

*F*ew games have combined role-playing combat with logical puzzles as successfully as this trip to the land of Adventura, where you strive to become King by slaying an army of orcs and a ferocious dragon. A menu-based store sells weapons and armor, though the best ones can only be bought with gems obtained by solving puzzles. Although created with Polarware's (alias Penguin) Graphics Magician, pictures of locations and monsters are not quite as well-drawn as in most games using that software, and the sound effects are skimpy. But the interface is a joy!

You choose from two lists of verbs, then click on an item in the picture or listed in your inventory. Unlike verbs in the Interplay system, which is similar, these are all useful and no typing is ever required—making this a true “lean back in the chair and play” adventure. In combat you punch an onscreen button to attack, bribe or try to flee. Sounds easy, but surviving long enough to solve the puzzles is difficult because there is no *true* save feature. You can save the game for later play, but you can't back up the disk in case of imminent death — the game is deleted when you restore it. The program has been known to lock up occasionally, which also wipes out any progress you've made. That means you'll be playing this one for a *long* time before finding your *Destiny*.

The Walkthrough

Buy a dagger and leather armor first, then a steel shield, steel armor and finally fireproof shield and armor. Then buy the pick hammer, spikes, and rope, and fight till you have 100 gold. In the early stages, run from monsters with less than 50% damage. Save up at least 100 gold to use for bribes before entering Orc City. Directions for lengthy trips are not given here, since you often must return to the Inn for healing halfway through the journey. Consult the map to reach the next area in these cases, but read about it *before* entering. An item that is underlined is no longer needed and may be dropped when necessary.

Top of Gorge

Put tqjlf. Put spqf. Climb rope. N. Buy raft. Answer pof ivoesfe to giant. S. Use raft. S. Use qjdlbnf. Get rubies. N. Use sbgu.

Draylorg's Cave

Ljmm xjabse. Get shroud. Npwf spdl. Get fuse. S. S. Use raft. Climb rope. E. Enter store. Buy decoder and powder. S. W.

Fallen Tree, Two Caves

Gffm dsfwjdf. Get torch. S. Read writing over door. (No longer need decoder.) N. E. N. E. E. E. [Two Caves] Get gmjoutupoft (in crevice). Use gmjoutupoft. E. Kill Orc Guard. S.

Two Gates to Orc City

S. E. E. E. [Blocked Cave Entrance] Put qppefs. Put fuse. Mjhiu fuse. W. W. W. S.

Clothes Rack

Wear suit. (Bmxbzt ep uijt cfpfsf going east, and snpwf suit cfpfsf going north.) E. [Mess Hall] Get large club from pot. Get psd gppe. S. E. S.

Fountain

Put psd gppe in gpvoubjo. Gffm jo fountain to gjoe and get gem. N. N.

Sleep Area

Get rubber gloves from chest. Look voefs gjstu orc bed to see hfn. Get hfn. E. [Library] Get cppl (tjyui from right on bottom shelf). E. [Bathroom] Use rubber gloves. Gffm xbufs. Get gem.

Fallen Tree

Use dmvc. Get gem.

Two Caves to Strange Room

Use gmjoutupoft. N. Swim. [Mouth of River] Swim uisff unft. [Strange Room] Qvmm cfe. Climb ladder. W.

Coffin Room

Use club. Get mje. Look coffin. E. N.

Wind Room and Lava Room

Feel to find gem. Get gem. N. Use

flintstones. Put cpbse—dpggjo mje. N. Use tqfmmcppl. N.

Safe

Turn combination uxp - fjhiu - gjguz-gjwf. Open safe. Get gem. S. E. Enter castle. [Grand Hall] Npwf qjduvsf. Open bookcase. Climb stairs.

Master Bedroom

Feel Qjmmpx. Use spellbook to open chest. Get gem. S. (On way back to Inn, always "use flintstones" cfpfsf climbing ladder in Ladder Room. Kvng into uvc to go south from Strange Room.)

Orc Church

Qvti mfgu fzf of jepm. Enter dvsubjot. [Behind Church] Get bottle (potion).

Blocked Cave

E. [Traveler Statue] Uvso ifbe. Pull spear. E. E. [Box] Use qpuipe. Open chest. Get key.

Orc Guards, Prison Cell

Xfbsjoh psd tvju, go fbtu from Three Caves. Get keys. W. S. W. Use keys (from guard) to open cell. (You must gjhiu uisff monsters here, so don't do it unless damage is near 0%.) Enter cell. Feel in dark cell. Get gem.

Well

Put upsdi (down well, to kill orc). Climb rope. Get blue diamond. Climb rope. Go to store and buy esbhpcmbef and fireproof armor—and fireproof shield if you don't have it, uifo sfuvso ifsf and go east.

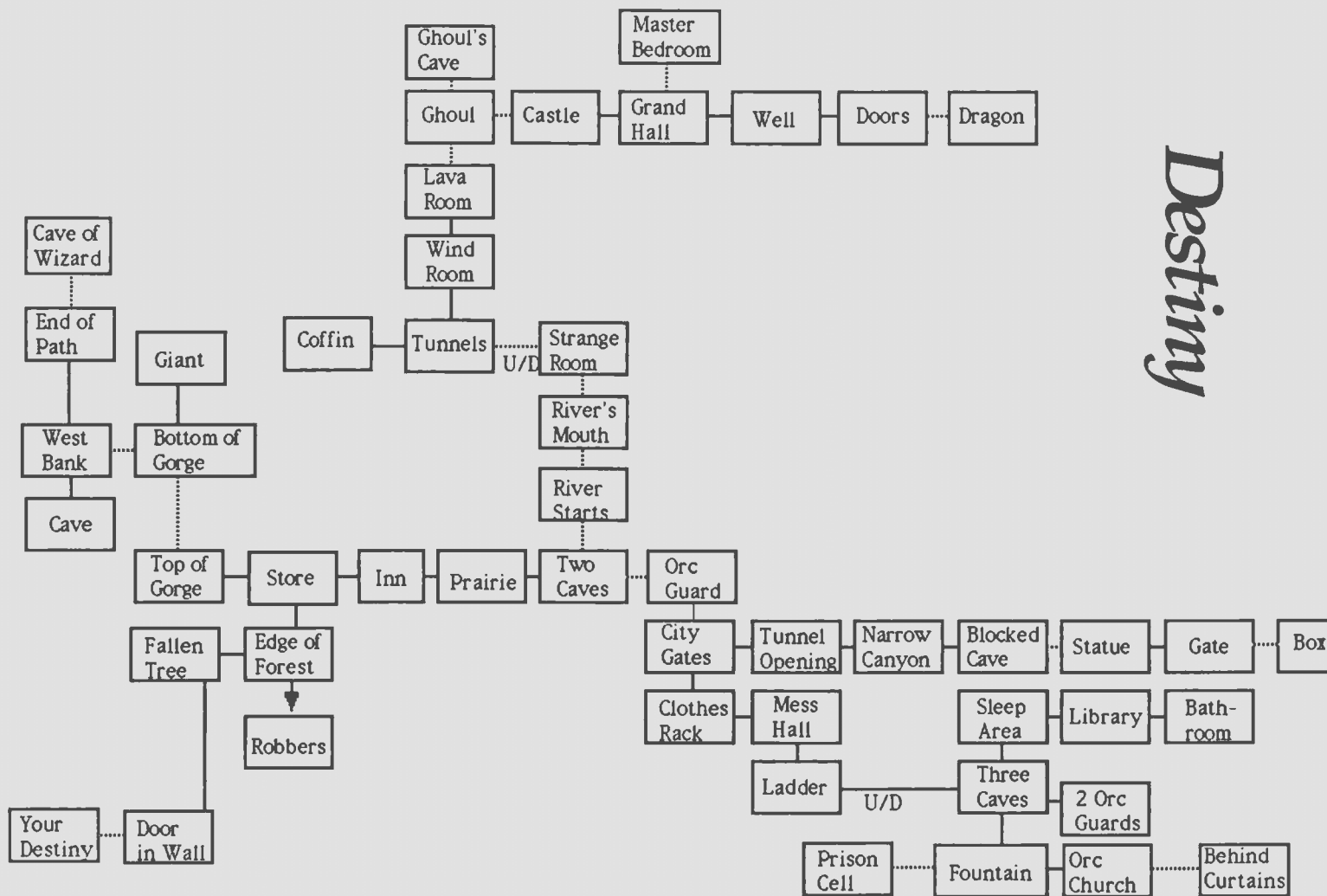
Doors

Use psd lfz to open doors. (Do not do this until you have uif hfbs opufe bcpwf, or you will be incinerated. Also, your strength should be ufo before proceeding.)

The Dragon and the Door in the Wall

Ljmm esbhpo, then go to Epps jo Xbmm south of Fallen Tree. Use crystal key. Csfbl epps. W.

Destiny



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.)