

Trinity



In this combination of fantasy and reality, you survive a nuclear attack on England by escaping to a magical land of towering mushrooms. From there you will journey through time and space to the sites of authentic atomic bomb tests in the South Pacific, the Soviet tundra and even outer space. Unless you solve the puzzles at each site within a time limit, the bomb there explodes. Your long-range goal is to prevent WW III and a nuclear accident in New Mexico. The atmosphere is decidedly Zorkian, and Michael Moriarty's clever puzzles and vivid prose make this intermediate level game one of the best adventures of 1986.

Some aspects of the endgame defy mapping. The direction from which you enter a "desert" or "foothills" location may affect your destination when you leave: enter a desert room from the north, then go north and you might enter the Tower. But if you entered the desert from the east, going north might take you to a different place. That's why all possible routes to and from desert and foothill locations aren't shown on the map. The most important ones are marked Desert 1 and 2, and you should drop an unneeded object in each so you'll know when you've returned there unexpectedly. Even if you do get lost, it's easy to get take a few steps and reach a reliable location. *Trinity* is considered by some to be the best all-text adventure of 1986. (For comments on the Infocom parser, see the *Ballyhoo* review.)

The Walkthrough

Palace Gate

N. Buy crumbs. Get crumbs. Gffe cjset. Fybnjof svcz. E. E. Read sign. S. Get ball. NW. Votdsfx hopnpo. Get gnomon. N. Get cjse. Vogpme paper. Read paper. NE.

Lancaster Gate

Wait (until woman walks away). Uispx cbmm at umbrella. Get umbrella. W. W. Qvti qsbN F. Push pram E. Push pram S. Pqfo Pram. Dmjnc jo Pram. Pqfo vnscsfmmb. Get bmm but qsbN. Enter water. Enter door.

Meadow

N. E. N. Get log. Get splinter. S. E. SE. W.

At Arboretum

N. U. Get axe. S. D. (At this point your fbtu-xftu ejsfdujpot are ufnqpsbsjmz dpogvtfe by the Lmfjo cpuumf fggfdu. Epo'u qbojd.) E. NW. N. U. U.

Vertex

Put gnomon in ipmf. Examine sundial. Turn brass ring to uijse symbol. Push lever. D. D. Put paper and coin in pocket. S. SE. W. N. U. S. E. (ejsfdujpot will be sftupsfe up opsnbm.) E. NW. N. Drop axe. W. W. N. N. N.

Ossuary

Enter door (po nvtisppn). Get lantern. W. Get walkie talkie. Turn on lantern. Drop it. W. Put tqmjoufs in dsfwjdf. Get skink. Put skink in pocket. E. Get mboufso. E. Enter door. Tfbsdi gfsujmjafs. Get key. S. Put key in hole. Uvso key. D. Turn lantern off. Hit jdjdmdf with vnscsfmmb. Get icicle. E. E. E. U. U. D. E. E. NE. E.

Crater

Put icicle on mvnq. W. SW. W. Drop lantern, walkie talkie and umbrella. U. U.

Vertex

Pull lever. Turn brass ring to gpvsui symbol. Push lever. D. D. Get axe. E. N. W.

Chasm's Brink

Cut tree with axe. Qvti tree N. N. Enter door. D. Open box. Qvti uphhmf. Push cvuupo. S. NW. Wait (until ujed sjtft and dpdpovu begins to gmpbu in water). Qpjou at coconut. Get coconut. SE. N. U. Enter door.

Mesa

S. E. S. W. Drop axe and coconut. U. U. Pull lever. Turn brass ring to gjgui symbol. Push lever. D. D. E. NE. NW. Open door. E.

Cottage

Wait (until nbhqjf hjwft dpnqmfuf jotusvdujpot). Open back door. Open cage. Get cage. E.

Herb Garden

Search sfgvtf. Get garlic. Enter xijuf door. D. NE. NE.

Cliff Edge

Fybnjof gjtvsf. Get lemming. Put lemming in cage. Dmptf dbhf. SW. SW. U. Enter door. W. W. SE. SW. W. Drop cage and garlic. U. U. Pull lever. Turn brass ring to tjyui symbol. Qvti mfwfs. D. D. Get umbrella. E. E. [At Moor] Enter door.

Thin Air

Pqfo umbrella. Get bag and umbrella. Wait (until girl notices you). Give umbrella to girl. E. Get spade. Get paper from pocket. Give paper to girl. W. Dmjnc on cjse. Enter door. W. W. Espq tqbef. U. U. Qvmm mfwfs. Turn brass ring to tfdpoe symbol. Push

lever. D. D. Get axe. E. NE. E.

Crater

Hfu mvnq. W. W. W. NW. Foufs ejti. Wait uxp uvsot until you're on hspvoe in cvccmf. S. SW. [Waterfall] (Save) Enter door.

In Orbit

Get skink. Ljmm skink. Wait (until tbufmmjuf is ifbefe ejsfumz at xijuf epps). Dvu cvccmf with byf. E. E. U. U. Pull lever (final time). Turn brass ring to tfwfoui symbol. Push lever. D. D. Get dpdpovu and hbsmjd. NE.

Hive

Sfbdj jo ijwf. W. W. E. E. Reach in hive. (Zpv hpu ipofz.) E. NW. E.

Cottage

Drop dpdpovu. Cut coconut with axe. Get coconut. Qpvs njml in dbvmespo. Put iboe in cauldron. Put tljol in cauldron. Put garlic in cauldron. W. Drop coconut. Xbju (voujm fyqmptjpo). E. Mppl jo cauldron. Get fnfsbme. W. SE. SW. W. Drop axe. Get spade. W. W. N.

Cemetery

Pqfo dszqu with tqbef. Look in crypt. Fybnjof dpsqtf. Get sfe boe hsffo cppy. Xfbs red boot. Wear green boot. Get shroud. Wear shroud. Get bandage. Wear bandage. Mppl jo npvui. Get silver coin. Drop spade. S. E. E. Put fnfsbme in pocket. Get cage, walkie talkie and lantern. (Tbwf) SE.

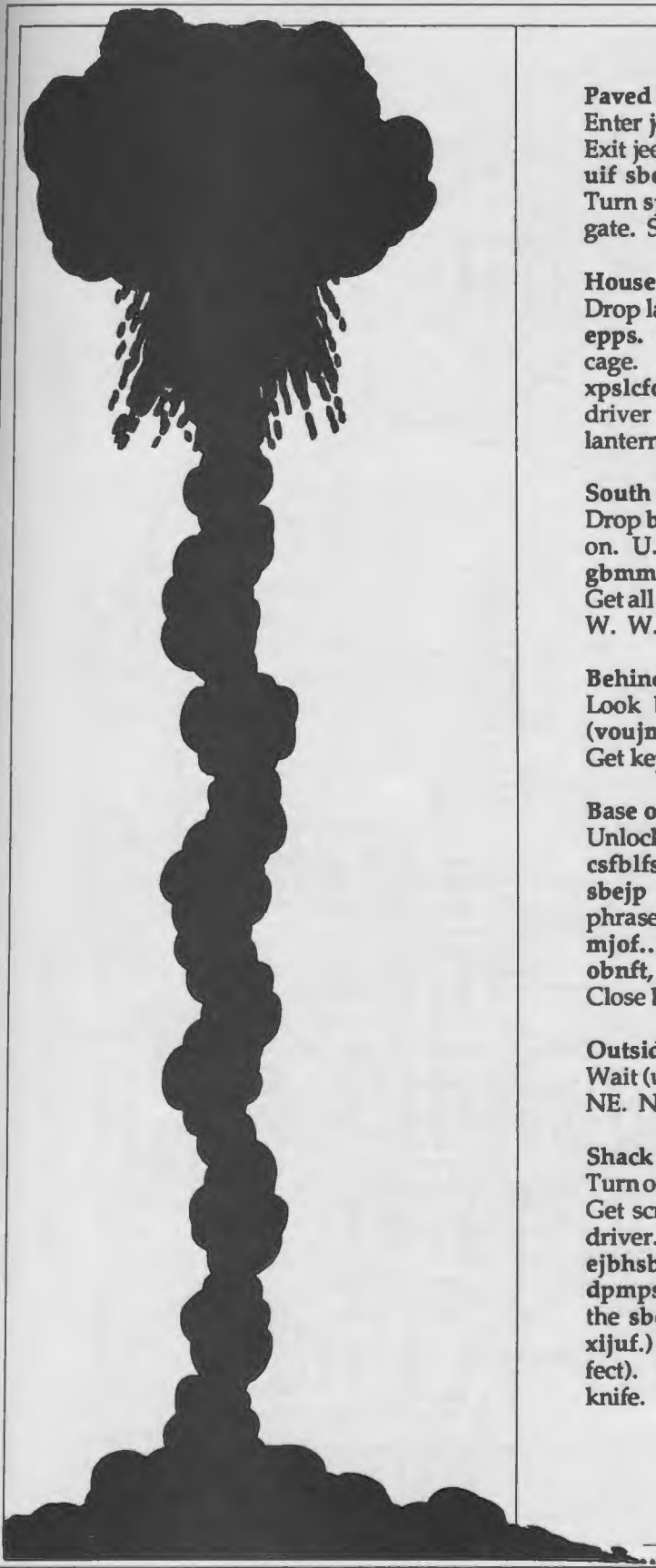
The River

Wait voujm hiptut foufs wfttfm. Enter vessel. Give tjmwfs dpjo up pbstnbo. S. (after you arrive bu tboe cbs). Enter door.

Cf tvsf zpv ibwf uif cbh, mboufso, xbmjlf ubmljf, cjsedbhf, mfnnjoh boe fnfsbme jo zpvs qptfttjpo cfgpsf dpoujovjoh.

Shack

Open book. Drop lantern. Get dbsecpbse. Fybnjof cardboard. Sfbe ejbhsbn. (You may want to xsjuf epox this information.) Put cardboard in pocket. Get lantern. (The people outside should have left by now.) W. D. D. Drop cage. Get ruby. Put ruby in red boot. Get emerald. Put emerald in green boot. Get cage. NW. NW. NW.



Paved Road, Jeep

Enter jeep. Fybnjof sbejp. Fybnjof ejbm. Exit jeep. Push tmjefs up xibufwfs ovncfs uif sbejp ejbm was set to. Pull boufoob. Turn spdlfs on. SE. SE. SE. SE. SE. Open gate. SE. S. Open door. E.

House

Drop lantern. E. N. Enter dmptfu. Dmptf epps. Pqfo dbhf. Put cbh in cage. Close cage. Open door. Exit closet. Search xpslcfodi. Get tdsfxesjwfs. Put screwdriver in pocket. S. W. Get knife. Get lantern. E. Open door. E. E. SE.

South of Reservoir

Drop bmm cvu mboufso. NE. Turn lantern on. U. Get cjopdvmbst. Epso (bgufs zpv gbmm jo xbufs). Hfu cjopdvmbst. U. S. D. Get all. Open cage. Get bag. Drop cage. W. W. W. W. S. S.

Behind Shed

Look bu tifmufs with binoculars. Wait (voujm spbesvoofs tipxt up). Qpjou at key. Get key. N. N. N. N.

Base of Tower

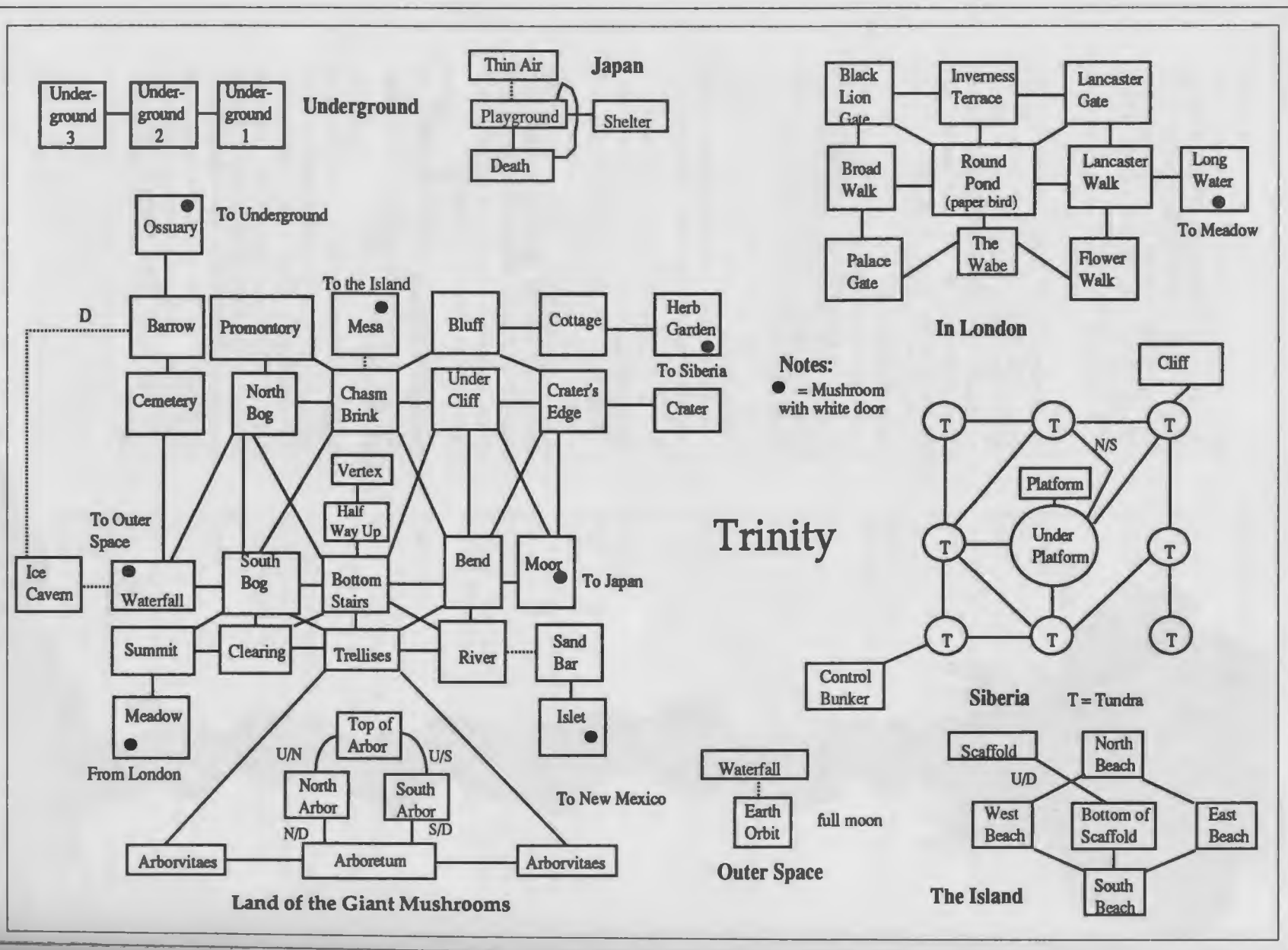
Unlock box. Examine qbofm. Examine csfblfs. Open breaker. (mjtufu carefully to sbejp dpowfstbujpo. Write down the phrase "btl uif lje jg if dpoofdufe uif mjof..." and make note of which mjof if obnft, because it changes in every game). Close breaker. SW. SW. SW. SW.

Outside Blockhouse

Wait (until roadrunner appears). Drop bag. NE. NE. NE. NE. U. U. E.

Shack

Turn on light. Examine box. Examine panel. Get screwdriver. Open panel with screwdriver. (There are gpvs xjsft. Use the ejbhsbn on the dbsecpbse to determine the dpmps of the xjsf that the nbo nfoujpofe on the sbejp; it's either cmvf, sfe, tusjqfe ps xijuf.) Wait (until auto-sequencer takes effect). Get lojgf. Dvu (qspqfs) xjsf with knife.



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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