THIS story, based on the motion picture of the same name, is presented in a unique way. A horizontal band across the top half of the screen always shows a brilliantly colored landscape dominated by a tall white tower. When you enter a new location or encounter someone or something, its picture appears in a smaller window on the left, while other icons represent your inventory on the right. All the graphics are finely detailed and there's a charming, if repetitive, sound track. Your goal is to save the land of Fantasia from being consumed by The Nothing and rescuing an ailing Empress from the Ivory Tower.

The story is divided into three parts. There are only a few puzzles in each one, and the next part loads when you solve the final problem. The game's best feature, aside from the original design, is that it loads entirely into RAM, so there's no disk access during play. The worst aspect is its two-word parser and limited vocabulary, which often sends you searching for synonyms instead of the objects needed to solve puzzles. Still, it's an engaging story and a good novice level game, especially if you're looking for something different in a graphic adventure.

The Walkthrough

Clearing
NE. E. SW.

Wide, Well-trodden Track
Get stone. S. W. N.

Western Edge
Get branch. S. E. NE. N. E. E. E. SW.

Atreyu's Hut
Get leather. NE. W (gpvs times). SW.

Clearing
Mjhiu csbodi. NE. E (six times).

Foothills of Silver Mountain
Mjhiu cvtift. Look. D.

Center of Morla's Cave
Tnbti box. Drop stone. Get dsztubm. Get gsbhnfou. U. W (gjwf times).

Base of Tower
Get Auryn. S. SW.

Clearing
Get horn. Cmpx horn. Espq horn. Get Gbmlps. W. SE.

End of Great Forest
Gmz tpvui. E. S. E.

Back of House
Espq dsztubm. S. S.

Entrance to Oracle
Wait (voujm Tqijoy cmjolt). S. (Fly to mfwfm uxp.)

Deep in Forest
E. N.

Main Gate
Drop fragment. Drop leather. E.

Eastern End
Get Glowglobe. W. W. N.

Sparsely Wooded Area
Get rope. NE.

Remains of Small Building
Sfnpwf qmbolt. E. E (gbmm epxo into hsbwf). W. NW. W. W. S.

Kitchen
Get lojgf. E.

Neverending Story

Pantry
Get ujo. W. N. W.

Well Room
Tie rope. E. E. E.

Narrow Stone Corridor
Open tin. Drop tin. N.

Box-shaped Room
Get iron key. S. **TF.** SW. D.

Bottom Dungeon Stairs
Dvu xfc. Drop lojgf. W. SW.

Dungeon Guard Area
Unlock cell. Drop key. E.

Cell
Get pouch. Get coin. Drop pouch. W. W.

Torture Chamber
Espq dpjo. W.

Treasure Room
Get gold key. E. E. E. D. U. E. **OX.** U. S. S.

Main Gate
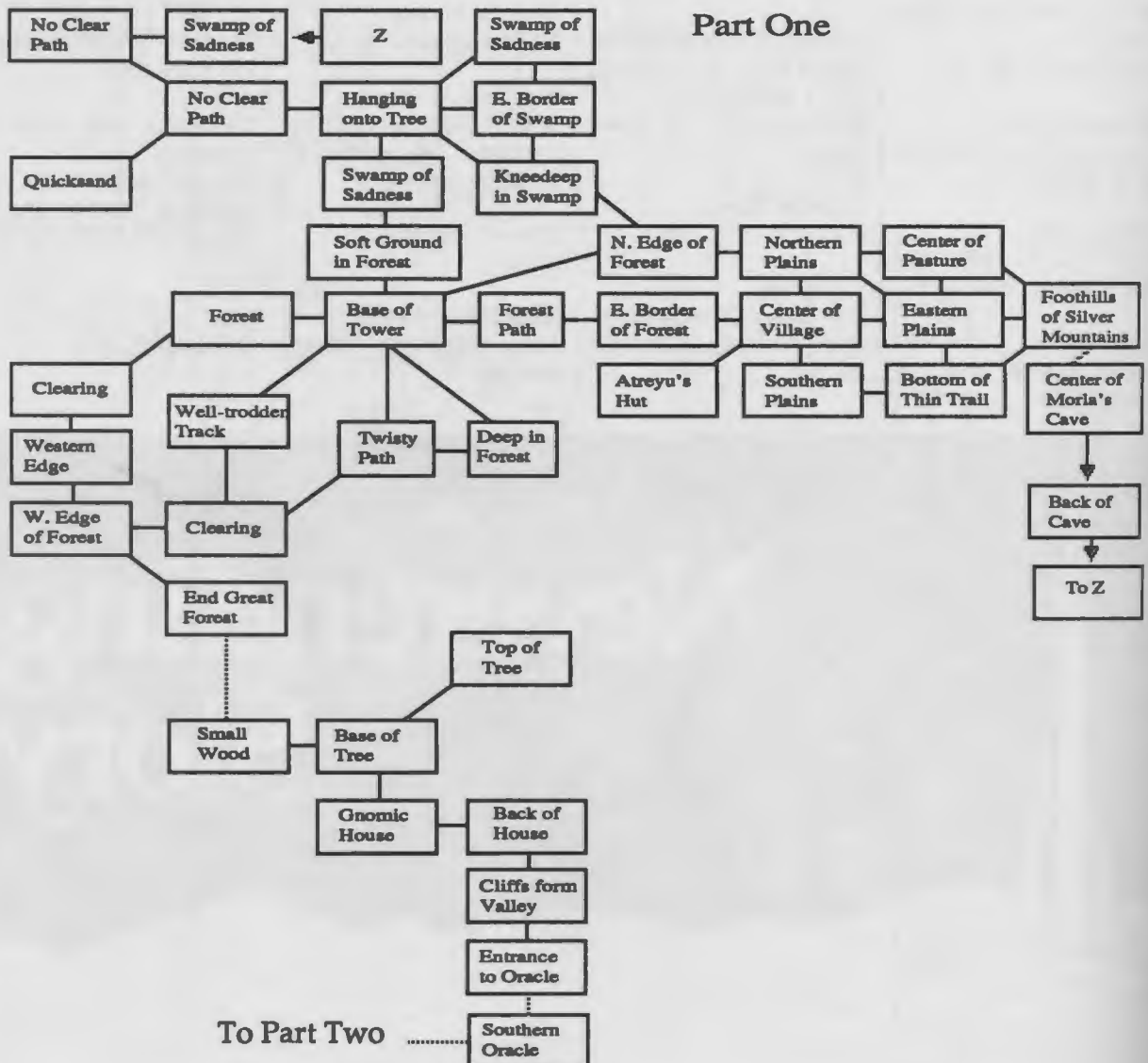Get leather. Get fragment. Drop Hmpxhmpcf. S. E.

Top of Hill
Get Bvszo. Get Gbmlps. (Fly to level three.)
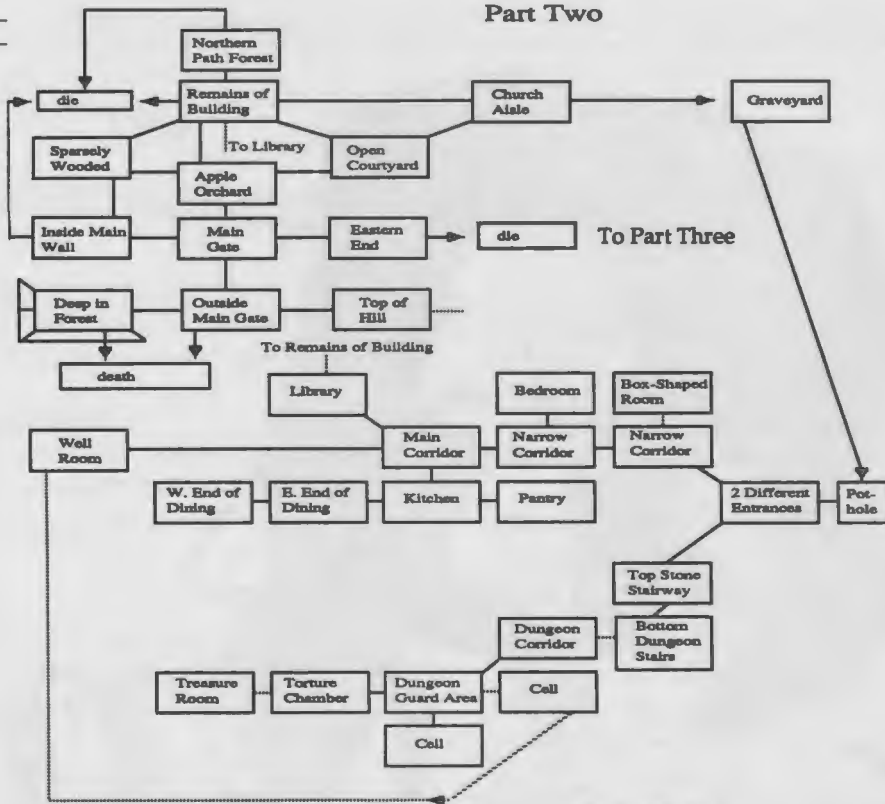
Asteroid Floating in Space
E. N.

Outside Ivory Tower
Vompdl epps. E. E. U. NW.

Maze Wood Stairs Up
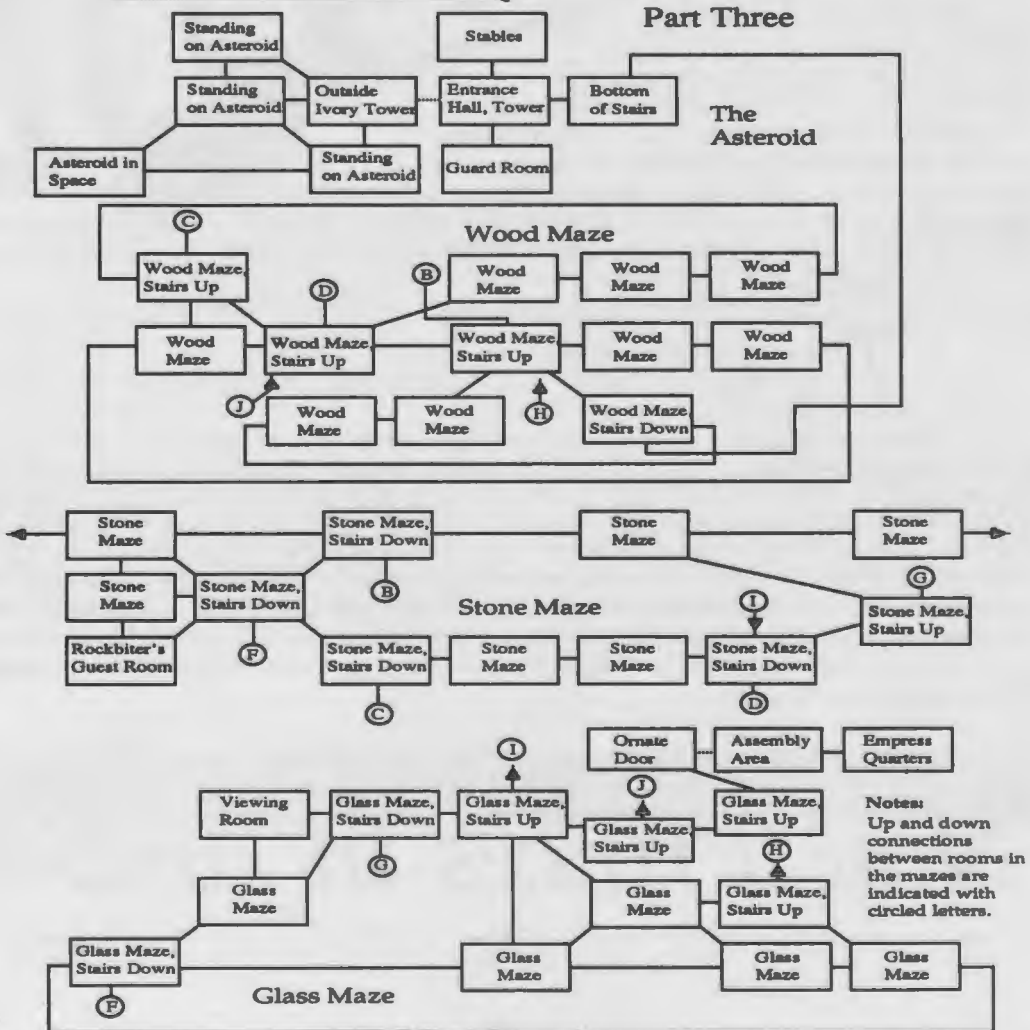Mppl bu fragment. U. E. SE. U. E. E. E. U.

Ornate Door
Tbz qmfbtf. E E. (Empress takes Auryn.)

Part One

To Part Two

Northern Path Forest

die — Remains of Building — Church Aisle — Graveyard

Sparsely Wooded

To Library — Open Courtyard

Apple Orchard

Inside Main Wall — Main Gate — Eastern End — die   To Part Three

Deep in Forest — Outside Main Gate — Top of Hill

death

To Remains of Building

Library

Bedroom — Box-Shaped Room

Well Room — Main Corridor — Narrow Corridor — Narrow Corridor — 2 Different Entrances — Pot-hole

W. End of Dining — E. End of Dining — Kitchen — Pantry

Top Stone Stairway

Bottom Dungeon Stairs

Dungeon Corridor

Treasure Room — Torture Chamber — Dungeon Guard Area — Cell

Cell

Part Three

Standing on Asteroid

Stables

Standing on Asteroid — Outside Ivory Tower — Entrance Hall, Tower — Bottom of Stairs

The Asteroid

Asteroid in Space — Standing on Asteroid — Guard Room

Wood Maze

Ⓒ

Wood Maze, Stairs Up

Ⓓ   Ⓑ

Wood Maze — Wood Maze — Wood Maze

Wood Maze — Wood Maze, Stairs Up — Wood Maze, Stairs Up — Wood Maze — Wood Maze

Ⓙ   Ⓗ

Wood Maze — Wood Maze — Wood Maze, Stairs Down

Stone Maze

Stone Maze — Stone Maze, Stairs Down — Stone Maze — Stone Maze

Stone Maze — Stone Maze, Stairs Down — Ⓖ

Ⓑ   Stone Maze

Ⓘ — Stone Maze, Stairs Up

Rockbiter's Guest Room — Ⓕ — Stone Maze, Stairs Down — Stone Maze — Stone Maze — Stone Maze, Stairs Down

Ⓒ   Ⓓ

Ⓘ

Ornate Door — Assembly Area — Empress Quarters

Ⓙ

Viewing Room — Glass Maze, Stairs Down — Glass Maze, Stairs Up — Glass Maze, Stairs Up — Glass Maze, Stairs Up

Glass Maze Stairs Up

Ⓖ   Ⓗ

Glass Maze — Glass Maze — Glass Maze, Stairs Up

Notes:
Up and down connections between rooms in the mazes are indicated with circled letters.

Glass Maze, Stairs Down — Glass Maze — Glass Maze — Glass Maze

Ⓕ   Glass Maze

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.

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