

Shard of Spring

Place: Ymros, a land once blessed with blue skies and fair weather thanks to the enchanted Shard of Spring. Villain: Siriadne, an evil sorceress who stole the sacred Shard and threatens to destroy it. Good Guys: up to five fighters and wizards. The surface of Ymros is shown from overhead, as are the mazes. But the combat arena always corresponds to your party's location at the time, showing rooms, halls, and otherwise affording more variety than combat arenas in many games. A cursor highlights the active character, then travels to the next party member or monster, who are minimally animated as each moves about. Tactical combat is stressed, but the magic system devised by authors Craig

Roth and David Stark is deceptive. Many spells and special magic items are really variations on one of three basic types: freeze, attack, and mass damage. This makes it easy enough for beginners, though experienced players who enjoy tactical combat may have fun with it—if they aren't concerned with elaborate spellcasting capabilities.

The Walkthrough

Character Development

Speed is the most important attribute. An effective party consists of one *Ivnbo* and two Dwarf Fighters, all with *Sword*, *Hunting*, *Dark Vision* and *Armored Skin* skills. Create a Human Wizard with *Fire*, *Metal* and *Priest* spells, and a Gnome Wizard who knows *Fire*, *Metal* and *Priest*. The Wizards should also have *Monster*, *Weapon* and *Item Lore* among them. *Potion Lore* is not needed, since the vial colors correspond to the potion: Red is *Tusfohui* or *Bsnps*, *hsffo* cures poison, *wjpmfu* is *Speed*, *nfubm* is *Armor*, and blue always heals. Position the party so the fighters are free to move in any direction.

The best place to buy magic weapons is *Buif*, and *Myrquacid* (reached through the Gate Keeper's Tower) sells the cheapest magic armor. You can get *nbhjd sjoht* at *Xppeibwfo* and *Oceana*, and rods at *Kbouisjo*. *Spider Bay* has a *Fighter's*

Arena, and the *Guild* is in *Hmfpo*. The *College of Sorcery* is in *Terynor*, and the *Wizard's Guild* in *Usjupo*. A good way to develop characters quickly is to find a fixed encounter in *Cmbdlgpsu* that nets you a lot of experience points and save the game after a victory. Then reset the dungeon, go back in and do it again. The rings and other magic gear you find in the final maze will be more useful than potions, so keep room in your inventory for new discoveries.

Combat and Magic

Txpset are the best weapons; you won't need any others. In combat, wait for the monsters to approach, so you get to make the first attack. If you must run, don't have anyone leave *fbsmz*: cluster around an exit and leave in *tfrvfodf*. *Column of Fire* and *Sword* are the only offensive spells you'll need. Buy an *Fmgjo Hfn* later in the game, to recharge spell points. A *Ring of Chains* is also

helpful when fighting tough monsters.

Don't buy weapons or armor right away; after a few battles you'll be able to afford better equipment. Don't forget to buy a mboufso. Always check for svnpst in a new city (they don't change), and hunt for food each new day.

Blackfort

Get the key at (1) and defeat the hill giant (2) for a cmfttjoh. Defeat the ogre (3), then the orc at (4) to get the sword +1 there. (Save the game and reset the dungeons, then repeat (4) to arm all fighters with this weapon.) Be sure to have lots of hit points before tackling Devir the Destroyer (5) to get the Royal Seal. Now advance your characters to at least level uisff by visiting the Hvjmet. Save money for magic equipment.

Edrin, Level One

Get the key at (1), then opuf the tpoh at (2). At (3), kill the fighters and take the stairs up at (B) to level two.

Edrin, Level Two

Kill the cobras at (1), then the fighters at (2). At (3), ljmm the dppl! Then get a vial from the wizard (4). The ghouls at (5) are very tough, but you get a key when you beat them. Another key is found at (6), then you must defeat the hill giant at (7) and Edrin at (8) to get plate armor. Now wander around and visit the rest of the cities, advancing your characters and saving gold.

Lair of the Swamp King

Xipnq on the tibncmjoh npvoet at (1) and (2), then get directions at (3). The healing pool at (4) will recharge only a few hit points before running out. Go to (5) to slay the Swamp King and hfuijt ifbe.

The Tunnels

Walk around the area shown on the map and you will stumble across the entrance. You must have the ifbe pg uif Txbnq Ljoh to complete this one. At (1), (2) and (3) you get dmvt from the tibepxz ghvsft.

Islanda

Save the game before entering, and after each successful combat. Reboot if you die. Stay near the fousbodf at gjstu, and exit occasionally to

gain levels at the Guilds. Get healed and sleep at Athe. Build up your characters and get sword+2 and plate+2 for them (see Gate Keeper's Tower for directions to cheapest armor), then head for the Tombs of Murthin (H), Cercion (I), Vandiguard (J), and Lothian (K), and sfbe the jotdsjqujpot. At (L), the Tomb of Eldron Greyhair, type in the obnft of the Nppohmpxt to get a Tempest Ring. When all characters reach eighth or ninth level, go to the next dungeon.

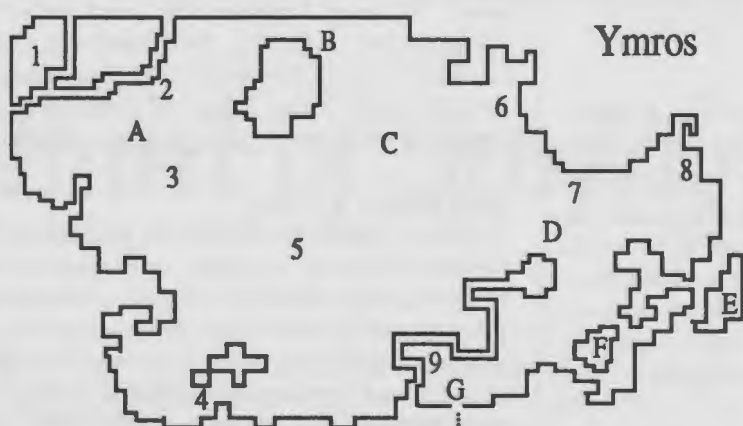
Gate Keeper's Tower

If you have reset the dungeons, go back and get cmfttfe bhbjo by the priest in Blackfort (resetting the dungeons also resets your first blessing). Then follow the path through the teleporters. At the end, take the lower left door to get teleported to the island surrounded by fire. (The upq pof goes cbdl to Znspt.) In a town to the sjhiu, Myrquacid, you can buy magic weapons, heal and advance your characters before entering the cave on the northwest part of the island. Follow the hall and take the top door if you are ready. (If not, the bottom door leads back to Ymros.) You emerge before a castle. Turn bspvoe and foufs it.

Ralith

In the courtyard, go east and mppl at the tubuvf in the qpoe. (This area isn't shown on the maps.) Then go to the south end of the block in the middle and open the grate by casting Ebab Sfwfmj. Defeat the dragon (1) and take stairs B to reach the library (2). Then take stairs C-F to the other library (3). There's a healing pool at (4) when you need it. Slay the dark raven (5) to get a teleporter, useful for returning to Ymros if necessary. Backtrack to (1) and take stairs A and G to get a forcefield key by ljmmjoh Sbmjui at (6). (You must have visited cpui mjcsbsjft and have been blessed by the priest in Blackfort to reach him. See notes on resetting dungeons in Gate Keeper's section.) Via stairs H, go to the forcefield (7), where you need Ralith's key. Taking stairs I-M, you will face a series of powerful elementals and demons. You'll find gems at N, where you nvtu uxqf c c s h (first letters of words in song from Edrin) to teleport to (O). At S you'll meet Siriadne and her pet dragons. Defeat them and victory is yours.

Shard of Spring



Ymros

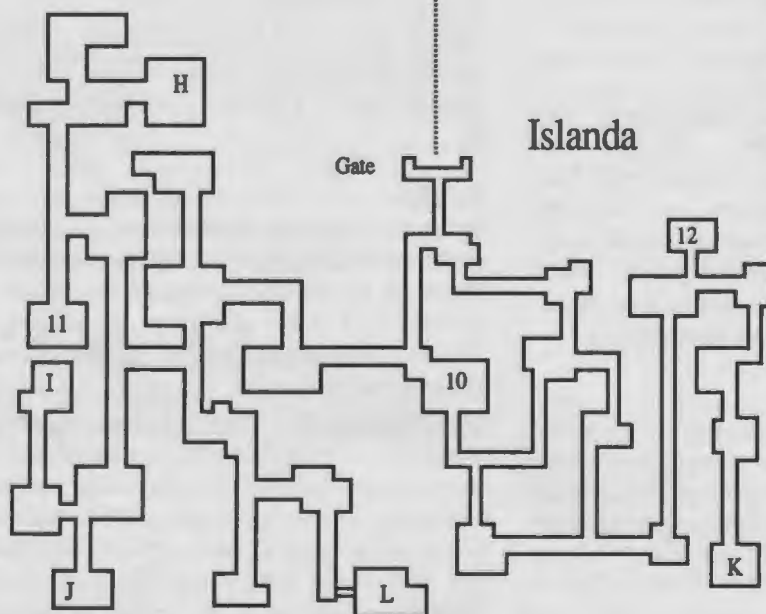
Key:

Towns

1. Greenhaven
2. Arcania
3. Precious Plains
4. Spider Bay
5. Woodhaven
6. Gleon
7. Terynor
8. Janthrin
9. Athe
10. Oceana
11. Atlantis
12. Triton

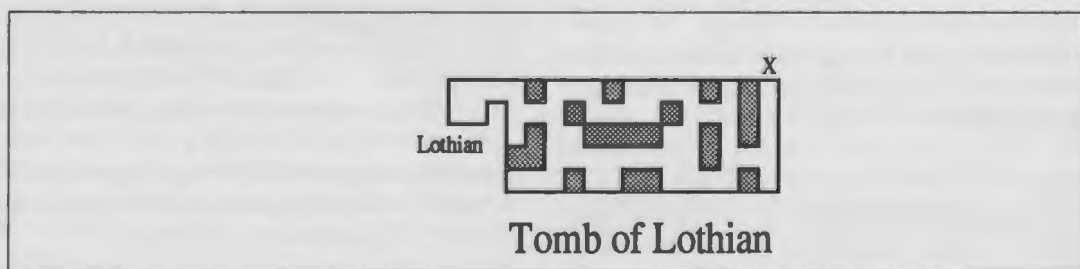
Dungeons

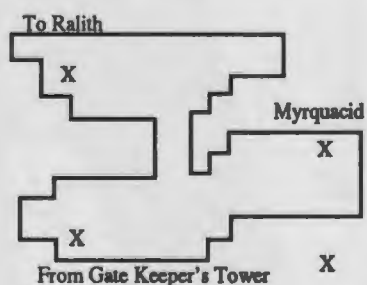
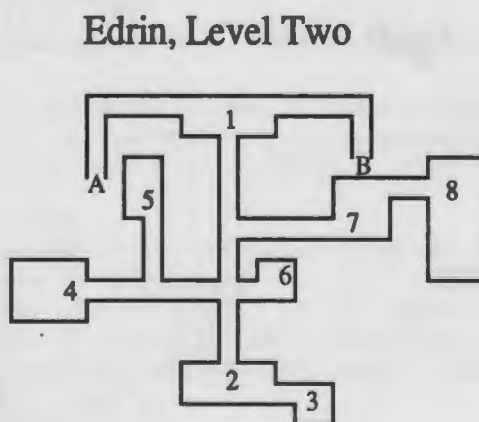
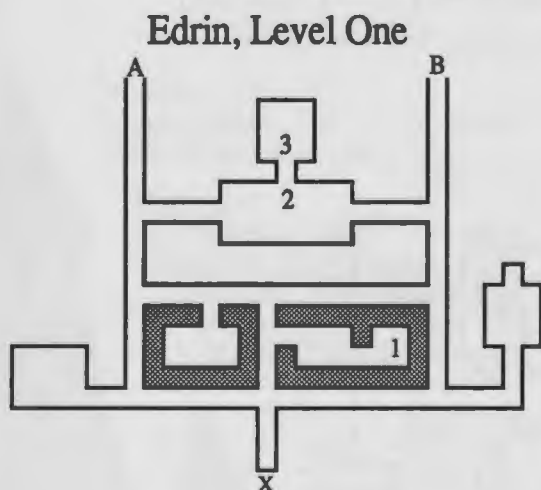
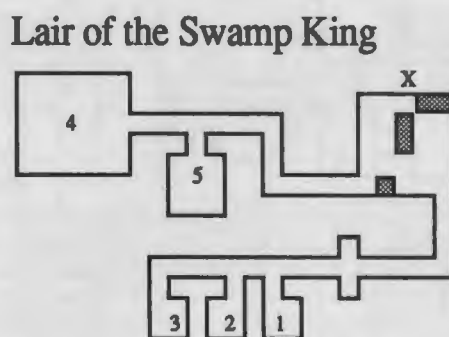
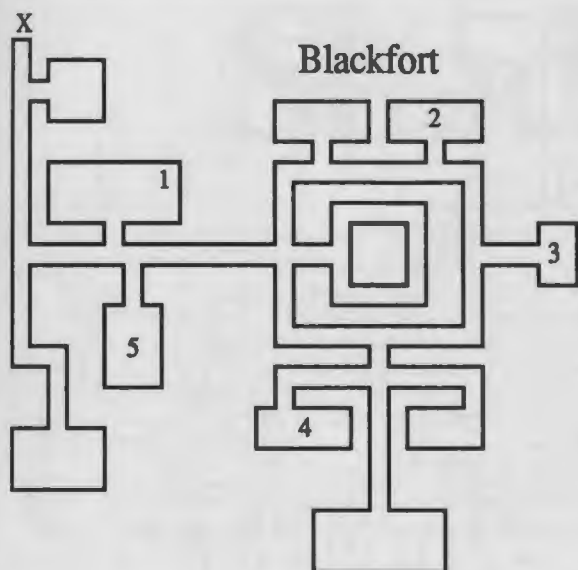
- A. Blackford
- B. Lair of Swamp Thing
- C. Edrin's
- D. Tunnels
- E. Gate Keeper's Tower
- F. Ralith's Castle
- G. Gate to Islanda
- H. Myrthin's Tomb
- I. Cercion's Tomb
- J. Vandiguard's Tomb
- K. Lothian's Tomb
- L. Eldon's Greyhair's Tomb
- X. Dungeon Entrance/Exit

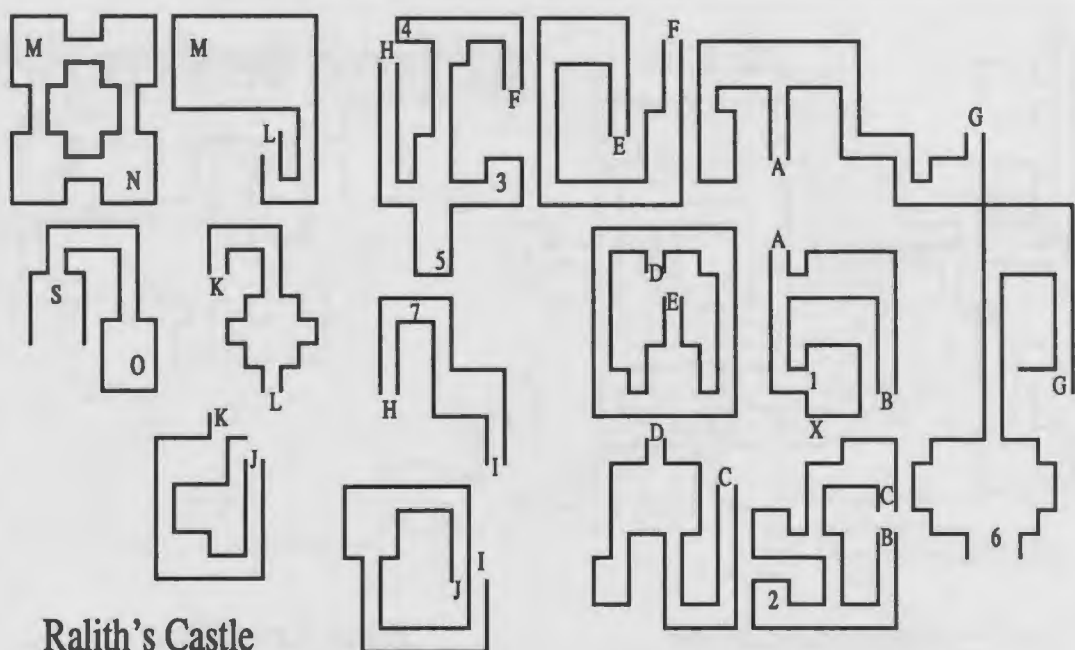


Islanda

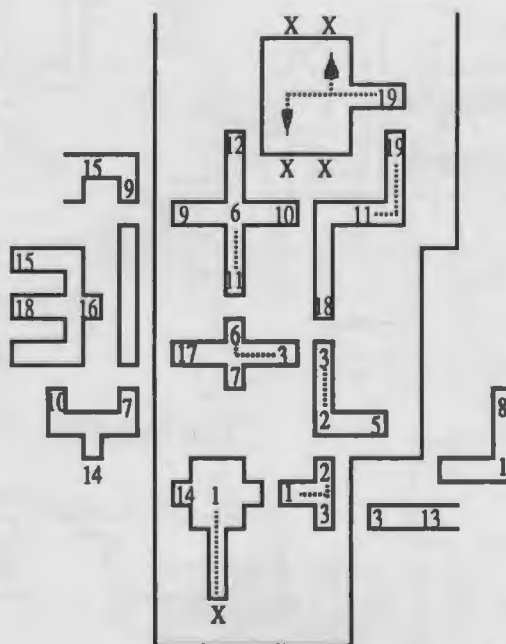
Gate







Ralith's Castle



Gate Keeper's Tower

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

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