

Alien Mind

Somewhat reminiscent of the film *Aliens*, this fast-paced puzzler takes place on a space station several hundred years in the future, when a biologist friend asks you to help with an experiment on a pair of unhatched alien eggs that were just discovered. But when you get there, you find one egg has hatched and the alien has killed everyone but your friend, with whom you communicate via terminals scattered about the station. The robots and laboratory animals have all been reprogrammed by the alien to kill anything they see, so you must blast your way through the station level-by-level to find your friend and a way to wipe out the monster. Along the way you've got to round up keycards to unlock doors and First-aid kits to restore Health points. While this involves lots of combat (mouse, keyboard or joystick controls are available), the game is also packed with riddles, for you must unravel such a puzzler in order to operate each terminal. It's presented with aerial-view graphics that are quite colorful, and some of the scenes of carnage are almost too realistic. Good hand-eye coordination is as important as puzzle-solving here, and even those well-skilled in both will have their hands full.

Type: Science Fiction Action Role-playing

Skill Level: Intermediate

System: IIGS

Company: PBI Software

The Solution

This solution guides you to the terminal on each level and gives the answers to the riddles. It's up to you to pick up first aid kits, keycards and ammunition on the way (their locations are marked on the map). Conserve keycards and Health points, which you'll need desperately on the last level. The last three maps look different because these levels are actually in the ductwork of the space station rather than its main structure.

Level One

Go to the room

southeast of the Main Waiting Room, then to the lower right terminal (Visitor Control Terminal): `ufmfhsbn`. Go to the pulsating shaft chamber, then to the upper right terminal (Shaft Control System): `brvb`. Go to the Computer

Room, then to the lower right terminal (Main Computer System: `ibnnpdl`). Go to the Docking Terminal, then to the middle right terminal (Station One Control System): `sbejbujo`. Go to the southeast loop and get the elevator pass, then to the elevator and enter.

Level Two

Go to the Control Room Check in the station: `fmfwbups`. Go to the Tram Line Control Center, then to the far left terminal: `Kvez`. Go to the Captain's Cabin: `tjsfo`. Go to the southeast corner of floor and get the toolbox. Go to the elevator and enter.

Level Three

Go to Avery's sleeping quarters: `Cjpmphjtu ip!` Go to the Safety Deposit Chamber terminal: `DEFGHBC`. Go to the Biologists' Lounge: `mjhiu`. Go to the Visitors' Chamber. Get crowbar. Go to the grate (south hallway) and enter.

Level Four

Go to the Recreation Floor info terminal: `cjp-mbc`. Go to the Sportscasting terminal (top right terminal): `tpncsfsp`. Go to the Viewer terminal next to the private courts (middle



terminal): **hmbtt**. Go to the home stands and get remote control. Go to the stairways.

Level Five

Go to the Botanist Terminal in the main terrarium in the southwest wing (bottom terminal): **NDMYJW**. Go to the Test Tube Storage closet: **fbs**. Go to the Bio-lab terminal (southwest part of lab): **ufmftdpqf**. Go to the chute and enter.

Level Six

(See Map Key for a way of saving Health Points when destroying one of the mines.) Go to the Maintenance Clearance System: **Bumboujt**. Go to the next terminal as directed: **usbotju**. Get **hvo qbsu** in room to **opsui**. Go to the Shaft System Manager (near the south central shaft): **pbtjt**. Get the cable (southwest corner of floor). Go to the hatch and enter.

Level Seven

Go to Cargo Control Center: **ijf sphmzqijdt**. Go to the Inventory Station in the Blue Zone: **ebtfm**. Get **tfdpoe hvo qbsu** just to the **tpvui** of your location in the Blue Zone (you must destroy the stationary gun to get it.) Go to the Worker Communications module in Orange Zone: **bsl**. Get manual (north of Blue Zone). Go to the chute in Black Zone and enter.

Level Eight

Go to the Asbestos Suit closet: **bouijmm**. Go to the terminal southeast of the Southern Cross (Disposal Coordinator): **jhmpp**. Now get the final **hvo qbsu** northwest of this level's starting point. Get the battery pack. Go to the teleport terminal (southeast corner): **cmbdl ipmf**. Enter teleporter (which sends you back to Level Five).

End Game

Have at least 3,500 Health points when you enter teleporter, for you lose 300 each time alien hits you. You must hit him ten times with the Super Weapon, and with this many points you can stand toe-to-toe and shoot it out. (Don't move, or you may slip on bodies and get shot while trying to get up.) After killing it, get the serum from Avery and proceed quickly to the **tfdpoe fhh** so you can **ofvusbmjaf** it before it **ibudift**. Hurry, for your Health points start dropping in a countdown while you search for the egg.

Map Key: Alien Mind

S : Shield
F : First Aid
K : Key Card
C : Conductor
A : Ammo
Y or N: Do or do not enter these areas
Dark lines: Locked doors

Level One

1 : Visitor Control Terminal
2 : Shaft Control System Terminal
3 : Main Computer System Terminal
4 : Station One Control System Terminal
5 : Elevator Pass
6 : Elevator

Level Two

1 : Control Room Check Terminal
2 : Tram Line Control Center Terminal
3 : Captain's Cabin Terminal
4 : Toolbox
5 : Elevator

Level Three

1 : Avery's Sleeping Quarters Terminal
2 : Safety Deposit Chamber Terminal
3 : Biologists' Lounge Terminal
4 : Crowbar
5 : Grate

Level Four

1 : Recreation Floor Terminal
2 : Sportscasting Terminal
3 : Viewer Terminal
4 : Remote control
5 : Stairs Down

Level Five

1 : Botanists' Terminal
2 : Test Tube Storage Closet Terminal

3 : Bio-lab Terminal
4 : Chute
5 : Second egg

Level Six

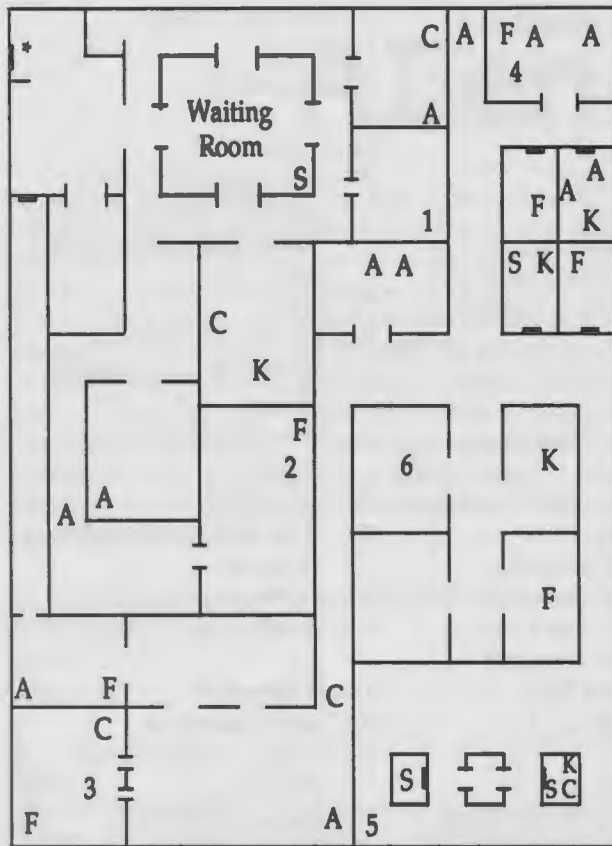
S*: Get this shield before going to 6 to avoid losing points when destroying mine.
** : Mine
K*: Key under Mine
1 : Maintenance Clearance System
2 : Next Terminal (as directed)
3 : Gun Part
4 : Shaft System Manager Terminal
5 : Cable
6 : Hatch

Level Seven

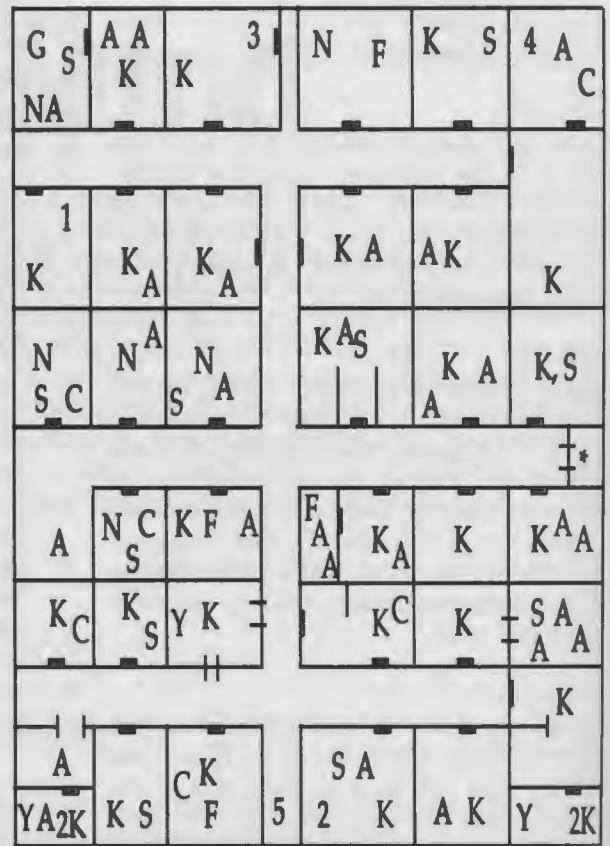
K*: Key under gun
1 : Cargo Control Center Terminal
2 : Inventory Station Terminal
3 : Gun Part
4 : Worker Communications Terminal
5 : Manual
6 : Chute

Level Eight

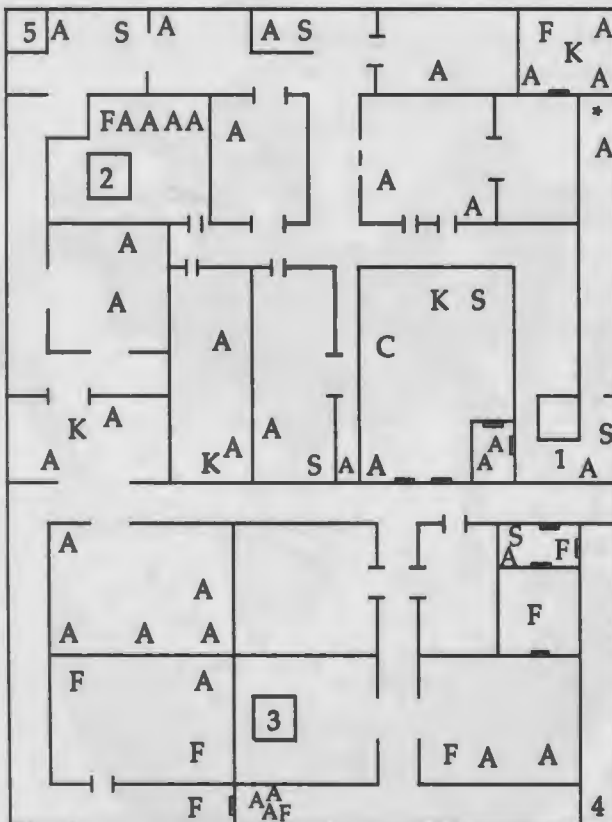
1 : Gun Part
2 : Asbestos Suit Close Terminal
3 : Southern Cross Terminal
4 : Battery Pack
5 : Teleport Terminal
6 : Teleporter



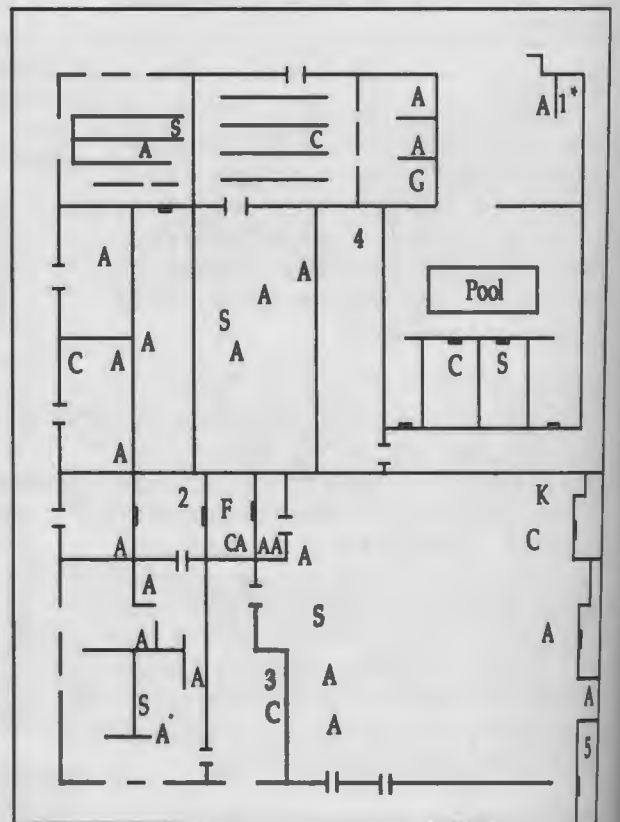
Level One



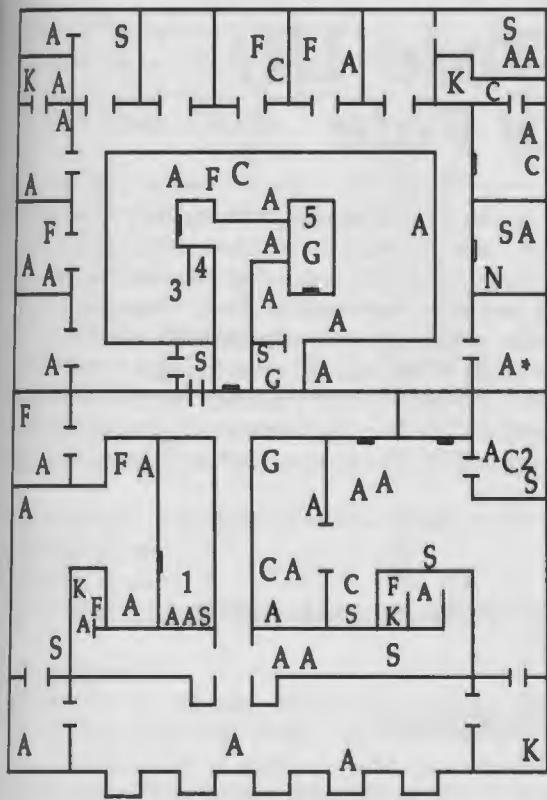
Level Three



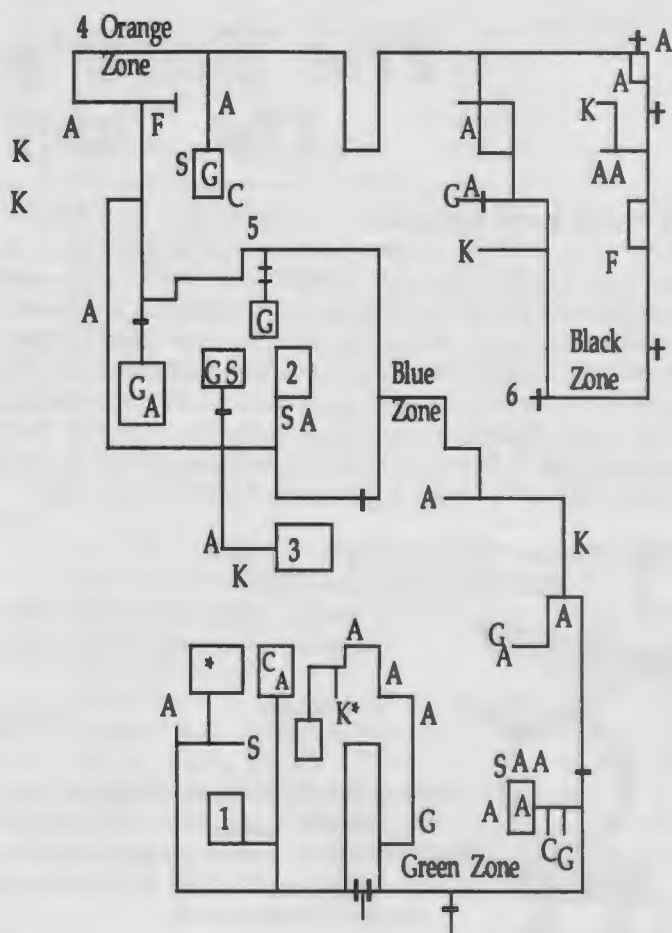
Level Two



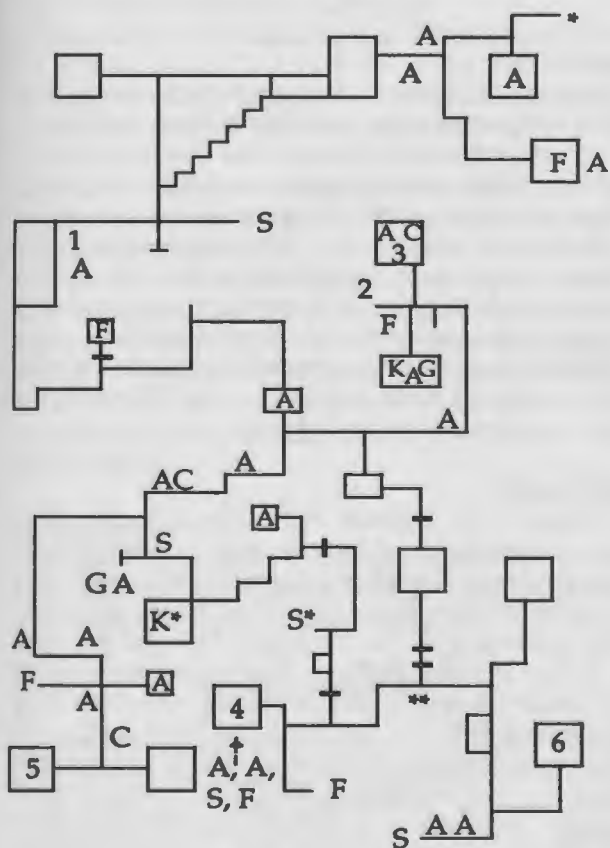
Level Four



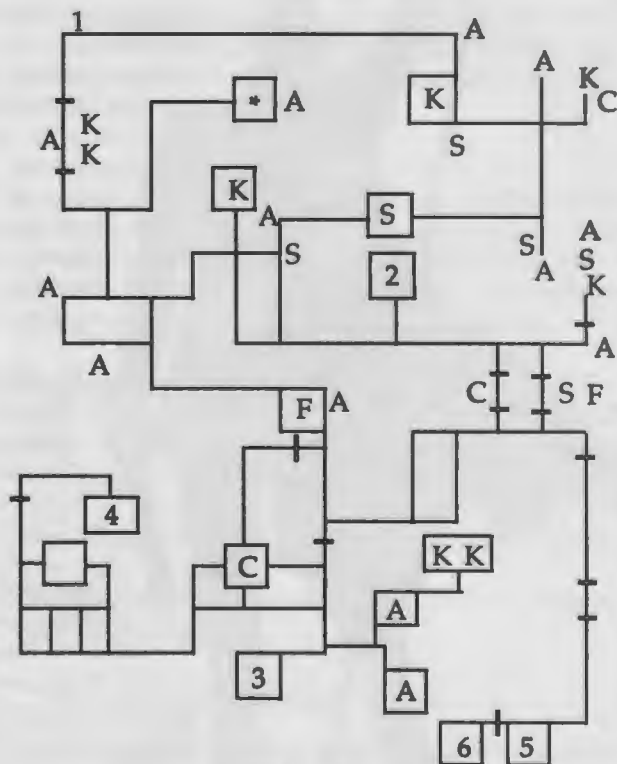
Level Five



Level Seven



Level Six



Level Eight

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.)