

# SECRET OF THE SILVER BLADES

**Type:** Fantasy Role-Playing

**Difficulty:** Intermediate

**Systems:** C64 (joystick optional), MSDOS  
(512K required, 640K for Tandy graphics  
or mouse, hard disk recommended; Roland,  
Ad Lib, CMS)

**Company:** SSI/Electronic Arts

By the time SSI designed its third AD&D game, it had refined the combat system to eliminate lengthy battles but retained the purity of the magic system. Also in *Silver Blades*, a significant number of genuine puzzles (mainly "which key for which lock?" and riddles that lead to passwords) were finally incorporated into the quest. This made it the best yet in the series. The story is set in the *Forgotten Realms* fantasy world, in the town of New Verdigris. The mayor has summoned the player's party to clear the local mines of evil creatures being released by the Black Circle, and to unravel the 300-year-old *Cold* spell these evil wizards placed on the valley.

There is no wilderness travel or regional map in this game; everything occurs in and around New Verdigris, the mines and other nearby areas. Automapping was improved, allowing you to use it in many more areas than in previous games in the series. Limited spot animation enhances first contact with each monster, then the combat arena appears and the battle is fought as in previous games, with individual control over each character. An autocombat option is available, but wastes a lot of magic points and time. Music is limited to the title screens, but you do hear a few sound effects during the game. The story unfolds gradually as you return to the Well of Knowledge for clues and quests. This makes *Silver Blades* an enjoyable interactive experience for those who like lots of combat and a few puzzles.

## General Tips

### Character Creation and Development

Humans have all the advantages. Dwarves can find extra gems in the mines, but only Humans are capable of advancing in the continuing saga. So make all characters Human, with the possible exception of a Dwarf Fighter-Thief, who can advance to Level 18 as a Thief and will have the gem-finding bonus. (If you intend to complete the mini-quest in the caves by Hap, include a female Elf.)



**Cheat:** Begin with a Human Paladin and modify all attributes to maximum. After Charisma hits 18, push the up/down key once, making sure the screen blinks. Then push the right/left key to raise hit points to 112. Repeat this for five more characters. Now do a class change, making one Paladin a Ranger, another a Magic-User, another a Thief, two of them Clerics, and keeping one a Paladin.

After a character passes Level 8, he can wear any armor and use any weapon. A Magic-User will have to un-equip armor to cast spells once he

reaches Level 9, a small price to pay considering that spells are not necessary until near the end of the quest.

### **Cheat: Duplicating Items**

*You can easily duplicate magical items, weapons and other objects. For example, give +3 plate and a +2 shield to one character, then save the game. Reboot, load the saved game and remove a character from the party. Add another one and transfer the armor to him, then remove him. Drop this character to a back-up disk, add an extra character from the original disk and repeat the process until all party members have copies of the magical items.*

### **Combat**

Hand weapons are better against large monsters. Use wands to attack anyone capable of casting spells, which prevents them from doing so in the same round. Equip Magic-Users and Clerics with bows and swords. By readying arrows, a character will automatically switch to his bow when no monsters are in sword range. Use bows mainly to mop up after battles. If surrounded by monsters and your spellcasters are split up over an area, use a wand to blanket the area, having each character fire at different groups. This prevents them from casting spells and softens them up for your Fighters.

Everyone should have a variety of weapons and wands early on. A bastard sword, for instance, is more effective than a long sword against large monsters. Ice wands won't work against fire-breathing dragons and hydras. Fireball wands are good against white dragons and fire giants.

## **Walkthrough**

### **New Verdigris**

Through the game, visit the Well often for clues and quests; it refers you to places and items needed to complete the quests. Explore all of New Verdigris, returning occasionally to visit the old man at (3, 9) for journal entries and magic items as you need them. At (14, 10) you can pick up useful magic items from a guard. The vault at (7, 8) is the best place to trade gold for gems. Gems are lighter, take up less space and inhibit movement less, and are needed at the well. After exploring the city, go to (3, 0) and teleport to the well.

At the well, head E out two doors. At (4, 1), use the "duck" option. Use *Detect Magic* to find magic

items. Go to (5, 5) and defeat baby dragons (a wand of ice storm works well). Kill red dragons at (6, 6) and the ancient dragon at (7, 7). The well will now give you the first clues. Follow map from journal entry #1 to the treasure and amulet. Return to the well for next quest. Before tackling it, fight the guards at (14, 11) in New Verdigris. Clean out both rooms for plenty of experience points.

### **Black Circle**

Your party should be up to Level 8 before seeking out the Black Circle HQ. Exit through the northwest doors from the well. Bear west, using map in your *Adventurer's Journal* that comes with the game (p. 2), then using journal entry #38.

Explore the HQ thoroughly, especially key locations of (12, 6), (10, 6) and (14, 6). A secret door at (8, 4) leads to the Inner Sanctum. You should know *Dispel Magic* before attempting the encounter at (3, 10). Use ice wands at (14, 12) and (14, 13). The wand of flails and wand of ice storm will help at (14, 14). Use teleporter at (10, 6) to return to well.

### **Mine**

Follow map in *Adventurer's Journal* (p. 2) to the mine entrance. Go to the Temple of Tyr level and head S to the temple. Explore the temple thoroughly to find secret doors at (1, 3) (12, 13) and (7, 11) (don't forget to grab a Staff of Slurpee here). Meet Derf at (14, 2). He sends you after eight pieces of the staff, which are in the mines. You will probably have to return to town a few times during this quest. Many side passages of the mines contain gems and magic items if you defeat the monsters. These are not noted here, but are useful for building experience and equipment.

**Level 1.** To reach the staff piece on Level 1, go W to an intersection, N and then N through a door.

**Level 2.** Go W to large area and N to room with three doors, then N.

**Level 3.** Go N to large room with three exits, follow east passage to room with three exits, continue E to room with staff.

**Level 4.** Go S to passage going west, follow it to room with three exits, go E to pouch.

**Level 5.** Go N, follow north passage, then W to room with two exits, continue W to room with three exits, go N.

**Level 6.** Go W through room with three exits, continue W past checkpoint to wall, turn S and take first passage west, follow to Lizard King room (have Thief use ring from Derf on box to open it and meet Vala, who'll join party, as well as find a piece of the staff).

**Level 7.** Go S and follow passage to room with three exits, continue S to dead end, go W to staff (west of here is portal to Level 9).

**Level 8.** Go S to dead end, then W and follow south passage till it turns east, then go E to room and staff. After finding all eight pieces of the staff, return to Derf to fix it. He will heal the party for free and resurrect dead characters at any time. Return to Level 8 of the mines, go N to room with three exits, then W and follow passage till it turns north; take the first west passage, follow it to teleporter and enter.

**Level 9.** Follow passage W and S to magical device, then go to Level 10.

**Level 10.** Follow passage E to dead end, then go S to dungeon. Take a mirror, since you'll face many medusae and basilisks.

## Dungeon

See accompanying maps for the route through the dungeon and the necessary passwords. There is a mini-quest to Drider Base on Level 6, where you should help Sir Deric. *Cheat: Use duplication to give him better weapons and armor.* Exit dungeon to the ice crevasse.

## Ice Crevasse

Follow crevasse E to the first north passage, then N to teleporter that goes to well. Continue E to room with east and south passages, and go S to room with east, west and south passages. Go S to dead end, east to Frost Giant village.

## Frost Giant Village

Use the map of the Frost village to find the king. Help him to gain passage through the city. Exit Frost village to the east. Follow crevasse E to room with east, west and south exits (east goes to a teleporter to the well). Go S to room with east, west and south exits, then E to rumbling noises. Follow passage E to a south exit, then go S and E to castle. (This is a very difficult trip, so heal after each battle and cast *Prayer* and *Bless* often.)

## Castle

Oswulf meets you at the entrance and gives you silver weapons (*cheat: that can be duplicated*). The silver shields he gives you also function as mirrors. Follow maps to key locations on Level 1 of the castle. On Level 2 of the castle, you can find useful treasure at (B) and potions at (D). The password to the golems and mouth is **9t22l262**.

## Dreadlord's Sanctum

At (C), don't attack; let the monster attack, and the illusion will end. Bash door at (E) to dispel this illusion. After battles at (I) and (J), use the teleporter (D) to return to the well, where you can memorize spells and heal. Return for the big battle at (K). Before fighting, cast *Bless*, *Prayer* and *Enlarge*. Your best tactic is to damage Priests, giants and Dreadlord with fireball or ice wands. You must damage creatures to prevent them from casting spells. Head through secret door northwest of (K) to (L) and defeat iron golems and medusae to complete quest. Do not use fireball wand on golems; it heals them. On the other hand, a lightning wand slows them down.

## Map Key

### Dungeon

#### Level 1

- A Battle
- B To castle
- C Talk and listen
- D Gold key, battle
- E To Level 2
- F To ice crevasse

#### Level 2

- A To Level 1
- B Trap, magic weapons and scrolls
- C Battle, magic scrolls
- D Journal entries #13, 52
- E Gate to 7
- F Teleporter to well
- G Treasure, weapons
- H To Level 3

#### Level 3

- A To Level 2
- B Answer f372
- C To Level 4

#### Level 4

- A To Level 3
- B Teleporter to well
- C Answer w3n8
- D To Level 5

#### Level 5

- A To Level 4
- B Battle, magic scrolls
- C Journal entry #32
- D Answer 93l2nc2
- E To Level 6

#### Level 6

- A To Level 5
- B Trap, magic scroll
- C Journal entry #62
- D Medusae
- E Answer w1t27
- F To Level 7

#### Level 7

- A To Level 6
- B Talk to sphinx
- C Brass key
- D Umber hulks
- E Answer 73v27
- F South to Level 8, east to Drider Base

#### Level 8

- A To Level 7
- B Battle, journal entry # 68
- C Teleporter to well
- D Answer 6457 b721th
- E To Level 9

#### Level 9

- A To Level 8
- B Illusion torture
- C Hydras
- D Trap, magic scroll
- E Answer 6457 w478
- F To Level 10

#### Level 10

- A To Level 9
- B Driders, magic scroll
- C Journal entry #33
- D Teleporter to well
- E Answer 6457 h217t
- F To mines

### Frost Giant Village

- A To west crevasse
- B Talk to women and children to reach king
- C Talk to king, journal entry # 15, magic weapons and armor

### Oswulf's Castle

#### Level 1

- A To east crevasse and Frost Giant village
- B Journal entry #29
- C Priests, journal entry #67
- D Cloud giant
- E Cloud giants
- F Teleporter to well
- G Journal entry #64
- H Teleporter to (I) on Level 1 of castle
- I To Level 2

#### Level 2

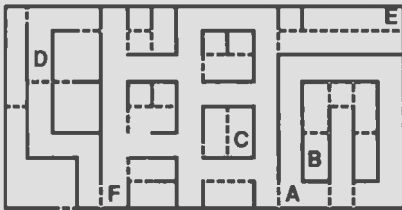
- A Teleporter to dungeon, Level 10
- B Treasure, magic weapons
- C Answer 9t22l262

### Dreadlord Sanctum

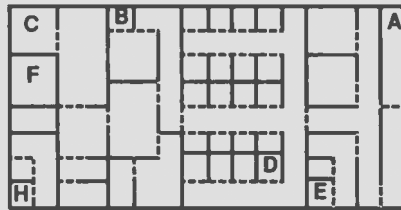
- A To Level 2
- B Storm giant
- C Lich (let him attack)
- D Teleporter to well
- E Illusion (bash door)
- F Use silver key
- G Answer 49w5lf
- H Use gold key; medusae attack
- I Battle (use brass key)
- J Hydras
- K Dreadlord
- L Iron golems and medusae

# The Dungeon

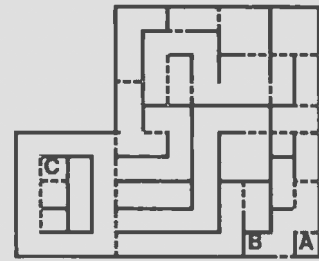
Level 1



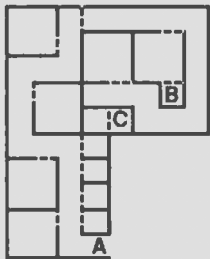
Level 2



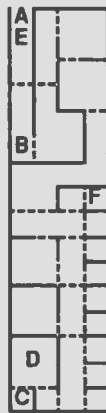
Level 3



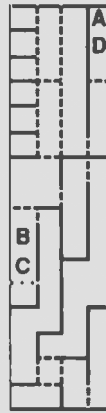
Level 4



Level 7



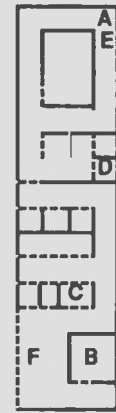
Level 8



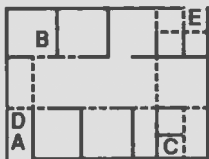
Level 9



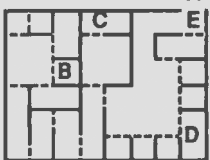
Level 10



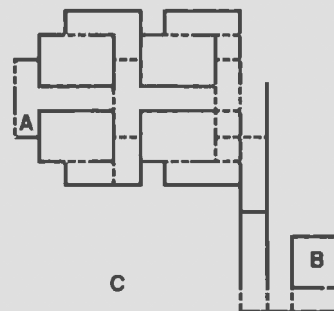
Level 5



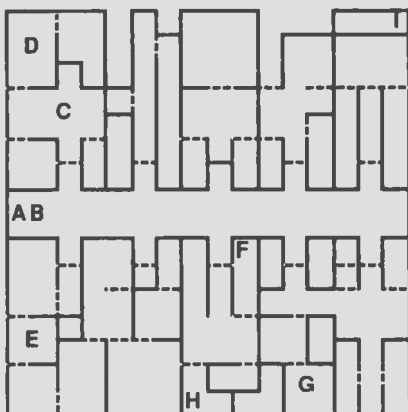
Level 6



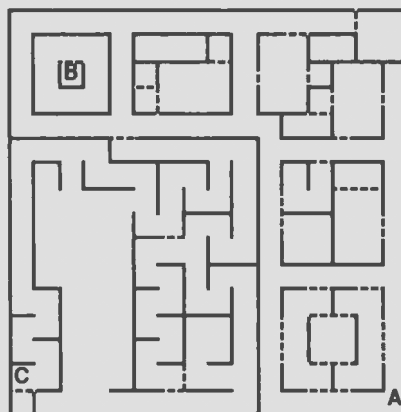
## Frost Giant Village



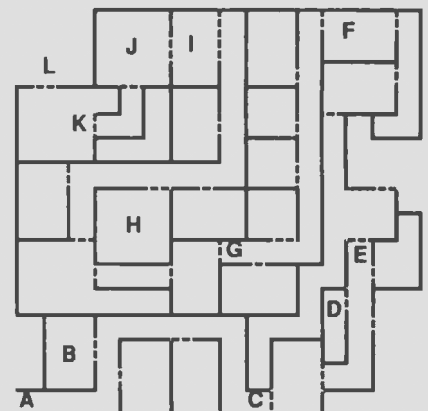
## Oswulf's Castle



Level 1



Level 2



Dreadlord Sanctum

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			