

THE SERPENT'S STAR

Introduction

The Serpent's Star comes from Ultrasoft. It is a sequel to *The Mask of the Sun*, and like the earlier game, this one is a bit confusing. You play the same character, and you must use the same funny directional scheme (N, S, E, W part of the time, and Forward, Back, Left, Right part of the time). You will find the same animated graphics and tough puzzles.

One puzzle in particular is sure to send you scrambling for help. At location #30 you are required to answer a riddle that requires either a strong grounding in Buddhism, or an awful lot of luck. All in all, this game is nearly impossible without some help.

The graphics include some cute animation within individual pictures (#25 is especially nice). Sometimes, you will get many pictures for a single move. This can be frustrating because of the long waits.

Like *The Mask of the Sun*, *The Serpent's Star* can recognize some complex sentences with several words.

General Hints

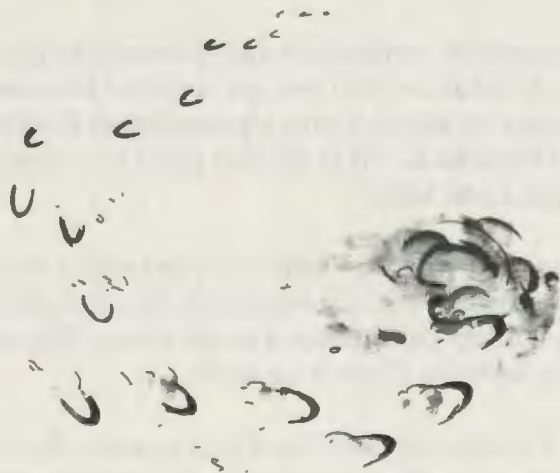
While you are traveling along roads, riding your horse, you move North, South, East, or West. But when on foot, you must go Forward, Backward, Left, or Right. Any move other than Forward may change the direction you are facing, so you have to keep reorienting yourself. (One way to handle this is to turn the map as you go.) This directional scheme is somewhat inconsistent; however, the Look command will usually tell you what directional options are available.

At several locations, you also will need to use a compound directions — NW (northwest) and so on.

Some items (e.g. the caravan) will only appear once. If you miss your first chance, there will be no way to recover.

If your arms get full, put some things into your pack.

Save the game frequently. Death comes easily.



Procedures

1. This is the start. You can get a bit of information from the Lhasa scrolls that you have.
2. You must approach this caravan now. You will not encounter them again.
3. Buy all of the equipment except for the tea and the saddlebags (you have your own pack to put things in). Ride the horse to save time. You will use the tent at #17, the tsampa at #13, and the butter at #9. Put some of these in your pack, so you can carry everything. Mount the horse.
4. Leave your horse tied up before entering the inn to #5.
5. Approach in turn, the westerner and the old man. Talk, buy drinks, and give the drinks to them. You will get some information. Also, the westerner will give you a lamp and fuel for use at #14. Sleep when you are done talking.
6. Everywhere that #6 is marked on the map, there is a bridge. They are all the same — just dismount and cross. There is no danger.
7. To the north lies a monastery.
8. Knock and give some coins. You will be let in. Leave the horse outside.
9. The noble thing to do is to offer some butter from #3. This gets you a visit with the abbot.

10. Ask the holy man about the scrolls. You will be taken to #11, and you will get valuable information.
11. Don't try to do anything with the scrolls by yourself. You will be kicked out of the monastery without any equipment. Go Back to leave. When you reach the Buddha, go Back and exit to get outside.
12. You do not have to come here. Shoot the wolf quickly and repeatedly, until he dies. It is a matter of luck whether you hit him or not.
13. Approach the man, and offer him some tsampa from #3. Ask him about scrolls, then accept the monk's scroll to use at #18.
14. Before entering the cave, you need light. Fill the lamp with the fuel (both from #5) and light the lamp with your matches. Although you are still riding your horse on the highway, you will have to use F, B, L, R directions from here until the end of the game.
15. The statuette is useless. A couple of Yeti will force you to return it if you take it. Save a game now, before going to #16. You might not survive that step.
16. Avalanche! You must cross at the right time. There are two lips on the hill. You can dash forward the second time that there is a boulder just above the lower lip (above, and perhaps a tad to the left of it). If that doesn't work for you, just try various times until you get it. Then save the game after you make it past!
17. If you do not have the tent from #3, you will not survive the night.

18. Knock and show the monk's scroll from #13. You must leave the horse before entering. If you try to exit, you will be in darkness forever!
19. You will need the shield at #23.
20. Look at the tapestry; you will see a secret stairway.
21. Extinguish all three flames. You will then be able to open the door.
22. The three gems are for #34. The shell inside the chest is for #35.
23. Open the case — you will be in darkness. Go in any direction for a few moves. If you have the shield from #19, you will end up at #24. If you don't have the shield, you will end up at #19.
24. You must be wearing the robes to get to #30. If you aren't, you will be caught and thrown into eternal darkness.

The key will be used at #26. The staff will be used at #27 and #28.
25. Nothing can be done about the monk or the statue.
26. You must have the key from #24 to unlock the left door.
27. Get the scroll. You will receive instructions for later in the game. Also, you can read the inscriptions on the staff. You must say these at #28.

28. Say the letters from #27 (t s k d g) to destroy the statues. Look through the rubble to find a black gem for #34. Open the door.
29. This orange gem is used at #34. Do not fight with the students you are about to encounter!
30. Try to figure out the answers to the first two riddles on your own. We give the answers spelled backwards, so you won't read them by mistake. You must answer all three correctly on the first try.

The first answer is fairly easy (nogard). The second is easy also (gnay dna niy). But the third is incredibly difficult. It requires knowledge of a Buddhist saying, and doesn't refer to an actual city at all (nam). The meaning is that humans have nine openings to the outside world.


After you answer the questions, go right.
31. You need this blue stone for #34.
32. Ring the gong once, and you will be successful at #35. But if you don't ring it, or you ring it more than once, you will never find the Serpent's Star.
33. The jar of tsampa is not needed. **DO NOT GO FORWARD** from here, or you will step into eternal darkness. Go right.
34. Put the various gems you have found into the dents in the door. The order must be from darkest to lightest: black stone from #28, violet stone from #22, blue stone from #31, green gem from #22, orange gem from #29, and clear crystal from #22. This is the only way to get the door to open.

35. If you rang the gong at #32 once, then a jade hand will be holding the Serpent's Star. Use the conch shell from #22. You will get two more riddles (answers spelled backwards). The first answer is (wobniar), and the second is (anavrin).

The answers get rid of the dragon. Now drop all of your equipment. Get the Serpent's Star. Go to the niche and put the Serpent's Star there. You have won the game!



Map Notes

The dark box  means eternal darkness, equivalent to death.

Serpent's Star

