

The Eternal Dagger

Demons from a parallel universe threaten to invade your world, Arghan, and the only way to stop them is by traveling to Middle World and destroying the Demon Portal they use for interdimensional travel. A sequel to *Wizard's Crown*, this game employs the same strategy and tactics-intensive combat system. Three combat modes are available, from individual control of each party member (represented by semi-animated icons who move about a combat arena when you press various keys) to quick combat, an all-text variant in which the computer handles everything. The former mode is comparable to a war game, and these battles can last a half hour or more. Character development is also stressed, for your eight-man team can contain characters of mixed classes, such as Fighter-Priests, and you decide which skills to "spend" experience points on. Graphics are weak, sound effects basic, and there are relatively few puzzles to solve—so unless you enjoy tactical combat fought with swords and magic rather than tanks and machine guns, don't expect to have much fun in this fantasy world. But most aficionados of this kind of game agree that *Eternal Dagger* is far more playable and rewarding than its predecessor. It's easier to win quick combat, many annoying elements of the interface were upgraded, and the plot is more engaging. (Characters from *Wizard's Crown* can be used with *Dagger*, but don't do so unless they completed *Crown*.)

Type: Fantasy Role-playing

Skill Level: Advanced

Systems: C 64/128, Apple II (48K), Atari (48K)

Company: Strategic Simulations/Electronic Arts

The Solution

Character Creation and Training

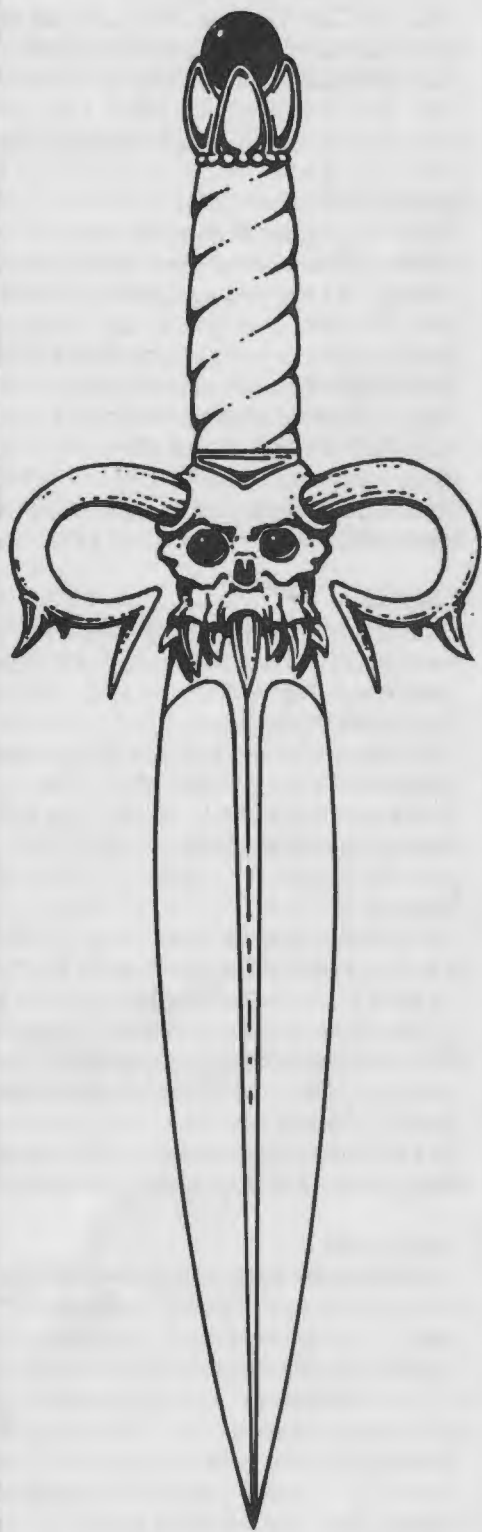
You need one Thief and one Ranger. All others should be a combination of Fighter and one other class, because fighting conserves magic. Follow the manual's minimum recommendations regarding your characters' attributes. An effective party consists of one Fighter-Ranger, one Fighter-Thief, three Fighter-Sorcerers and three Fighter-Priests. You can get by with one pure Sorcerer and one pure Ranger.

Weapon Skills

Swords are the most damaging and also the most ubiquitous item, so give this skill to all Fighters. At least one should have Mace as his primary skill. For thrust-type skills, choose Spear over Bow. Choose Bow over Crossbow, because Bows don't need to be loaded alternately. However, Bow skills aren't too bad, so if you like using them go ahead and make it a Fighter-Ranger's primary weapon. Forget Shield skills, except for pure Sorcerers.

Hunting for Food: The Ranger

Much depends on your Fighter-Ranger (or Ranger-Priest, etc.), for he needs skills in Scan and Stealth in order to avoid ambush. He also needs to be good at Tracking, to obtain treasure. Most important, he must be a top-notch Hunter in order to obtain food. Priority in allocating experience points for Rangers should be Hunt, Scan/Stealth and Track.



Skill Development

Synonymous with Speed, Dexterity is the game's most important factor. It is the sole defense against monsters with high Dexterity. Have Priests concentrate on Cure Disease, Treat Poison and Turn Undead. Later on, two Priests should also build up their Turn Undead skills. Karma should not be neglected.

Combat, Magic & Equipment

Before the Battle

Never forget the Fatigue factor before deciding to enter combat. And the display doesn't tell you whether it's day or night when you encounter monsters, so make sure you know, because only two of your characters wear armor at night. Beware of the (S)urrender key, because you'll lose all your gold if you hit it accidentally. After your characters are advanced enough, forget about fighting wolves and other common animals worth few points. Stay away from trees and swamp things, which are extremely hard to kill.

Combat

Unless you're ambushed, monsters always appear to the right of all Outdoor battlefields. Therefore, place your tough Fighters on the right side of the screen. Against monster groups that don't cast magic, rely on weapons and wands. If you flee and leave someone unconscious on the battlefield, he won't be killed (unless already slain in combat), but will be robbed of money and magical weapons.

Magic

Get five Blessings off as soon as possible, and few monsters can touch your party (except for Magic users, and that's all there are at the advanced stages). Magic Blast and Fireball are very useful. Others aren't too effective against powerful monsters, which abound. After your Sorcerer's Cast Spell skill is high enough, he can cast multiple spells in a single turn and do tremendous damage to the enemy (who unfortunately has the same advantage).

Equipment

Always have a lockpick when entering any dungeon. Examine the appropriate Dungeon Prerequisites for other vital equipment. To save time, do this before heading for the dungeon. Don't waste gold on equipment, weapons and so on: You'll find better ones after defeating monsters. You can't enchant weapons unless you have gold in hand, not change that adds up to the required price. Don't enchant equipment unless you're certain it's your final piece of gear, Drain Proof Plate Armor and Flaming Greatsword, for example. Carry bandages: First aid won't make injuries worse as it does in *Wizard's Crown*.

Numbers correspond with those on the appropriate

dungeon map; letters on the outdoors map, to the letters of the dungeons as described in the game disk's Utility section.

The First Island

Head for the only Temple/Town on the island and fight off/run from the monsters guarding it. Stay in the area until your characters can handle the Undead effortlessly, then march on the Rebel Base. Try to avoid the island's southeast quadrant and swamp/forest east of the town's swamps, the lair of the Dragon. Unless your characters are faring very badly and need more magical weapons, don't fight the monsters at the treasure areas shown on the map; they'll still be there after the island returns to normal. Meanwhile, you can't sell anything because the island is still enchanted; furthermore, your carrying capacity is severely limited.

The only weapon you can get without a fight is the Dragonslaying Sword from the Rebels: (T)alk to them. Get it immediately, because the Rebels and Sword vanish after the island returns to normal. If your party can hold out, don't get the Holy Morningstar from the Dragon's horde until after the Necromancer is destroyed, for the horde contains a great treasure you can sell later on. But this Morningstar is the most effective weapon against the Necromancer, so you may want to go ahead and grab it.

Dungeon A: Necromancer's Cave, Level 1

Prerequisites: Dragon's Teeth (for Level 2) if you have slain the Dragon. You can also buy them in this dungeon for ten Life Forces each. This dungeon cannot be entered after you destroy the real Necromancer, so take only the best equipment you can find.

Search the island's northwest tip for the tunnel to the Necromancer's island. Inside the dungeon, your party appears at the stairs on the northwest corner of the map. (1) The door's name: xoqu. (2) The floor's name: jym. (E)xamine at (3) to open the door. In (4) you find the false Necromancer and a necklace. (5) Dragon's Teeth are sold here. (If you buy them, return to the Temple to restore Life Forces before continuing.) Head for the stairs at (6).

Dungeon B: Necromancer's Cave, Level 2

Your party appears at the north central part of the map. (1) Use the Dragon's Teeth. The chests at (2) contain only spices and bandages. (3) Remember the door's name? xoqu. At (4), you need the floor's name: jym. (5) To learn hall's name, each character must pay 20 Life Forces. Speak hall's name (spmg) at (6), enter and fight the real Necromancer (7).

Outdoors Again

When the Necromancer is destroyed the island changes. Go to town, sell your treasures, then get all

the remaining treasures depicted on the map. Buy passage to Elven Isle (in town).

Elven Isle

To save time, visit dungeons in the following order.

Dungeon E: Magoomba's Grove

No map is provided, since there are no walls. You've got to be quite powerful to take on Magoomba, but vanquish him and you'll get the Living Dagger. (Lightning and Magic Blasts are effective.)

Dungeon H: Dungeon of Koruy

Your party appears dead-center of the map. (1) Examine this spot for skeleton key. It's not necessary to go to (2) unless you want money. To open the door into (2), pull the lever at (3). Use the skeleton key from (1) to release the Princess at (4). She'll turn the Living Dagger into the Eternal Dagger.

Dungeon G: Waddling Turtle's Hut

No map is necessary for this maze. Turtle will give you a map for Dungeon F if you rescued his daughter.

Dungeon F: The Aerie

Prerequisites: A 50-foot rope.

Upon seeing map (from Turtle), Gray Eagle will give you Bag of Winds, the only way to enter Avlis' Tower.

Dungeon C: Avlis' Tower, Level 1

Prerequisites: The Bag of Winds (from the Aerie) and 20 copper pieces. If you have both, save game at this point—but not in the dungeon, since you can't escape it until completing both levels. (If you lose the Bag of Winds after doing everything up to Dungeon G above, return to Dungeon F and you'll get another one.)

Your party appears in the southeast corner of the map. At (1) you must pay up. You'll find a +7 Greatsword at (2). The answer at (3) is *tfwfo*. If you can't unscramble the puzzles at (4), the answer is *uiftf kftufst gsjhiufo fbtjnz*. It's a hint for the most effective spell to use in the next room. The answer at (5) is *gorillas*. Pull the lever at (6). This room is meant to intimidate you. Just move back and forth and the doors will open. Go up the stairs at (7).

Dungeon D: Avlis' Tower, Level 2

Get the Bag of Winds at (1) if you want to return to this place. The goal here is to get the Feathered Cloak at (2) and escape the maze. To escape, go south past the statues at (3), close all the doors (except the one immediately after you pass the three statues on the way to this maze) and enter the flame (4) in the square room. Don't pass through *boz gmbnf* twice or your characters will be injured and teleported to the stairs.

Here's what happens if you follow the advice of the three statues at (3). Left statue: You're teleported to

the stairs at the northwest corner of this dungeon. Middle statue: Teleports you to the dungeon's southwest corner. Right statue: You'll exit the tower.

Dwarven Island

Dungeon I, Sri's Lair, is in the center of the island, approached from the south. You don't need to talk to the natives for clues. Fight the Dwarven Patrol when you meet them. Dwarf soldiers are the best source of treasure and magic items. It costs one gold piece to enter the Temple and ten to return to the Elven Island, so plan your buying and enchanting accordingly. Monsters are extremely tough, so don't wander too far on your first day here.

Dungeon I: Sri's Lair

Prerequisite for Level 3: Enough space for *uisff jufnt*. Holy Weapons +5 are useful on all levels.

Level 1

You'll find copper pieces at (1). If you mine for silver at (2), your crew will become exhausted. Take stairs at (3) to Level 2.

Level 2 (labeled Dungeon J)

You'll find silver at (1) and stairs to Level 3 at (2).

Level 3

Get the Dwarven Helmets at (4).

The Elven Isle

Return here after obtaining the eight Helmets. Save the game here and make a copy of the disk if you want to continue adventuring on this plane, because you *dbo'u uvso cbdl bgufs* visiting Grey Eagle. Also remember to heal all wounds and visit the Temple before going on. If you have the Feathered Cloak and the Eternal Dagger (preferably enchanted to +6), go on to Dungeon F, The Aerie, again; Grey Eagle will fly you to the next maze.

Above the Underwater Dungeon

Rest here. There's nothing else to do but search. Wear the helms.

Dungeon K: Underwater Dungeon (Enolho)

You'll get Wizard's Plate +6 at (1), though monsters are formidable. It's not necessary, but you can examine tables at (2) for an interesting message. The gate to the Demon World is at (3). You must drop all but the Eternal Dagger.

Dungeon L: Demon World

The maze configuration shifts due to rolling boulders, but there are only three variations. Follow the path mark by a-h on the maze maps. When heading toward the next boulder, avoid any other boulder in your path. If, this is confusing, type these directions from (a): 7, 7, 7, 8, 1, 3, 3, R, 7, 7, 7, 7, R, 6, 6, 6, 5, 5, 4,

R, 5, 6, 6, 6, 8, R, 8, 8, 1, 1, 2, 4, 2, 1, 8, 1, 8, 6, 5, R, 3, 4, 6, 6, 5, 5, 5, 5, 4, 5, 4, 2, 2, 3, 2, 3, R, 2, 3, 3, 3, 3, 4, R, 7, R, 6, 5, 5, R, 3, 3, 4, stairs (1).

At (1) you get teleported to (2), when you must defeat the Lesser Demons and immediately go east. The teleport at (3) sends you to (4), where you move obliquely to (5) and get ported to (6). Move north after defeating the Vermin, and Elharra gives some advice at (7). Plunge the Eternal Dagger into the device at (8).

Map Key: Eternal Dagger

Dungeon A: Necromancer's Cave, Level 1

- 1 : Door's name
- 2 : Floor's name
- 3 : Door (examine)
- 4 : False Necromancer, necklace
- 5 : Dragon's Teeth for sale
- 6 : Stairs

Dungeon B: Necromancer's Cave, Level 2

- 1 : Use Dragon's Teeth
- 2 : Chests with spices and bandages
- 3 : Need door's name—xoqu.
- 4 : Need floor's name—jym
- 5 : Learn hall's name
- 6 : Need hall's name—spmg
- 7 : Real Necromancer

Dungeon E: Magoomba's Grove

No map is provided, since there are no walls. Magoomba and Living Dagger are here.

Dungeon H: Dungeon of Koruy

- 1 : Skeleton key
- 2 : Gold
- 3 : Lever that opens door into (2)
- 4 : Princess and Eternal Dagger.

Dungeon G: Waddling Turtle's Hut

No map is necessary for this maze. Turtle will give you a map for Dungeon F.

Dungeon F: The Aerie

Upon seeing the map (from Turtle), Gray Eagle will give you the Bag of Winds.

Dungeon C: Avlis' Tower, Level 1

- 1 : Pay up
- 2 : +7 Greatsword at (2)
- 3 : Answer is tfwfo
- 4 : Answer is uiftf kftufst gsjiufo fbtjnz
- 5 : Answer gorillas.
- 6 : Pull lever
- 7 : Stairs

Dungeon D: Avlis' Tower, Level 2

- 1 : Bag of Winds
- 2 : Feathered Cloak
- 3 : Statues
- 4 : Flame (exit)

Dungeon I: Sri's Lair

Prerequisite for Level 3: Enough space for three items. Holy Weapons +5 are useful on all levels.

Level 1

- 1 : Copper pieces
- 2 : Silver
- 3 : Stairs

Level 2 (labeled Dungeon I)

- 1 : Silver
- 2 : Stairs to Level 3

Level 3

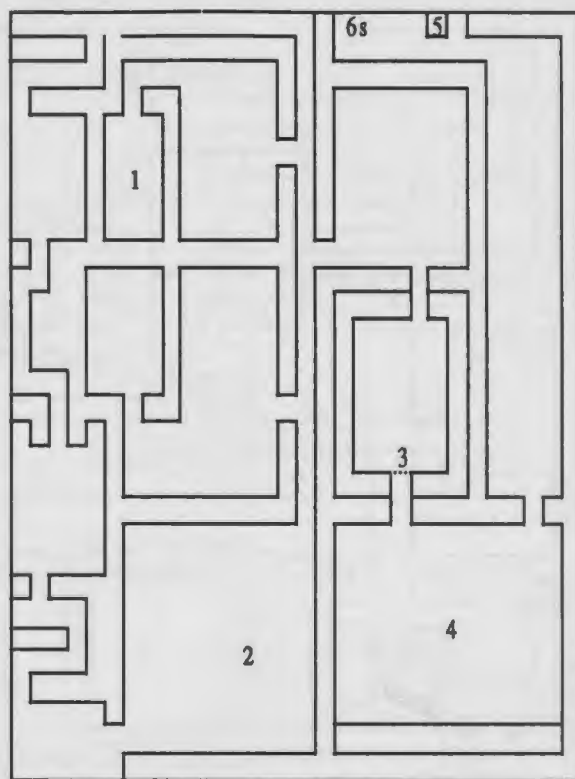
- 4 : Dwarven Helmets

Dungeon K: Underwater Dungeon (Enolho)

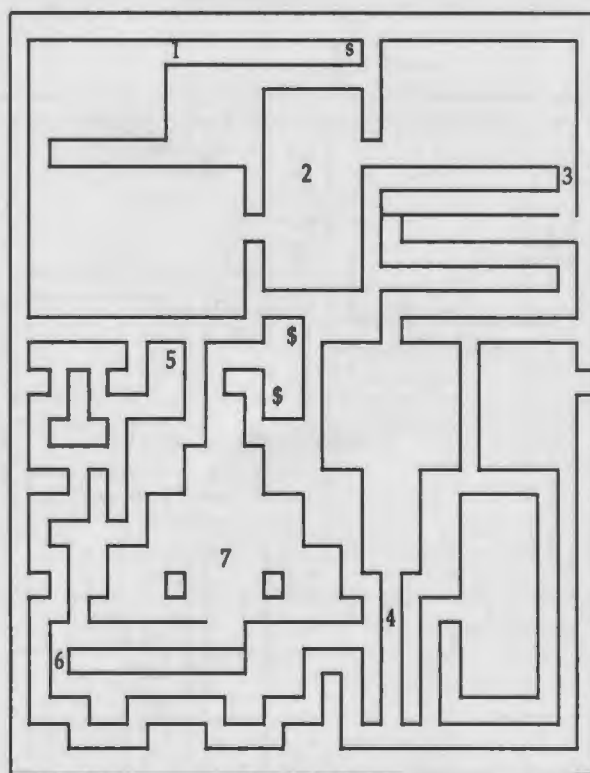
- 1 : Wizard's Plate +6
- 2 : Message
- 3 : Gate to the Demon World

Dungeon L: Demon World

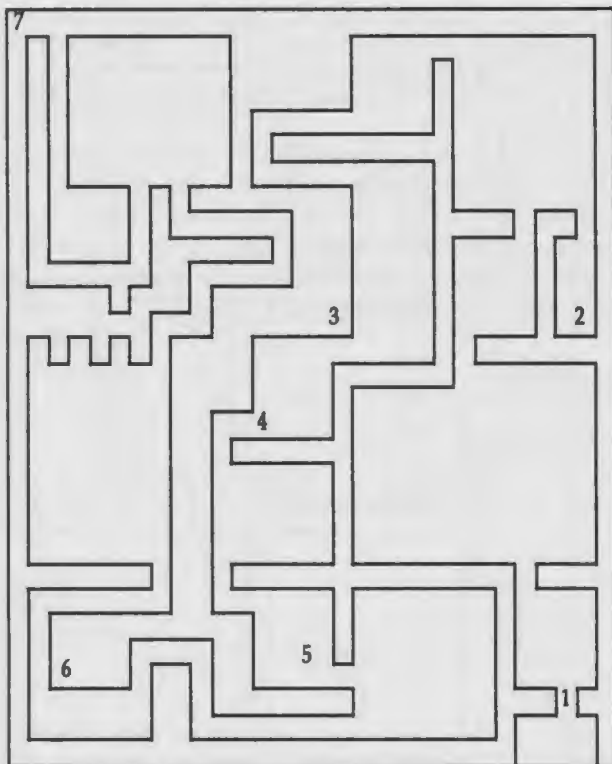
- 1 : Stairs
- 2 : Lesser Demons
- 3 : Teleport
- 4 : Teleport destination from (3)
- 5 : Teleport to (6)
- 6 : Vermin
- 7 : Elharra
- 8 : The device (use Dagger)



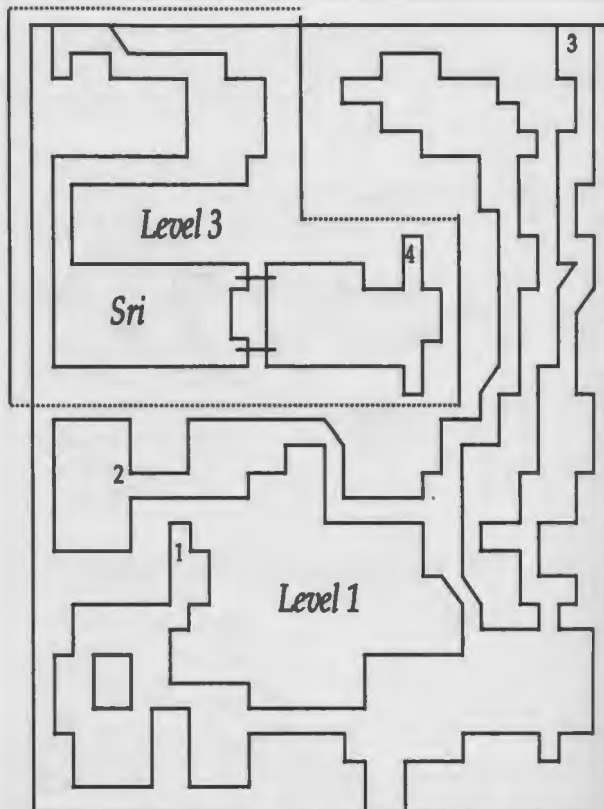
Dungeon A: Necromancer's Cave, Level 1



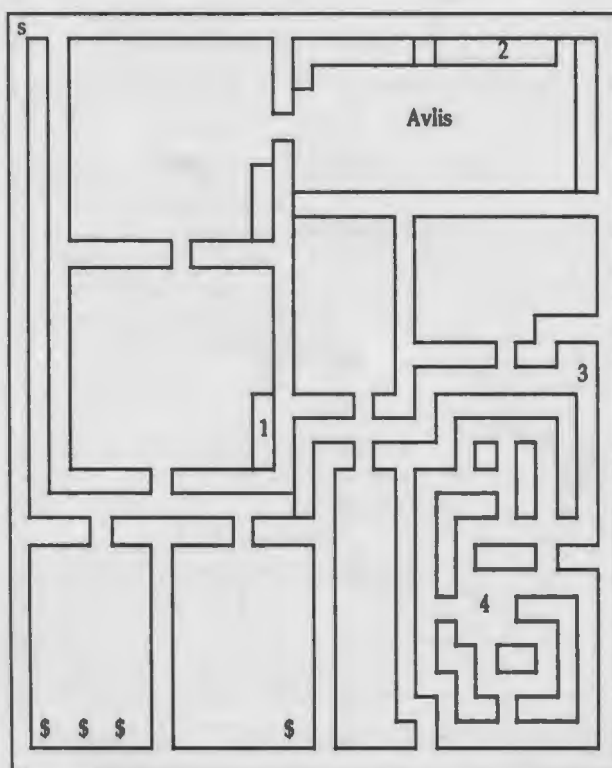
Dungeon B: Necromancer's Cave, Level 2



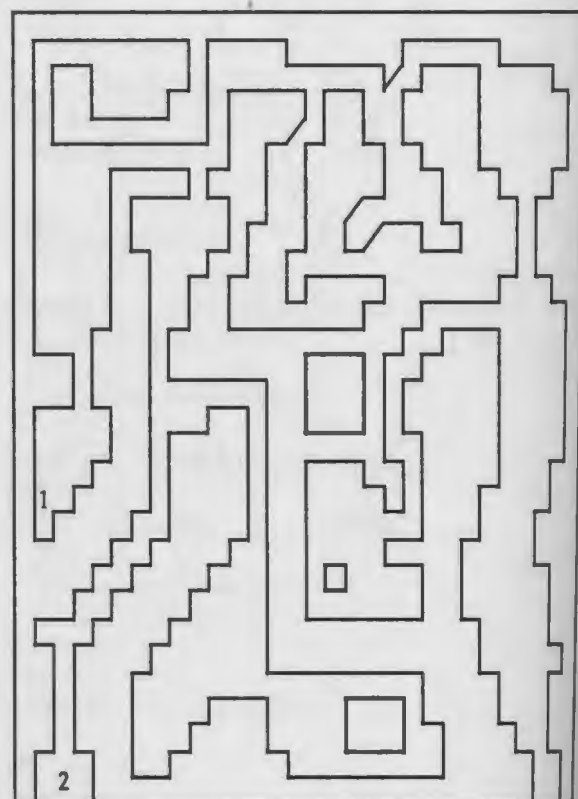
Dungeon C: Avlis' Tower, Level 1



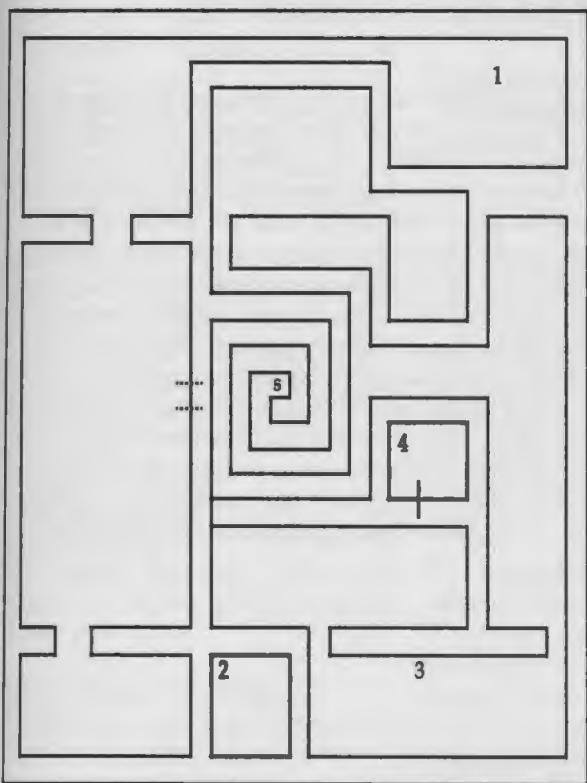
Dungeon I: Sri's Lair, Levels 1 & 3



Dungeon D: Avlis' Tower, Level 2

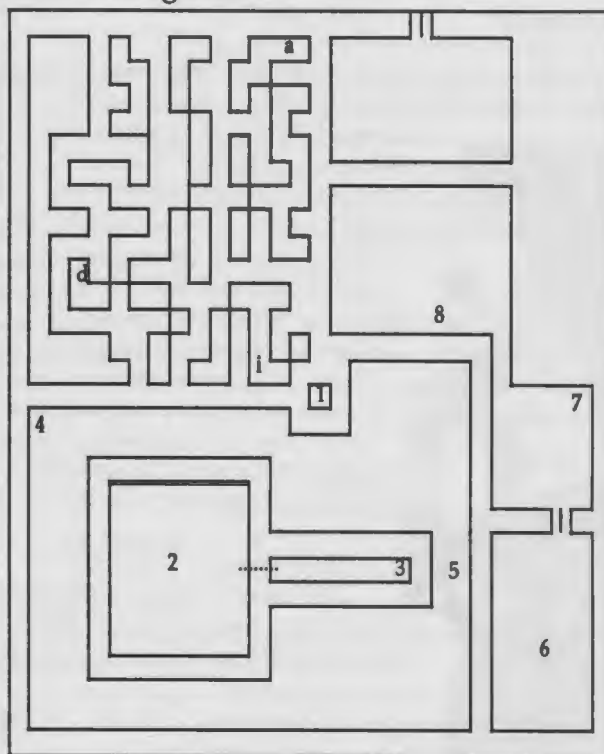


Dungeon J: Sri's Lair, Level 2

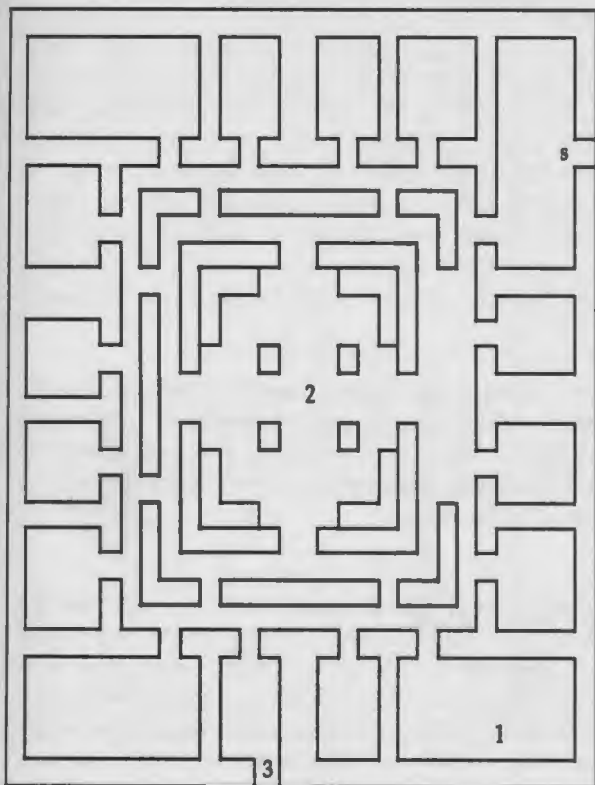


Dungeon H: Dungeon of Koruy = secret door

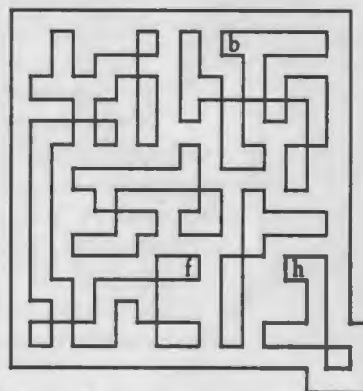
Maze Configuration 1



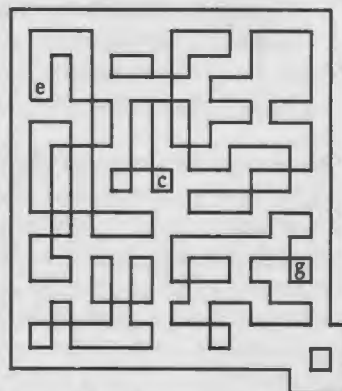
Dungeon L: Demon World



Dungeon K: Underwater Dungeon (Enolho)



Maze Configuration 2



Maze Configuration 3

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)