shafila], [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  
 peserver], [Drop scalpel], [Drop mirror], [S], [Look](3 times),  
 [Jump], [Jump], [Dive], [Get crowbar], [Dive], [Eat powder].

<Dream#3, The Lizard Temple>

[Water plant], [Climb]

<Dream#4, Africa>

[Eat 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](5times), [Open] \*[Look painting],  
 [Unscrew painting], [Get small key], [Wake up],[Eat Powder] (flip  
 disk)

<Dream#1>

[Climb], [Open], [Drop mirror], [Get sh ovel], [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 bottle], [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 inconsistoncies(?), just ignore them and go on...

Happy whatevering,

Ctrl-Reset

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Brought to you by The Necromancer  
&  
Mr Wonderful

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, Mardiuix 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 Mardiu's The Black's great needle of death. He found it in the bottom of Mardiu'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 Mardiu 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.

Centaur:

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-

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*                                     *
*           KABUL SPY                 *
*                                     *
*           A WALK-THRU               *
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*                                     *
*           SHEREE                   *
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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.

CONTINUE WITH "GET PISTOL", "GET MATCHES", "GET CIGARETTES". NOW "E", "BUY TICKET", "Q". YOU ARE ON YOUR WAY TO QUETTA TO FIND YOUR GUIDE, HISRIN. YOU ARE NOW ON THE TRAIN, SO "MOVE BED", "GET NEWSPAPER", "READ NEWSPAPER". YOU WILL FIND SOME IMPORTANT WORDS TO HELP YOU. "DROP NEWSPAPER", "N". YOU ARE NOW IN QUETTA WHERE A BOY ASKS FOR 100 RUBLES TO LEAD YOU TO HISRIN. SO "GIVE 10", "READ PAPER". THESE ARE THE DIRECTIONS HE USED TO GET FROM THE BAR WHERE HISRIN IS. THE PAPER READS ENE SO GO "W", "S", "W". YOU ARE OUTSIDE THE BAR SO "READ SIGN", "GO HELL", "SAY SALAM ALEIKOM", "SAY KOJA HISRIN". YOU WILL FIND HISRIN, AND HE TELLS YOU TO GO DOWN THE HALL, SO GO "N", "W", "SHOOT PRIEST", "E", "S". YOU MEET HISRIN SO CONTINUE "N", THEN "LIGHT MATCH", "LIGHT CIGARETTE", "N". AT THIS TIME HISRIN LEAVES YOU, SO CONTINUE "N", "E", "S", "W", "GO BUILDING". YOU ARE IN A WELLHOUSE. TYPE "GET LAMP", "LIGHT LAMP WITH CIGARETTE", "DROP MATCH", "DROP CIGARETTES", "DROP TICKET", "DROP PAPER", "DROP

PISTOL", "GET KEYS" THEN "E", "S", "S", "S", "OPEN GRATE", "D", "W", "W", "GET ROD". YOU WILL SEE THE WORD XYZZY WRITTEN ON THE WALL. SO "SAY XYZZY". YOU THEN FIND YOURSELF BACK IN THE WELLHOUSE.

GET OUT OF THE WELLHOUSE WITH "E", "W", "E", "E", "W", "W", "BUY PHOTO", "LOOK MAN". YOU SEE THE MAN HAS A STAFF, SO "OFFER 20", AND YOU HAVE NOW BOUGHT A STAFF. CONTINUE WITH "W", "W", "GO CAVE". YOU SEE WRITTEN ON THE WALL A SAYING ABOUT THE WORD SUIRIS. GO "S", "E", "E", "N", "N", "GO CAVE", "GET RIFLE". IN THIS CAVE IS A DRAWING OF A WALLED BUILDING WITH A TUNNEL UNDERNEATH. THIS IS HOW YOU GET IN TO RESCUE THE PROFESSOR.

EXIT THE CAVE WITH "E", "E", "E". YOU SEE A MAN AND A TANK. SO "LOOK MAN", "SAY KOMAK". THE MAN WILL TALK TO YOU AND TELL YOU TO GO TO THE BAR IN KABUL. THEN "GO TANK", "UNLOCK HATCH", "U". YOU ARE IN THE TANK, SO "GET OIL", "U", "E", "E", "ERASE BRIDGE", "E", "READ SIGN", "E", "S", "E", "LOOK GRASS", "SMOKE GRASS", "W", "GET DEVICE", "N", "W", "N", "N", "W". YOU ARE IN THE BAR IN KABUL. SO "SAY KOJA TARSIDAN", "W", "N", "W", "THROW ROD", "W", "GET SHOVEL", "E", "E", "N". YOU ARE NOW STANDING NEAR A MINEFIELD IN WHICH THERE IS A JEEP. TO GET TO THE JEEP YOU MUST PROBE N,S,E,W TO FIND THE CORRECT ROUTE. THE ROUTE IS "N", "N", "E", "E", "N", "N", "E", "N", "E", "E", "N", "E". YOU ARE NOW AT THE JEEP. SO "DROP KEYS", "GET BULLET", THEN RETURN WITH "W", "S", "W", "W", "S", "W", "S", "S", "W", "W", "S", "S", "S", "S", "S", "S", "W", "W", "N", "E". YOU ARE NOW AT A MINE. THIS MINE IS THE TUNNEL UNDER TARSIDAN WHERE THE PROFESSOR IS. ENTER THE MINE WITH "W", "U", "SAY SUIRIS", "E", "E", "PUT OIL ON TRAPDOOR", "OPEN TRAPDOOR", "U", "E", "DROP OIL", "REMOVE BARS", "N". YOU HAVE NOW FOUND THE PROFESSOR. NOW GO BACK OUT WITH "S", "W", "D", "W", "W", "D", "DIG". YOU ARE OUT OF THE MINE, SO NOW TRAVEL TO THAT AIRFIELD YOU SAW EARLIER. GO "D", "S", "E", "ERASE BRIDGE", "E", "E", "RESET GATE", "E". YOU HAVE FOUND A PLANE TO ESCAPE IN, SO "PUT DEVICE ON CANOPY", "U", "FLY PLANE". CONGRATULATIONS, YOU HAVE NOW NNN

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[           THE OUTPOST.....312/441-6957 ]
[           THE SOUTH POLE.....312/677-7140 ]
[           APPLE MANOR.....716/654-7663 ]
[           HOLLOW HILLS.....805/682-5148 ]
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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.

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I CONSIDER THE GAME IN 3 LEVELS. THE FIRST LEVEL IS OUTSIDE OF THE CASTLE, THE SECOND LEVEL IS INSIDE, AND THE THIRD IS UNDER THE FIRST LEVEL. EACH LEVEL HAS ITS OWN GROUP OF FIGHTERS, ALTHOUGH THE THIRD LEVEL IS SOMEWHAT INTERMIXED.

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  
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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 KICK- ING 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 INTER- NAL 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

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(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 FOOR 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 YUO 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 OF 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

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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
[:] [:] [:] [:] [:] [:] [:] [:] [:] [:]
```

=====
DOCUMENT karateka.2
=====

\*\*\*\*\*
\*
\* KARATEKA \*
\*
\* : THESE DOCS ARE : \*
\* : WRITTEN FOR : \*
\* : THE OUTPOST : \*
\* : 312-441-6957 : \*
\*
\* BY: THE BLIND THIEF \*
\* THANKS TO BLACK BAG (AND OTHERS) \*
\* FOR A GREAT CRACK !!! \*
\*
\*\*\*\*\*

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 OPPONANT 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 (STAIGHT 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



Congratualtions!!!!!! You have won King's Quest //!!!!!!  
But now be on the lookout for King's Quest ///: To Heir Is Human

```
=====
DOCUMENT knight.diamonds
=====
```

```
#####
#
#   THE ELVEN ADVENTURER PRESENTS   #
#
#           HOW TO SOLVE           #
#           THE KNIGHT OF DIAMONDS  #
#
#####
```

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 MAGICIAL 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
MAGICIAL 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...

+-----+



re-writting my maps so that people, other than ostriches, could read my handwritting. 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 homosexual 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 poin 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 !

-----

```

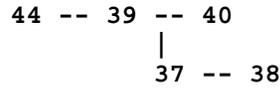
      /      \
E  D  26 -- 25      12      24/23 -- 19  00000000000
N  E  |      | ##### | | | 00000000000
D  S  27 -- 31 ##### 21 --- 20  00000000000
L  E  |      | ##### | | |  | 00000000000
E  R  28-- 30 -- 13 ---- 14 ---- 15 -- 16 -- 17 0
S  T  |      |      |      | 00000000000
S      29 -- 32 -- 33 ---- 22 --- 18  00000000000
```

Pirate Ship(U.S.S. Five O)

-----

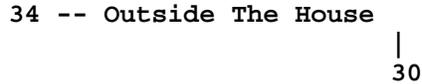
```

      42 -- 41 -- 43
              |
```



Ladder Tree(Robber's Home)

-----



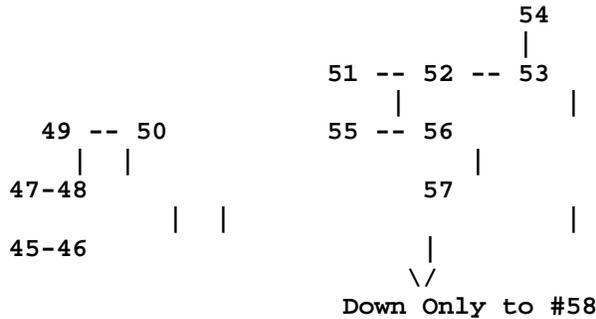
Bear's House

-----



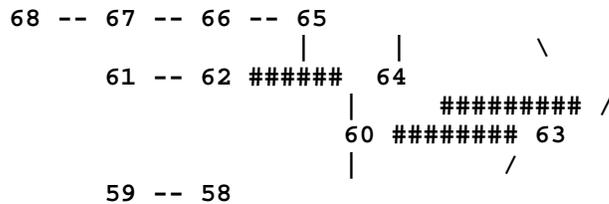
Daventry! - The Beach/Mountain Scenario

-----



Daventry! - The Return Home .....

-----



Just as a brief note, the majority, 99%, of these maps have been drawn as an overhead/cross-section view, but I guess by now you have seen that!

In the following pages you will have the numeric key to the above maps. To understand them you must be at least 10 years in age and be able to read 3 syllable words. I will list the # of the map location followed by the description of the location, and then all the things that should be done on the screen. Now bear in mind that you may have to complete certain conditions in order to perform certain commands.

Example: 666 - Satan's Party Hole  
 [1]Sacrafice virgin

[2]Get pitchfork

Comprende !!??!!

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 untill 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 folowing 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)
  - [4] Move clothes
    - [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
  - [2] Get \*feather(1 pt)
- 6 - Get broom(To humor Manannan)
  - [1] Get bowl(1 pt)
  - [2] Get spoon(1 pt)
  - [3] Get knife(1 pt)
  - [4] Get bread(1 pt)
  - [5] Get fruit(1 pt)
  - [6] Get mutton(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)
  - [2] Move book
  - [3] Pull lever(5 pts)
  - [\*] The stairs lead down into the lab.
- 9 - Manannan's laboratory
  - [1] Get \*powdered fish bone(1 pt)
  - [2] Get \*nightshade juice(1 pt)
  - [3] Get \*mandrake root powder(1 pt)
  - [4] Get \*saffron(1 pt)
  - [5] Get \*toad spittle(1 pt)
  - [6] Get \*toadstool powder(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
  - [2] Fly towards cave entrance
  - [3] Enter cave
  - [4] Get \*stone(3 pts)
- 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)

- [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
  - [2] Get \*thimble(1 pt)
  - [\*] Leave house and go into garden and fill thimble(1 pt)
  
- 37 - Holding pen
  - [1] Drop crate(2 pts)
  - [2] Jump crate
  - [3] Jump crate
  - [4] Jump
  
- 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

S p e c i a l   T h a n k s   T o:

-----

Mr. Camaro  
Xpax  
The Magician

EXTRA SPECIAL THANKS TO:  
oooooooooooooooooooooooooooo

Augie, Veronica, Ursula, Onika and SUPER DUCK  
For listening to my problems!

```
=====
DOCUMENT kq3.vol.numms
=====
```

```
_____ 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 with-out 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 ever 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<<<<

| Side# | Two bytes |
|-------|-----------|
| 1     | 00 08     |
| 2     | 00 04     |
| 3     | 00 0C     |
| 4     | 00 02     |
| 5     | 00 0A     |
| 6     | 00 06     |
| 7     | 00 0E     |
| 8     | 00 01     |
| 9     | 00 09     |
| 10    | 00 05     |

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

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-

#

```
=====
DOCUMENT kq3.walkthru
=====
```

## 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 walkthru 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 Llewddor 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! Oooops! 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 Llewddor. 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-

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DOCUMENT kukuclan

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KUKULCAN WALK-THRU

WRITTEN BY: THE DUKE (P.C.P.)

SILO 13: (213) 691-9444

THE ROADHOUSE: (714) 533-6967

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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.

TO BEGIN WITH, SKIP THE INTRODUCTION BY TYPING IN A "2". NOW GO "N", "N", "LOOK CRACK", "TAKE BEANS", "N", "GIVE BEANS" (IN EXCHANGE FOR A PADDLE), "S",

"S", "W", "LOOK SKULL", "TAKE BUTTERFLY", "W", AND "LOOK BOOK". THE BOOK

GIVES YOU ONE PART OF A TORN RIDDLE THAT YOU NEED TO SOLVE THE GAME. NOW GO

"N", "WEAR CLOTHES", "ENTER", "MOVE VASE", "TAKE KNIFE", "S", "S", "E", "E",

"E", "E", "SIT DOWN", "PADDLE CANOE", "E", "E", "LOOK COLUMN", "FIVE",

"LOOK BOOK", "W", "W", "N", "N", "E", "GO TOP", "DROP BUTTERFLY",

"SACRIFICE BUTTERFLY", "CE ACATL", "W", "N", "GO TOP". CONGRATS!!! YOU'VE

SOLVED SIDE 1. NOW TURN THE DISK OVER AND BOOT UP SIDE 2 OF KUKULCAN.

TYPE IN THE P/W "MALINCHE". NOW "M" IF YOU WANT TO READ THE MESSAGE. TYPE

"N", "TELL STORY", "TAKE CHEST", "N", "E", "N", "E", "S", "S". YOU NOW

SHOULD BE AT A TEMPLE. NOW GO "W", "CLIMB STATUE (LOOK CAREFULLY AT THE MAP)",

"LOOK DOWN", "TAKE CIRCLE", "E", "E", "S", "E", "E", "S", "SWIM SHIP",

"OPEN DOOR", "MOVE MAP", "TAKE KEY", "W", "W", "W", "OPEN CHEST",

"TAKE CANDLE", "LOOK HOLE", "TAKE EMERALD", "N", "S", "ENTER", "LIGHT CANDLE",

"LIFT STONE", "TAKE GOLD", "E", "S", "GIVE GOLD". YOU NOW SHOULD BE IN A

JUNGLE. GO "S", "E", "S", "W", "W", "N", "M" (IF YOU WANT), "E", "E", "GIVE

EMERALD", "M" (OPTIONAL), "E", "CLIMB UP", "GIVE CIRCLE", "M" (A LOT OF

MESSAGES HUH?), "THIS MUST BE THE END", AND THAT'S IT!!! YOU'VE SOLVED KUKULCAN.

=====  
DOCUMENT leather.god1  
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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 "KWEIPA", HOP, CLAP, NW, N, NE, E, CLAP, NE, HOP, NE, SAY "KWEIPA", CLAP, SE, D, NW, HOP, CLAP, NE, N, SAY "KWEIPA", S, CLAP, HOP, NE, U, NW, CLAP, GET ALL, SAY "KWEIPA", HOP, NW, CLAP, S, SE, SE, D, CLAP, HOP, SAY "KWEIPA", NE, W, CLAP, E, HOP, W, S, CLAP, SAY "KWEIPA", SW, GET ALL, HOP, CLAP, N, S, E, NW, CLAP, SAY "KWEIPA", 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,Z,Z, 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.....

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The Complete Solve to Leather Goddess of Phobos  
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Leather Goddesses of Phobos Solve

By Charazz, Mad Hacker, & Obsidian

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, 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, FUCK FEMALE GORILLA(or male if you're female), GET HOSE, EAT CHOCOLATE, OPEN CAGE, OUT, UNSTRAP ME, UNSTRAP TRENT, DROP HOSE, PULL 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, 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 "KWEIPA", HOP, CLAP, NW, N, NE, E, CLAP, NE, HOP, NE, SAY "KWEIPA", CLAP, SE, D, NW, HOP, CLAP, NE, N, SAY "KWEIPA", S, CLAP, HOP, NE, U, NW, CLAP, GET PHONE BOOK, SAY "KWEIPA", HOP, NW, CLAP, S, SE, SE, D, CLAP, HOP, SAY "KWEIPA", NE, W, CLAP, E, HOP, W, S, CLAP, SAY "KWEIPA", SW, GET RAFT, HOP, CLAP, N, S, E, NW, CLAP, SAY "KWEIPA", 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, 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 PHOTO TO TRENT, GIVE PHONEBOOK TO TRENT...

There is is...

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*           LEGACY OF LLYLGAMYN           *
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*           A WALK-THRU                   *
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*           PRESENTED BY                 *
*
*           ALIEN AARDVARK               *
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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,  
 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, 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).

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LIFE & DEATH SOLVE
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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 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.

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*
*           Legacy of Llylgamyn           *
*
*           a walk-thru                   *
*
*           presented by                   *
*
*           Alien Advark                   *
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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 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, 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, 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, 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....

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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 Phillippe 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 Manhattan. Go over to the radio, and smash it with the crowbar. Remove the Module.
- 7) Go to your MAD Info. Look up Phillip 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 conveyer 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. Manuever 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:

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DOCUMENT masquerade

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~~           How to Solve Masquerade       ~~

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BY

-THE BIG M-  
-THE 1200 CLUB-

WELL, HERE IT IS AT LAST, HOW TO SOLVE MASQUERADE. MASQUERADE, BY DALE JOHNSON, WAS RATED A 5, THE HARDEST AN ADVENTURE WAS EVER RATED BY PHOENIX. THERE A LOT OF PUZZLES, BUT MOST ARE LOGICAL AND CAN BE SOLVED EVENTUALLY. YOU START THE GAME IN A HOTEL ROOM . HERE YOU SHOULD GET BRIEF, SEARCH BODY , SEARCH BODY, AND THEN DRAG BODY. AFTER THIS, GET WALLET, GET TELEGRAM, AND GET KEY. GO SOUTH, THEN WEST AND DROP TELEG RAM, DROP BRIEF, DROP KEY, OPEN BRIEF, WEAR MASK, GET BOX, WEAR WATCH, AND GO EA ST. GO SOUTH, TYPE 'WAIT' ONCE, GO NORTH , AND EAST INTO THE PHONE BOOTH. TYPE 'WAIT' CONTINUALLY UNTIL THE PHONE RINGS A ND GET PHONE. SAY 'ZORCH' AND WRITE DOWN THE WORD THAT IS GIVEN TO YOU. TYPE 'WAIT' UNTIL IT SAYS "THE BOMB IS SQUEALING !" AND THEN PUSH BUTTON. NOW YOU ARE IN A NETWORK OF CORRIDORS. GO E, S, GET BOOK, N, E, N, GET BRA, S, W, S, W, S, S, W , MOVE BLOCK, USE CORKSCREW, UP. YOU ARE NOW OUT OF THE CORRIDORS. FROM HERE, GO WEST, OPEN WALLET, GET BIL L, S, S, S, E, GIVE BILL, E, S, SAY THE WORD THAT YOU WROTE DOWN BEFORE, WEAR FL OWER, WEST, GIVE BOOK, GET BILL, EAST, B UY POPCORN, SEARCH POPCORN, WEAR BADGE, WEST, SOUTH, GO OFFICE, PULL SWITCH, EAS T, NORTH, AND EAST AGAIN. NOW YOU SHOULD DROP BRA, NORTH, NORTH, SEARCH WEED, WE AR GLOVE, SOUTH, SOUTH, DROP GUN, DROP W ALLET, EAST, SOUTH, WEST, GET ROCK, DROP ROCK, GET TICKET, EAST, NORTH, WEST, NO RTH, WEST, AND WEST AGAIN. FROM HERE YOU GO NORTH, W, WEAR HELMET, DROP WATCH, S , GET RAZOR, N, E, DROP TICKET, S, E, E, N, E, N (YOU SHOULD BE IN THE CONSTRUCTION ZONE NOW), GET SLEDGE, S, W, USE SLE DGE, DROP BOX (THE REASON YOU DROP THE BOX WILL BE EXPLAINED LATER, DON'T WORRY ABOUT THE FURRY OBJECT),DROP SLEDGE, E, N, GET DYNAMITE, S, W, S, S, E, DROP DYNAMITE, W, N, N, DOWN, E, N, W, W, SLICE BLOCK, DROP RAZOR, GET TOOTHPICK, UP, WE ST, DROP HELMET, S, S, S, E, E, AND SOUT H. NOW YOU SHOULD GET POPCORN, E, S, FEE D BIRD, GET BIRD, W, GET ROCK, GET SNAKE , E, N, DROP ROCK, DROP TOOTHPICK, W, GE T BRA, E, GET ROCK, LOAD BRA, SLING BRA, GET TOOTHPICK, PICK LOCK, DROP TOOTHPIC K, GET DYNAMITE, GO CAGE (DON'T WORRY ABOUT IT BEING LOCKED BEHIND YOU), DROP DY NAMITE, DROP BIRD (WHO BRINGS YOU A MATCH), LIGHT DYNAMITE, DOWN, N, N, DROP SNAKE (WHO EATS THE RAT), GET BOX (WE DROPPED THE BOX BEFORE SO THE RAT WOULD STEAL IT. WHEN YOU PASS THE GENERATOR, IT MAK ES THE BUTTON GO OFF, THUS MAKING IT SQUEAL. YOU NEED THE BOX TO SQUEAL IN ORDER TO GET OUT OF THE ELEVATOR). WEAR EARRING, NORTH, GO DOORS, PUSH BUTTON, E, N, N, W, W, W, UP, WEST, DROP BOX, WEAR BRA , GET CARD, WEAR HELMET, S, S, DROP BRA, GET TICKET, W, N, INSERT CARD, S, DROP CARD, E, WEAR BRA, W, DROP TICKET, WEAR WATCH, AND NORTH.

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-

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DOCUMENT mummys.curse
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===>>                                     <<===
===>>  MUMMY'S CURSE TUTORIAL             <<===
===>>                                     <<===
===>>      BROUGHT TO YOU BY:             <<===
===>>                                     <<===
===>>      ME III                         <<===
===>>                                     <<===
===>>      IN                             <<===
===>>                                     <<===
===>>      RICHMOND, VA                   <<===
===>>                                     <<===
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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 MEAING 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".

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DOCUMENT oo.topos.hints  
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oo-topos hints typed by miss piggy

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. chond 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. note 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

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DOCUMENT palace.thndrlnnd

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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:

Flashlight On, Get Penny, W, SW, N, D, S, S, Insert Penny, N, Drop Boots, Drop Flashlight, N, NE, E, Push Rack, Get Lafcet, Say Inspector (or 'Clouseau'), Get Diamond, W, SW, U, S, S, U, U, Drop Lafcet, Drop Diamond, D, N, Drop Jabberwocky, Get Sceptre, S, S, S, Open Oysters, Get Pearls, NW, Get Globe, NE, U, Drop Pearls, Drop Sceptre.

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

Cut Twine, Drop Shears, Get Robe, E, U, U, Drop Robe, Drop Loom,  
D, NE, D, SW, E, Sing, Get Gold, Drop Sword, Get Sticks, W, NE,  
U, E, Get Duster, W, Insert Duster, Insert Globe, Insert Bar,  
Insert Sticks, Get Flamingo, SW, U, Drop Gold, D, D, N, N, D, NW,  
Say Seebone, U, U, U, Get Ball, D, W, D, D, D, N, N, N, E, E,  
Yell Revolt, Get Crown, W, W, S, S, S, U, U, Drop Crown, Wear  
Crown, Wear Robe, Get Sceptre, U, U, Shake Sceptre, D, D, Drop  
Robe, Drop Sceptre, Drop Crown, D D, S

And that's all she wrote!!!!!!!!!!!!

Bravo to a challenging game from the folks at MICROLAB!!!!



from the start: R, R, D [get the gold dummy!], R, R [back on land], R, D, D [the next X marker], L, D, R, D, L [go to the very edge of the ledge and jump!], L [next X marker], L [go to very edge of the ledge and wait for the balloon. Jump and grab it, then go all the way up on the left side until the ceiling pops your balloon], L, U [save the lovely Rhonda], D [next X marker], D, U, L [walk of ledge], [get next X on the ground], L, U, R, U, L, U, R, U, L, U, R, U, U, R, U, U, L, U, R, U, L, U, U [next X], U, R, U, L, U, R, U, L, U, R, U, L, U, R, U, U, U, L, U [save Quickclaw!]

That's it! This game is really an exercise in monotony, but enjoy it anyway (I guess!).

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DOCUMENT qm.solve
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Solution to Questmaster I - The Prism of Heheutotol

by

--> GS Doctor <-- & --> Mr. T <--

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. W. N.

In town:

W. Get pot. Get key. Unlock door with key. Open door. W. Open refrigerator. Get food. E. E. E. Look man. Sit. Give food to man (he gives you a knife). W. N.

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.

M |-----| N
I-> | DOLLARS | SCARECROW | CAVE | W-|-E



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DOCUMENT quest
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% HOW TO SOLVE: %
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% THE QUEST %
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% A WALK THRU BY: %
%
% THE WIZARD %
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%%%%%%%%%%

THE OUTPOST
312/\441-6957

\*\*\* 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" [D,E,E],"GET YOUNG DRAGON",[W,W,U] "GET ROPE",[E,E,S,S,S,S,S,S,S] "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...

[W,S,W,S,W,W,W,S,S,W,W,S],"GET RING" [N,W,W,N,N,W,W],"KNOCK ON 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

DIE..

"GET SWORD",[D]

THE FOLLOWING IS 15 WESTS..ITS A LONG TUNNEL, IF YOUR LIGHT SHOULD HAVE HAPPENED TO GO OUT,RELIGHT IT!

[W,W,W,W,W,W,W,W,W,W,W,W,W,W,W] [N,W,N,N,W,W,W,N]..

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

=====
DOCUMENT seastalker
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\*=\*... SEASTALKER WALK-THROUGH ...\*
BY
DEMUFFIN MAN!

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 MIKE
TURN ON VIDEO TURN KNOB
TELL ME ABOUT PROBLEM TELL ME ABOUT MONSTER
GOODBYE DROP MIKE
EAST (TWICE) EXAMINE PANEL
PULL BREAKER WEST
SOUTH (TWICE) WEST
GET CAPSULE NORTH
SOUTH GET MAGAZINE
INSERT CAPSULE IN REACTOR CLOSE REACTOR
CLOSE HATCH FILL TANK
OPEN MAGAZINE TURN ON REACTOR
TURN ON ENGINE OPEN GATE
OPEN THROTTLE EAST
DOWN EAST
OPEN THROTTLE WAIT 5 TURNS
NORTH (TWICE) EAST (TWICE)
NORTH WAIT 4 TURNS
EAST WAIT 5 TURNS
NORTH WAIT 6 TURNS
EAST CLOSE THROTTLE
TURN ON AUTOPILOT WAIT
OPEN THROTTLE WAIT 50 TURNS
CLOSE THROTTLE TURN SEARCH LIGHT TO STARBOARD
TURN SEARCH LIGHT TO PORT PUSH TEST BUTTON
OPEN THROTTLE WAIT 3 TURNS
TURN ON SONARPHONE GOODBYE
WAIT OPEN THROTTLE
GET GEAR OPEN HATCH
EXIT NORTH (TWICE)
ASK BLY ABOUT PROBLEM NORTH
EXAMINE SYSTEM ASK TIP FOR TOOL
OPEN DOOR WITH TOOL GET RELAY
SCREW RELAY BACK IN CLOSE DOOR
SOUTH ASK BLY ABOUT PROBLEM
TELL ME ABOUT EVIDENCE OPEN BOX WITH TOOL
EXAMINE BOX ASK BLY ABOUT CREW
READ ARTICLE YES (SIX TIMES)

|                                       |                            |
|---------------------------------------|----------------------------|
| SHOW ARTICLE TO DOC                   | YES                        |
| NO                                    | YES                        |
| NO                                    | SOUTH                      |
| NO                                    | ASK TIP ABOUT GRID         |
| YES (TWICE)                           | SOUTH                      |
| EAST                                  | INSTALL GUN ON SCIMITAR    |
| EAST                                  | SOUTH                      |
| GET SURVIVAL UNIT                     | NORTH                      |
| WEST                                  | GIVE SURVIVAL UNIT TO BILL |
| TELL BILL TO INSTALL UNIT ON SCIMITAR | WAIT                       |
| SOUTH (THREE TIMES)                   | PUSH TEST BUTTON           |
| EXAMINE UNIT                          | GET HYPO                   |
| OPEN HATCH                            | EXIT                       |
| NORTH (TWICE)                         | GIVE HYPO TO DOC           |
| YES                                   | SOUTH                      |
| WAIT 2 TURNS                          | GET HYPO FROM DOC          |
| SHOW HYPO TO BILL                     | LOOK (FOUR TIMES)          |
| TURN OFF ELECTRICITY                  | TURN ON ELECTRICITY        |
| WEST (THREE TIMES)                    | SOUTH (THREE TIMES)        |
| FILL TANK                             | PUSH TEST BUTTON           |
| TURN ON ENGINE                        | OPEN GATE                  |
| OPEN THROTTLE                         | SOUTH                      |
| OPEN THROTTLE                         | WAIT                       |
| EAST                                  | WAIT                       |
| YES (TWICE)                           | NO                         |
| YES                                   | TURN ON SONARSCOPE         |
| NORTH (TWICE)                         | CLOSE THROTTLE             |
| WAIT (FOUR TIMES)                     | LOOK                       |
| AIM BAZOOKA AT SEA CAT                | FIRE BAZOOKA               |
| 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

=====
DOCUMENT secret.agent
=====

#####
# SOLVING #
# S E C R E T A G E N T : #
# \*\*\* MISSION ONE \*\*\* #
#####

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 RESTUARANT.

[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 <-)

[A,R,L,A,R,L,R,L,L,A,R,L,R,L,R,A,R,R,L,  
R,L,R,L,A,L,L,R,A,R,R,L,R,L,L,R,A]

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, GT 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)



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 than 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.

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DOCUMENT sherwood.solve
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%%%%%%%%%%%%%
% VIDEO WARHEAD PRESENTS: %
% HOW TO SOLVE %
% SHERWOOD FOREST %
% ===== %
% %
%%%%%%%%%%%%%

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 TOO 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 SITTING 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 TAILRS 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 BATTLEFEILD 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.

P U S H B U T T O N  
=====

NOW. AREN'T YOU PROUD. YOU SOLVED SHERWOOD FOREST. WITH THE HELP OF

V I D E O W A R H E A D  
=====

=====  
DOCUMENT shrinking.man  
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<.....>  
< 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.

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DOCUMENT softporn.solve  
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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, 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, E, U, GIVE  
PILLS, DROP PILLS, DROP 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

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DOCUMENT sorcerer.hints
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*****
*                                     *
*           W e l c o m e !           *
*                                     *
*   to another HAYES tutorial to get  *
*   you through another of INFOCOM'S  *
*   brilliant text adventures...      *
*                                     *
*           S O R C E R E R           *
*                                     *
*   The Second Book In The           *
*           ENCHANTER                 *
*           Trilogy                   *
*                                     *
*****
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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 supply- 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 Black Purple Hellhound: Purple White  
Gray Red Gray Kobold: Red Purple Black Purple Red Nabiz: Purple  
Black Black Black Red Orc: Red Gray Purple Gray Red Rotgrub: Gray  
Red Gray Purple Red 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!

Gnusto Vardik, Memorize Meef, Again, Drop Book, Swim in Lagoon, D, Meef Weeds, Get Crate, U, W, Drop Crate, Get Book, Open Crate, Get Suit and Can, NE, N, Meef Vines, Spray Repellent on Suit, W, W, Memorize Vardik, Vardik Me, Open White Door, Memorize Swanzo, Swanzo Belboz

\*\*\* 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.

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DOCUMENT star.cross
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*****
*
*           SOLVING STAR * CROSS           *
*
*           BY <D> <J> <C>                 *
*
*CORRECTIONS BY: TAMERLANE OF THE RING*
*****
```

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

| OBJECT | R   | THETA | PHI | TYPE             |
|--------|-----|-------|-----|------------------|
| =====  | =   | ===== | === | ====             |
| UM91   | 050 | 015   | 121 | UNCHARTED MASS   |
| UM12   | 100 | 345   | 107 | UNCHARTED MASS   |
| UM24   | 100 | 285   | 087 | UNCHARTED MASS   |
| UM08   | 150 | 210   | 017 | UNCHARTED MASS   |
| UM52   | 175 | 165   | 035 | UNCHARTED MASS   |
| UM70   | 100 | 135   | 101 | UNCHARTED MASS   |
| UM31   | 150 | 105   | 067 | UNCHARTED MASS   |
| UM28   | 250 | 045   | 178 | UNCHARTED MASS   |
| AB40   | 250 | 300   | 022 | ASTEROID (CERES) |
| MARS   | 250 | 120   | 012 | PLANET           |
| US75   | 175 | 135   | 034 | SHIP             |
| AX71   | 125 | 180   | 047 | ASTEROID         |
| AX32   | 125 | 240   | 105 | ASTEROID         |
| AX01   | 200 | 240   | 134 | ASTEROID         |
| AX87   | 125 | 075   | 102 | ASTEROID         |

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).

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

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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!

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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 HAFE 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 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. P. N. N. N. N. W. 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.

THE FINAL SEQUENCE: YOU NOW USE THE VARIOUS COLORED SPOTS TO SET  
THE COURSE OF THE ARTIFACT TOWARD EARTH. TOUCH LARGE SQUARE. (THE  
VIEW NOW COVERS THE AREA FROM THE SUN TO JUPITER). TOUCH BROWN  
SPOT. (YOU WILL HAVE TO TOUCH IT 4 TIMES, UNTIL THE EARTH IS  
HIGHLIGHTED). TOUCH VIOLET SPOT (THREE TIMES, UNTIL THE PATH  
FORMS A CIRCLE AROUND THE EARTH. (DON'T STOP AT THE ELLIPSE!)).  
TOUCH GREEN SPOT. (THE PATH WILL FLASH.) TOUCH BLUE SPOT.  
BLAST-OFF!!!!!! YOU WIN!!

SIT BACK AND BASK IN THE GLORY OF A PERFECT SCORE.

<D><J><C>

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DOCUMENT star.cross.map

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\* \*  
\* STARCROSS MAP \*  
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\*\*\*\*\*  
\* BY: THE JD \*  
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\* \*  
\* HERE ARE THE IMPORTANT NUMBERS FROM\*  
\* THE STARCROSS MAP: \*  
\* \*  
\* OBJECT RANGE THETA PHI \*  
\* ----- ---- - - - \*  
\* \*  
\* UM12 100 345 107 \*  
\* UM24 100 285 87 \*  
\* UM91 50 15 121 \*  
\* UM28 250 45 178 \*  
\* UM31 150 105 67 \*  
\* UM70 100 135 101 \*  
\* UM52 175 165 35 \*  
\* UM08 150 210 17 \*  
\* \*  
\* \*  
\* THOSE SHOULD HELP YOU FIND "THE \*  
\* ARTIFACT" \*  
\* \*  
\* ANOTHER HELPING HAND FROM: \*  
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\* THE J D \*  
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* :-----WRITTEN-----: *
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* :--                THE ENCHANTOR                --: *
--: *                * :--
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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, 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



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:

|       |         |          |             |       |         |
|-------|---------|----------|-------------|-------|---------|
| Staff | Dagger  | Sling    | Mace        | Sword | Halberd |
| Axe   | Bow     | Crossbow | Flaming oil |       |         |
| Cloth | Leather | Chain    | Plate       |       |         |

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

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*      Viking Quest Solver File      *
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*      Pyrotechnics                  *
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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 strange 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 soemthing, 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 soemthing, 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 pofo 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 soemwhere 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

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DOCUMENT wime  
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J.R.R. Tolkiens

War in Middle Earth

Typed by Rusty Nail

#### 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 bequethed 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, haed 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 rasied 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 and 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:-

Full map level                      This shows you the whole of Middle Earth, with forces shown as dots, good in blue, evil in red, neutral in green.

Campaign level                      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.

Animation level                      Full animation of characters. Used for encounters.

To move up a level, use the map icon. 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 characters, others can be used to mobilize the nations of the West. To manipulate objects you must be on the animation 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:-

Key	Icon	Description
A	Scroll	Archive (Save/Restore)
G	Arrow	Movement Commands (Go to)
M	Magnifying Glass	Move Down a level
O	Provisions	Object Manipulation (Get/Use/Drop)
S	Eye	Status Display
T	Hourglass	Time
U	Map	Up a level
N	Window Option	No-continue on
Y	Window Option	Yes-accept option
P		Pause
X		Exit Game

Q

Quiet On/Off

## 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.

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\*\*\*\*\* WELCOME, ADVENTURERS! \*\*\*\*\*

TO AN EASY TO USE TUTORIAL TO GET YOU THROUGH INFOCOM'S SECOND GREAT MYSTERY GAME....

T H E W I T N E S S !

(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 SOLV- ABILITY.

ACTUALLY, "THE WITNESS" CAN BE SOLVED BY NEVER HAVING TO LEAVE THE SITE OF THE MURDER! HOWEVER, A LOT OF THE FUN 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 OUT- SIDE THE HOUSE FOR MAPPING PURPOSES, START THE GAME BY DOING THE FOLLOWING:

N,N, "RING THE BELL"

LINDER'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 LINDER AND HIS DAUGHTER, MONICA.

IT MIGHT HELP HERE TO ASK MR. LINDER AND MONICA ABOUT ALL THE OTHER CHAR- ACTERS IN THE GAME (THIS IS A MUST IN ALL INFOCOM MYSTERIES!). DO THIS BY SAYING "ASK LINDER ABOUT (MONICA OR MRS. LINDER OR PHONG, ETC.).

AFTER A BIT (10-12 MINUTES), LINDER 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, LINDER WILL HEAR THE DOORBELL; PUSH THE BUTLER'S BUTTON TO SIGNAL PHONG; THEN DIE FROM A BULLET SHOT THROUGH THE OFFICE WINDOW.

BEFORE LINDER 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 LINDER DOES.
2. EXAMINE THE WINDOW AND ASK LINDER ABOUT WHAT YOU FIND THERE.

3. EXAMINE THE CLOCK AND TRY OPEN- ING 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 RESTAUR- ANT'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 BY THE OFFICE PATH.)

9. BEFORE MONICA GETS HOME (11:00), UNLOCK AND OPEN THE WORKSHOP DOOR (IN THE GARAGE) THEN GO IN- SIDE 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), (SOMEWHERE 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!!!!!!



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.

More about MALOR

When used in the heat of battle, MALOR's effects are random, although you will not be teleported away from the current Maze level. Casting it at other times, when there is more chance for concentration, affords you the opportunity to move the party anywhere in the maze. BE WARNED, however, that if you teleport yourself outside the Maze, or into an area that is solid rock, you will all be LOST FOREVER, so this spell is to be used with great caution. Combat use of MALOR will not "rock" you.

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

BADIOS causes from one to eight points damage to be inflicted on a monster, and may kill

Spell Type Combat  
Area of Effect 1 Monster

it. It is the reverse of DIOS.

Spell Name MILWA  
Translation Light  
Spell Type Any Time  
Area of Effect Entire Party

MILWA causes a softly glowing magic light to accompany the party, revealing all secret doors. This spell only lasts a short while.

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 95% of the time. This spell may only be used 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  
Spell Type Combat  
Area of Effect Entire Party

LATUMAPIC makes it readily apparent exactly what the opposing monsters are. This spell lasts until the party returns to the Castle.

Spell Name BAMATU  
Translation Prayer  
Spell Type Combat  
Area of Effect Entire Party

BAMATU reduces the AC of each party member by four points, for the duration of combat.

Level 4 Priest Spells

Spell Name DIAL DIAL is similar to DIOS (only better), and  
 Translation Cure restores two to sixteen hit points to a party  
 Spell Type Any Time member.  
 Area of Effect 1 Person

Spell Name BADIAL BADIAL inflicts two to sixteen points of  
 Translation Wound damage to a monster.  
 Spell Type Combat  
 Area of Effect 1 Md,,@' ~~~~| <@FAs

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 zß2Jj  
 zß2JK™

qKk @ { +! zß2Ja K¥A+33+¥@hQ. However, the range of possible  
 Spell Type Combat effects is even greater. This spell is  
 Area of Effect Unknown generally used only when there is no other  
 hope for survival.

Spell Name TILTOWAIT The effect of this spell may be likened to  
 Translation KERR-BLAAMMM!!! that of a small, well-contained, nuclear  
 Spell Type Combat fusion explosion. Luckily, the party is  
 Area of Effect All monsters 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 KALKI reduces the AC of all party members by  
 Translation Blessings one point, and thus makes them harder to hit.  
 Spell Type Combat  
 Area of Effect Entire Party

Spell Name DIOS DIOS restores from one to eight lost hit  
 Translation Heal points to a party member. It will not bring  
 Spell Type Any Time the dead back to life.  
 Area of Effect 1 Person

Spell Name BADIOS BADIOS causes from one to eight points damage  
 Translation Harm to be inflicted on a monster, and may kill  
 Spell Type Combat it. It is the reverse of DIOS.  
 Area of Effect 1 Monster

Spell Name MILWA MILWA causes a softly glowing magic light to  
 Translation Light accompany the party, revealing all secret  
 Spell Type Any Time doors. This spell only lasts a short while.  
 Area of Effect Entire Party

Spell Name	PORFIC	PORFIC lowers the AC of the caster
Translation	Shield	considerably. The effects last for the
Spell Type	Combat	duration of the encounter.
Area of Effect	Caster	

Level 2 Priest Spells

Spell Name	MATU	MATU has the same AC-reducing properties as
Translation	Zeal	KALKI, but at double the strength.
Spell Type	Combat	
Area of Effect	Entire Party	

Spell Name	CALFO	CALFO permits the caster to determine the
Translation	X-Ray Vision	exact nature of a trap on a treasure chest
Spell Type	Looting	95% of the time. This spell may only be used
Area of Effect	Caster	while looking at a chest.

Spell Name	MANIFO	MANIFO causes some of the monsters in a group
Translation	Statue	to become stiff as statues for one or two
Spell Type	Combat	melee rounds.
Area of Effect	1 Group	

Spell Name	MONTINO	MONTINO causes the air around a group of
Translation	Still Air	monsters to stop transmitting sound.
Spell Type	Combat	
Area of Effect	1 Group	

Level 3 Primst Spells

Spell Name	LOMILWA	LOMILWA is a MILWA spell that lasts until the
Translation	More Light	party returns to the castle.
Spell Type	Any Time	
Area of Effect	Entire Party	

Spell Name	DIALKO	DIALKO cures monster-induced paralysis, and
Translation	Softness	removes the effects of MANIFO and KATINO from
Spell Type	Any Time	one member of the party.
Area of Effect	1 Person	

Spell Name	LATUMAPIC	LATUMAPIC makes it readily apparent exactly
Translation	Identification	what the opposing monsters are. This spell
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.

## Apple II Computer Info

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 lates36 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

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## 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 you 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 made 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'll 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,

## Apple II Computer Info

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.

ANCIENT LAND OF YS is published by Kyodai and distributed by Broderbund.

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*           HOW TO SOLVE           *
*           *                       *
*ZORK I: THE GREAT UNDERGROUND *
*           EMPIRE                 *
*           *                       *
*           BY                     *
*           SCREWY LUEY           *
*****
```

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,E,N, N,U); "TAKE EGG"; (D,S,E); "IN"; (W);
"PULL RUG"; "OPEN TRAP DOOR"; (D); "LIGHT LAMP"; (N); "KILL TROLL
WITH SWORD [KEEP IT UP UNTILL HE DIES]"; "DROP SWORD"; (S,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"; (SW,U,D, NE); "UNLOCK GRATING";
(U); "TURN OFF LAMP"; (S,S,E); "IN"; (W); "PUT BAG IN CASE";
"TAKE GARLIC"; "OPEN TRAP DOOR"; (D); "LIGHT LAMP"; "DROP KEY";
(N,E,E,SE, E); "TIE ROPE TO RAILING"; (D); "TAKE TORCH"; (S);
"TAKE BELL"; (S); "TAKE CANDLES AND BOOK"; (D,W,N,N,N,NE,E,N);
"DROP ALL BUT LAMP"; (N); "TAKE ALL"; "PUSH BLUE"; "OPEN TUBE";
"PUT MATERIAL ON LEAK"; "PRESS YELLOW"; "DROP TUBE AND MATERIAL";
(S,S); "TURN BOLT WITH WRENCH"; "DROP WRENCH"; (N); "TAKE ALL BUT
GUIDEBOOKS AND SCREWDRIVER"; (S,D); "ECHO"; (W,SE,E,D,S,S,D,D)
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THIS IS A TOUGH PART. DO NOT WASTE TIME BETWEEN MOVES.

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"RING BELL"; TAKE CANDLES"; "LIGHT MATCH"; "LIGHT CANDLES"; "READ
BOOK"
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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,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,N,W,N,W,N,E); "PUT TORCH AND SCREWDRIVER IN BASKET";
(N,D,E,NE,SE,SW,D,D,S); "TAKE COAL"; (N,U,U,N,E,S,N,U,S); "PUT
```

COAL IN BASKET"; "LOWER BASKET"; (N,D,E,NE,SE,SW, D,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 A N Y THING 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,SE,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,NE,E,W,N,N); "TAKE PUMP"; (N); "TAKE TRIDENT"; (S,S,E,S,E, 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"; (SW,S,S); "DROP SHOVEL"; "WAVE SCEPTRE"; (W,W); "TAKE GOLD"; (SW,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 AVAlABLE NOW AT FINE STORES EVERYWHERE.

COMPLAINTS, CORRECTIONS, AND LETTERS OF PRAISE CAN BE SENT TO "SCREWY LUEY" OF, THE OUTPOST.



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,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,N,W, N,W,W,NE,E,S], "TAKE PORTRAIT", [NORTH], "ENTER LIGHT", "ENTER S WALL" (SOUTH WALL IN OTHER WORDS), "ENTER LIGHT", "TAKE BILLS", "KILL", [W,W,W].

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,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 FOOTNOTES 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 <<

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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,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,N, PUSH EAST WALL, S,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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**F I N I S**