

LOOM

A stereo cassette tape introduces the story setting and background for this one-of-a-kind quest, the tale of Bobbin Threadbare, a seventeen-year-old Weaver boy magically created on the island of Loom. Lady Cygna, the cassette reveals, created Bobbin despite the ruling of the Elders, who reacted by turning her into a swan. As the story opens, all the Weavers have mysteriously been turned into swans, as well. Your goal is to find and save them, relying on a staff with which you "play" magic spells. You use the staff, and cast spells, also called "drafts," by clicking on musical notes on the screen. All the puzzles are solved in this manner, which lends *Loom* a unique place in the Adventure Game Hall of Fame.

Lots of smooth, animated scenes and bright music enliven the story, which twists and turns unexpectedly through forests, meadows, castles, and into The Void. Spells such as Emptying and Dyeing are inventively conceived and employed, and you can cast a spell in reverse to achieve an effect opposite to the one intended.

Visually and musically (the entire score of Tchaikovsky's "Swan Lake" is heard), *Loom* is enthralling, and the *Zak McKracken* interface is cleverly utilized. But the sequence of events is tightly structured, the puzzles lined up linearly — like ducks in a row (or should that be swans?). This reduces a player's freedom to experiment and explore, making this Lucasfilm's most lukewarm adventure yet (unless you're a music aficionado, for music has never before been so intimately interwoven into the fabric of an adventure).

Type:
Animated Adventure

Difficulty:
Novice

Systems:
MS-DOS (512K required, joystick/mouse optional, CGA/EGA/VGA/MCGA/Tandy, Ad Lib/Game Blaster/Roland MT-32 & LAPC-1 supported with \$10 upgrade disks, 3.5" and 5.25" formats in separate boxes)

Company:
Lucasfilm Games/Electronic Arts



The Solution

General Comments

There are no true compass directions, so when told to go west, for example, move left to the next screen.

When the notes of a Draft are to be cast in reverse, this is stated as "Un-(Draft name)."

In the solution below, "Look" implies double-clicking on something.

Island

Look at leaf. Go to the village and enter the Sanctuary tent. Go east all the way to the loom. Listen to the Elders and Hetchel. Get Distaff. Spin Opening Draft on egg. Go west out of the tent and enter Hetchel's tent. Look at book. Look at Dye Pot.

Learn Dyeing Draft; dye cloth. Look at flask and learn Emptying Draft. Leave tent and go to graveyard.

Graveyard

Look at thorns. Look at **hsbwf** for clue. Go back to woods and look at tree holes. **Gffe pxm** to learn Draft of Night Vision. (You must look into four **pxm ipmft** to learn all four notes of the Draft.)

Village

Enter dark tent in front of Hetchel's (only three of the tents can be entered). Look at darkness and spin Draft of Night Vision. Look at wheel and learn Draft of Spinning Straw into Gold.

Top of Mountain

Look at sky and spin Draft of Opening (duck to avoid lightning).

Dock

Look at **dmbn** and spin Draft of Opening. Jump in water and get on log. Go west all the way to waterspout.

Waterspout

Look at waterspout and learn Draft of Twisting. Look at waterspout and spin Draft of Un-Twisting. (Try to get past the waterspout first; your impromptu trip into the sky will be one of the game's most amusing events.) Go all the way west to Shore.

Shore

Go to Shepherd's Guard, or east to Crystalgard. Go north into woods, where you meet four shepherds. Learn Un-Invisibility as they enter the scene; reverse the notes for Invisibility.

Crystalgard

Reach Crystalgard by following the trail. Look at workers in Tower; do so while you are outside at the foot of the Tower. Spin Draft of Invisibility on the workers at the top of the Tower (so you'll be invisible when you get to the top) and enter Tower entrance. Enter Crystal Elevator and look at Crystal. Walk to bell and look at it. Look at sphere three times for clues. Learn the Draft of Terror from the sphere when it shows the shepherd guards.

For Whom the Bell Tolls

Return to the bell and look at it. Look at scythe and learn Draft of Sharpening. Enter dome-shaped building and look at graves to get Goodmold to talk to you and part with some clues.

The Crystal and the Chalice

Leave the dome-shaped building and enter Hall of the Chalice. Go to Crystal and look. Go to Chalice and look for more clues from Goodmold. You can spin Un-Emptying on Chalice if you want to fill it. Exit east and go back to shepherd guards.

The Shepherd Guards

Spin the Draft of **Ufssps** on the guards. Go west. Look at sheep to learn Un-sleeping. When the napping boy rounds up the sheep, he'll spin the Sleeping Draft if you didn't catch it the first time in reverse.

The Shepherd's House

Look at lamb and get clues from girl shepherd. Look at lamb again and learn Healing Draft. Leave house and go east. Look at sheep and spin Dyeing Draft so they will turn green and dragon will take you to its lair.

Dragon Lair

Look at dragon. Look at gold. Look at gold again and spin Un-Straw to Gold, which turns the gold to straw. Look at dragon. Spin Sleeping Draft. Go north into caves.

Caves

These constitute a very tiny maze. Just wander around until you find the pool, which can't be reached directly from the entrance. An effective method for reaching them is to go east and look at darkness. Spin Night Vision Draft on the darkness. Go south and enter first cave. Go south some more, then west until you fall off the ledge.

Pool

Look at pool and learn Draft of Reflection. Look at pool and spin Emptying Draft. Look at sphere three times for clues. Look at dry hole and spin Draft of Un-Emptying. Go behind rock and leave cave to the northeast. Look at steps. Spin Un-Twisting on steps. Follow steps southeast.

Halls of Forge

Look at boy and spin Un-Sleeping. Listen to clues. After he falls asleep, look at him (Rusty) and spin Draft of Reflection on him. Go east to Forge.

The Forge

Enter Forge. Follow path to back, then to the right, then south, and finally east. After you are put in room, look at straw. When Hetchel puts Distaff under door, get it and look at door. Spin Opening Draft on door. Exit and go down.

The Sword

Look at men talking. Listen to conversation for clues. Look at them again, then look at sword when the Swordsmith quits hammering. Spin Twisting Draft on sword, which leads to your being captured and taken to the Bishop's Castle. (No matter how long you wait, the Swordsmith never finishes the sword. The Bishop, however, gets more and more impatient. You must Twist the sword during a moment of quiet.)

Bishop's Castle

Listen, then look at door. Spin Draft of Opening. After Bishop gets staff, listen to conversation and look at sphere three times for more clues. Go outside and look at Bishop again. Get Distaff and go back inside. Go back outside, where creature pushes you into the Void.

Void

Look at the hole that goes back to the Bishop's Castle. Spin Draft of Ifbmjoh. Go west and enter hole. (Get rid of the Torturer by letting him look under your hood.)

Back at the Castle

Look at bones (Rusty). Look at bones and spin Draft of Ifbmjoh. (You can shut the holes by Ifbmjoh or closing them, but the Draft must be spun from inside the Void.) Exit hole. Look at hole and spin Ifbmjoh Draft. Go west to next hole. Enter it.

Shepherds' Meadow

Look at shepherds and spin Ifbmjoh on them. Exit hole. Look at hole and spin Ifbmjoh on this hole. Go west to next hole. Enter hole (of Crystalgard).

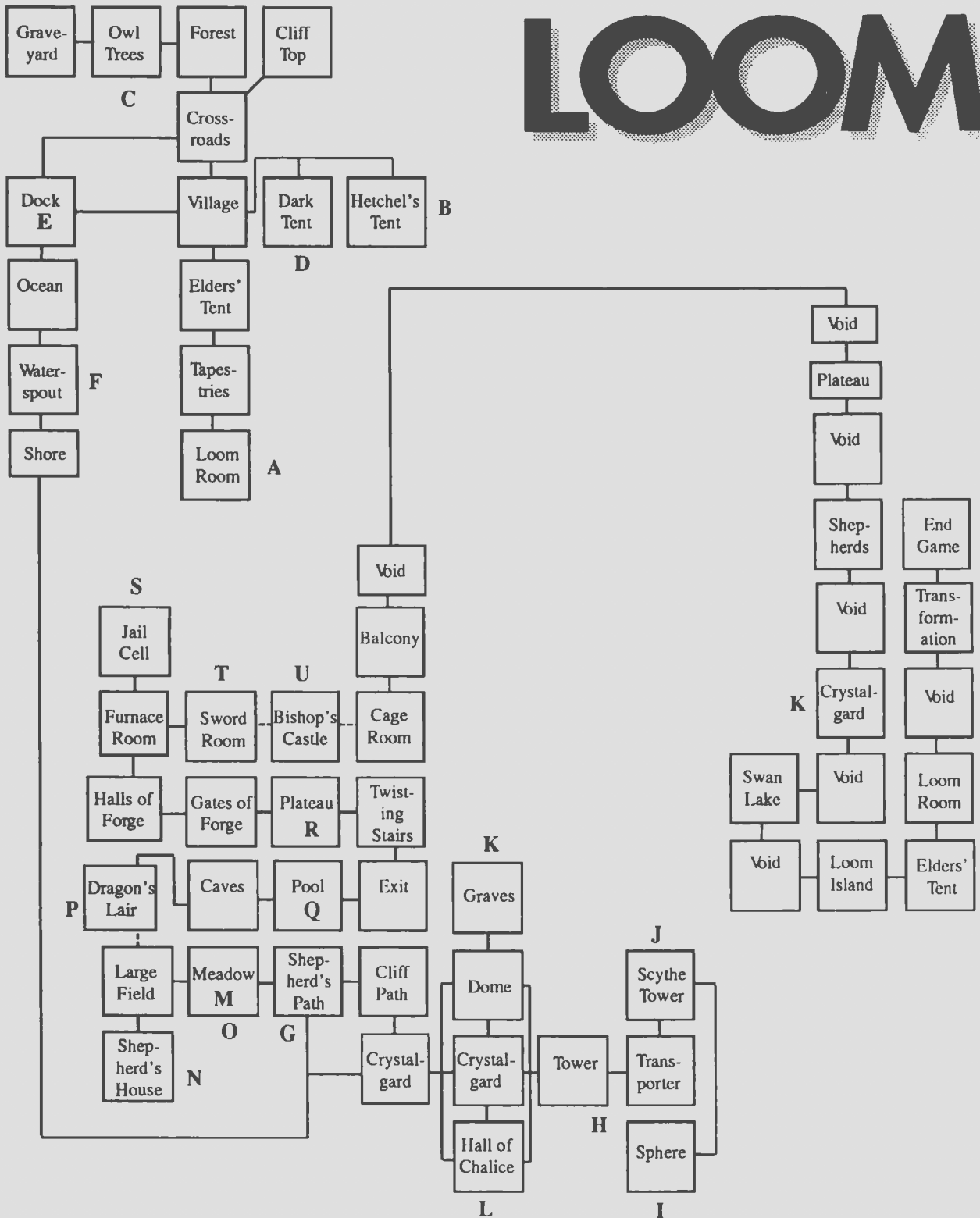
Crystalgard Again

Look at Goodmold and spin Healing on him (do so before he starts talking, or he'll die). Listen to story and more clues. Exit hole. Look at hole and spin Healing. Go west to next hole. Listen to Mother's story. Go west into next hole. Go east all the way to the loom.

Loom

Look at loom. Look at loom again and learn Draft of Silence. Look at Hetchel and spin Un-Tjmfodf. Look at loom again and learn Shaping Draft. Look at the cooked swan and spin Un-Shaping. Look at loom again and learn Draft of Un-Making. Look at feather. Look at loom and spin Un-Making on it. Enter hole. Look at self and spin Draft of Transcendence (back of Book).

LOOM



Map Key: Loom

A: Distaff, Egg
B: Dye Pot, Dyeing Draft, Cloth, Flask, Emptying Draft
C: Owls, Night Vision Draft
D: Wheel, Straw into Gold Draft

E: Clam, Un-Opening Draft
F: Twisting Draft
G: Shepherds, Invisibility Draft
H: Workers
I: Sphere, Terror Draft
J: Bell, Sharpening Draft
K: Goodmold

L: Chalice
M: Sleeping Draft
N: Lamb, Healing Draft
O: Sheep
P: Dragon, Gold, Straw
Q: Sphere, Reflection Draft
R: Rusty

S: Straw, Distaff
T: Sword
U: Distaff

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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