Usurper: Mines of Qyntarr

One of the final "all-text" adventures ever released, Mines of Qyntarr challenges you to track down and deal with King Aken in his invisible castle. But before you can even begin to do so, you must wrap your greedy little adventuring hands around the elusive "Orb of Qyntarr." It is basically a "find the treasure and turn it in for points" text adventure in the mold of the original Adventure and Zork I.

The Solution

Forest S. E.

Cabin

Get saber. Get lamp. Fill lamp with oil. W. W.

However, instead of killing all of your enemies or resorting to magic to vanquish the monsters that make your life miserable, you'll be able to solve most problems by using special items or supplying the required password.

Getting your hands on these special items and passwords

cial items and passwords takes a lot of patience, and careful attention must be paid to clues found in the form of notes scattered throughout the immense landscape. This is a tough game, and it is easy to get bogged down by some deceptively difficult puzzles.

Mines of Qyntarr employs a good parser and offers satisfying puzzles, but author Scott Thoman's prose could have been a little more descriptive in several spots. Though this game didn't set any new standards or intro-

duce any new features when it was released in 1989, it was one of the last of a dying breed—the all-text adventure. Fans of this genre, especially veterans of Infocom's classic text adventures, will certainly enjoy this extended treasure hunt.

Type:
All-text adventure

Difficulty: Intermediate

Systems: MS-DOS (256K required, CGA/EGA); Apple (128K)

> Company: Sir-Tech Software

Cave Mouth
Look needles. Get lighter. Light lamp
with lighter. W.

Narrow Crawlway
Get parchment. Read it. SW.

Moldy Room Get skeleton key. Look skull. Look portrait. NE. E. S. S. SE.

Sloping Crawlway Get pen. SE.

Idol Room Get idol. NW. NW. SW. SW.

Sponge Room Get note. Read it. E. E.

Windy Room Give qfo to Pirate. S. S. E. E.

Muddy Room

Get gas mask. W. W. W.

Smokey Hall Wear mask, W.

Supply Room Get geiger counter. E. E. E. E. SW.

Marble Corridor
Unlock door with skeleton key. Read inscription.
Open door. SW. S. S.

Piano Room Get candelabra. Drop key in well. Drop candelabra in well. Drop note in well. Drop lighter in well.



Remove gas mask. Drop gas mask in well. Drop parchment. W. W. NW. NW. NE. NE.

Garbage Room

SW. (The Blooble will follow.) SW. SE. SE. E. E. N. N.

Library

(The Blooble will eat the glass case.) Read book. Get book. Get small pill. S. S. S. S. NW.

Cool Corridor

Get cowbell. Ring bell. NW. N.

Cold Passage

Get medallion. Wear medallion. S. SE. SE. N. N.

Piano Room

Drop bell in well. S. S. E. E. NE. NE.

Dragon's Lair

Give pill to dragon. E. E.

Real Estate Office

Get strange coin. W. W. SW. SW. SE. SE. W.

Closet

Get lead suit. E. D. D.

Dusty Passage

Wear lead suit. E.

Uranium Mine

Get colored packet. W.

Dusty Passage

Remove lead suit. Drop lead suit. W. W. W. NW. NW. W.

West End of Rainbow Room

Get pot of gold. E. SE. SE. SW. SW.

North Side of Great Chasm

S. S. S.

Roundhouse

Drop saber. Drop colored packet. U.

Janitor's Office

Get teacup, teapot, dirty rag. D. E.

Igloo Room

Get parka. W.

Roundhouse

Drop parka. SW. SW.

Oracle

Get jade cross. NE. NE. S.

Applause Hall

Drop geiger counter in well. Drop idol in well. Drop teacup in well. Drop teapot in well. Drop pot of gold in well. Drop cross in well. Drop rag in well. S.

Arena

Choose I. Get penny. D. NE.

Strange Passage

Read scratches. Read drawing. NW.

Bird Room

Get yellow feather. SW. D.

Turnstile Room

Put coin in turnstile. SE.

South Landing

Read wall. Read graffiti. NE. NE. NE.

Phone Booth

Dial **uisff gpvs uxp gpvs tjy uisff** (type in as numbers, not words). SW. W.

Music Shop

Get violin. Read motto. E. NW.

Cobbler Shop

Get snowshoes. SE. SE.

Jewelry Store

Get pearl necklace. Get yellow opal. NW. S.

Tavern

Get pretzel. Get mug. S. D. E. E.

Dome Room

Read wall. Read writing. Drop all but lamp and feather. E.

Anthill Room

Get ruby. E. E.

Ogre Room

Ujdlmf ogre with gfbuifs. SE. SE. SW.

Seamstress Room

Get uniform. S.

Glass-bottomed Hall

Get diamond. S.

Spherical Room

Look hole. N. N. NE. NW. NW. W. W. W.

Dome Room

Get snowshoes, violin, opal, frankfurter, necklace. Eat frankfurter.

Roundhouse

S.

Applause Hall

Drop opal in well. Drop feather in well. Drop ruby in well. Drop diamond in well. N. SE.

Pigsty

Cast necklace. Get necklace. E.

Antique Room

Get cuckoo clock. S.

Art Studio

Get clay sculpture, grape, painting. N. SW.

Prison

Read scratches, NE. W. NW. S.

Applause Hall

Drop painting in well. Drop sculpture in well. Drop necklace in well. Drop clock in well. N.

Roundhouse

Get all. NW.

Iron Gate Room

Cut knot with saber, N.

Sandy-floored Room

Get bow. S. SE.

Roundhouse

Drop saber and grape. W. W.

Steel Monster Room

SW. (Monster will follow.) S.

Rainy Room

N. NE. NW. N.

Blizzard Pass

Wear snowshoes. NE.

Glacier Crest

Wear parka. N. N.

Snowbeast Room

Play violin with bow. NW. D. N. N. U.

Court Room

Get gavel. D. S. W. W. N. N. N. SE.

Hardware Store

Get crowbar. NW. E. SE.

Sporting Goods Store

Get mallet. NW. S. NW.

Bakery

Get cake. SE. NE.

Florist

Get vase. SW. SE. N.

Gazebo

Drop mallet in well. Drop cake in well. Drop vase in well. Drop gavel in well. Drop bow in well. Drop violin in well. Remove snowshoes. Remove parka. Drop snowshoes. Drop parka. S. NE. NW.

Butcher Shop

Get steak, SE, E, SW.

Fruit Stand

Get peach. NE. W. S. SW.

Post Office

Get letter. Read letter. NE. W. SE.

Schoolhouse

Get apple. NW. NE. N.

Gazebo

Drop letter in well. Drop apple in well. Drop peach. S. SE. E.

Oak & Cherry

Open cover with crowbar. D. E. E.

Zoo Entrance

Wear uniform. E. N. NE. E.

Tiger Cage

Feed steak to tiger. Get collar. U.

Aquarium

Feed colored packet to whale. SW.

Small Cave

Get orb. NE. D. W. SW. S. W. W. W. U. W. NW. N.

Gazebo

Drop collar in well. Drop crowbar in well. Remove uniform. Drop uniform in well. Get all. Wear parka. Wear snowshoes. S. SW. S. E. S. U. SE. S. S. SW. S. SE. E. E.

Roundhouse

Remove parka. Remove snowshoes. Drop parka. Drop snowshoes. Get grape. Eat grape.

Mall Center

E. Dial **gjwf afsp uisff tfwfo ojof** (type in as numbers, not words). E.

Vault

Get bag of money. W. W. S. S. D. E. E.

Dome Room

Get all. S.

Chess Room

S. Approach Queen. Get king. S. S.

Swimming Pool

Get doubloon. S. SE. NE.

Cloudy Hall

Get pear. SW. NW. N. N. N. N. W. W. U. N. N.

Mall Center

Throw penny in fountain. Get pyramid. Eat pretzel.

Piano Room

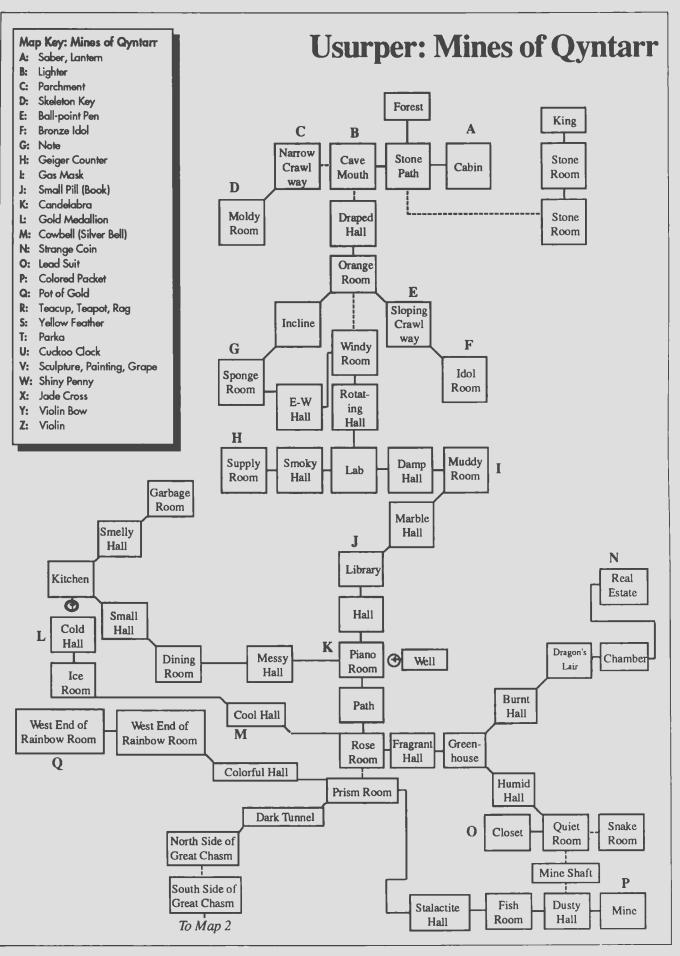
Drop mug in well. Drop bag of money in well. Drop king in well. Remove medallion. Drop medallion in well. N. N. NE. NE. W. W. N. N. W. W. NE. NE. N. N. E.

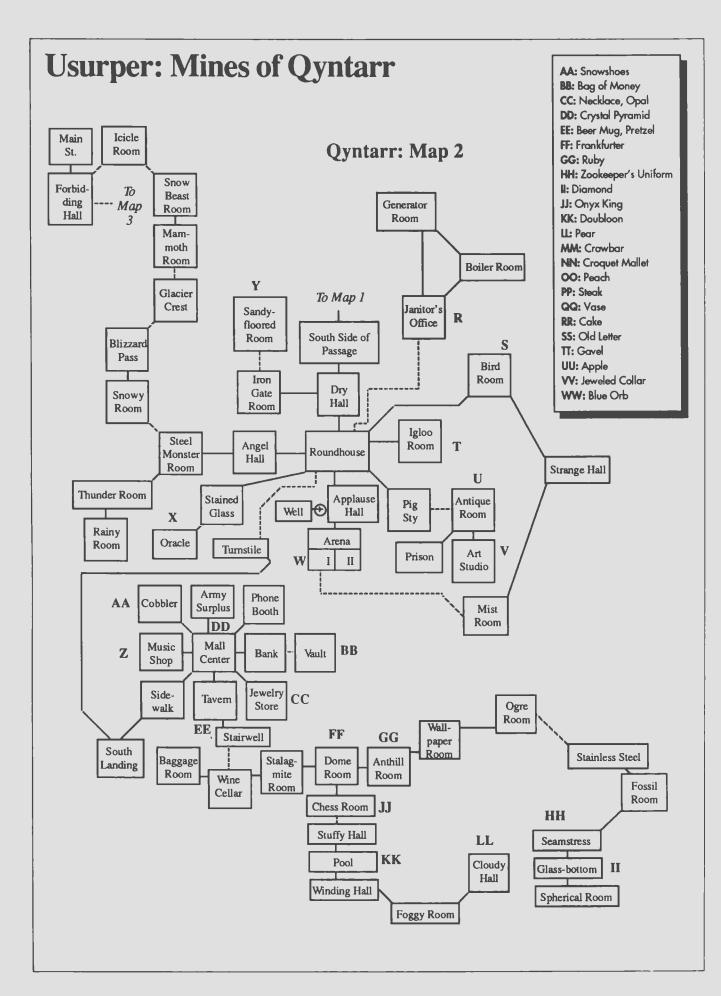
Stone Path

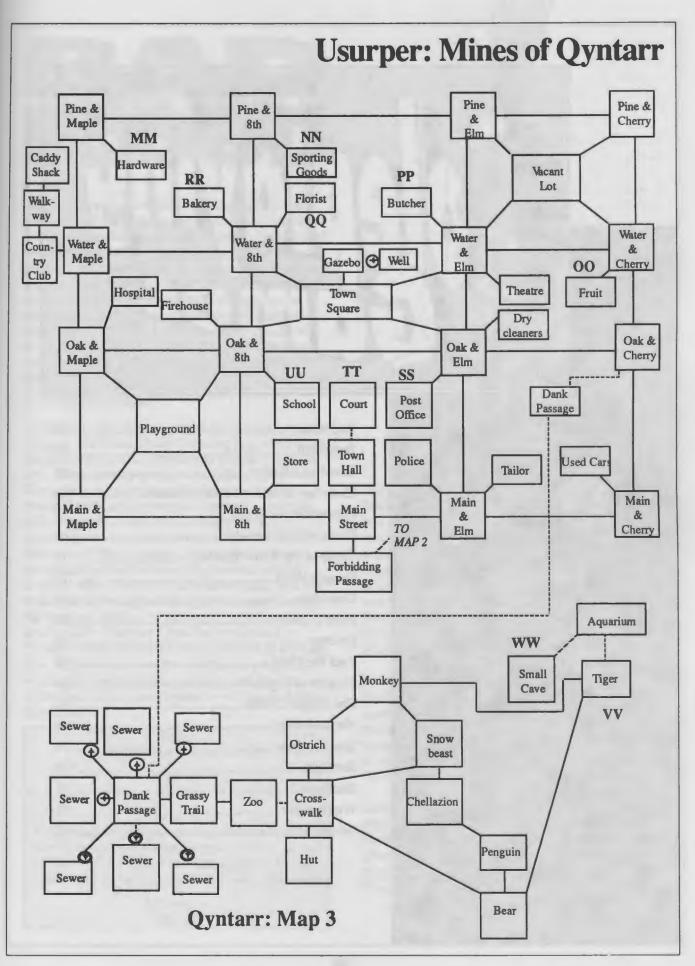
Put pyramid on pedestal.

Long Stone Room

N. N. Say Amnoth said hello.







The Quest Buster's CODE

se this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)