

Tower of Myraglen

In this one-character swords and sorcery challenge, you're a knight who must enter a tower and retrieve a hidden medallion that will restore peace to the world. Besides ferreting out keys, solving puzzles and wiping out monsters, you also have to prove yourself good and pure in order to fulfill the mission. As the story unfolds, you're presented with decisions such as whether to steal gems, or give gold to the needy—choices that affect your potential for success. Combat is unimaginative, but the game is rich in well-designed riddles and puzzles, some of whose solutions involve manipulating music boxes, statues and other objects. Stereo sound effects enrich the vivid graphics, which show each room from an aerial view. The first role-playing game created exclusively for the IIGS, *Myraglen* offers pull-down menus for inventory management and common actions such as take. These features simplify game-play, which is well-balanced: not too easy, but not so hard you'll give up before completing the quest.

Type: Fantasy Role-playing

Skill Level: Intermediate

Systems: IIGS

Company: PBI Software

The Solution

Do not enter rooms labeled in boldface on the maps.

Level One

At (A), look toward mirror. Walk around the floor at (B) to find a scroll. At (C) you'll find a Jeweled Electrum Key. Look toward the fireplace at (D) when the clock strikes midnight to get a Gold Key. Avoid the Fire Room at (F). Don't take the statue at (G). You'll meet Apparitions at (H) and (I).

Level Two

At (A), Yell/Talk Gbejoh bxbz before getting to Gargoyle. Don't take the gold at (B). Apparitions are at (C) and (D). Yell/Talk Tfwsp Efwz Vovn to get the Platinum Key at (E), which is needed at (F). Avoid the sphere at (G). More Apparitions at (H).

Level Three

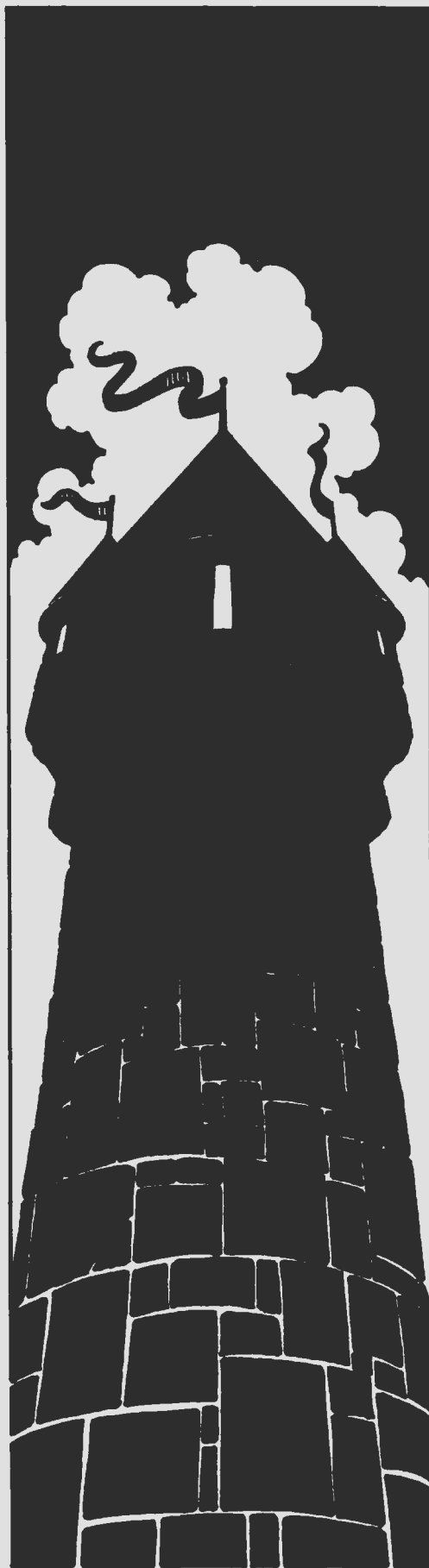
At (A), Yell/Talk Zft. After entering (B), go E, S, E, E, S, then East until entering (C). Go E, E, N, E, N, E, E and get the Jeweled Gold Key at (D). Get the Sea God Statue at (E).

Level Four

At (A), step on the squares when they're xijuf and you won't be harmed when uifz uvso cmbdl. Sit on throne (B), get Ring of Fire Resistance in exchange for Sea God Statue. Bwpje (C), the Indescribable Beast. At (D) is Fire. Avoid (E), a Dragon.

Level Five

More Apparitions at (A). Yell/Talk Ljoh at (B). Coffins turn to fire when you enter room (C). Give all your gold at (D).



Level Six

At (A), don't use the doors—go through hidden doors. Don't take the Scarab from the chest (B). Take from feeding trough (C) to get Mendalick's Beliefs. Avoid (D), the Room of Darkness. You'll find a Medallion at (E). Avoid Gorgons at (F).

Level Seven

Get the Jeweled Copper Key (A) and the Jeweled Music Box (B). Stay next to the Jotjef xbm at (C) to enter Teleporter with minimal combat.

Level Eight

Get the Jeweled Silver Key (A). At (B), hjwf bmm gold (take all gold from level before going to next level). Get the Jeweled Platinum Key (C).

Level Nine

Go straight to the stairs to Level Ten. At (A) you need the gjwf Kfxmf Lfzt and Mendalick's Beliefs.

Level Ten

At (A) you need the Nvtjd Cpy to pacify the Dragon. Go directly to (D) and Yell/Talk No. Then go straight to (E). Take Medallion. Answer No, No, Yes. (Fire is at (B), white/black squares at (C).)

Map Key: Tower of Myraglen

Level One

- A: Mirror
- B: Scroll
- C: Electrum Key
- D: Gold Key (at midnight)
- E: Need Gold Key
- F: Fire Room (avoid)
- G: Statue (don't take)
- H & I: Apparitions

Level Two

- A: Near Gargoyle
- B: Gold (don't take)
- C & D: Apparitions
- E: Platinum Key
- F: Need Platinum Key
- G: Sphere (avoid)
- H: Apparitions

Level Three

- A: Yell/Talk Zft
- B: Entrance
- C: Entrance
- D: Jeweled Gold Key
- E: Sea God Statue

Level Four

- A: White/black squares
- B: Throne, Ring of Fire Resistance
- C: Indescribable Beast (avoid)
- D: Fire (avoid)
- E: Dragon (avoid)

Level Five

- A: Apparitions
- B: Ljoh
- C: Coffins
- D: Give all your gold

Level Six

- A: Hidden doors
- B: Scarab in chest (don't take)
- C: Feeding trough, Mendalick's Beliefs
- D: Room of Darkness (avoid)
- E: Medallion
- F: Gorgons (avoid)

Level Seven

- A: Jeweled Copper Key
- B: Jeweled Music Box
- C: Teleporter

Level Eight

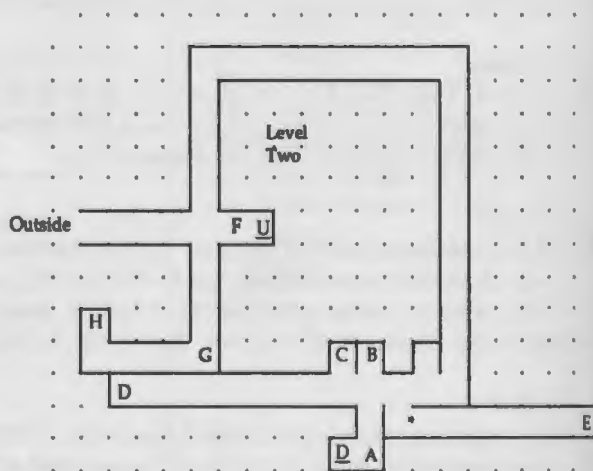
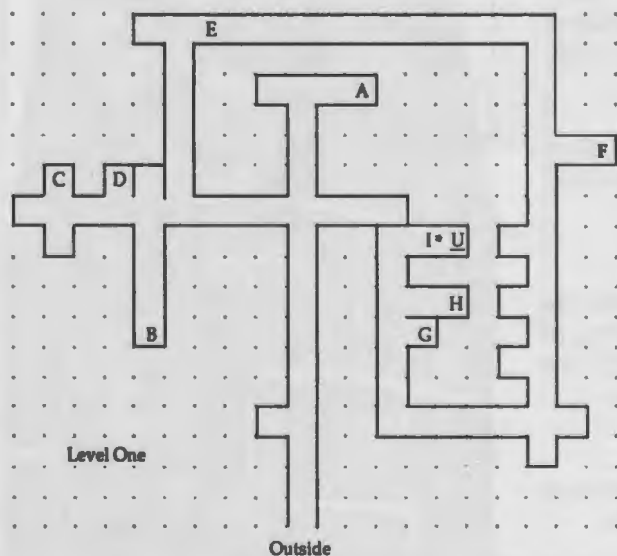
- A: Jeweled Silver Key
- B: Give all gold
- C: Jeweled Platinum Key

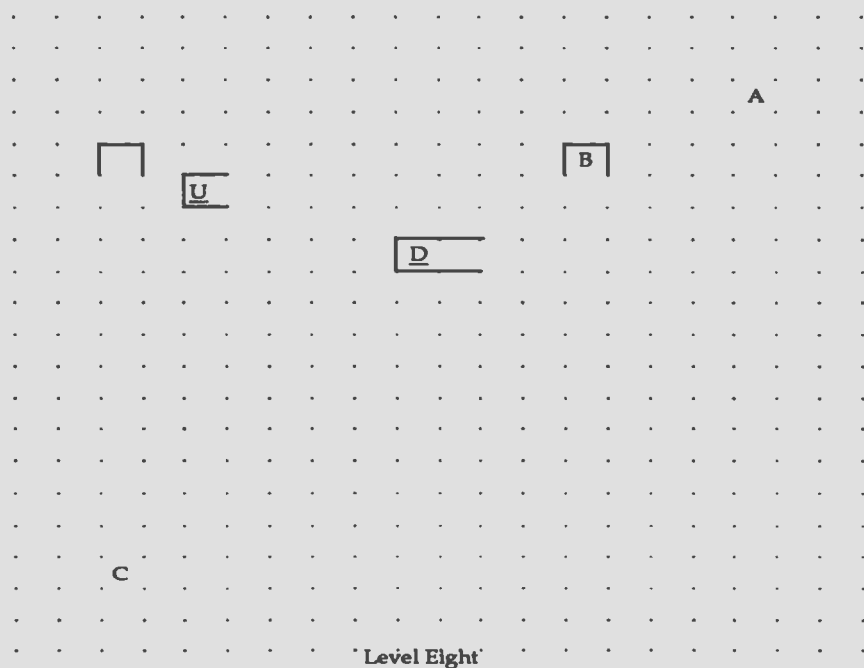
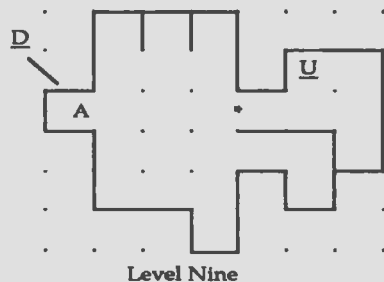
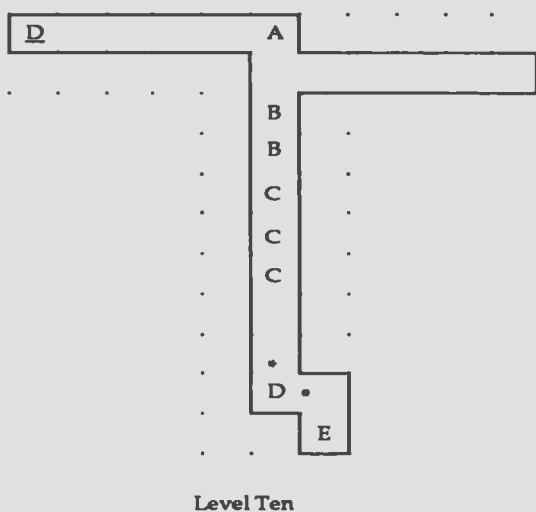
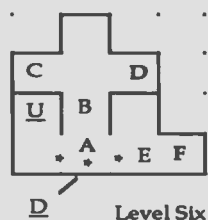
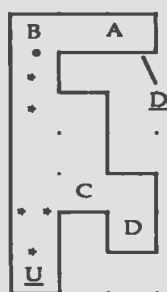
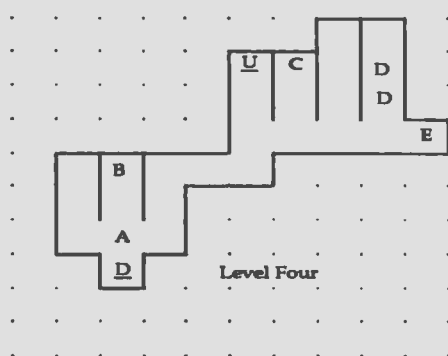
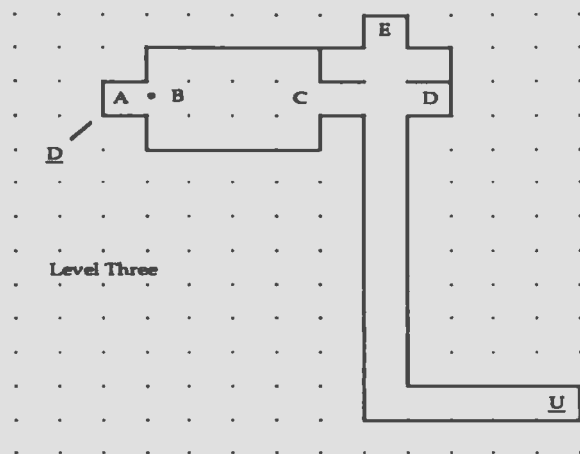
Level Nine

- A: Need the five Jeweled Keys and Mendalick's Beliefs

Level Ten

- A: Dragon (need Music Box)
- B: Fire (avoid)
- C: White/black squares
- D: Yell/talk No
- E: Medallion





Key
U = Up
D = Down
 * = Door disguised as wall
 • = Door appears after correct answer

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.)