

TALISMAN

A

two-disk affair, *Talisman* is set in ancient Persia, where a wave of plagues and other disasters are wreaking havoc on the land. The King releases you from Death Row to do something about it, which ultimately means tracking down a talisman and dealing with a nasty Demon. Your sidekick on the trip is the burly Abu, who assists in solving several puzzles and contributes a sense of humor to your journey. No scoring system is involved. Double-high resolution graphics are available; they're not as crisp as other contemporary graphic adventures, but the parser is above average for such games. No sound effects are employed. It is reminiscent in many ways of *Ring Quest* and is especially recommended for those who enjoyed that game.

Type: Graphic Adventure

Skill Level: Intermediate

Systems: Apple II, IBM, C 64/128

Company: PolarWare

The Solution

Cell

Move brick. Wait. Bow. Leave. S. S.

Bazaar

W. Talk to Hosni. Buy flask. (For a low price, "offer 7," then when told it's too low "offer 10," then 11. Keep offering one more than your most recent unaccepted bid. If he says an offer is "hardly more than the last offer," offer two more.)

Curio Shop

Look curios. Cvz sjoh. Yes. W. S. S. W.

River and Dam

Drink. Fill flask. Kvnq to ebn. Look at dam. Jump west. S. Get log. N. N. Drop log in river. S. S. E. Get torch. (Go to Statues.)

Ruins along River

Get shield. Look inside cup. Drink nectar. U. U. Get rods. D. E. E.

Hut Entrance

Put pozy spe in hole 1. Put qfbsm spe in hole 2. Put fnfsbme spe in hole 3. Put ojdlfm spe in hole 4. Push button. Enter hut. Get lamp. Leave. W. S. E. (Wait for hare, he's not here now.) Give sjoh to hare. Get hare. W. S. E.



Village

Talk to villagers (until drunk tells where he hid the catalog, then go to Bridge.)

Bridge

(Wait for bottle if it's not here now.) Wait (until bottle is under bridge). Look under bridge. Get bottle. N. E. N.

Palace

W. Ask executioner to open door. Enter cell. Npwf brick. Reach inside chamber. Get catalog. Leave. (Go to Pit.) Drop ibsf in pit. D. Look debris. Get coins. Get flint (when ibsf hiccups it out). U. W. N. N. W. W.

Hosni

Buy rope (use same bargaining tricks). Leave. N. W. [Trail] S. S. S. S. E. S. E. E. E. S. S. W. Fight bandits. W. S. Throw rope at tree. Climb rope. Swing from rope. Light lamp. E. E. Svcmbnq. Put out mbnq. Talk to wizard. Yes. W. W.

Cave Entrance

(Enter all-text mode and watch the description window at the top. Wait for the message "Rope is at the furthest point from cave." Wait once more and you'll see "Rope is swinging toward the cave." Only then should you proceed.) Jump for rope. (Go to Shop.)

Inside Shop

Give dbubmph. (Type in credit card numbers exactly as shown in the documentation—on the same line and separated by spaces—or you can't finish the game. You'll be told your item will be delivered later.) Leave. N. N. W. W. Pqfo tftbnf. Go waterfall. W. W. Uxjtu dpsl. Fill bottle. Enter boat. West (until shipwrecked by storm).

On Desert Beach

[Save.] S. West (until you see oasis. Desert and the location of objects found there are randomized, so they're not shown on the map, but if you start from the beach with the moves described you'll reach it quickly the first time. If you get lost, keep wandering until you find the oasis. Restore the game if necessary.)

Oasis

Get figs. Abu, kill snake. Get figs. Drink. Abu, drink. Fill flask. W. W. N. N. N. (Sometime during these moves, you'll be told a camel is in a certain direction from you. Go in that direction. If not told about the camel, try going south for every

north move you've made, then go north again. Again, this is randomized and may require experimentation and patience.)

Camel

Look camel. Give gjht to camel. Open cylinder. Look inside cylinder. Get carpet. West (until you reach the oasis). Drink. Fill flask. Climb tree.

In the Tree

(You should be told in which direction the statue lies. If not, "dmjnc usff" until you are. Go in the direction you're told and you'll get more directions that lead you to the statue and the parrot Shelley.)

Statue

Give Shelley xbufs. Get staff. Put staff in hole. Enter statue. Light torch.

The Moving Walls

N. E. E. N. (The maze walls open and close randomly, so you may have to wait several times in order to follow these directions.) D. S. W. W. Abu, pull lever. N. E. E. Up (look to see if the way south is open; if not, go down, pull lever and then back up the hole.)

The Upper Maze

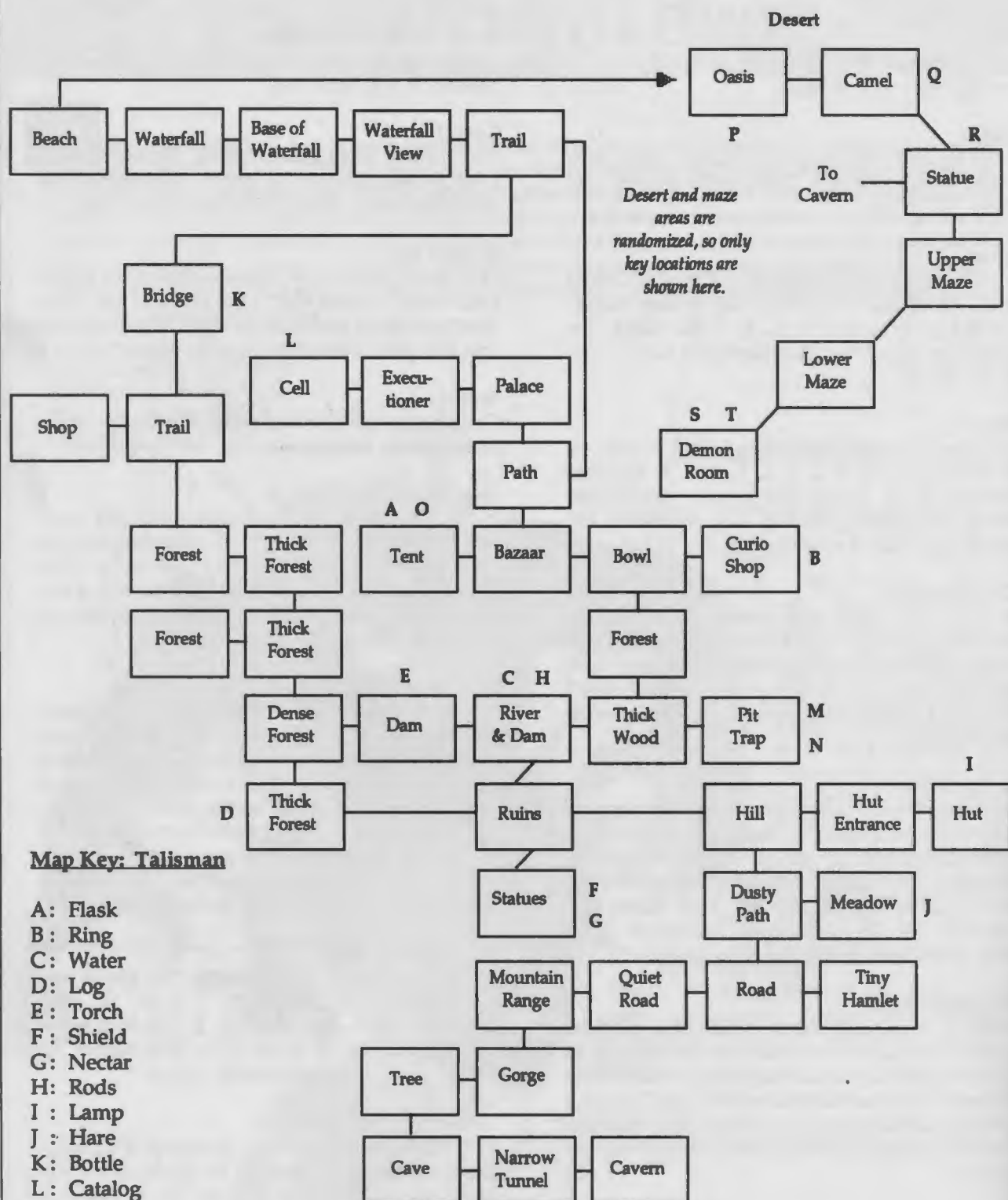
You need to see if the way to the demon is open. From the upper level where the hole is, try going S, W, W, W, S. If the way west is blocked, retrace your steps back to the hole, go down, then xftu uxjdf and pull lever. This usually works, but if it doesn't you'll have to fool around with the different levers in the bottom maze, (which open the walls in the upper maze, until you can go S, W, W, W, S from where the hole is and reach the Demon Room.)

In Demon Room

Look inside bowl. Get talisman. Put gpsuz uxp dpjot in bowl. N. E. E. E. N. D. S. W. W. Abu, pull lever. N. E. Pull lever. S. E. Pull long lever. N. Pull lever. U. S. W. W. S. S. Drop carpet. Sit on carpet. Fly (until you land). Stand.

Cave Entrance

E. E. Qpvs xbufs on mbnq. Get lamp. Rub lamp. Genie, lmm xjabse. Yes. W. W. Sit on carpet. Fly (until you land at palace). Stand. N. E. Bow.



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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