

SPELLCASTING 101

SORCERERS GET ALL THE GIRLS

Type: Graphic Adventure

Difficulty: Intermediate

Systems: MSDOS (512K required, hard disk recommended, mouse optional; CGA, EGA, 16-color VGA & MCGA; Ad Lib, Roland, Realsound)

Company: Legend / MicroProse

Infocom veteran Steve Meretzky, whose *Planetfall* and *Leather Goddesses of Phobos* rank among the classics of all-text adventuring, has written one of his wackiest yet. *Spellcasting 101* is about a would-be wizard who gropes his way through Sorcery University and, via a magical surfboard, travels to looney places like The Island Where Time Runs Backwards to solve even loonier puzzles. Divided into chapters that give the feel of true interactive fiction, *Spellcasting* is illustrated with dazzling graphics that are brought to life through a variety of entertaining sound effects and music. The point-and-click interface, designed by another Infocom veteran, Bob Bates, is the best in the business. You can also type in sentences, as in an all-text game, and turn off the pictures if you long for the old days. The puzzles and warped sense of humor are pure Meretzky madness. This was Legend Software's first game. It became an instant hit and is highly recommended.



Walkthrough

This solution was based on the game's naughty mode, but can be used with nice mode as well. On the maps, you'll see lines that extend from locations on the various islands; these indicate your point of arrival when traveling there on the surfboard.

Port Gekko

Naughty. Verbose. Open desk. Get note, application, hay. Open left window. Open right window. Get application. Throw hay out left window. Jump out left window. (Alternate method: go N from bedchamber. Open door. Get potty. Open grate. D.)

Get flat rock. Get key. Push beancounter. Get key. Unlock door with key. Open door. W. Get overalls. Wear overalls. E E.

Sorcerer U.

Get in line. Wait. Wait. (You must answer three questions by consulting the registration form in the game package.) Get newspaper. Read news. Read arts. Read sports. Read editorial. (You can now attend your classes according to your schedule, but they're not necessary. *Spellcasting 101*, however, is interesting and introduces the game's magic system, so that class should be attended.) Then go to Meltingwolf Hall.

Meltingwolf Hall

Wait several turns so you can read the information. Cast the *Bip* spell when the professor asks you to do so. You should read the newspaper every day to see that something is going wrong. It takes a few days in game time for the school to be attacked, so after doing the following necessary tasks at the **Fraternity Parties** and **Dinner with Tickingclock**, wait around or explore until this happens. A few notes on time: you should sleep after 10 p.m., which will take you to about 8 a.m. the next morning. The two fraternity parties don't start until 8 p.m., and you should have dinner with Professor Tickingclock in his suite when he says to do so. (Remember to sleep and save your game often.)

Go to the Professor's Office, and he'll tell you about dinner tomorrow night at 7:30. Go to the Library and read sign. Examine statuette. Get popular book. Read it. D W SW (to Tappa Kegga Bru). Wait until 8:00.

Fraternity Parties

(Tappa Kegga Bru) Look. Wait. (You'll get *Skonn* spell box.) Open box. Read spell book. NE NW (I Phelta Thi). Wait. (Gretchen approaches.) SE S E (Your Room). Put Gretchen on bed. Make love to Gretchen. Search Gretchen. Sleep. Get all. Read note. W SW (Boat Dock). Unlock door with key. Open door. NW (President's House). Get box. Open box. Read spell book (*Frimp* spell). Examine case. Examine appliance. SE E (Frogkisser Hall) NE. (Spellcasting 101 class) Keep waiting until class is over. Cast *Bip* spell when asked. W (Bat Guano Hall). Get newspaper. Read news. Read arts. Read sports. Read editorial. Wait until 4:00. Wait until 7:15. S U.

Dinner with Tickingclock

Sit. Eat pheasant. Drink wine. Examine surfboard. Make love to Hillary. E.

Wait until 10:30. Sleep. Get all. W N. Get newspaper. Read news. Read arts. Read sports. Read editorial. E U. *9k4nn 9t1t52t2*. Climb *9t1t52t2*. Get box. Open box. Read spell book (*Kabbul* spell). D D SW SW. Wait until 3:00. (School is attacked. Read everything carefully; you are now alone on campus.) Get all. NW SE E NE E.

Simulation Lab (After Attack)

Sit in chair. (This will take you to the spellcasting practice simulation. You will notice three new spells in your spell book and a sword in your inventory. If you have tried the simulation before the school is attacked, it is treated as a school exercise; when you come out of it, you will be graded, but the spells will be gone. After the attack, there is no one around to grade you, and you will keep the three new spells. If you don't follow these steps exactly, because you look at other things or read your spell book, you won't have time to do everything. If that happens, stand up and sit down again.) *Gub* tree. *Zem* me. S. Kill dragon with sword. *Vai* ivy. U. Pull lever. Open chains. Open trap door. W. *Frimp* trap door. Open trap door. D.

Maize Rooms

Map the rooms by the letters on the walls, then follow the path that spells "This way out," which is SE S E E SW W S W W D. Get box. Open box. Read spell book (*Dispar* spell). U NE N N N U SW U.

Getting and Using the Surfboard

Dispar surfboard. Get surfboard. Get box. Open box. Read spell book (*Blubba* spell). On the surfboard are a left dial, which can be set to numbers from 1 to 15, and a right dial with animal names on it. These correspond to the Fizzbottle Ocean Map in the game package. By turning the two dials to coordinates matching a location on the map, standing on the board in water, and pressing the red button, you can travel to the six other areas needed to complete the game. D SW. Save.

Island of Lost Soles/Souls

Put surfboard in water. Stand on board. Turn left dial to 6. Turn right dial to tick. Press button. Wait. Wait. (You will land on the island.) Read sign. (The object of this sequence is to use the *Kabbul* spell to restore the eighty lost souls to their former human forms. Almost every object on the island is a lost soul, and their descriptions give clues to the people's real names. Some are obvious; others, difficult. If you get stuck, wait and a nymph will appear to give you a little help.)

Meadow. *Kabbul* Blaise, Charlotte, Charlie, Bernie, Bea (or Ashby). NE.

Forest. *Kabbul* Dawn, Woodrow, Gail, Leif, Ernest, Wolfgang, Robin. S.

West of House. *Kabbul* Jim, Peg, Jack, Carmen, Mikey, Belle, Matt, Dolly. S.

Riverside. *Kabbul* Bridget, Brooke, Sandford, Clifford, Rod, Barb. N. Open door. E.

Living Room. Examine pedestal. Open safe. *Kabbul* Kitty, Adlai, Ty, Adam, Buck, Penny, Jules.

Read statement. *Kabbul* Nicholas. Read document. *Kabbul* Wilhelm, Willie, Wilma, Wilbur, William, Wilton, Pierre, Will. Inventory. E.

Kitchen. *Kabbul* Waldo, Patty, Stu, Ricky, Sherry, Pat, Frank. U.

Attic. *Kabbul* Bo (or Beau), Bill, Kermit, Bunny, Teddy, Tom, Knute. D W D.

East Cellar. *Kabbul* Archie, Hardy, Lucy, Dusty, Gabby, Betty, Lacey, Connie, Goldie, Daisy. S.

Sound Studio. *Kabbul* Mike, Humphrey, Carol, Blair, Cy, Winnie, Melody. Read cheery note. *Kabbul* Noel. NE.

British Aisles. *Kabbul* Gaylord, Lulu, Lucille, Laurie (or Lori), Billy, Bobby. W. Get big key. Save.

Island Where Time Runs Backwards

Get on board. Turn left dial to 4. Turn right dial to pig. Press button. Wait. Wait. Wait. You land on the island. (This section is tricky. you play a Goldilocks-type character in a play, but you start from the end of the scene. Everyone else talks backwards, and your commands have to be typed in reverse order. In other words, you have to type a command that would have caused the text right above it to appear. Be careful: any mistake causes a time paradox and you'll die.)

Drop waybread. S SW. Jump out window. Wait. Wait. Get in small mudbath. Get in medium mudbath. Get in large mudbath. U. Eat small bread. Eat medium bread. Eat large bread. Make love to small concubine. Make love to medium concubine. Make love to large concubine. (In nice mode, you play chess with nuns.) E. Open door. Read sign. NW. Examine pedestal. N. Give box to director. Get off board. Open box. Read book (*Bunderot* spell). Save.

Island of Amazon/Horny Women

Get on board. Turn left dial to 8. Turn right dial to slug. Press button. Wait. Wait. Wait. (You'll have to drop some items here in the boat yard, or you'll get a "you are carrying too much" message.) SW. Make love to Ursula. Open hope chest. Get shoes. Wear shoes. Look under bed. *Frimp* bed. Get bonnet. Wear bonnet. U. Open closet. Get gown. Remove cloak. Wear gown. U E S. Get all. Wear lipstick. N NE. Remove lipstick. Remove gown. Remove bonnet. Remove shoes. Wear cloak. Save.

Restaurant at the End of the Ocean

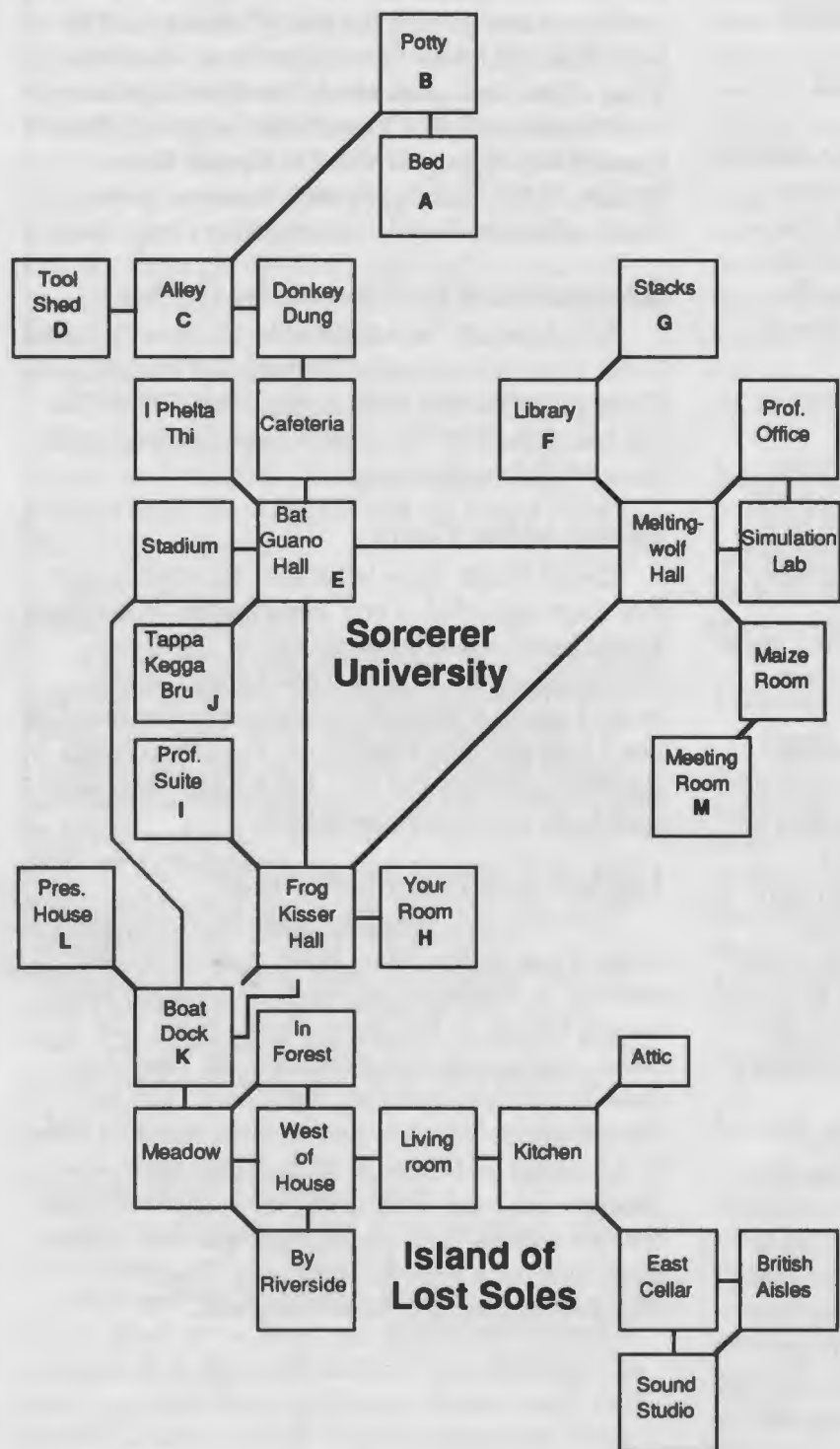
Get on board. Turn left dial to 14. Turn right dial to bat. Press button. Wait (5 times). Get box. N. Order pygmy shark. Read menu. *B5n8274t 9h17k*. Get box. Open box. Read spell book (*Majjello* spell). Save. *Majjello* ancient map.

Island of the Gods

Get on board. Turn left dial to 10. *Majjello* right dial. Turn right dial to boa. Press button. Wait. Wait. Wait. Unlock island with big key. N. Read sign. Examine pedestal. E W W. Hide behind drapes. Wait (5 times). Come out. Make love to Ocarina. Get box. Open box. Read spell book. *Gw22k g17b1g2*. *B5n8274t g17b1g2*. Get box. S S S. Open box. Read spell book (*Goberduna* spell). Save.

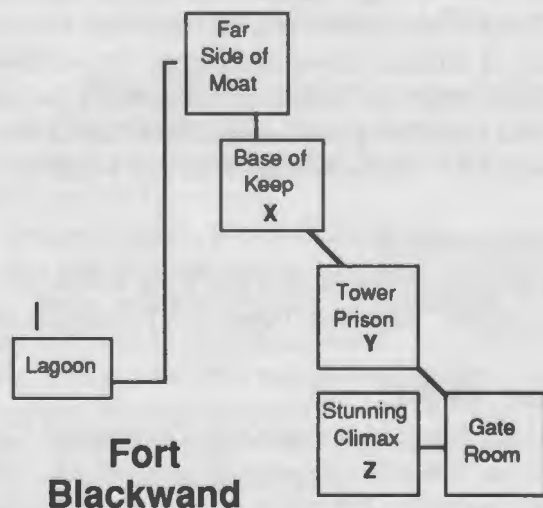
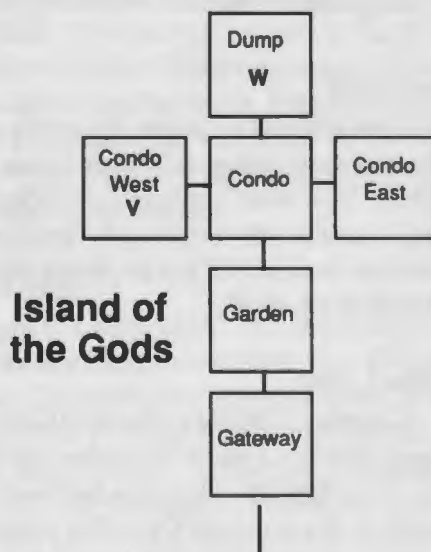
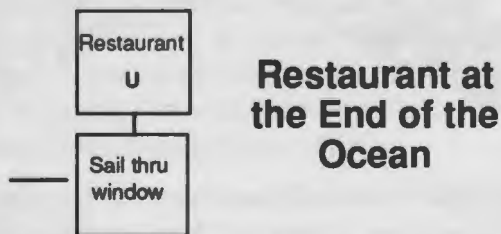
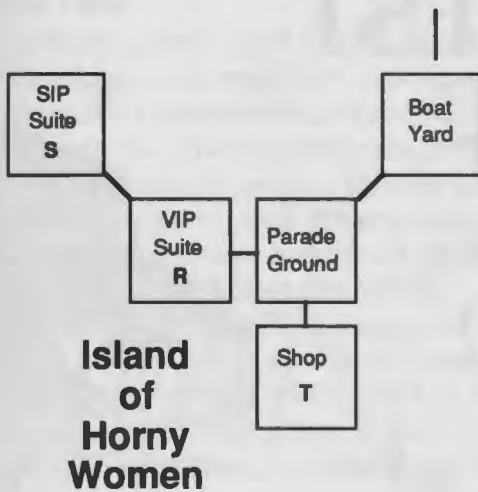
Lagoon and Fort Blackwand

Get on board. Turn left dial to 13. Turn right dial to pig. Press button. Wait. Wait. Wait. *Goberduna* monster. E. *Gub* tree. *Zem* me. S. Kill dragon with sword. *Vai* ivy. U. Pull lever. Open chains. Get purse. Open purse. Get flamethrower. Open trap door. D. Examine painting. *Kabbul* art. Turn on flamethrower. Stand on gold X. Lola, stand on silver X. Art, stand on bronze X. W. Examine appliance. Examine talisman. Wait until Joey is about to press the two buttons. Give popular book to Joey. *Blubba*. Burn spell book with flamethrower. Open box. (Read everything and wait for the sequel.)



Map Key

- A Note, application, pile of hay
- B Potty, grate, spider
- C Cart, horse, flat rock, key
- D Overalls
- E Newspapers
- F Statuette, popular book
- G Spell box
- H Key from Gretchen
- I Pheasant, wine, surfboard, spell box
- K Skull, skull
- L Spell box
- M Spell box
- N Big key (after restoring all 80 lost souls)
- O Spell box (from director)
- P Waybread, concubines or nuns
- Q Mudbaths
- R Hope chest, shoes, bonnet
- S Gown
- T Lipstick, sword, magazine, pomegranate
- U Pygmy shark, spell box
- V Spell box (from Ocarina)
- W Garbage, spell box
- X Ivy, atomic dragon
- Y Purse, flamethrower
- Z Sorcerer's appliance, spell box



Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			