

# Dondra: A New Beginning

Some of the most engaging cartoon-style graphics ever to adorn a computer game await the adventurer who sets foot in the mystical land of Dondra. (Graphics are especially good on the 16-bit machines.) The evil Colnar has seized the land and slain everyone, but not before the Elders telepathically summoned you to help. Only by finding the Crystal Prism can you complete this, the first game in the "QuestMaster" series. Your character is saved from game to game, along with his possessions, so objects found

but not used here should be collected just in case. Some puzzles occur in real-time, and you get killed if you don't solve them fast enough. The scoring system distinguishes *Dondra* from other adventures: each point you gain for puzzle-solving is also an experience point, with your final score representing the amount of experience you've earned for use in future games. It is modified by the number of times you saved the game, got killed, plus the elapsed time and number of objects you obtained.

**Type:** Graphic Adventure

**Skill Level:** Intermediate

**Systems:** Apple II and IIGS, C 64/128, Amiga, Macintosh, IBM

**Company:** Activision

## The Solution

Some parts of the game are in real-time. Once you enter a room, you must perform an action or get an object and escape before you're found and killed. Those sections are italicized. Because this game is the first in a series in which you will use the same character and inventory, there are objects that won't be of use in it but which should be collected in case they're needed in future games.

### Four-sided Room

Get key. Open south door. *Ljd l f z south.*  
*S. Get key.* N. N. Say *efbui* to *Dpmobs*.  
Open north door. N.

### Center of Arena

*Say efbui to Dpmobs.* N. Read mural. S.  
W. W. N.

### One-room Cabin

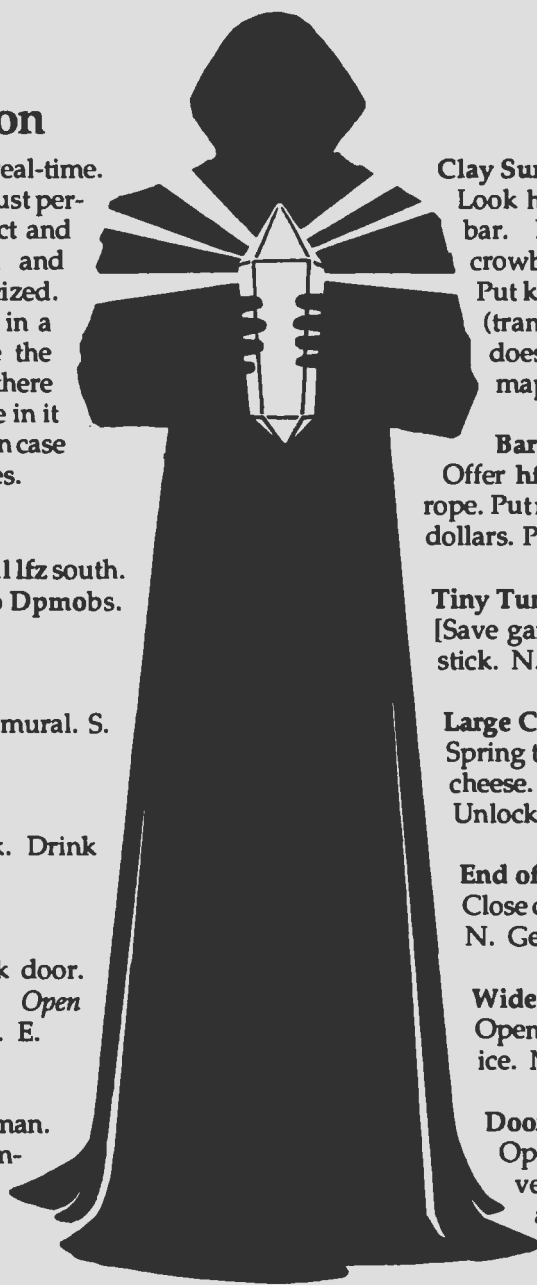
Get cross. S. Put cross in sack. Drink liquid. W (3). N. W.

### Modern House

Move pot. Get key. Unlock door.  
Drop key. Open door. W. *Open*  
*sfgsjhfsbups.* Get *gppe.* E. E. E.

### Bar

Examine man. Give *gppe* to man.  
W. N. N. E. [Automobile Chamber]  
Get *dspxcbs.* W. S.



### Clay Surface

Look hole. Lift *nboipmf* with crowbar. Look down. Yes. D. Drop crowbar. NW. Cut *wjof* with knife. Put knife in sack. Get fruit. Eat fruit (transports you to Barn. If this doesn't work, however, follow the map to the Barn).

### Barn

Offer *hfn* to lioness. Move *ibz.* Get rope. Put rope in sack. N. [Cornfield] Get dollars. Put dollars in sack. E. Get hat. E.

### Tiny Tunnel

[Save game.] Wear hat. E. NW. Get stick. N.

### Large Cavern

Spring trap with *uxjh.* Get cheese. Eat cheese. N. Enter mover. Get all. D. E. Unlock door. Open door. N.

### End of Long Corridor

Close door. Lock door. N. Open door. N. Get ladder. S. W. N.

### Wide Crevice

Open ladder. Put ladder across crevice. N.

### Door

Open door. (Due to a bug in some versions, the program may not acknowledge that a door exists until you've examined it a few

times and dropped and taken your inventory.) [Save game.] N.

### Equipment Room

Open drawer. Get rod. Insert rod into ipmf. Get torch. Dmptf tpvui epps. Charge torch. Get qjo. (It takes about 90 seconds of real-time for the torch to charge. Check its status by saying "Read meter." You have three minutes in this room before you're killed.) When torch is charged, open tpvui door. S. Insert qjo into upsdi. Drop stick. E. N.

### Sludge-spraying Room

Pull trigger. Search men. Get keys. Put keys in sack. Get wrench. Put wrench in sack. N. W. W. Drop torch and rod.

### Shaft

Press blue pad. W. S. Go south hole. W. S. W. W. N. N.

### Bridge

Tju qfettubm. Say your character's name (look at score if you don't remember your own name!). Say efbui to Dpmobs. Say ufmfqpsubujpo. N. Get saddle. S. S. Get birdseed. S. E.

### Peddler

Buy clips. E. Attach clips to fence. S. Drop sack. Drop saddle. N. W. N.

### Stream

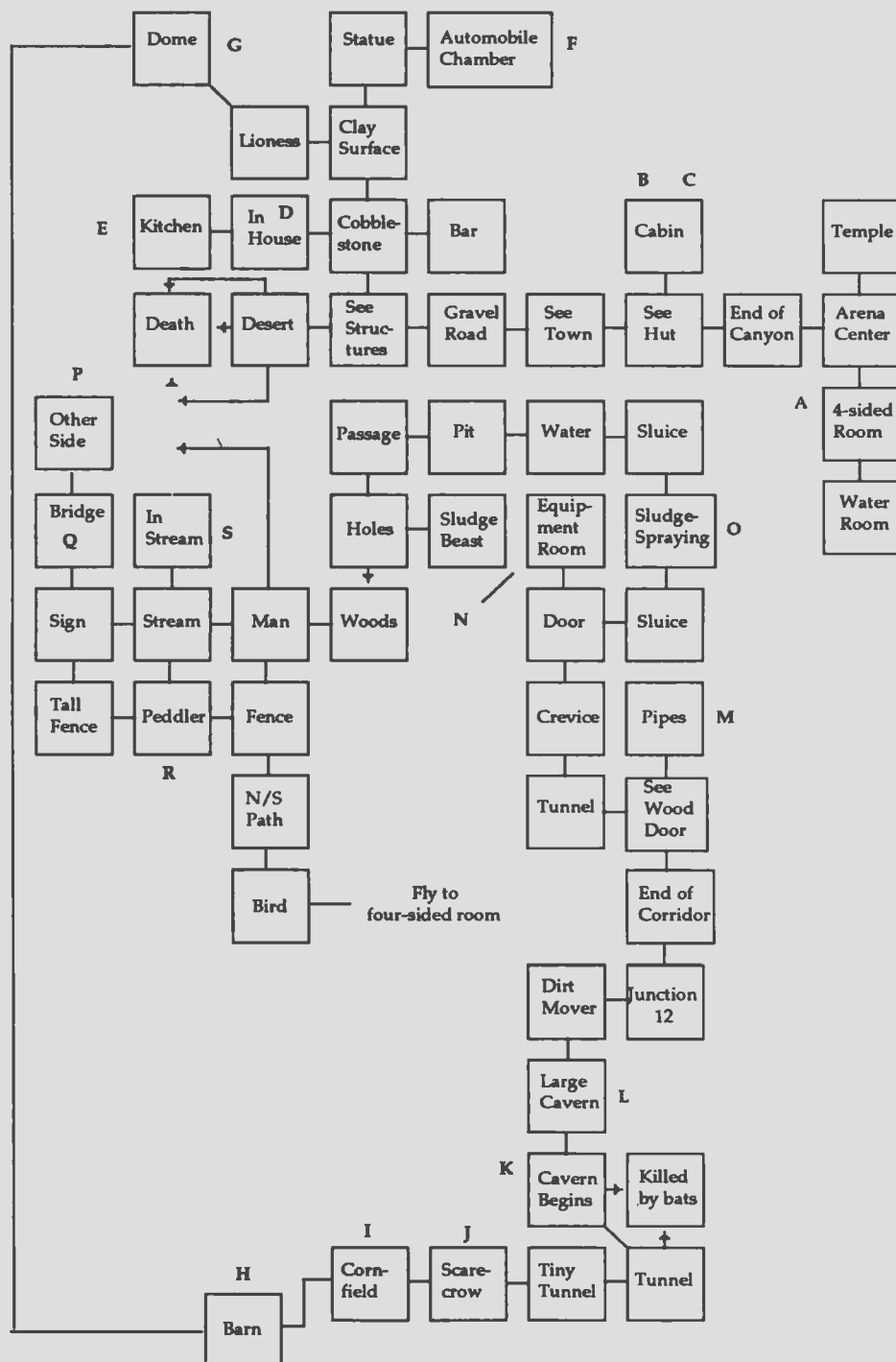
Get sffe. Enter stream. Get chest. U. Open chest. Look chest. Get prism. S. E. S. Get sack. S.

### Bird

Give cjsetffe. Drop sack. N. Get tbeemf. S. Put tbeemf on bird. Sit bird.

### Map Key: Dondra

- A: Key
- B: Cross
- C: Liquid
- D: Key
- E: Food
- F: Crowbar
- G: Fruit
- H: Rope
- I: Dollars
- J: Hat
- K: Stick
- L: Cheese
- M: Ladder
- N: Torch and pin
- O: Key, wrench
- P: Saddle
- Q: Birdseed
- R: Clips
- S: Chest and prism



# 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.)