



Chamber of the Sci-Mutant Priestess

with potential actions. This oddball idea turns your brain into the weirdest click-on menu yet!

Combat scenes, while well-animated, don't call for hard-core arcade skills. To make the game more intense, the designers incorporated a one-hour time limit, and you don't get resurrected if you blow it. (You are allowed to save one game in progress on the game disk.)

There's an exuberant comic book feel to *Chamber*, enhanced by luxurious illustrations, startling sound effects, and comic-style word balloons that hold the protozorqs' dialogue. One of the best European imports of 1990, *Chamber* is especially recommended for those with a taste for the bizarre.

In this futuristic yarn from France, you assume the identity of Raven, a mutant "Tuner" who possesses eight psychic powers, such as Sticky Fingers, Brainwarp, and Zone Scan. Your girlfriend has been snatched by evil mutants (lizard-men known as protozorqs, whose name is derived from their deity, Zorq). Hailing from outer space, Zorq is on his way here to conquer the planet—unless you stop him and the protozorqs, of course.

Chamber of the Sci-Mutant Priestess is not a typical roleplaying game, but a hybrid of the RPG and animated graphic adventure whose strong point is its unusual "parser." As in most adventures, you progress by solving puzzles and manipulating objects—an imaginative array of puzzles, from the simple to the inscrutable, await the intrepid adventurer. But unlike other games of this type, *Chamber* never forces you to type in a word or fiddle with icons. Instead, a picture of a brain is displayed (grotesquely) onscreen, its various lobes labeled

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
Amiga (512K); Atari ST (512K); MS-DOS (512K required, mouse optional), Hercules/CGA/EGA/Tandy 16-color/MCGA/VGA, Ad Lib and compatible sound boards.

Company:
Infogrames/Data East

The Solution

General Tips

In addition to the solutions below, there are many ways to solve each of the puzzles in *Chamber*. You can get new objects by returning to the Protozorq beneath the Trader. Save the game, give a skull to the Protozorq, use the Trader, and pick the object you want. If you change your mind, restore the game and pick a different can/shell. You can trade with other adventurers or attack them with your Psi powers and search them.

Use Psi powers sparingly, or you won't be able to finish the quest.

Be careful when you use the map for compass directions, because when you enter a room, you'll often arrive facing a different direction than you were facing before you entered.

In the Scorpion's Presence

Talk to statue twice. Go to web and crawl on it. Give gmz to mistress. Refuse. Give gmz to blue spider. Return to statue. Put sfe tqjefs in statue's open mouth. Pass trap door.

The Noose

Grab hold of left rope on platform. Push lever. Take left rope. Inspect hollow on platform. Push lever. Exit room.

The Twins

Go to the Source. Read inscription. Inspect fountain. Qsftt the fzf. Fill goblet. Go to the Twins. Open left serpent. Empty goblet in left serpent. Take die. Uispx die. Open right serpent. Put die in right serpent. Go to Who Will be Saved. Inspect serpent's head. Lift the hand on the tip of the pyramid (closest to the front) and the hand in the middle in the back of the pyramid. Press serpent's head. Inspect engraving. Go to Source. Examine cubes on plaque. Lift cube with corresponding symbol.

De Profundis

Wait. Mbttp vertical column. Wait twice. Jump on granite monster. Take rope. Wait.

The Wall

Go zone three. Go left door. Climb on step. Put ebhhfs in slot. Take ebhhfs. Go passage in left wall. Stick hand in deep cavity. Exit passage and exit forward.

Becoming a Divo

Give all five skulls to Protozorq by the Robot Trader. Go to Passage on Faithful on the Ring. Tipx fhh to Guard. If second Guard doesn't appear immediately, wait until he does. Tipx fhh to Guard. Use Psi powers to get Zapstick (Psi shift) and kill him (extreme violence). Enter side passage and go to its end. Pull bolt. Pass bars. Use Psi (extreme violence) on Deilos. Dive in Water. Use Apof tdbo. Go Passage.

Underground

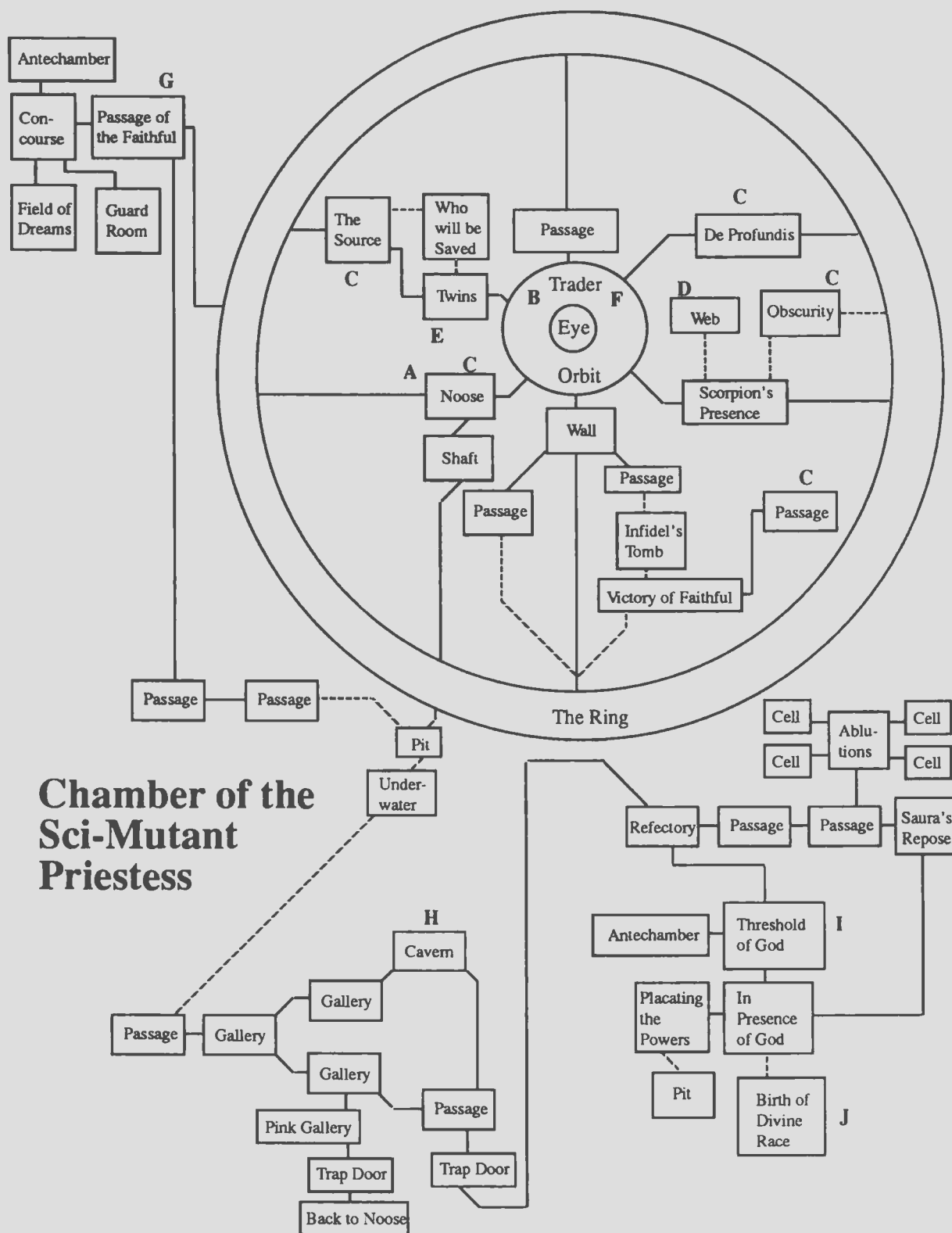
Go left at the first gallery fork until you get to the cavern with Normajeen and Ash. Accept. Tell truth. Apof tdbo. Mjgu tupof tmbe. Inspect inscription. Take flask and bean (leave Zapstick). Go left and through trap door.

The Temple

Go to Threshold of Truth. Kill Priestess. Put fhh in statue's mouth. Inspect lectern. Read scriptures. Take statuette (with Psi shift). Go to Placating the Powers. Attack Priestess. Use qtj tijgu on Saura (twice, getting her blade, then the mask). Csbjoxbsq. Give the gmbtl to her to esjol. Talk to Sci-Fi (until she repeats). Go to In Presence of God. Zone scan. Go to Saura's Repose. Put tubuvf of Tbvsvb in niche. Put npolfz in tunnel. Return to In Presence of God. Wait until panel opens.

Harrsk

Enter secret passage. Talk to Sci-Fi. Use extreme violence on Zorq. Csbjoxbsq Harrsk. Psi shift trap door. Wait until Griich reaches the top of the ladder and turns. Throw tbdsgjdjbm cmbef at Harrsk.



Map Key: Chamber of the Sci-Mutant Priestess

A: Rope
 B: Trader (Fly, Lantern, Goblet, Rope, Dagger)
 C: Skulls
 D: Die

E: Egg
 F: Zapstick (any Guard)
 G: Flask, Bean
 H: Statue (Female)
 I: Sacrificial Blade, Mask

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.)