

The Bard's Tale III: The Thief of Fate

A much more enjoyable adventure than *Bard's Tale I* or *II*, this sequel begins in Skara Brae—recently reduced to ruins by Tarjan, the Mad God of game one. A series of seven quests must be solved before you can track him down and do him in. Missions involve a wider variety of puzzle types due to a new command that permits you to use objects and artifacts as you would in a text adventure such as *Zork*. Other improvements include auto-mapping, new character classes, magic spells and dungeon levels (84 of them!) that vary in size and shape. You also get to visit more exotic lands than in the previous installments, for each quest takes place in its own universe: a forest world, a frozen wasteland, and one that's linked via time warps to different times on earth, from ancient Rome to the Nazis' Berlin. The interface is smooth, the first-person graphics sharp and colorful. Characters from the previous games may be imported into this one, as well as characters from *Ultima III* and *IV* and the first three *Wizardry* scenarios.

Type: Fantasy Role-playing

Skill Level: Intermediate

Systems: Apple (64K), C 64/128, conversions planned for IBM, Amiga, IIGS

Company: Interplay/Electronic Arts

The Solution

Before beginning each quest return to the Refugee Camp and save all characters. After completing a quest, visit the Review Board for the next one. Since the game includes auto-mapping, and many places can be reached with the APAR spell, only the most complex maps are provided here. All spells in solution (except the introductory tips) and passwords are coded.

Character Development

You'll need a Bard, Rogue and a Chronomancer (the latter is created later in the game). If starting with a new team, use a Rogue, Bard, two human Paladins and two human Spellcasters. Develop one Spellcaster into a Chronomancer and one Paladin into a Geomancer. It's not vital to do the Starter Dungeon, but you get 600,000 points for doing so. Items may be duplicated (at least on the Apple version) as in the previous games. Copy your character disk and change the names of characters holding items to be duplicated and save them to the copy of the character disk. Load them back, swap character disks and load the ones with the original names back, then have them join the party one-by-one and distribute the copied items to a character you will keep.

Magic and Combat

The best weapon for Fighters is the Stone Blade. (The Strifespear is actually better, but can only be obtained near the end game.) Aran's Knife is now a weapon that can be used a limited number of times (and you can't sell magic items back to Garth for recharging). Use the Death Figurine for your special slot, as he's the best Fighter. Equip Spellcasters with Mage Staffs to replenish spell points, and equip a No-Spin Ring for areas with spinners. Learn NUKE, GILL and DIVA spells, and have the Bard learn the Ministril Shield song, which are needed in certain situations later on. Develop the Rogue quickly, as he's vital for slaying certain monsters. Duplicate it for all Fighters and Geomancers before the last series of battles. Get all Spellcasters up to Level Seven quickly so you can use the APAR spell.



The Wilderness and Skara Brae:

Wilderness Locations (referenced to Refugee Camp, so you walk three south, four east from the entrance to reach Shadow Rock):

Scrapwood Tavern	0N, 2E
Shadow Rock	3S, 4E
Sulfur Springs	11S, 3E
Chrystal Springs	5N, 2E
Skara Brae	3N, 6W
Vale of Lost Warriors	2S, 5W
Cold Peak	7N, 15W
Shrine	3S, 14W
Grove	7S, 9W
Dwarf Mine	9S, 13W

Skara Brae Locations (referenced to town entrance):

Storage Room	3E
Review Board	4N, 15E
Mad God's Dungeon	9S, 13W

Skara Brae

First enter the Storage Room and pick up the Harmonic Gems, Youth Potion and any weapons you need (especially if starting with new characters). Then go to the Review Board for instructions from the Guild Master.

Mad God's Dungeon:

The Starter Dungeon (Catacombs)

The password is Ubskbo. On Level one, APAR 12N, 2E to stairs down. On Level two, go 2N, 1W, 2S and 1W to get a word—Dibpt). Move 2E to the stairs up. From Level one, APAR -12N, -2E to stairs out.

Mad God's Dungeon: Battling Brilhasti

Say Dibpt this time. Level one: APAR 14N, -3E, answer cmvf, go east to stairs down. Level two: APAR -11N, -11E, answer tibepx, go 1W, 2N to stairs down. Level three: APAR -5N, 2E, answer dsztubm tpxse, go 1W to portal down. Level four: Go 1N, 1E, 1N, 2E, 2S, 4E, 2N, 1W, 2N, 2W, 2N (first ward). Then move 4W, 6N, 4E, 1N (second ward). Go 4W, 7N, 1E to fight Brilhasti (20N, 13E) and be teleported to the Review Board.

At the Review Board

Create a Chronomancer and get details on Quest One. Have the Chronomancer talk to Guild Master. Leave slot seven open for the next quest.

Aboria: Quest One

Leave character slot seven open. Go to the Grove in the Wilderness and cast ARBO to reach Arboria at the Well Worn Spot. Have Hawkslayer join and lead your party. Remember what he says about the riddle (jdfcfsh).

Arboria Locations (referenced to Ciera Brannia)

Well Worn Spot	4N, 4E
Valarian's Tower	3S, 4W
Hut	4N, 5W
Lake (Palace beneath it)	3N, 5W
Field of Flowers	2N, 5E
Tree of Acorns	4S, 3W
Festering Pit	4S, 4E
Pile of Arefolia Leaves	2N, 4E
Water of Life	2N, 12E in Palace

Ciera Brannia Locations (referenced from the town entrance):

Castle	4S, 0E
Wizard's Guild	10S, 2W
Sacred Grove	6S, 0E

Go to the castle and get the King's mini-quest first. Don't learn the HJMM Spell in the Wizard's Guild—it's too expensive. Instead, learn it at the Hut for \$50.

Lake and Palace

You'll need a canteen and the HJMM spell. Use HJMM spell and enter the lake to find the Palace below. Inside, go 7W, 1S, 2W, 1N, 1W, 1N, 2W, 1N and use the canteen several times to get Water of Life. APAR -2N, 12E to stairs out. Go to the Tree of Acorns and get one acorn. Go to the Pile of Arefolia leaves and get one (when used, it casts a GILL spell.)

Valarian's Tower

You need an acorn and Water of Life. Level one: APAR 0N, 1E, 2U. Level three: Use acorn. Use canteen with Water of Life. Go 1E to stairs up. Level four: Go 1N, 1E, 1S, 1E, 2S, 4W, 3N, 1E, 1N, 2E and get the Nightspear (2N, 3E in northeast part of maze). APAR -2N, -3E, -3U to stairs out.

Festering Pit

You need the Nightspear. Level one: APAR 14N, 5E, 1D. Level two: Fight Garnath, get head, get heart and APAR 0N, 9E to stairs up. Level one: APAR -14N, -14E to stairs out. Return to the Castle, where the King grants permission to enter the Sacred Grove.

Sacred Grove

You need Heart of Garnath and Water of Life. APAR -5N, 4E, go 1S to Valeran (6N, 4E) and use Heart, then use canteen with Water of Life. Go 1N, 1S, 1E, 1S, 2W, 1S, 4E, 1S, 2E to . Get the Bow and Arrows of Life (9N, 9E, southeast corner). APAR 9N, -9E to passage out.

Go to the Well Worn Spot and cast ENIK to return to the Wilderness.

Gelidia: Quest Two

Cast GELI from the Cold Peak in the Wilderness to reach the Well Worn Spot in Gelidia.

Gelidia Locations (referenced from the Keep):

Well Worn Spot	8N, 1W
Outpost	5N, 4W

Outpost

Read the diary to get the name Bmfoebs and clues about magic required to open the wards.

Ice Keep to the Black Tower

A map of Level One is provided. You can reach Level two by saying the name from the diary. (There's nothing on Level two, though, so you should just proceed from Level one: From (1) on the map, APAR 0N, 10E to the Black Wall (2) in the southeast corner and cast HSSF (NBGM may work instead), TITQ, GFBS, TVFM, TQCJ and enter the passage to the Black Tower.

Black Tower

Level one: APAR 0N, 3E, 3U. Level four: Fight the Keepers of the Tower near the northeast corner, get the Black Lens and APAR 0N, -3E, -3U and enter the passage to the Ice Keep.

Ice Keep to the White Tower

Level one: APAR 9N, 0E to Magic Curtain at (3) in the northeast corner. Cast MFWJ, BONB, QIEP and enter passage to White Tower.

White Tower

Level one: APAR 4N, 3E, 2U. Level three: Read carving and remember the word Dbmb. APAR -4N, 1E, 1U. Level four: Fight Keepers of the Tower in the southeast corner, get Crystal Lens, APAR 0N, -4E, -3U to passage to Ice Keep.

Ice Keep to Grey Tower

Level one: APAR 0N, -11E to (4), in the map's northwest corner. Cast JOXP, XJIF, GPGP, JOWJ and enter passage to Grey Tower.

Grey Tower

Level one: APAR 0N, -3E, 3U. Level four: APAR 0N, 1E, go 2S and fight the Keepers. Get the Smokey Lens and APAR -3N, 2E, -3U and enter the passage to Ice Keep.

Ice Keep to the Ice Dungeon

Level one: From the northwest corner, APAR 0N, 5E to the circles on the floor (5). Use Crystal Lens. Use Black Lens. Use Smokey Len. Take passage to Ice Dungeon.

Ice Dungeon

Level one: Go 1W, 1S, 1E, 4S, 2E, 1S, 4E, 6N to stairs down. Level two: Go 4S, 2E, 3N, 2E (northeast area of maze) and say Dbmb. Go 1S, 1W, 2S, 1E and get Wand of Power and Sphere of Lanatir in the southeast corner. Go 1W, 2N, 1E, 1N, 2W, 3S, 2W, 4N to

stairs up. Level one: APAR 0N, -6E and take the passage to the Ice Keep.

Ice Keep

Level one: APAR -9N, -4E to stairs out. Go to the Well Worn Spot and cast ECUL to reach the Wilderness.

Lucencia: Quest Three

At the Crystal Springs in the Wilderness, cast LUCE to reach Lucencia's Well Worn Spot.

Lucencia Locations (referenced to Celaria Bree):

Well Worn Spot	5N, 1W
Rose Bush (no roses)	2N, 3W
Rose Bush (white roses)	4N, 6W
Rose Bush (yellow roses)	4S, 1W
Rose Bush (blue roses)	1S, 8W
Rose Bush (red roses)	5S, 6W
Violet Mountain	4N, 8W
Allirias' Tomb	0N, 7W
Cyanis Tower	4S, 5W

Celaria Bree Locations (referenced to the entrance):

Tavern	6N, 7E
Bard's Hall	6N, 9E
Temple	4S, 7E
Wizard's Guild	2S, 5E

First go to the Bard's Hall and pay 30,000 to learn Kiel's Overture. At the Wizard's Guild, pay 50,000 to learn DIVA.

Violet Mountain

You need a canteen. Level one: APAR 4N, 0E and go 2N, 1W to stairs up. Level two: APAR -10N, 3E, move 2E and fight the Rainbow Dragon (at 4N, 4E, lower part of maze). Get the Crystal Key. Use the canteen to get Dragon's Blood. APAR 10N, -5E to stairs down. Level one: APAR -6N, 1E to passage out.

The Rose Bushes

Go to each bush and get one rose from them in this order: white, red, blue, yellow. Then go to the bush with no roses and use the canteen with the Esbhpo Cmppe to get a Rainbow Rose.

Cyanis Tower

You need all five roses and the Crystal Key. Level one: Go 1N and use the Crystal Key. Move 5N, 4E and you'll be teleported to the southernmost hall on the same level. Go 2W, 5N, 4E, 4S, 3W, 3N, 2E, 2S, 1W, 4S, 1N to the stairs up. Level two: Go 1S, 1W, 2N, 1W, 4S, 1W, 5N, 2E, 1N, 1E, 1S to the stairs up. Level three: Go 1N, 3W, 1S, 1E, 1S, 1W, 1S, 1E, 3S, 5E, 6N, 2W, 1S, 1E, 4S, 2W, 1N. You may either fight Cyanis and get the Magic Triangle, or cast REST and cure him to get it. APAR -2N, -3N, -2U to passage out.

Allirias' Tomb

You need all five roses and Magic Triangle. Level one: Go 2E, 3N, 2E, 2N, 1W, 5N, 1E, 2S, 1E, 1S, 1E, 2N and use Magic Triangle to get past black crystal. Go north to stairs up. Level two: Go 4E, use white rose. Move 1E, 2N, 1W, 1N, 1W, 1N, 1W, 1N, 1W, 1N, 1W, 1S and use blue rose. Go 1S, 1E, 1S, 1E, 1S, 1E, 1S, 2W, 1N, 1W, 1N (get teleported to the northeast corner). Go 5W and use the red rose. Go 4W, 2S, 1E, 1S, 1E, 1S, 1E, 1S, 1E, 1S, 1E, 1S, 1E, 1S, 2E and use yellow rose. Go 2E, 7N, 7W, 2S, 1E, 1S, 1E, 1S, 1E, 1S, 1E, 1S, 2E, 5N, 3W, 2S, 1E, 1S, 1E, 1N and use rainbow rose. Go 1N, 1W and get the Crown of Truth and Belt of Alliria (in the middle of the maze's east side). APAR -5N, -9E to stairs down. Level one: Go 3S, 1W, 1N, 1W, 2N, 1W, 5S, 1E, 2S, 2W, 3S, 2W to the stairs out.

From Well Worn Spot, cast ILEG to reach Wilderness.

Kinestia: Quest Four

Leave one character slot open. From the Dwarf Mine in the Wilderness, cast KINE to reach the Well Worn spot. Go 1N, 2E, 1N, 1E and say jdfcfsh. Have Hawkslayer join the party and lead it. (There are four passageways here: the two on the east side go to the Private Quarters, the south one to the Barracks, and the north one to the Workshop.) APAR 9N, 14E to passage to Private Quarters.

Private Quarters

Move 3E, 4N, 2W, 1N, 1E. Record the riddle, which provides answers to turning the keys. Move 1W, 1S, 5E, 3S, 2E and get the left key. APAR -1N, -8E and enter the passage to Ferofist's Dungeon. APAR -11N, -6E to passage to the Barracks.

Barracks

APAR -12N, 0E and get the right key. APAR 12N, 0E to passage to Ferofist's Dungeon. APAR 17N, 2E to passage to Workshop.

Workshop

Go 2N, 4W to sealed portal. Use left key, type fifteen (type in the number, not the word). Use right key, type fjhiuffo. Take passage to Urmech's Lair.

Urmech's Lair and Viscous Plane

APAR 3N, 0E and enter the portal to the Viscous Plane. Go 1S, 1E, 1N, 1E, 2S, 3W, 2S, 2W, 3S, 1W, 2N, 3W, 1S, 2E, 2S, 1W, 1N, 1W, 1S to opening of the Sanctum.

Sanctum and Geomancer

APAR 4N, -6E and say yes. Go 4S, 1E to get Ferofist's Helm and Hammer of Wrath. Move 1W, 1S. Create a Geomancer here if you want one. APAR 0N, 6E and enter the portal to the Viscous Plane.

Viscous Plane to Well Worn Spot

Go 1N, 1E, 1S, 1E, 2N, 2W, 1N, 3E, 2S, 1E, 3N, 2E, 2N, 3E, 2N, 1W, 1S, 1W, 1N and enter the passage to Urmech's Lair. APAR -3N, 0E and enter the Workshop. Go 4E, 2S and enter the passage to Ferofist's. APAR -17N, -13E to Well Worn Spot. Cast OBRA.

Tenebrosia: Quest Five

From Shadow Rock in the Wilderness, cast OLUK to reach Nowhere.

Nowhere Locations (referenced to the city of Black Scar):

Well Worn Spot	1N, 3W
Tar Pits	2S, 6W
Middle of Nowhere	4S, 3W
Great Canyon	8S, 1W
Forest (Dark Copse)	6S, 7W

Black Scar Locations (referenced from the entrance):

Bard's Hall	8S, 4E
Wizard's Guild	8S, 9E

First visit the Bard's Hall and pay \$60,000 to learn Ministral Shield. At the Wizard's Guild, learn NUKE for \$50,000.

Tar Quarry

You need the canteen. Go 10W, 8S, 5E, 1N and use the canteen to get tar. Go 1S, 5W, 8N, 10E to the exit.

Shadow Canyon

APAR -12N, 8E, face east and cast PHDO. Go 3E, 2S, 2E and get the Shadow Lock. APAR 14N, 0E to the exit.

Dark Copse

Go 1W, 4N, 1E and use the canteen of tar. Go 2N and get the Shadow Door. Move 2S, 1W, 4S, 1E to the exit.

Sceadu's Dome

Go to the Middle of Nowhere and use the Tibepx Epps and Tibepx Mpd1, then enter hole to the Dome. Level one: APAR 4N, 8E and go 1N to the portal down. (A map of Level two is provided.) Level two: From (1), APAR 10N, 7E to (2) and go 2N, 3W, 1N, 1E to fight Sceadu at (3). (Have a Rogue sneak up at 90' and kill him.) Get the Helm of Justice and Sceadu's Cloak, then APAR -13N, -5E to the portal up. Level one: APAR -5N, -8E to exit. From the Well Worn Spot, cast ECEA.

Tarmitia: Quest Six

Cast AECE from the Vale of Lost Warriors to reach Berlin. This "dungeon" consists of eight levels representing different eras of time. To use the time warps

that connect various eras, you must answer "Ghostly Head" riddles. In case the following walkthrough gets confusing, here are the coordinates, destinations and answers:

<u>Era</u>	<u>Time Warp</u>	<u>Destination</u>	<u>Answer</u>
Berlin	5N, 5E	Nottingham	Uzs
	6N, 10E	Wasteland	
	10N, 1E	Rome	
Rome	0N, 3E	Troy	Nbst
	6N, 2E	Hiroshima	
	8N, 9E	Berlin	
Nottingham	1N, 2E	Wasteland	Tu. Hfpshf
	8N, 1E	Stalingrad	
	1N, 10E	Berlin	
Wasteland	8N, 8E	Nottingham	Tejbcn
	13N, 4E	Berlin	
	4N, 1E	K'un Wang	
Stalingrad	11N, 9E	Nottingham	Twbsbyjd
	2N, 11E	K'un Wang	
	6N, 3E	Hiroshima	
K'un Wang	8N, 1E	Stalingrad	Zfo-Mp-Xboh
	6N, 10E	Wasteland	
	3N, 10E	Rome	
Hiroshima	8N, 7E	Troy	Tvtb-Op-P
	10N, 5E	Stalingrad	
	2N, 4E	Hiroshima	
Troy	5N, 7E	Rome	Bsft

Berlin to Rome and Troy

APAR 1N, 5E to and get the word Bsft. APAR 9N, -4E and enter passage to Rome. Rome: APAR -8N, -6E to passage to Troy.

Troy to Nottingham and Wasteland

APAR -1N, -5E, type Bsft and get ported to Nottingham. Get the word Zfo-Mp-Xboh, APAR -7N, -7E and enter the Wasteland passage.

Wasteland to K'un Wang and Berlin

APAR -4N, -7E to passage to K'un Wang. K'un Wang: APAR -3N, -6E, type Zfo-Mp-Xboh and get ported to Wasteland. Wasteland: get word Nbst, APAR 12N, 3E to passage to Berlin. Berlin: APAR 4N, -9E to passage to Rome.

Rome to Troy

APAR -2N, 0E, go 3W and type Nbst to get ported to K'un Wang. K'un Wang: Get word Tvtb-Op-P, APAR 7N, -2E to passage to Stalingrad. Stalingrad: APAR 4N, -8E to passage to Hiroshima. Hiroshima: APAR -9N, 5E, type Tvtb-Op-P and get ported to Troy.

Troy to Nottingham

Get word Twbsbyjd, APAR -9N, -1E and enter the passage to Hiroshima. Hiroshima: APAR 2N, -2E to passage to Stalingrad. Stalingrad: APAR -6N, 6E, type Twbsbyjd and get ported to Rome. Rome: Get word Tu. Hfpshf. APAR 8N, 8E to passage to Berlin.

Berlin: APAR -5N, 4E to passage to Nottingham.

Nottingham to Hiroshima

APAR 5N, -4E, type Tu. Hfpshf and get ported to Stalingrad. Stalingrad: Get word Tejbcn. APAR 3N, 0E to passage to Nottingham. Nottingham: APAR -7N, 1E to passage to Wasteland. Wasteland: APAR 7N, -6E, type Tejbcn and get ported to Hiroshima. Get word Uzs.

Hiroshima to Tarmitia

APAR -5N, 4E to passage to Rome. Rome: APAR 2N, 7E and enter passage to Berlin. Berlin: APAR -6N, 6E, type Uzs, type Xfssb and get ported to Tarmitia.

Tarmitia

APAR -11N, 0E and fight Werra and the Black Slay-ers. Go 1N and get the Shield. APAR 10N, 11E (to Wilderness).

Malefia: Quest Seven

Visit the Storage Room and get items needed for this quest. They must be equipped or carried. You also need Scedu's Cloak, Sphere of Lanatir, Valarian's Bow, Belt of Alliria, Ferofist's Helm and Werra's Shield.

From Sulfur Springs, cast EVIL to reach Malefia. Maps are provided for all three levels.

Level one: From (1), go 2N and get the Strifespear (2). (You may want to return to the Refugee Camp and duplicate this—see Character Development section.) Go 7N, 5W to (3) and get ported to (4) on Level three.

Level three: From (4), go 1S, 1W, 1S, 2W, 2N, 1W, 1S, 2W to (5) and use Sceadu's Cloak. Go 2E, 1N, 1E, 2S to the portal up at (6) to (7) on Level two.

Level two: From (7), go 1N, 3W, 1N, 3W, 1S, 2W, 1N to the portal up at (8) to (9) on Level one.

Level one: From (9), go 1S, 2E, 3S, 2E, 5S, 2W, 1S, 1W, 2N, 1E, 1N, 2W, 1S, 1W, 1N, 1W to portal down at (10) to (11) on Level two.

Level two: From (11), go 1E, 2S and use the Sphere of Lanatir at (12). Go 1N, 5E, 4N, 7E, 2N, 3W, 1N, 3W, 1N, 3W to portal up at (13) to (14) on Level one.

Level one: From (14), go 3E, 3S, 2E, 2S, 2E, 2S, 2E, 2S to portal down at (15) to (16) on Level two.

Level two: From (16), go 3N, 1W, 1N, 2W to (17) and use Valarian's Bow. Go 2E, 1S, 1E, 2S, 7W, 4N, 6W, 1N, 1W, 2N, 1W, 1N, 2W, 2S, 1W, 1S, 3W, 2S, 1E, 1N, 2E to portal up at (18) to (19) on Level one.

Level one: From (19), go 1E, 1S, 1W and use the Belt of Alliria at (20). Go 1E, 1N, 1W to portal down at (19) to (18) on Level two.

Level two: From (18), go 2W, 3S, 1E, 3S, 1W, 1S, 1W to stairs up at (21) to (22) on Level one.

Level one: From (22), go 1E, 2S, 1W, 1S, 4E, 3S, 2W, 1S, 2W, 2S, 1E, 1S, 1W to (23) on map and get ported to (24) on Level two.

Level two: From (24), go 3N, 1W, 1N, 2E to portal down at (25) to (26) on Level three.

Level three: From (26), go 1N, 3W, 2S, 1E, 1S, 2E and use Ferofist's Helm at (27). Go 2W, 1N, 1W, 2N, 3E, 1S to portal up at (26) to (25) on Level two.

Level two: From (25), go 2W, 1S, 3E, 1S, 1E, 2S, 2E, 1N, 1E, 1N, 1W to portal up at (28) to (29) on Level one.

Level one: From (29), go 1S, 3W, 2N, 2E, 1N, 2E, 3N, 4W, 2N, 1E, 1N, 1W to stairs down at (22) to (21) on Level two.

Level two: From (21), go 2S, 4E, 1S, 2E, 1S, 5E, 1S to portal down at (30) to (31) on Level three.

Level three: From (31), go 1S, 1E, 1N and use Werra's Shield at (32). Go 1S, 1W, 3N to door that is now visible at (33). Save the game. Go 1N and fight battle at (34). Go 2W, 4N, 3E, 2S, 2W and save the game at (35). Go 1N to (36) and fight Red Beard and friends. (Have the Bard sing Ministral Shield, while Spellcasters cast DIVA and NUKE; sneak your Rogue up to kill Red Beard, and have Fighters use Strifespears on Vortexes). Go 1N to (37) and get ported to Tarjan Dungeon.

Tarjan Dungeon

Go 4N, 5E, 5S, 4W, 4N, 3E, 3S, 2W, 2N, 1E and save the game. Go 1S and fight Tarjan and friends. There are several battles, with no time to realign your party. Use the tactics from the Red Beard battle.

Map Key: Bard's Tale III

Gelidia's Ice Keep, Level One

- 1 : In/out
- 2 : To Black Tower
- 3 : To White Tower
- 4 : To Grey Tower
- 5 : Circles, To Ice Dungeon

Sceadu's Dome, Level Two

- 1 : Portal up
- 2 : APAR from (1)
- 3 : Sceadu

Malefia

Level One

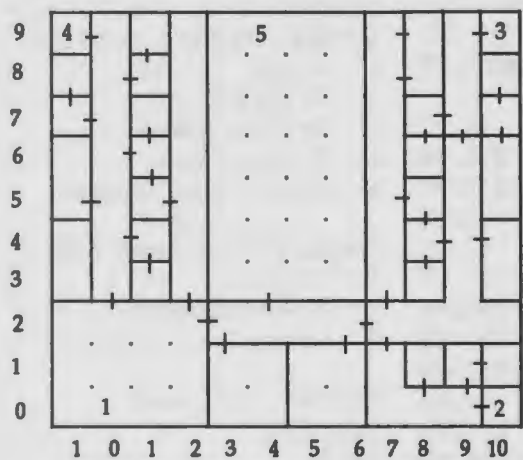
- 1 : In
- 2 : Strifespear
- 3 : Teleport to (4) on level three
- 9 : Portal down
- 10: Portal down
- 14: Portal down
- 15: Portal down
- 19: Portal down
- 20: Captive (use Alliria's Belt)
- 22: Stairs down
- 23: Teleport to (24) on level two
- 29: Portal down

Level Two

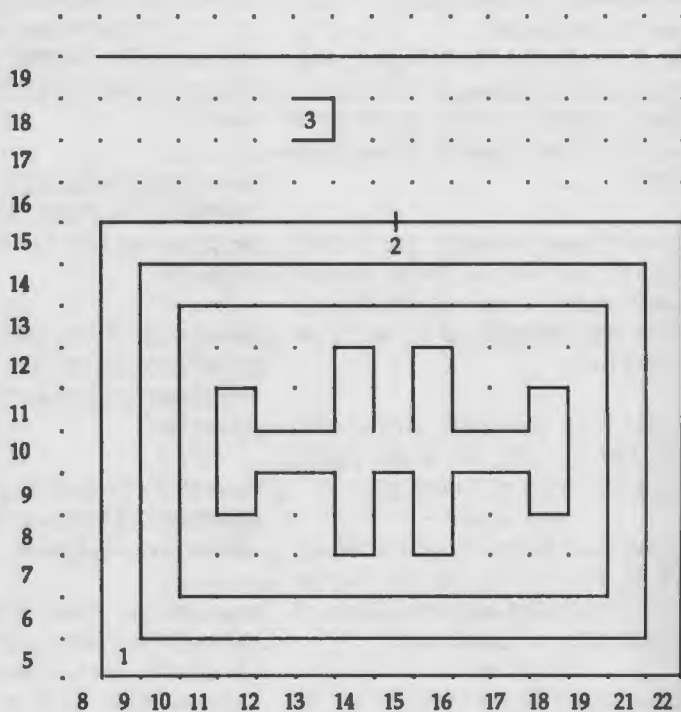
- 7 : Portal down
- 8 : Portal up
- 11: Portal up
- 12: Captive (use Sphere of Lanatir)
- 13: Portal up
- 16: Portal down
- 17: Captive (use Valarian's Bow)
- 18: Portal up
- 21: Stairs up
- 24: Teleported from (23) on Level one
- 24: Portal down
- 25: Portal down
- 28: Portal up
- 30: Portal down

Level Three

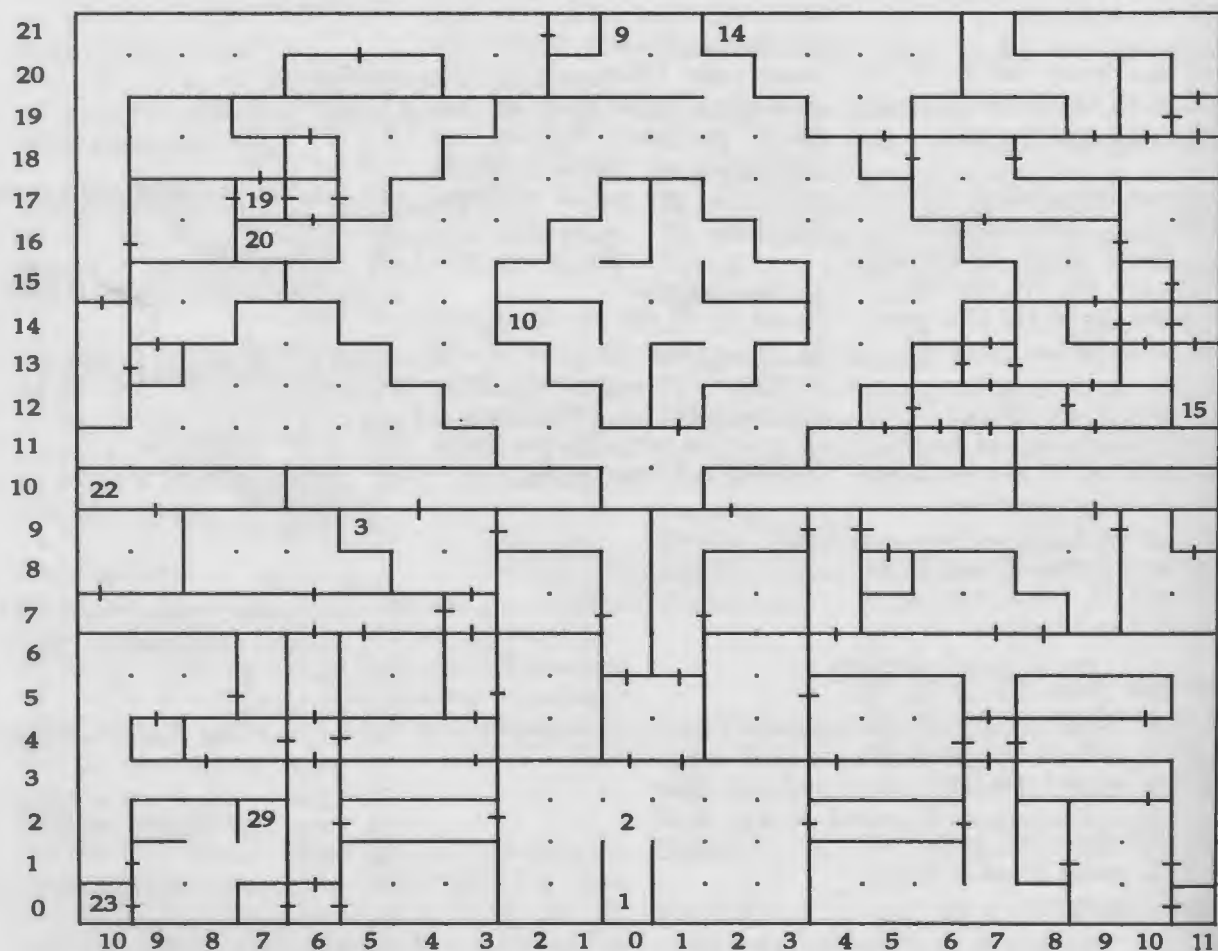
- 4 : Teleported from (3) on Level 1
- 5 : Captive (use Scedu's Cloak)
- 6 : Portal up
- 26: Portal up
- 27: Captive (use Ferofist's Helm)
- 31: From (30) on Level two
- 32: Captive (use Werra's Shield)
- 33: Door (not visible at first)
- 34: Battle
- 35: Outside Red Beard battle
- 36: Red Beard and pals
- 37: Teleport to Tarjan



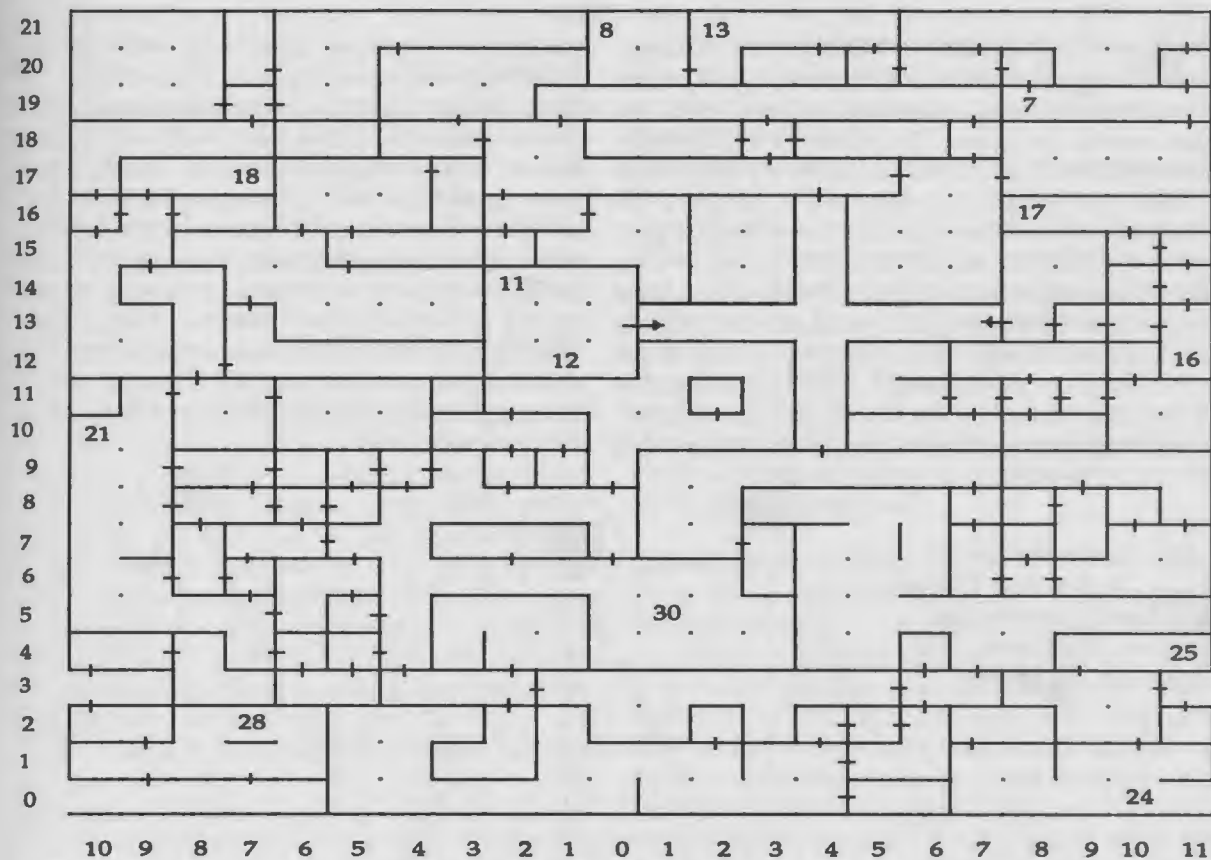
Gelidia: The Ice Keep, Level One



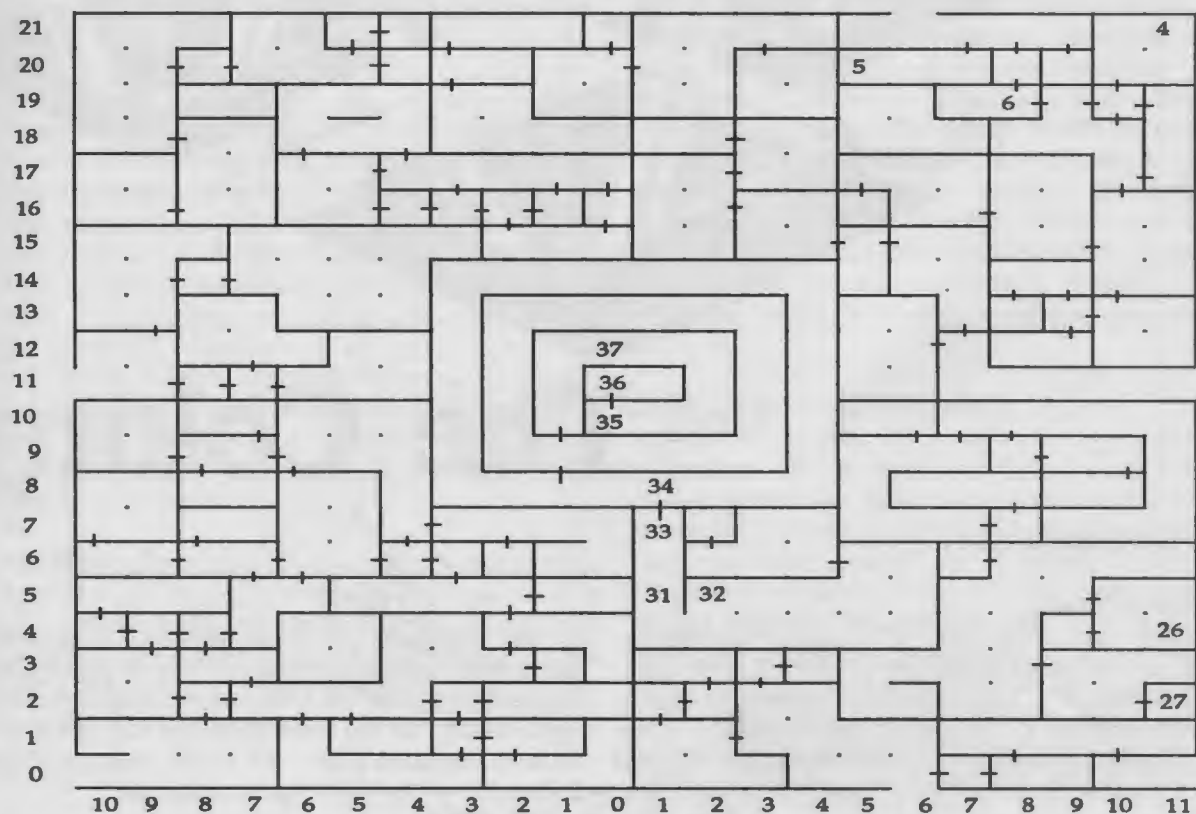
Sceadu's Dome, Level Two



Malefia: Level One



Malefia: Level Two



Malefia: Level Three

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.)