

# THE IMMORTAL

**Type:** Action Role-Playing

**Difficulty:** Intermediate

**Systems:** MSDOS (512K required; Roland, Ad Lib), Amiga (512K), IIGS (512K), ST (one megabyte), Nintendo 8-bit; all versions require joystick and color monitor

**Company:** Electronic Arts

Designed by the team responsible for *Zany Golf*, this one is like a very slick *Gauntlet*. Your sole character dashes through a series of mazes, killing everything in sight on a quest for keys, magic and *los artíficos* that will enable you to rescue your magical mentor, Mordamir. Depicted with 3-D, oblique angle graphics, it's a beautifully illustrated arcade game filled with magic and puzzles that lift it from the realm of mere arcade games and into the lofty Halls of Adventure. The animation is brilliant, flashy and realistic to the point of being gory (spouts of blood, piles of bones and goo).

All the action takes place in real-time, so it's not enough to know the answers to the puzzles. You still have to be quick with the sword and joystick. There are goblins and trolls galore, and object- and magic-based puzzles to solve in order to reach each new level. After completing a level, you get a password that allows you to start the next game at the new level, so you don't have to start all over and work your way through the maze. Hard-core questers with a flair for action and plenty of patience will appreciate the clever puzzles and stirring presentation of *The Immortal*.



## Walkthrough

Unlike other solutions in this book, the numbers from the map key are incorporated into the solution as well as the map. This is because rooms are not named in this game.

### Level 1

- 1 Go to candle.
- 2 Search body of dead fighter. Take all. Kill troll. Ready *Fireball* spell.
- 3 Kill second troll (torturing captive) with *Fireball*. Talk to captive (if he's dead, restart this level). Use key on chest. Get all.
- 4 Kill troll with *Fireball*. Search his body and the ground. Read note.
- 5 Quickly cross room, dodging arrows.

## Map Key

These numbers list the rooms in which specific items are found as well as the location of the objects themselves.

- U Stairs up to next level
- D Stairs down to next level
- 1 Candle
- 2 Dunric's ring
- 3 Key (to chest), gold, bait, spores, bottle, map
- 4 Gold, note
- 5 Nothing

## Walkthrough (cont'd.)

- 6 Light t47ch with F372b1ll, exposing shades. Get amulet and Charm spell.
- 7 Sleep on straw. Hold amulet up to beam of light.

## Level 2

- 8 Avoid slime. Get gem.
- 9 Talk to merchant. No. Talk to merchant. Yes. Charm wisps with spell. Get stone.
- 10 Kill guards. Search guard. Get bag of dust.
- 11 Kill guards with wisps. Put spores on dirt and exit room. Reenter and go to king. Give him water (bottle).
- 12 Go to old man. Use Dust of Compliance on him. Get gem from him. Sleep. Use oil. Return to (8) and search bones. Get sword.
- 13 Drop 9t4n2 in front of slime, maneuvering them on top of it. After they move away, get gem.
- 14 Put gem on left symbol (upper left hole by pyramid); middle symbol (upper right of pyramid); right symbol (middle of pyramid).

## Level 3

- 15 Open chest. Get Fireball spells. Use Fireball on troll. Search body. Get knife.
- 16 Use Fireball on disguised troll (upper left one). Search body. Get Protean Ring.
- 17 Use Protean Ring. Go to chest (don't get too close to goblin). Get bombs. Go to ladder and remove ring.
- 18 Talk to Goblin King.
- 19 Watch spikes go through their circuit of the room, and avoid those spots. Get gem.
- 20 Th74w kn3f2 (distracting troll).
- 21 Paralyze guards with bombs. Get potion.
- 22 Drink potion. Paralyze guard. Kill guard. Sleep. Put gem in flame.

## Level 4

- 23 Fight troll (until man saves you). Talk to man.
- 24 Use c17p2t to cross room. Get Ana's ring (in cloth).
- 25 Sleep.
- 26 Go to girl. Give ring to girl.
- 27 Walk around symbol three times clockwise.

## Level 5

- 28 Get egg.
- 29 Go to men.
- 30 Buy potion. Return to 29. Use p4t34n and enter crack in wall.

## Map Key (cont'd.)

- 6 Amulet, Charm spell
- 7 Nothing
- 8 Gem, sword
- 9 Stone, oil
- 10 Dust of Compliance
- 11 Key
- 12 Gem
- 13 Nothing
- 14 Nothing
- 15 Gold, Fireball spells
- 16 Protean Ring, bottle (not needed)
- 17 Gold, three gas bombs
- 18 Nothing
- 19 Gem
- 20 Nothing
- 21 Potion of Strength
- 22 Nothing
- 23 Magic carpet
- 24 Ana's ring
- 25 Nothing
- 26 Ring from Ana
- 27 Nothing

- 28 Egg
- 29 Nothing
- 30 Shrink Me Potion

## Walkthrough (cont'd.)

- 31 Open chest. Get all. Use bottle. Kill trolls (or avoid them).
- 32 Kill flying reptiles with *Fireballs*. Search bodies. Get key. Read note.
- 33 Cross room using 92n947 and directions from chest.
- 34 Drop bait on middle of symbol (or crack egg open in an earlier room and eat the embryo, giving you extra health points; in the symbol room, lure the slime on top of symbol to exit level).

## Level 6

- 35 Enter opposite hole that spider legs appear in.
- 36 Get alcohol. P457 3t 4n ch29t.
- 37 Use *Levitation* spell to cross hall.
- 38 Sleep.

## Level 7

- 39 Kill troll. Talk to Dunric. Give him his ring.
- 40 Kill man. Sleep.
- 41 L218 m4n9t27 3nt4 wh37lp44l  
(you must actually enter it).

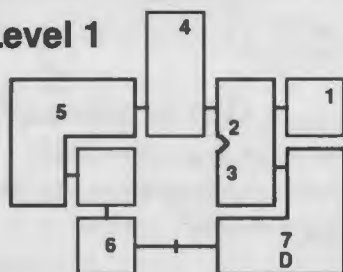
## Level 8

- 42 Open chest. Get all.
- 43 Walk to center of room and fall through hidden trapdoor.
- 44 Use six *Blink* spells (each time dragon breathes at you). Use *Fire Protect*. Use 1m5l2t; hold it up to light (wizard should appear). Use three *Statue* spells (each time the wizard strikes). Use *Sonic Protect* spell. Use remaining three *Statue* spells. Wait for end of speech, then use M1gn2t3c H1n89 spell.

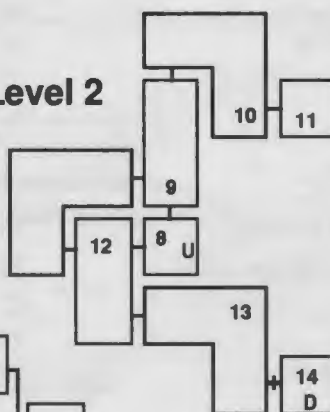
## Map Key (cont'd.)

- 31 Bottle, *Fireball* spells, note, sensor, gold
- 32 Key
- 33 Nothing
- 34 Nothing
- 35 Nothing
- 36 Gold, alcohol
- 37 Nothing
- 38 Nothing
- 39 *Body Statue* spell, *Magnetic Hands* spell, *Sonic* spell
- 40 Nothing
- 41 Nothing
- 42 Gold, *Fire Protect* spell, *Blink* spell

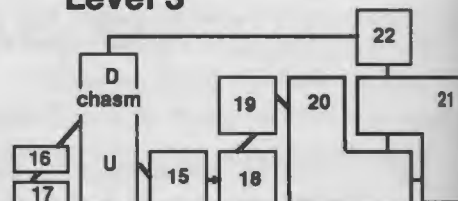
### Level 1



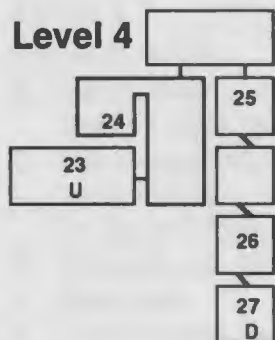
### Level 2



### Level 3



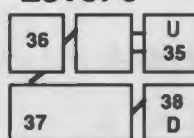
### Level 4



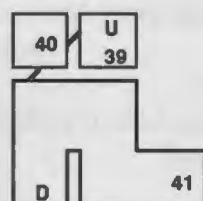
### Level 5



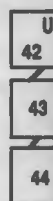
### Level 6



### Level 7



### Level 8



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			