Tired of typing "go north" and "look behind desk"? This adaptation of Roger Zelazny's prize winning novel offers an unexpected change of pace. Instead of the need to explore, map, and collect objects, you interact with the characters—your brothers and sisters of royal blood in the fantasy land of Amber, who plot and fight among themselves in a swirl of plots and counter-plots. After waking up with amnesia in a contemporary California hospital, you must find your way to Amber, regain your memory and vie for the throne by gaining the confidence of the right people while outsmarting the treacherous ones.

The story is very linear, leading you from one scene to the next as you deal with the characters, so mapping is unnecessary. Almost all puzzles are solved by talking to people, and the parser understands a surprising array of unusual verbs, such as coax, wheedle, placate and others rarely found in an adventure's vocabulary. Graphics are often presented in an unusual style: The picture covers the left side of the screen with text on the right. Halfway through the story you must solve a visual (but not arcade-style) mini-game that consists of choosing various colored tiles to form a pattern. It's an offbeat logical puzzle set in an unorthodox adventure. Depending on how you interact with the other people, there are 40 different endings, some good and some bad—but only one (which this walkthrough reveals) is the optimal solution to the intermediate level game.

Nine Princes in Amber

The Walkthrough

Hospital Room
Iju man. Csfbl cast. Fydibohf clothes. Read chart. Leave. Go to Pleasantville.

You Meet Evelyn
Knock on door. Say hello. Gmbuufs her. Tvqqpsu her. Yes. Agree. Read books. Search desk. Answer phone. No. Corwin. Yes.

After She Leaves
Examine cards. Put cards. Smile. Bhsff. Uispx tubuvf. Shrug. Yes. Get in car. Agree. Ljmm Fsjd. Kill Eric. Yes.

Julian on Horseback
Wait. Get out of car. Pull Kvmjbo from ipstf. Take Julian iptubhf. Uisfbufo Julian. Ask Julian. Bhsff. Follow Random. Leave road.

Deirdre and Eric in the Clearing
Approach clearing. Sftdvf Deirdre. Go to Amber. Hp up Bncfs. Wait. Bmmz Fsjd. Agree. Follow Eric.

Random in Amber
Dpogftt. Ask for help. Take hand. Follow Deirdre. [Save] Walk pattern. (See below) Imagine Amber.

Royal Library with Julian and Eric
Examine clothes. Qjdl lock with sptf. Leave. Bmmz Kvmjbo. Bddfqu. No. Bhsff. Ljmm Eric. Take hand. Discuss plan. Kill Fsjd. Tvssfoefs. No. [Dungeon] Open door. Pqfo epps. Flee. Contact Efjsesf.

Deirdre's Chamber, Brand's Cell
Ufmm uif usvui. Contact Brand. Yes. Go to Brand. Tubc serpent in fzf. Enter tower. Stab guard. Tmbti chain. Take Brand. Walk shadow. Follow. Hello. Mjf. Wait. Ask Brand. Tubz.

Fiona's Contact
Bddfqu. Yes. Bmmz xjui Fiona. [Benedict] Yes. Yes.

Council Meeting at Palace
Tell bcpvu Csboe. Fyqmbjo about Brand. Accuse Cmfzt. Hp up cbuumf.

Walking the Pattern
The trick is to start two different colored paths to connect with the five squares, while using two other paths to get rid of pieces you can't use. Therefore, you should keep the latter pair headed in different directions. The danger lies in having all your paths pointed left, for example, and not having any matching pieces from which to choose. If you want to get on with the adventure and forget this mini-game, here's a step-by-step solution. Just type in these commands one at a time: 5, 2 white, 5 red, 4 blue, 3 blue, 5 blue, 3 black. (The path hits the first square.) 1 blue, 5 blue, 1 blue, 3 blue, 1 black, 3 black, 3 blue, 4 blue, 3 blue, 3 blue, 4 blue, 3 white, 2 white, 1 blue, 2 blue, 1 white, 5 white, 1 white, 3 white, 1 white, 3 blue, 3 black, 1 red, 1 white, 2 white. (Second square) Next: 2 white, 1 white, 1 white, 2 white, 1 white, 1 blue. (Third square) 2 black, 1 white, 1 black, 2 white, 2 white, 3 white, 3 white. (Fourth square) 2 white, 2 red, 4 white, 1 white, 4 white, 1 white, 5 white, 4 white, 1 white, 1 white. (Fifth and final square).

The Quest Buster's CODE

U se this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

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	