

Dark Lord



Upon discovering your grandfather's journal from the 1940s, you learn of the Afterworld—an enchanted place ruled by the malevolent magician, Lord Nequam. Your grandfather had traveled there and defeated him, but the Dark Lord has returned from the dead and can only be finished off by you. In addition to bright and colorful graphics, the gaming experience is enhanced by good sound effects and music. The tunes don't play incessantly, forcing you to turn them off and there are entertaining special effects such as waterfalls and other spot animation. The parser does not accept multiple commands, but does offer a variety of keyboard shortcuts saving typing. Your score is based on the number of commands required to complete the quest, allowing you to compare your adventure skills with those of other players or with your previous efforts. Three skill levels are available: Normal, Easy and Random. Easy level gives more clues, Random scrambles the location of objects and Normal is Intermediate in difficulty. Eight games can be saved on the program disk.

Type: Graphic Adventure
Skill Level: Gamer-adjustable
Systems: C 64/128, Apple II
Company: Datasoft/Electronic Arts

The Solution

This covers the game's "Normal Difficulty" version.

Hidden Room
 Enter mirror.

Stone House
 Get tdbsb. N. Say hello. Say yes. Get tujdl. W. S.

Burning Village
 Look ground. Get sbu. W. N. N. E.

Pleasant Stream
 Look stream. Get gjti. W. N. N. N. N. E.

Deserted Storehouse
 Get lamp. N. Look dock. Get

spqf. W. W.

Boathouse
 Say hello. Give gjti. Get tdspmm. Read tdspmm. E. S. S. S. S. E. Get gjti. W. S. S. S. W. W. W.

East-West Trench
 Look tree. Get blossom. E. E. E. N.

Edge of Cliff
 Ujf spqf to tree. D. W. W. N.

Krin
 Give stick. Eat cmpttpn. Ask about cmpttpn. Look ground. Get flask. Get stick. S. E. E. U. S. W. W. N. N.

End of Path
 Fly. Get byf. Fly. E. E. Fly (three times). N. N. D.

Inside Ancient Structure
 Put tdbsb in indentation. North (quickly, before door closes). N.

Underground Chamber
 Give gjti to cat. Get tlvm. W.

Ancient Burial Chamber
 Npwf efcsjt. W.

Dark Passage
 Look ground. Get cowngv. U. Fly (twice). S. S. S. S. Fill flask with water. (Go to North-South Trench.)

Cvso qmbou with mbnq. W. W.
N. N.

Look plant. Get mfbg. [Rzud.] Qpvsxbufs in stream. Kvnq (must be done quickly). Svc mfbg on cpez. W. W.

Kill monster with byf. (Go to Clearing.)

Swim (to Dock). W (four). N (three). [Guard] Svcbnvmfu. Get key. Unlock door.

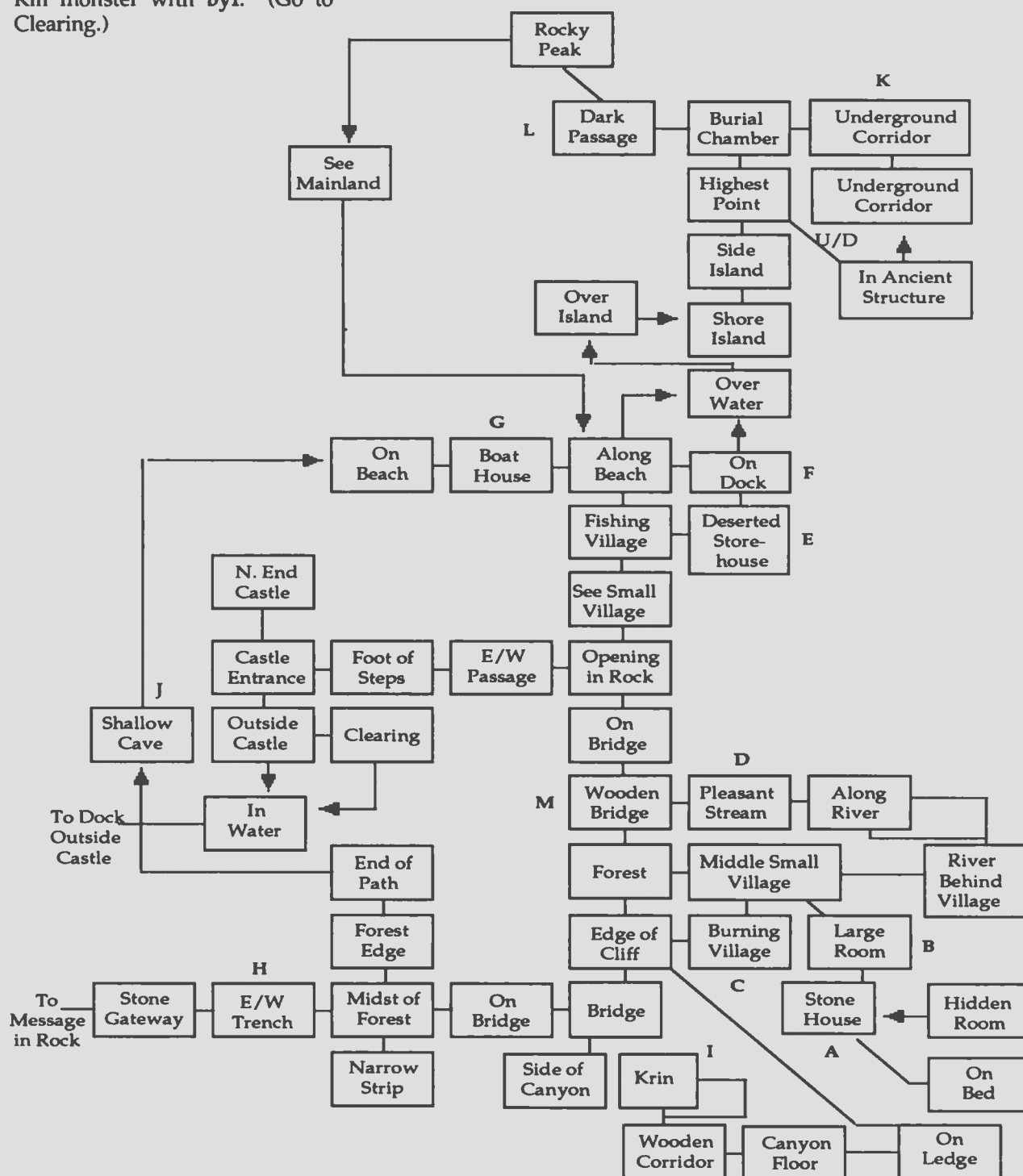
Npwf upski. W. W.

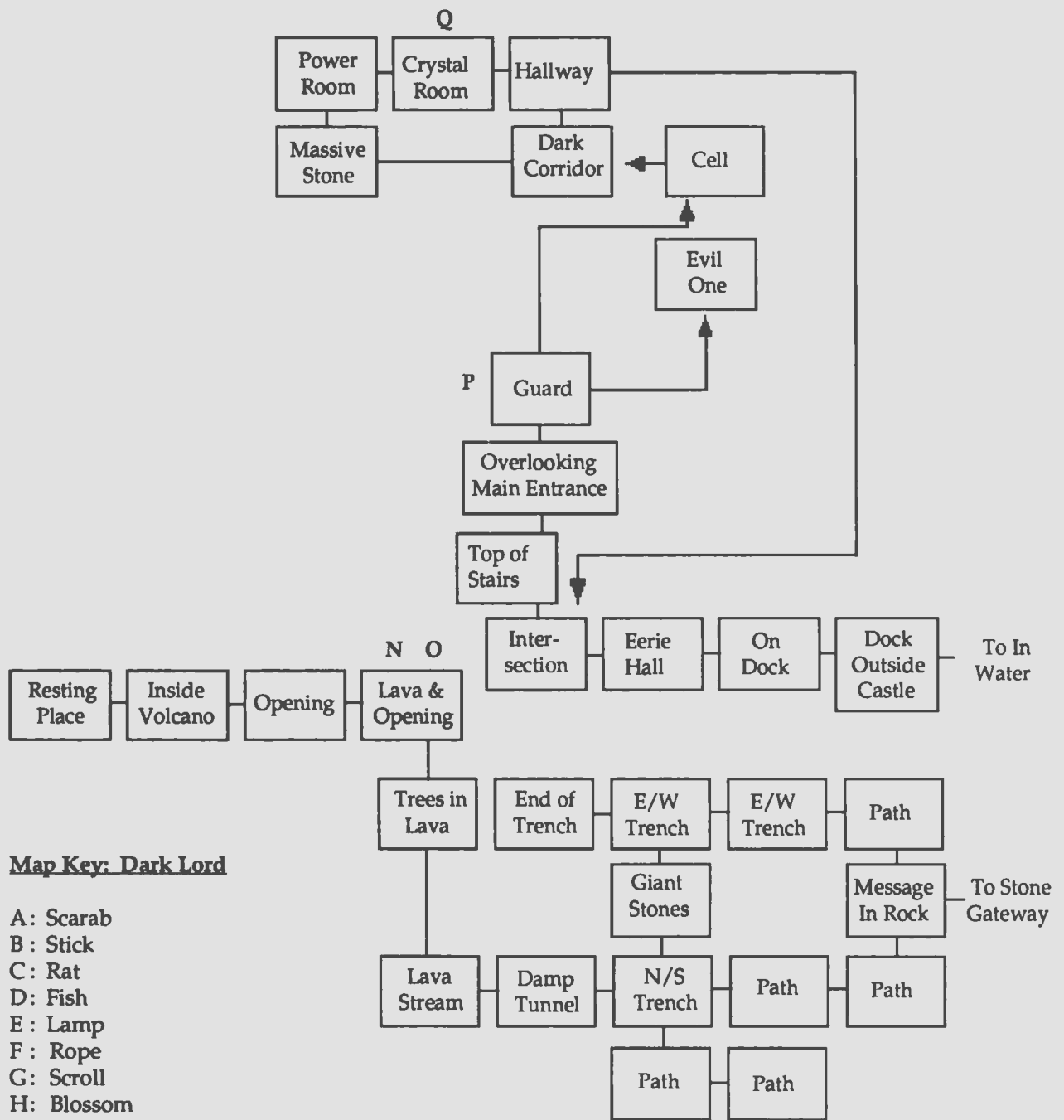
Qsz tupof with tujd. N.

Put sbu in opening. S. E. N. W.

Get crystal. E. Open door. E. N.
N. N. Open door.

Throw tlvm.





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

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