

SPACE 1889

Type: Science Fiction Role-Playing

Difficulty: Intermediate

Systems: Amiga (512K), MSDOS (6400 required, mouse and joystick optional; CGA, EGA, VGA/MCGA, Tandy 16-color; digitized sound, Tandy 3-voice, Ad Lib, Sound Master)

Company: Paragon/MicroProse

This game is set in the Victorian Era and combines turn-of-the-century trappings with the "what if" notion that Thomas Edison invented time travel. (It was adapted from a pencil and paper RPG published by Game Designers Workshop, which also did *Megatraveller*.) Your four-character party sets out to find the treasure of King Tut, but is soon caught up in a quest that leads you to Venus, Mars, Atlantis and the center of the Earth. Along the way, you'll discover over three dozen mini-quests, all unnecessary but fun, and a plethora of artifacts. Exploration and puzzle-solving are emphasized over combat, and you get to interact with the like of Jules Verne and Rasputin. It sports a keyboard interface whose commands may be supported with mouse or joystick selections to accelerate the action. The

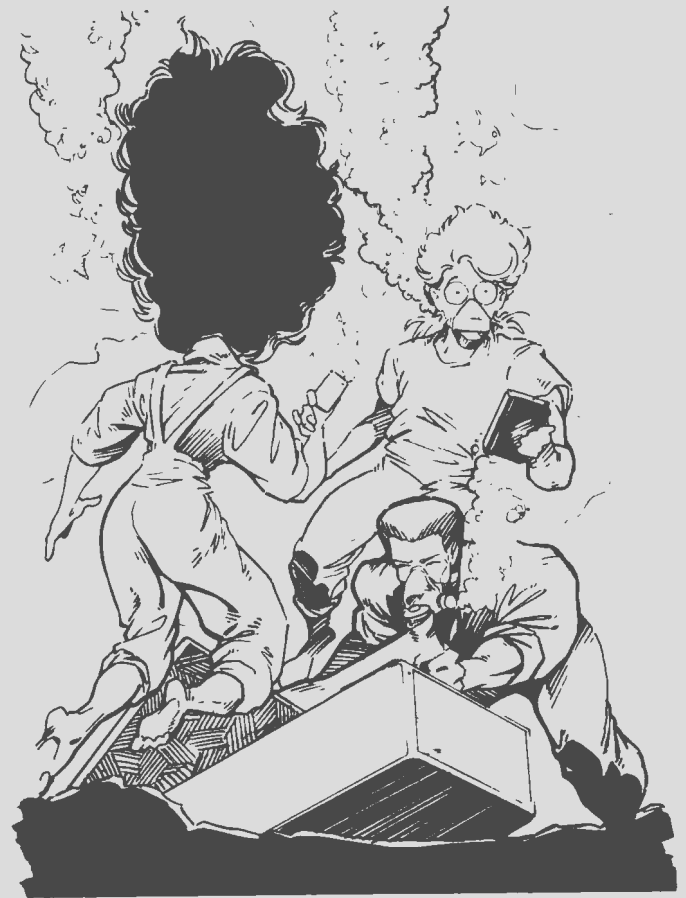
concept and game design are better than the graphics and sound effects, both behind the times, despite effective digitized sound effects that require no third-party board on MSDOS machines. Yet *Space 1889*'s literary feel and epic scope make it an engaging story whose strong points are all those mini-quests, assorted skills that are developed in an unusual manner, and the charming character interaction. If you prefer puzzle-solving and exploring over non-stop combat, consider this your invitation to the Victorian Era.

General Tips

The numerous mini-quests that are unnecessary for completing the main goal, to find the beings at the center of the Earth, are not addressed in this solution, but locations of some of the objects you must find are listed in the last section. There are several extensive mazes, but the ability to blast holes in walls eliminates the need for maps of all but the cave on Luna.

Character Development

Outfit your characters with the essential skills. No more than one character needs any of the follow-



ing skills: *engineering*, *bargaining*, *medicine*, *observation*, *trimsmen*, *science*, *piloting*, *linguistics* and *theatrics* (the same character should have the last pair). All need *riding*, *swimming*, *marksmanship* and *close combat*. One or more can use *fisticuffs*, *throwing*, *crime*, *tracking* and *stealth*. No one needs *gunnery*, *eloquence*, *mechanics*, *wilderness travel* or *leadership*.

Engineering skill is important, for you must blast holes in walls to reach some areas. The higher a character's *engineering* skill, the more time you have to get away before the dynamite blows up. If *engineering* skill is too low, dynamite blows up in your face. Keep the character with *engineering* skill stocked with dynamite and the character with *crime* skill

supplied with lockpicks (lockpicks open doors and chests).

Equip everyone with armor and a Maxim machine-gun or high caliber shotgun. Camping equipment, a miner's safety lamp and fever serum should be obtained before leaving London. View all the blue- and buff-colored pots to get money. Stealing has no adverse effects on your characters. Chests and vases contain money. *Cheat: When you go out of town and come back in or go outside a building, all the vases and chests that you have opened will reappear for you to open them again.* Buy at least one shovel.

Travel by zeppelin, and always obtain horses for every party member when not using another means of transportation. Talk to constables and bartenders in all cities for vital clues. Do not kill innocent characters. Evil characters will attack you. Kill only to defend the party.

Training in Skills, Getting Money and Missions

Skills are all boosted by visiting people on Venus and giving them certain objects. Mars and Earth are good places to make money.

Venus

Skill	Venusian City	Person	Object
Marksmanship	Venusstadt	Buffalo Bill Cody	lever action rifle
Theatrics	Venusstadt	Phileas Barnum	lockpicks
Engineering	Ganis Mountains	Marconi	mineral detector
Leadership	Thetis Mountains	Robert Edwin Peary	single-barrel pistol
Stealth	Thetis Mountains	Rasputin	bolt action rifle

Mars

You can make money by completing a number of archaeological digs for Johnny Wilson, a Martian museum curator. You can be the peacemaker and arbiter of the Martian tribal dispute and their unification, by carrying tribal bajays to the camps of Kai, Larkem, Lopkan, Photho, Ucuz and back to Kai. If the Martian unification is completed, your *observation* skill is boosted. The U.S. Army is selling trans-

parent aluminum; you can either get bids from the Venusian Lizard Men and the Martians, or steal the formula and sell it yourself. Martian merchants will buy a variety of items.

Earth

In the Crystal Palace (the large white building in the southeast part of New York), a number of men pay you to complete certain missions. In the London museum, Heinrich Schliemann will pay for the Mycenaean gold mask from the second floor of the Egyptian Museum.

Walkthrough

King Tutankhamen's Treasure

Assemble your party in London and acquire sufficient equipment, weapons and armor. Find and kill the Ripper and appropriate his equipment. (You need a female as the group's leader to attract the Ripper's attentions.) Give the Ripper's scalpel to London's chief inspector for £1,000 sterling. Use the £1,000 to buy the report outlining the King Tut expedition from Claus Von Smelling in London. Acquire the fever serum from Doctor Raven in the London Inn (northwest part of town). Use the report, which instructs you to see Hans Ogleby (in a room at the inn in the northeast part of New York City). Hans Ogleby instructs you to see Nathaniel Johannsan (in the tavern in San Francisco, southeast part of town). Johannsan tells about the German expedition to find the tomb and gives you a map with some scribbles on it. Study the map.

Travel to Egypt and kill the evil German excavators in the tomb near the southwest corner of the city, along the southern wall. Get the key and the paper with the coordinates to King Tut's tomb. Study the paper and follow the coordinates given on the paper and dig on the space fourteen paces south of a "spot" in the desert to the west and north of the false tomb entrance. Go to the lowest level of the tomb, down two staircases to a spot eight or nine paces N and one pace W of the bottom staircase. Dig there to find a staircase down to another level. Go down the stairs and dynamite the wall directly behind the stairs to find King Tut's treasure.

View the burial tomb (while facing it) in the middle of the room and take Tut's treasures and the stone tablet. The museum in Egypt has statues surrounding it. On the top level you will find Mary

Kingsley. Use the key from the Germans to open the room door and trade the **f2v27 9275m** to Mary for information and a message to carry to Alfred C. Hobbs in New York.

Lost City of Atlantis

Travel to New York and locate Hobbs on the second level of the Crystal Palace. Give him Mary's message, and he will give you lockpicks that open doors in the Teotihuacan pyramids. Travel to Mexico and go to the pyramid in the northwest portion of the city, the one with the statues around the building. (The building is square, not shaped like a pyramid.) Use lockpicks to open the doors. Talk to the Inca in the center of the building in a little room.

The Inca says you can gain entrance to a special room by returning the tablets to their altars. You must go directly E and over a small body of water within the town to find the eastern "pyramid." You can cross the water by using water breathers from the apothecary, or you may cross the water to the "pyramid" at one point in the north, near the gate. Find the two irregularly shaped altars in the center of the building. Take the tablets and put them on the spaces just to the south of the altars. When you place the stones correctly, a rumbling sound will be heard from the west. Return to the northwestern pyramid and go to the room with the Inca. Now you can enter the room to the north of the Inca.

You will find one water breather and a map to the lost city of Atlantis. Equip your party with water breathers and stock up on lots of dynamite (you need it to escape Atlantis). Study the map from the Incan room. On the east side of the water, in the southeastern part of the city, you will find a mud or earth wall running north to south and situated between two large pillars. Dynamite the "cave-like" barrier between the pillars and follow the tunnel to the entrance to Atlantis. Equip your party with water breathers or they will drown, as Atlantis is on the bottom of the Gulf of Mexico.

Dynamite your way to the lowest level of Atlantis. Use the water breathers to swim over waterways and reach the burial coffin of the lost Red Captain of Mars. Face the coffin and view it. Take the Scrolls of the Ancients, the diary and the identification tag. Use the **9c74119** to read the stone tablet from King Tut's tomb. Study the diary. Leave Atlantis. (Dynamite the guard who blocks your way out.) Travel to Angkor in the Far East.

Sacred Altar of Angkor

In the center of Angkor is a building containing the sacred altar of Angkor. This is the large building with all the monks who talk about the altar. Use the Scrolls of the Ancients to view the altar and read the message on the altar. Travel to the ether port northeast of Angkor on the coast of China and build an ether flier. You will need a strong ether flier later in the game, but for now just make a ship that will get you to Mars. Then save the game and avoid trouble with other ether ships. You need a lot of money to make a ship that will fly, but if you have extra cash, spend it on enhancing your vehicle and save the game, so you can reboot if not satisfied with your vehicle.

First Trip to Mars

Rough clothing is useful when traveling on Mars, which is one orbit farther from the sun than Earth and very close to the asteroid belt. Navigation instruments used by a Pilot will tell you the constellations necessary to locate Mars. If you get frustrated, just follow the asteroid belt until you see the red planet.

On Mars, travel NW to Ausonia. In the northwest part of town, you will find a cave. Zoho is two levels down. The first level stairs are to the east, the second level stairs to the north. Dynamite makes it easier to get through the maze. Rescue Zoho, who is prisoner in this cave, and he will give you a travel pass so you can travel freely on Mars. Zoho will fill you in on the German plot to take over the universe (or at least the inner solar system).

Trip to Venus

Foul weather clothing is useful when traveling on Venus. On Venus you must obtain new weapons, because the metal ones you have will rust (the weapon shop is in the northwest part of Ganis Mountains, which lies southeast of the ether port). You may wish to experiment with the use of explosives in combat, but save your game first. The Germans will have metal weapons and you will not. Travel to Venusstadt (on an island northeast of the ether port) and get German uniforms from the German warehouse. Venusstadt has a transport close by to the west, along the coast directly to the north of a large carcass on the main continent of the planet. While in the warehouse, you must fight the

German guards and talk to Simon O'Rourke, in the southwest corner room.

O'Rourke sends you to Fort Bismark in the town of Thetis Mountains. The Thetis mountain range is directly east of the Canis Mountains, which are southeast of the ether port. Fort Bismark is in the northern portion of the town of Thetis Mountains. In Fort Bismark you must find, fight and kill Oberst Hans Kurt and take his German Headquarters Pass.

Second Trip to Mars: German Headquarters

Return to Mars and go to the city of Syrtis Major, northeast of Ausonia. You need to go to the sand boat port, just east of the pub, to cross the sand to the north and west and reach the sand port just in front of the German headquarters. German uniforms are necessary to enter the first floor of the headquarters. On the third floor, your leader must use the headquarters pass to get through the doors to Baron Von Gruber. Talk to Gruber, kill him and take his key to King Hattabranx's Castle. (Save before the fight with Gruber.)

Go to the town of Boreosyrtis League, which is northwest of Syrtis Major. Go to the second floor of King Hattabranx's Castle and use the castle key to get to the king. Talk to the king, kill him and get his key to the Worm Cult. Travel to the city of Moab on Mars. Moab is west of Syrtis Major. Take the sand boat across the sand desert. In Moab, talk to Teegok Quugliani, who is wandering the streets. Teegok will give you a map to the location of the Worm Cult. Study it.

The Worm Cult is in the Boreosyrtis League, between the claws of the yellow desert sand beetle just south of the castle of the King. The claws form a big letter C whose top is leaning 45 degrees to the east. Dig where the points of the C come together and form a gap. It may take several attempts to reveal stairs down into the sand. The stairs down from Level 1 to Level 2 of the Worm Cult are in the northwest part of the maze. Find Kleuht Na Vriss in the southeast corner of the maze on Level 2. Talk to him and give him the Scrolls of the Ancients. Kleuht will give you an emerald and some advice.

Battle with Whisperdeath

Now rescue Thomas Edison, who has been kidnapped by the Martian Ether Rogue Pirates in their ether ship, Whisperdeath. You should have armor of ten, two five-inch howitzers and enough power to catch the Whisperdeath. Do not fight, just chase, link up and board the Whisperdeath. Save the game before starting the battle.

Thomas Edison is in the westernmost part of the ship, and you need battle only the pirates blocking his cabin door and one guard. Sneak in and out past the other pirates without engaging them, and save often. Once you talk to Edison (who will give you vital information and hints on how to build an ether flier that will go beyond the asteroid belt), make your way back to your ship. Watch out for any pirates you did not kill, for they will be waiting for you.

Luna

Travel to Luna, Earth's moon, and explore the caverns via the stair just south of the ether port. The caverns have only one level, and you will find Professor Tereshkova along the south wall of the tunnels. Explosives are needed to blast through some of the walls (see accompanying map). Give the professor the **2m27118**, and he will give you the ether propeller that will get you beyond the asteroid belt.

Mercury

If you have trouble finding Mercury, move toward the sun and look for the first planet. Mercury's ether port is far to the north. The giant glow crystal of Mercury can be found just southeast of the ether port, in a sack on the north shore of the only river on Mercury. Princess Christiana Station is south of the huge river of Mercury, to the southwest of the ether port.

Take the zeppelin to the city by going due E of the transport. Dig for ammonia on the lowest level of the three tin mines in the northeast part of town. To get to the bottom level, take the mine entrance that is the westernmost of the three. (You will enter the bottom level in the southeast corner, and the ammonia is in the northeast corner of the central room at the top of the maze.) Take the ammonia, the special propeller and the giant glow crystal to the ether port, and update the ether flier with them for the flight to Europa.

Europa

Europa is in the upper right-hand corner of the space map, on the far side of the asteroid belt and in the northeast part of the map. Travel there with your updated ether flier and explore the caverns of Europa. Read the message you find on Europa and follow its instructions.

Saurians

Travel to Earth's north pole. Enter the hollow Earth and use dynamite to go through the maze to find the Saurian Eoger Luirv (he is in a room a little more than halfway down the east wall; the door is about four spaces from the wall and to the west). Eoger will reward your group for solving the Saurian puzzle. You need plenty of explosives to get to Eoger. Remember to save the game before using explosives, or you might blow up an essential item and be forced to restore the game.

Location of Cities and Key Features

Earth

London	West of the ether port (you may find a harbor northwest or southwest of the city).
New York	Northwest of London.
San Francisco	Northwest of New York.
Teotihuacan	Southeast of San Francisco.
Egypt	South-southeast of London.

Most facilities are available in all cities, especially London, New York and San Francisco. Inns and taverns are also found in Teotihuacan. Only New York boasts a bank. New York and San Francisco have alchemist shops. Archaeologist shops are in Angkor, Egypt, London and San Francisco.

Venus

Venustadt	Northwest of the ether port (a harbor is southwest of town).
Ganis Mountains	Southeast of the ether port (you can buy weapons at Ganis Mountains, which has taverns, inns, an alchemist shop and other facilities).
Thetis Mountains	Due west of Ganis.

Mars

Ausonia	NNW of the ether port.
Gaaryan	Almost due west of the ether port.
Moerus Lacus	On the north side of the river north of Ausonia, on the northwest tip of an inlet.
Syrtis Major	Due east of Moerus Lacus.
Moab	Northwest of Moerus Lacus (near the west side of the map).
Boreosyrtis League	North of Moab.
Aubochon	Northeast of Moab

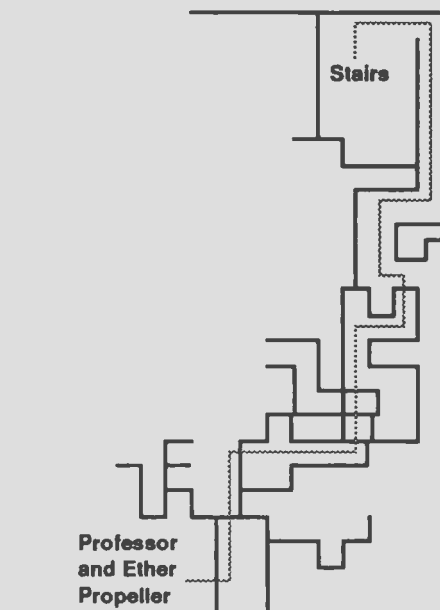
Except for Syrtis Major, these cities all contain most facilities. The first three and the Boreosyrtis League all have markets. Weapons are sold in Ausonia, Aubochon, Gaaryan and Syrtis Major.

Moab, Moerus Lacus, the Boreosyrtis League and Gaaryan have banks. You can buy weapons in Aubochon, Ausonia, Gaaryan and Syrtis Major. Ausonia, the Boreosyrtis League, Moab and Moerus Lacus have archeologist shops.

Mercury

Princess Christiana Station is the only city on Mercury. It is south of the river, south-southwest of the ether port. You can find a market, alchemist, weapons shop, inn, tavern, bank, archaeologist shop and pawn shop here.

Cave on Luna



Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			