Willow

At the outset of this adventure adaptation of the Lucasfilm movie, you'll choose any of six independent but plot-linked games by clicking a magic wand on their names as they appear on a magic scroll. Each mini-quest reenacts a key part of the story; together, they make up the tale of Elora Danan, a newborn baby who, prophets say, will bring about the downfall of the evil Queen Bavmorda. They can be played in any order, or in the sequence of the events in the film. Unlike most such games, this one lets you assume the role of various characters in different parts of the story. Graphics (some digitized artwork, others computer art) are high-resolution, divertingly colored and one of *Willow*'s strong points. Problem is, there aren't a lot of problems, especially logical puzzles: except for maze-mapping , most of the challenge lies in joystick (or keyboard or mouse) skills. It's recommended for younger gamers or fans of the film who already have the *Willow* lunch box, *Willow* t-shirt and the official *Willow* tree. (But not unless you have an EGA board or a Tandy, plus a hard drive—the CGA graphics offer no aesthetic satisfaction, and it plays *very* slowly on floppies.)

Type: Arcade Adventure
Skill Level: Beginner
Systems: IBM (512K required, hard disk recommended)
**Company:** Lucasfilm Games/MicroProse

The Solution

Use your pointing device to select the highlighted word "Willow" from the scroll, allowing you to play all of the game segments in order. If you pause too long or wander into a dungeon cell, you'll be thrown in jail. This solution is for the standard configuration. If you randomized the game, most of it will be useless. If you did this on a hard drive, you can use the SETUP program to uninstall the game, then reinstall it to get back to the standard configuration. If you have randomized on the master disk, this method will not be effective. (Because objects are so insignificant here, no Map Key is provided.)

The Dungeons of Nockmaar
The dungeon segment is a standard maze of 52 rooms and four levels. (See map for route.)

The Nockmaar Woods
The Forest game is the first of two arcade-type segments that are not affected by the randomizing feature. It is played on an overhead view of the forest and river area outside the village of Nelwyn. There are both active and passive hazards in the Nockmaar woods. The active ones are the Queen's men and the Death Dogs, which come at you randomly and can be dealt with by lffqjoh usfft ps spdlt between yourself and them, or by facing the direction from xijdi uifz bsf bqqspbdijoh and, when they are in a direct line, throwing a magic acorn at them to turn them to stone. Passive hazards— the road, forest and river, and quicksand—impede your progress. Stay on the road as much as possible but don't be afraid to cut across small sections of forest. Use the bridge in the tpvuifbtu to cross the river. From your starting point, go straight towards the right side of the screen, crossing the forest at its narrowest part. When you reach the road on the other side, start down it toward the bottom of the screen and cross the bridge. Once across, head up and to the right as quickly as you can. If soldiers or dogs get near you, try zig-zagging a bit and hope they get sidetracked.
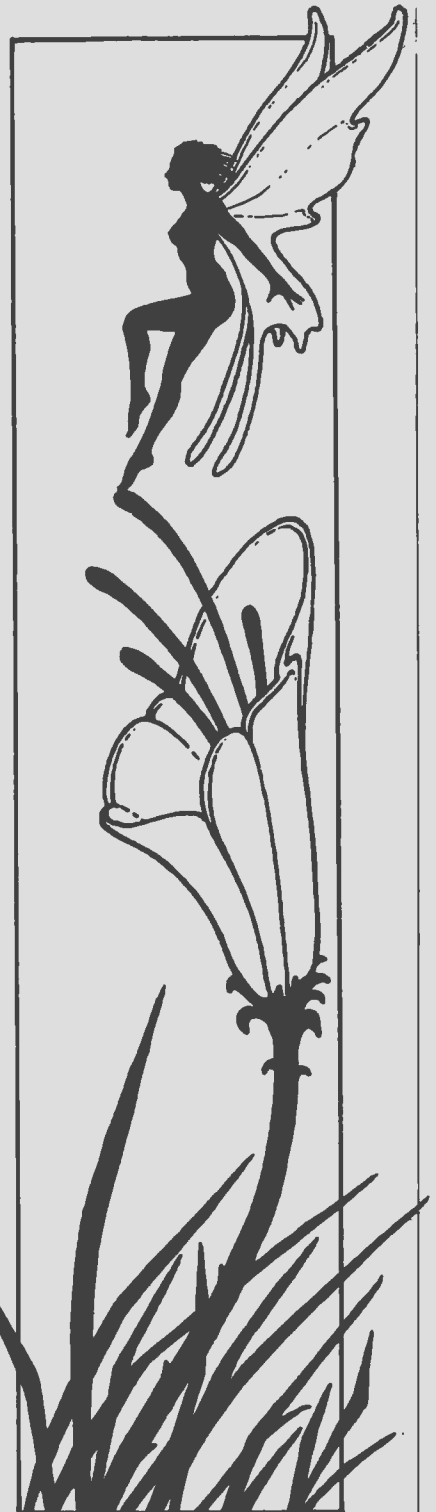
The Daikini Crossroads

To release Madmartigan from the dreaded Cages of Death, move your joystick upxbset uif dbhf po uif sjhiu and press the button.

Spellcasting

You must cast spells four times during the course of the game. During play, these are separated by other segments, but for brevity, the spells are listed here. To turn Fin Raziel from rat to raven, choose symbols 1, 2 and 13. To turn him from raven to goat, choose symbols 5, and 7. To turn him from goat to human, choose symbols 4, 6 and 12. To defeat Queen Bavmorda, choose symbols 1, 2, 13, 4, 6, 12, 5, 9 and 7.

The Ice Caves

In this maze, you will be constantly moving. Your job is to steer the shield down the correct tunnels to get out again. (See map for route.)

## The Battle between Madmartigan and General Kael

This arcade segment is random to a certain extent. Observe the speed of the approaching objects. If you see a tnbmm sfe bsspx approaching, duck or jump to avoid it immediately. If you see the larger black javelin, wait a second before jumping, or it will get you as you come down. Slower still are the burning barrels and flying axes. Time your movements carefully to successfully avoid these. When you do reach Kael, a chasm will open behind you. One successful strategy is to stand close to the chasm and make Kael come to you. When he is within striking range, do several low slashes until he trades positions with you; then try to force him into the pit. Also, you can not usually trade hit for hit with Kael and hope to survive. You must use every advantage to sneak one or two in when he isn't ready. Try prodding him tusbjhiu gpsxbse as soon as you get the chance, then quickly slashing high before he recovers. If there is still time, repeat.
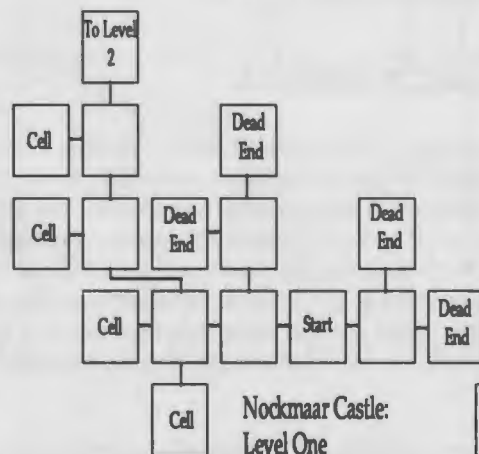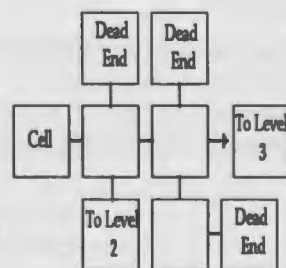
Willow
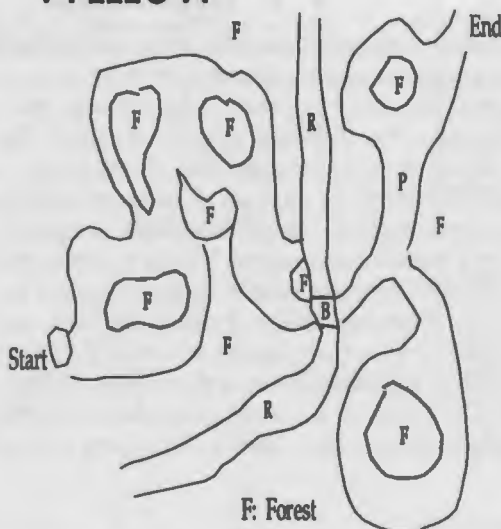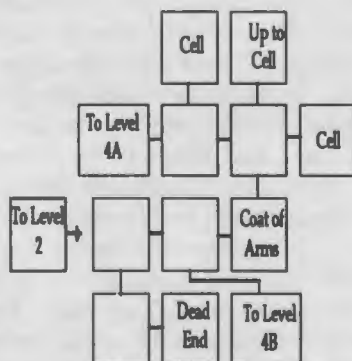
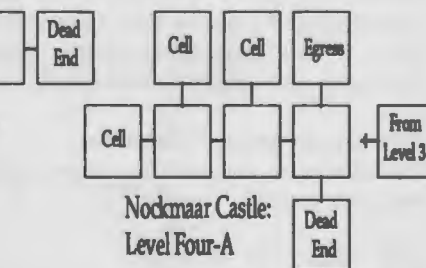Nockmaar Woods

F: Forest
R: River
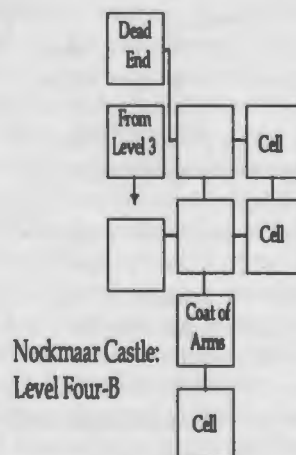B: Bridge
P: Path
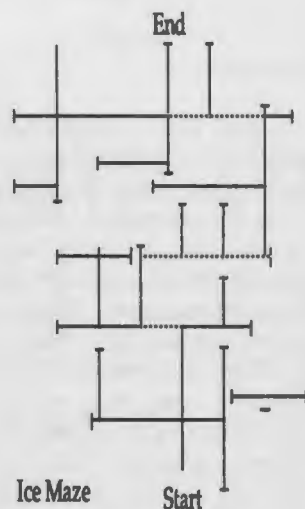
Ice Maze

Nockmaar Castle: Level Two

Nockmaar Castle: Level One

Nockmaar Castle: Level Four-A

Nockmaar Castle: Level Three

Nockmaar Castle: Level Four-B

The Quest Buster's CODE

b = a	i = h	p = o	w = v
c = b	j = i	q = p	x =w
d = c	k = j	r = q	y = x
e = d	l = k	s = r	z = y
f = e	m = l	t = s	a = z
g = f	n = m	u = t	
h = g	o = n	v = u	

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