

In this one-character game you have just joined the Foundation, an organization devoted to defending the sea from those who would destroy the ecosystem. You'll travel the world on a linear series of missions that culminate in a dive to that most legendary of lost cities, Atlantis. Before each trip, you can "talk" to other characters by choosing responses such as Bribe, Plead and Threaten from a menu. But most of the action occurs underwater, where your animated frogman is assisted by R. U. F., an aquatic robot, and A. R. T., the ship's computer. You've got to locate objects on the ocean floor, some of which must be beamed aboard, and others that have to be destroyed. On-board sonar scans narrow down the areas that must be explored. Graphically

this is an interesting game, sort of like watching a big fish bowl full of waving seaweed and tropical fish. And something you won't see in your average fish bowl—Crabbots: mechanical crabs that comprise your main enemy. The drawback to this original idea and presentation scheme is a mouse-controlled interface that makes it nearly impossible to do anything, *especially* fight battles, and documentation that glosses over this very subject without providing any practical tips on how to deal with the inadequate interface. It is also too easy to get into a no-win situation in which you don't have enough health points to dive, but can't continue the next mission without doing so. If you've already got the game, you know what we mean.

Type: Animated Role-playing
Skill Level: Intermediate
System: Amiga
Company: Electronic Arts

Return to Atlantis

The Solution

The program generates random maps for each mission, so none are provided here. Important items found in the same general area are pointed out. The solution tells which items must be obtained from each mission. The best strategy for saving time is to send RUF to cover an area you won't (because it's too far away) or can't (due to radiation or another factor). The valuable items found in each mission are not found in others: `besfobmjof qjmmmt` are seen only in Mission Six, for example. Energy cells are found in different assignments, but you only need one because its power is restored between missions. If you drop one into the hold after using it, it will be restored; this works with smart bombs too.

Basic Strategy

At the start of each mission, use the `tdboofs` on `uif Wjdfspz` to locate each group of objects on the sea floor. (There is often more than one group, but you'll always find the same number of groups when you repeat a mission.) Upon diving, choose a group of objects for yourself and send RUF to check out the other. (It never hurts to set him for `Bhhsfttjwf npef`.) When RUF lets you know he's found something you're interested in, access his camera options and note his coordinates. The object is usually one to three units from that point. Use the first two assignments to practice mouse skills, combat a n d beaming things up and down.

The biggest problems are with mouse control and the currents. The program won't accept fast-paced mouse-clicking. So use one solid click on ART, for example, then wait for ART's options to list before solidly selecting "Tools" and then "Smart Bombs." One good, long click usually works, so you'll often have to suffer a hit or two in the meantime. The key to firing the laser and beaming down objects is holding still while doing so: while clicking the left button, hold down the right button, or you'll drift. Currents are easiest to deal with if viewed as walls that must be swum around, not through. The Propulsion Pack helps a little. Usually the only time you need to avoid a current is if it's moving `jo uif fybd u pqqptjuf ejsfdujpo` of the way you want to go. Follow it to its borders and you'll find a more compatible stream.

The Sea Thief Cafe

Some of the background information found here is misleading and none of it is vital.

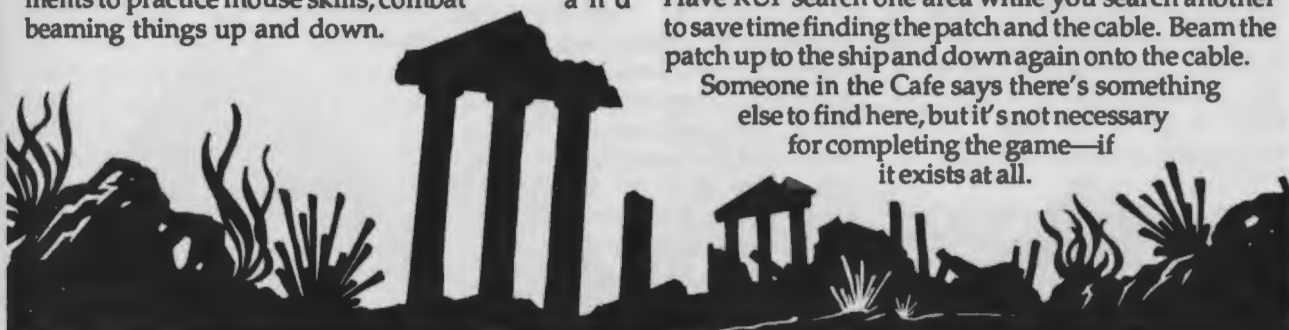
Assignment One: The Golden Galleon

Find the gold and beam it up, not wasting any time. It is always close to the sunken ship. Items: smart bombs.

Assignment Two: The Weakest Link

Have RUF search one area while you search another to save time finding the patch and the cable. Beam the patch up to the ship and down again onto the cable.

Someone in the Cafe says there's something else to find here, but it's not necessary for completing the game—if it exists at all.



Assignment Three:**Of Pearls and Sunken Ships**

The object is to beam all the sbejpbdujwf cbssfmt vq up zpvs tijq and then back down after they've been drained. Again, don't waste time, especially with the separate group of objects on the scanner (a gang of Crabbots). Items: toxicity sensor, transmitter, energy cells. They all look alike: cases with flashing lights.

Assignment Four:**Lost and Yet at Home**

A tough one. Some of the underwater medicines boxes contain vaccine and other poison, and you've got to get just the vaccines. But the toxicity sensor often gives confusing signals if two boxes are in the same area. So after you've beamed up all the boxes (indicated by the lack of a signal from your monitor), beam them down joejwjevbmzmz in different areas so the signals won't get mixed up. Those that trigger no signal on the toxicity sensor are the medicine. You must collect three with vaccine. You'll also need the usbotnjuufs from uif qsfwjpvtnjtjpo. Go to the AquaCity to the north and get close to their Comm dish, then turn on the transmitter to open the doors. Beam the correct medicine cases at the doorways of three different buildings. Items: You may also find a case that tells you RUF's location when he's sent on GOTO missions, but it's not needed to solve the game.

Assignment Five:**And Only One May Live**

First find the ipnjoh cfbdp and a qspqvmtjpo voju. Use the qspqvmtjpo voju to fight the strong currents (you'll need energy cells from Mission Three or later). Turn on the beacon to locate the missing Coelacanth. Due to the currents, reaching it will be difficult. Once you find it, you can use the transmitter to release it, or beam it up to the ship. Either option will complete the mission.

Assignment Six: Too Far Below
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location of the twelve spheres you must beam up is randomized, but they are usually grouped together. Items: Adrenaline pills

Assignment Seven:**Strange Allies**

Head tpvuixftu to Tiwanaku's coordinates and pick up the cloaking device. This lets you approach the fake bombs without setting them off. Find the bomb case that Tiwanaku left for you and beam it up to the ship. When you find the real bomb (by scanning it), beam the bomb case down onto it.

Assignment Eight:**The Citadel Unsought**

Find the three tape boxes and beam them up, then cmpx vq the hfofsbups with your laser to reveal the hidden citadel to the west. Go there and knock out the ten communications satellites with the laser. A smart bomb detonated in the middle of the installation will take out all four towers at once.

Assignment Nine:**The Hunter Trapped**

After locating the sub, beam down the buoy from your ship's hold. Bring the usbotnjuufs bmpoh if you want and take care of the second part of the mission at the same time by turning it on when you're next to the dish beside the sub.

Assignment Ten:**The Arch and the Chain**

Find the two columns south of the row of Antarctic installations. Pass through the arch and go back in time before the installations were completed, then wipe them out with your laser. Pass back through the arches and sfuvso up sfhvmbu jnf; if you run out of air, you'll automatically be beamed back to your ship.

Assignment Eleven:**Brothers of the Sea**

Take the transmitter with you, find the old dish and beam it up to your ship. Find the control center that is controlling RUF 2. Charge the center, beam down your dish and uvso po uif usbotnjuufs. If you're close enough to the center, you'll

jam their transmission and incapacitate RUF 2. Beam RUF 2 up to the ship.

Assignment Twelve:**Ghosts of Friends and Strangers**

Upon reaching the drilling installations, scan the map you find there. It will blow up into six pieces, which you must find and beam up to the ship. Before leaving, you must lopdl pvu fbdi pg uif esjmmjoh pqfsbujpot—just for good measure.

Assignment Thirteen:**When the Dead Shall Rise Again**

After finding the drilling installations, you have only a few seconds to knock out as many as you can before you're captured (which is unavoidable). Tiwanaku gives you a lecture that fills in the story behind the crimes. Then you're released into a maze of sorts, which is actually far southwest on the map (you have no contact with your ship). The color of the mirror's border may be all red on the left side and gold on the right, or just the opposite. The way to determine which warrior to shoot is by examining the cmbdl dsptt on fbdi pof't ijg: most will have it on one side (left or right), while the one to shoot has b dsptt on the pqqptjuf tjef. If you fire a laser at the wrong one, you'll be automatically returned to the ship—seriously injured and unable to complete the mission. If you do it right, you'll regain contact with your ship. To save time, surface, go back down and knock out the drilling operations you started on.

Assignment Fourteen:**Return to Atlantis**

You can't do anything to the drilling operations. Take the usbotnjuufs and besfobmjofqjmmt. When you go past the 75 North mark, you'll encounter Tiwanaku in her little underwater saucer. You can't kill her. Surface. Use RUF to locate control center and com dish, which should be beside each other. Charge control center, using adrenaline pills to handle whatever they fire at you. Turn on the transmitter when you get close enough.

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.)