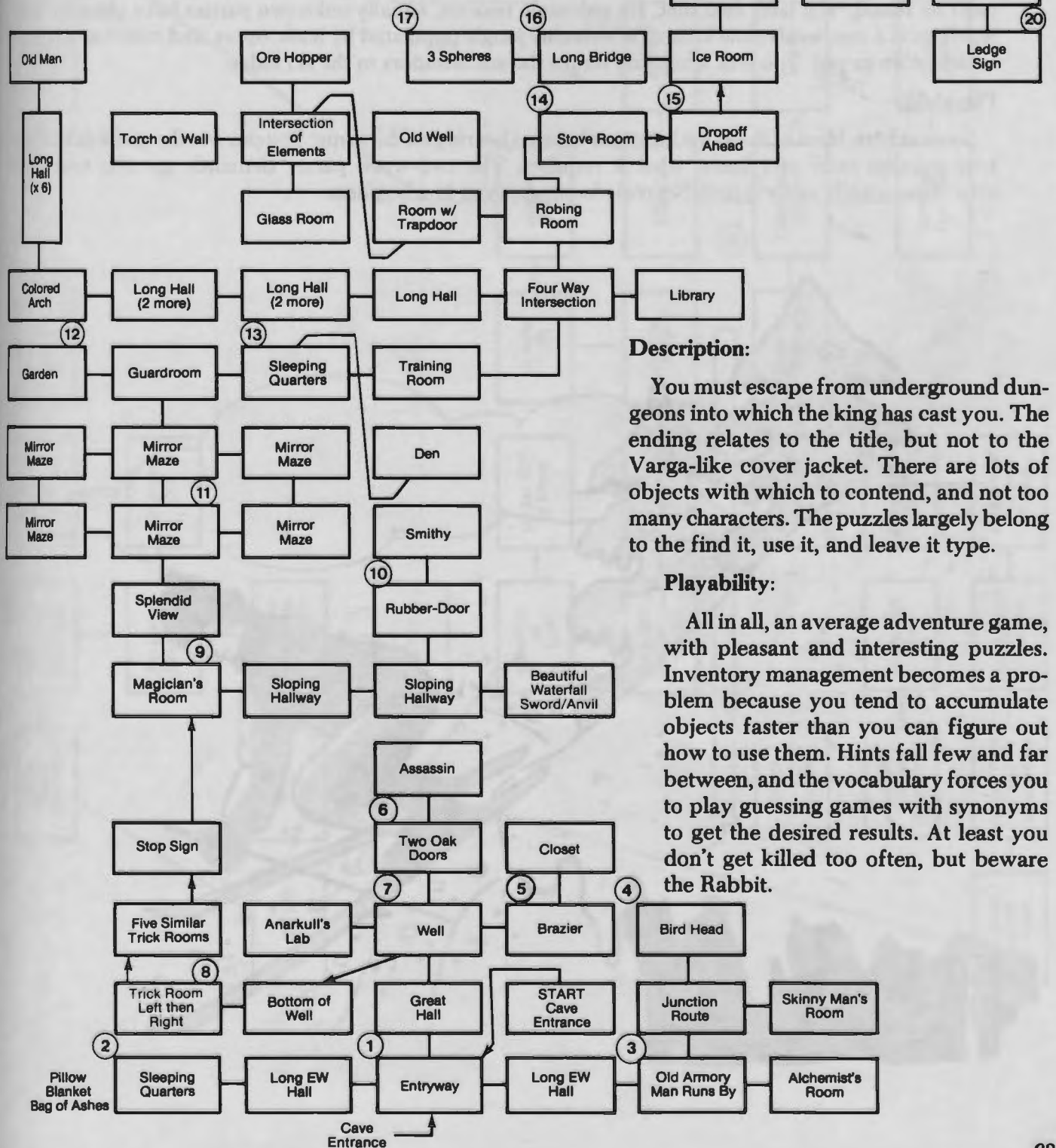


# DEMON'S FORGE

Company: Saber Software

Suggested Retail: \$39.95

Type: Hi-Res adventure with color graphics.



## Description:

You must escape from underground dungeons into which the king has cast you. The ending relates to the title, but not to the Varga-like cover jacket. There are lots of objects with which to contend, and not too many characters. The puzzles largely belong to the find it, use it, and leave it type.

## Playability:

All in all, an average adventure game, with pleasant and interesting puzzles. Inventory management becomes a problem because you tend to accumulate objects faster than you can figure out how to use them. Hints fall few and far between, and the vocabulary forces you to play guessing games with synonyms to get the desired results. At least you don't get killed too often, but beware the Rabbit.

## DEMONS FORGE

1. Get Costume. Look Costume. Get Vial.
2. In Sleeping Quarters, Open, Look, and Move Chest. ("Box" won't work.) Get Pillow, Blanket, and Bag.
3. In Old Armory, Follow Man. In his room, Give Ration. Get Rod. (He only appears on the first visit to the Armory.)
4. At Birdhead, Insert Rod. Get Red. Rod disappears.
5. At Brazier, Burn Bag. Joe, the Elemental, will accompany you.
6. At Two Doors, Open Doors (need Elemental). Attack Assassin. Drink Vial. Attack Assassin. Search Assassin. Get Chimes.
7. At Well, Fill Vial (with Water). Jump. Need Elemental, who then disappears. Ring Chimes.
8. Do precisely what the first Sign says. Go Left, then Go Right for five moves.
9. In Magician's Room, Give Water—Rabbit. (Not To Rabbit, and don't Pour Water.) Get Wand. Leave Hat, Vial, Chimes.
10. At Rubber Door, Use Wand. Smother Fire (with Blanket). Get Axe. Wand may be dropped. (The Sword, Anvil and Waterfall have no bearing on the game.)
11. At Mirror Maze, Break Mirror (with Axe). Drop the Axe.
12. In Garden, Dig Garden. Get Carrot.
13. In Sleeping Quarters, Climb Rungs. Get Boots and Pendant. Don't Wear Boots as they are a one-shot item. (Rungs are hard to see on the first issue of the game, but have improved in second version, which has improved graphics.)
- 14a. Get First (Glowing Stave). Wear Boots. Dig Ceiling (with Shovel). Get Mound (of Dirt). Go to Ore Hopper. Fill Hopper (with Dirt).
- 14b. Get Second (Glowing Stave). Go to Torch on Wall. Burn Second (Stave).
- 14c. Get Third (Glowing Stave). Go to the Glass Room. Get Bottle. Fill Bottle with Air. Go to Old Well. Drop Third (Stave). Read Bottom.
- 14d. Get Fourth (Glowing Stave). Drop Fourth (Stave).
15. At Dropoff, Drop Pillow. North.
16. At Long Bridge, Drop everything before crossing. Get three Spheres.
17. Juggle Spheres. East (Crossing Bridge again). Pick up just the Carrot.
18. At Altar, Move Altar.
19. At Antechamber, Close Door. Get Key.
20. At Ledge, Eat Carrot to read the sign.
21. At River, Throw Key. Swim River.
22. At Locked Room, unlock door with Key.
23. At Arankull, Throw Silver, Gold, and Platinum Spheres in that order. You are now set free.