



It Came from the Desert

Inspired by the 1954 science fiction classic *Them*, this dazzling experience begins when a meteor crashes into a dead volcano near the little desert town of Lizard Breath, California. As Dr. Greg Bradley, you visit Lizard Breath to study mineral fragments from the meteorite but are soon distracted by the appearance of large and unfriendly ants. Though a newcomer in the area, you're such a likeable guy that you've already made friends with the local sheriff, newsman, university professor, and the lovely Dusty, who runs KBUG radio. As you encounter these and other people of Lizard Breath, they will feed you information in short conversations. Some of these people are your close friends, and they act and sound like it, helping you to save the town.

It Came from the Desert has several different levels of play. The story advances from scene to scene like a movie. You move from place to place in Lizard Breath by selecting a destination on a scrolling map, then pushing the fire button on your joystick. There is also a Situation Map, where you can maneuver army troops, police, construction workers, and townspeople around to fight the ants in their final attacks. *It Came from the Desert* was Cinemaware's finest product of 1989, winning "Best Quest of the Month" in *QuestBusters*, and it's a real treat for science fiction and monster movie fans. It looks great, sounds great, moves along at a rapid pace, and is filled with fun things to do and see.

Type:
Interactive Movie

Difficulty:
Novice

Systems:
MS-DOS (640K required, VGA/EGA/Tandy, Ad Lib/Realtalk); Amiga (512K); Atari ST (512K), NEC Turbografx CD ROM.
Note: Joystick required on all.

Company:
Cinemaware/Electronic Arts

General Tips

Save the game after anything significant happens (finding evidence, killing ants, winning a battle, etc.).

Playing Chicken: Accelerate steadily. When the oncoming car is visible, steer straight at it. Don't completely enter the left lane.

Hospital: Wheelchairs are in the northwest corners of both levels.

Your Female Live-in: If you give in to her advances when she asks for more than conversation, you'll do time in the hospital (but, depending on your priorities, it might be worth it).

Battle Strategy: Don't worry about how many troops (or how much property) you lose. The important thing is to have enough military left to provide tank assistance when you defend the mines.

Knife Fight: Forget defense—move your character in close enough, then slash and stab.

Due to the simplicity of the areas to be explored, maps are not provided in this solution.

The Solution

Day One

After answering your doorbell and getting the samples, call everyone and go to the bar. (Don't open the samples, or you'll set the place on fire and wind up in the hospital.) Buy the old-timer a drink to learn the location of the meteorite. You can set up an interview with the reporter at his office for the following day at the quarry, but this isn't necessary. It's also good to stop at O'Riordan's frequently for tips. You might also want to visit the fortune teller on day one or two, and visit Neptune Hall one night before midnight.

Day Two

Answer the doorbell around 8 a.m. and let the girl in. She'll take you to her car to investigate the area. Shoot the ant's antennae off. Get the fluid sample. Drop it off at the lab. (If you let the girl stay at your place, you'll lose your girlfriend but add to the plot.)

Day Three

Visit the Ore Base, then go to the M-1 Mine. If you stop in at home during the day, a neighbor should leave a tissue sample, which you can take to the lab.

Day Four or after

Take a plane to the airport and fly south of the M-1 Mine. The recorder will automatically record when you are over the ants. Fly around the spot where they are emerging, which is their secret nest. Spray some of the ants at this site in order to mark the spot. (On very hot days, the ants won't be active, so you won't find any.) Return to the airstrip and take a sample of recording to lab.

Day Five

Go to Beverly's Drive-in to watch Rocket Ranger and knife-fight with Ice.

Day Seven or Eight

You should be able to obtain a casting at one of the farms to the south of town. Take it to the lab.

Day Nine

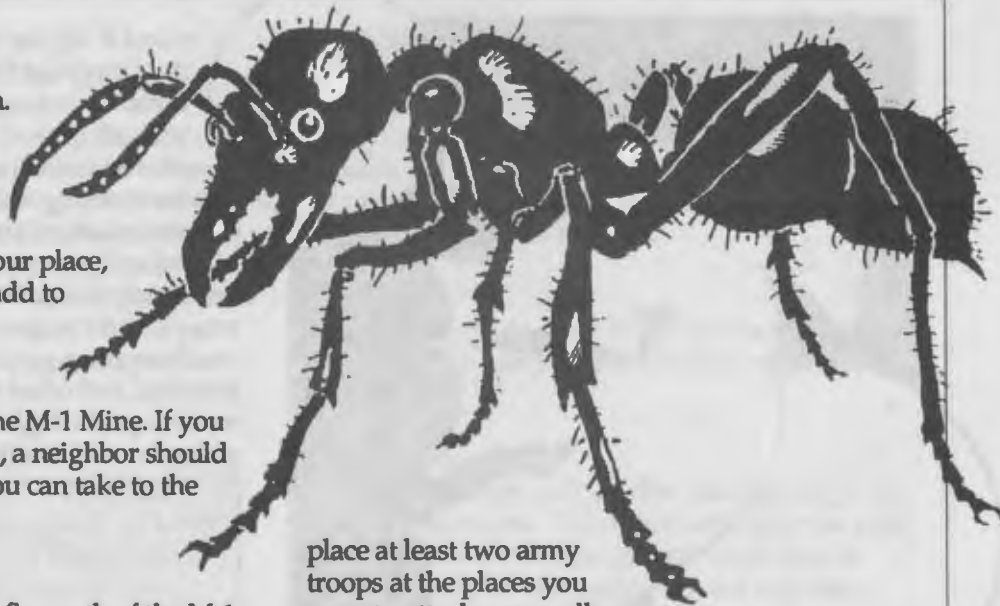
Locate the professor at the stud farm and kill another ant.

Day Ten

Return to the lab, either turning in your last piece of evidence or getting the last results back. (There are other places in the game where you can get the same kind of evidence.)

Day Eleven (or sooner if you have all the evidence)

Go to the Mayor's office. Show him the evidence, then go to the military base. Kill the ant and defend the base. Go to the police stations and set up the simulation map. Concentrate your forces on the southwest sites, particularly the mines. If a farm or two gets destroyed, don't worry about it. Be sure to



place at least two army troops at the places you want to attack personally, or you'll arrive without the aid of tanks and will quickly die. The first attack site is the Quarry.

Day Twelve or Thirteen

When the mines come under attack, place all your forces at the Ore Base and the M-2 Mine. Don't worry about M-1 (use lighter forces there). After clearing the Ore Base, return to the Simulation Map to make sure you still have at least two army troops at the M-2 Mine before proceeding there. After clearing M-2, go to M-1. Go south by foot or tank to the place where you found the entrance to the ants' nest. Enter it.

Nest: Level One

Head around the perimeter of the nest, moving in a southerly direction, then west, north, and east until you find the green pool. (It's not necessary to map this area, since you only need to retrace your steps on Level Two.)

Nest: Level Two

Head northwest. You'll know you are on the right path when you start seeing lots of pupa around you. Lead the ants to the entrances of tunnels you've tried and use their dead bodies as markers to retrace your steps. You'll go far west, then north to find the queen ant, and you must walk around behind her in order to start the bomb. Retrace your steps and return to Level One as fast as possible.

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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