

# FOUNTAIN OF DREAMS

**Type:** Science Fiction Role-Playing

**Difficulty:** Advanced

**System:** MSDOS (512K required, no mouse or sound board support; EGA, VGA, MCGA, Tandy 16-color)

**Company:** Electronic Arts

Another post-nuclear war apocalypse story, *Fountain* looks, plays and feels a lot like *Wasteland*. It takes place in what's left of Florida, which is separated from the rest of the country by a shield wall to keep out the Mutants. Your goal is to find the legendary Fountain of Dreams, whose water will cure mutation—a quest that pits you against an assortment of mutated monsters, Killer Klowns and other fiends. Combat is much like that in *Wasteland*, with first-person graphics and lots of weapons. Use of skills to solve puzzles also plays a similar role, but there isn't as much to do here and the puzzles aren't as varied. The biggest difference lies in the graphics, which are rich and colorful and much more detailed than those of *Wasteland*. Sometimes you'll see three monsters at a time instead of just one. The keyboard and function key interface is easy to use but nothing new. Unfortunately, *Fountain* employs the same save game technique as *Wasteland*, so you're limited to a single saved game that is loaded immediately when you start a new session. Fun for fans of *Wasteland*, *Fountain of Dreams* is several years behind the times in technology.



## General Tips

### Character Creation and Development

An effective initial party is a Medic, Vigilante and Survivalist. Ochoa or the Admiral, who will join later, eliminate the need for creating a Hood. Key attributes are Dexterity, IQ and Aptitude. With 23 Dexterity, you'll have a powerful advantage against Klowns. You can generate higher Constitution points by pressing the number of the character's profession. You'll also get more bonus points. Leave Strength no higher than 16—you can

boost it higher as you play. One character should have 16 Charisma, all need at least 16 Dexterity, IQ and Aptitude. Willpower and Luck should gradually be increased to at least 16. The skills you will definitely need are: *stealth, pharmacy, brawling, lockpick, bomb/alarm disarm, demolition, gunsmith, medics, handgun, blades* and *perception*. To avoid mutation, don't fight mutant beasts or those that cause irradiation.

## Home

You may store characters at the compound, but they will die when it's wiped out by Klowns. After completing the police assignment, you can store them at the police station. Doc DeMedici will heal for free and cure mutations.

## Walkthrough

### Miami

From the compound, see the police station, ask about Miami twice, and agree to help. You'll get a rifle and explosives here. After 4 a.m., go to General Store and use *lockpick* on door in southeast corner. Say Diz sent you, and you'll hear about a gun shipment. Now go to Bahia Mafia headquarters east of the Police Station. Accept their assignment. North of the General Store, visit the Admiral and agree to trick the Bahia. You'll get \$2,000 and a better rifle when you do. Get the Admiral or Ochoa to join; both are good at picking locks. Explore the city until midnight, Monday, then complete the police assignment by giving Mafia guns to the police.

Explore the OhOh temple. You'll find gear in the crates south of the entrance. More is found further south, but you'll have to wage a major battle. Go to the compound, recruit Ignatz and Junior and store Junior at the police station.

### Desotos

The password is 8294t4. Explore the buildings, opening all desk drawers. Go to the eastern compound and find Imelda in the first house north. If she's not there, keep checking back from 1700-2400. (Her brooch is found in the bushes in front of the house.) Get her to join, then go to the first house south, which is Mario's. Search the closet to find five pairs of rubber boots; give one to each character. Use rum in fountain and enter it to get vault key. Irwin's house is the next one to the north. Be nice to him, and you can store characters at the Guard House near the Bottling Plant, too.

To the left of Irwin's and beside the Guard House is a building in which you can find the vault downstairs. Use *mechanic* skill on the broken machine to blow it up and find explosives. Open the vault with the key from Mario's.

Use the safe combination (092089) to get \$750. The password for the guard is: M573c211g4. Go to the building on the southeast corner, the Bottling Plant. Use stairs to go below. In the basement, operate the valve, then go to the northeast corner and find the vault under a table. Open it. Leave through east door after someone sees you.

### Astors

You can get B. L. Astor to join by giving her the Voodoo Cologne. Dr. Brewho has some. Talk to him about Madame Lupe; say L5k49 if he asks about a message. With Astor in the party, the Gun Shop won't sell to you. In that case, see Gramps Astor, who'll tell you to find a gun that will get you back on good terms with the Gun Shop. Go back to Desoto's. Upon entering, you'll see fields infested with Mutants. Head for southeast corner to find elephant guns in fourth or fifth row. Give them to Gun Shop, then visit Gramps.

### Wilfred

You must have one free character slot for this mission. Also make sure everyone has maximum hit points, because the sawgrass is deadly. Head for the sawgrass, then go to the west side. In the middle, you'll sight a hut and some Mutants. Wait for Wilfred to arrive, then take him to TomTom. Next take him to Big Daddy in the OhOh Temple. When you wake up, enter the south door.

To pass the tests, you need a canteen or a bottle of rum. Pour either over an item in the southwest corner of each for the four rooms. You'll exit the temple, and you can store characters in the temple. (The OhOhs and Beachcombers will also be friendly.)

## Killer Klown Kollege

This area is roughly mapped here for general reference. Leave one slot open for another character, Granny. To find the Kollege, go past the right side of your home till you hit Mickey's wall, then proceed E to the Kollege. Upon arrival, get as near the main gate as you can. Enter the small house on the right, which is the Kiwi House. Here you can rescue a Klown who will help. Use mechanic tool kit. On the second floor, avoid the carousel. Shoot the mirrors if you get caught there. In the tiger room, you can get excellent armor from the safe, whose combination is **b4z4**. You can rest in the unnamed house without being harmed. Check the rooms at the Big Top for gear.

## Finding Granny

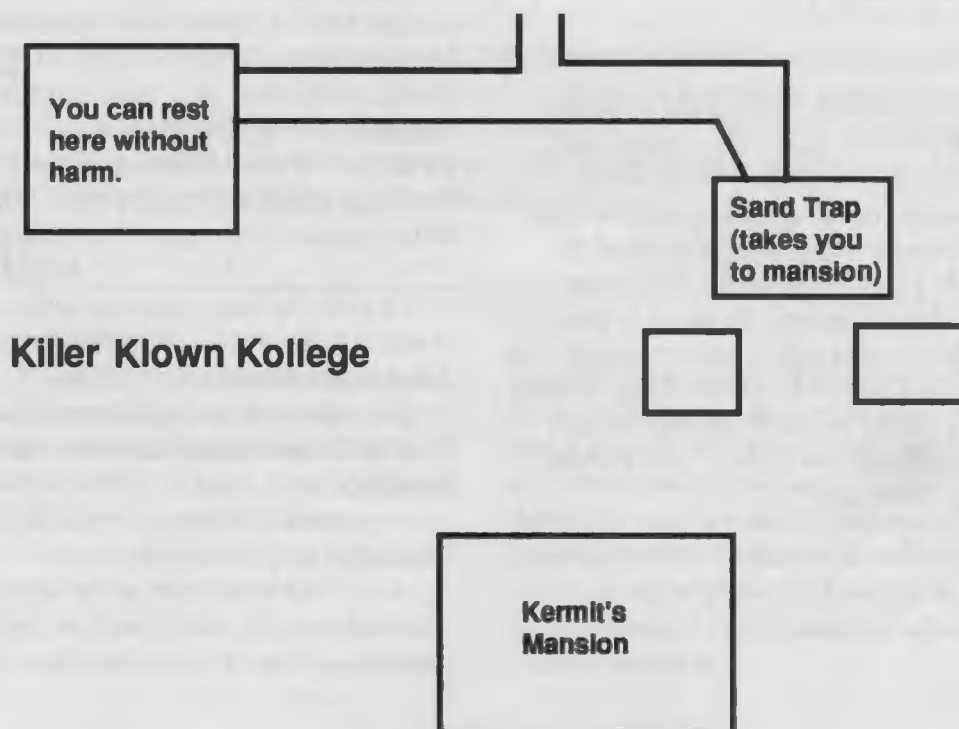
Then go to Kermit's Mansion. On the way, enter the Sand Trap, where you'll get caught and relieved of everything but handguns and ammo. When exiting the Midway, put on the rubber boots to get past the electrified grill. When you meet the guards around the next corner, kill or ignore them, or destroy the phone. Destroy the bell around the next turn. Don't use the Egress, leave the next box alone, and touch the eight ball.

After the eight ball crashes through several walls, follow it into the Big Top. Do not take the balloons. Kill the old Klown. Avoid traps by walking S on the west edge of the ring. When Kermit attacks, kill him. Examine and unlock the crate. When the real Kermit appears, kill him too! (There is still another Kermit, and some Mutant Lions. By staying out of the ring, you can probably avoid them.) Get the large ring from Kermit.

Take the northeast door and you'll find some lockers and the big key that opens the arsenal in the basement. Exit by jumping out the hole in the back wall, then go E. Enter the other hole, follow this passage, and you'll find Granny Astor.

## Mutants

Take Granny home, and Gramps will ask you to store her at the police station. He and Doc Brewwho will join you with the Mutants. Keep Joey. At the shack where Wilfred was found, Doc and Gramps will talk to the Mutants. A bit north is the Fountain and Kiwi.



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			