

THE QUEST

Company: Penguin Software

Suggested Retail: \$19.95

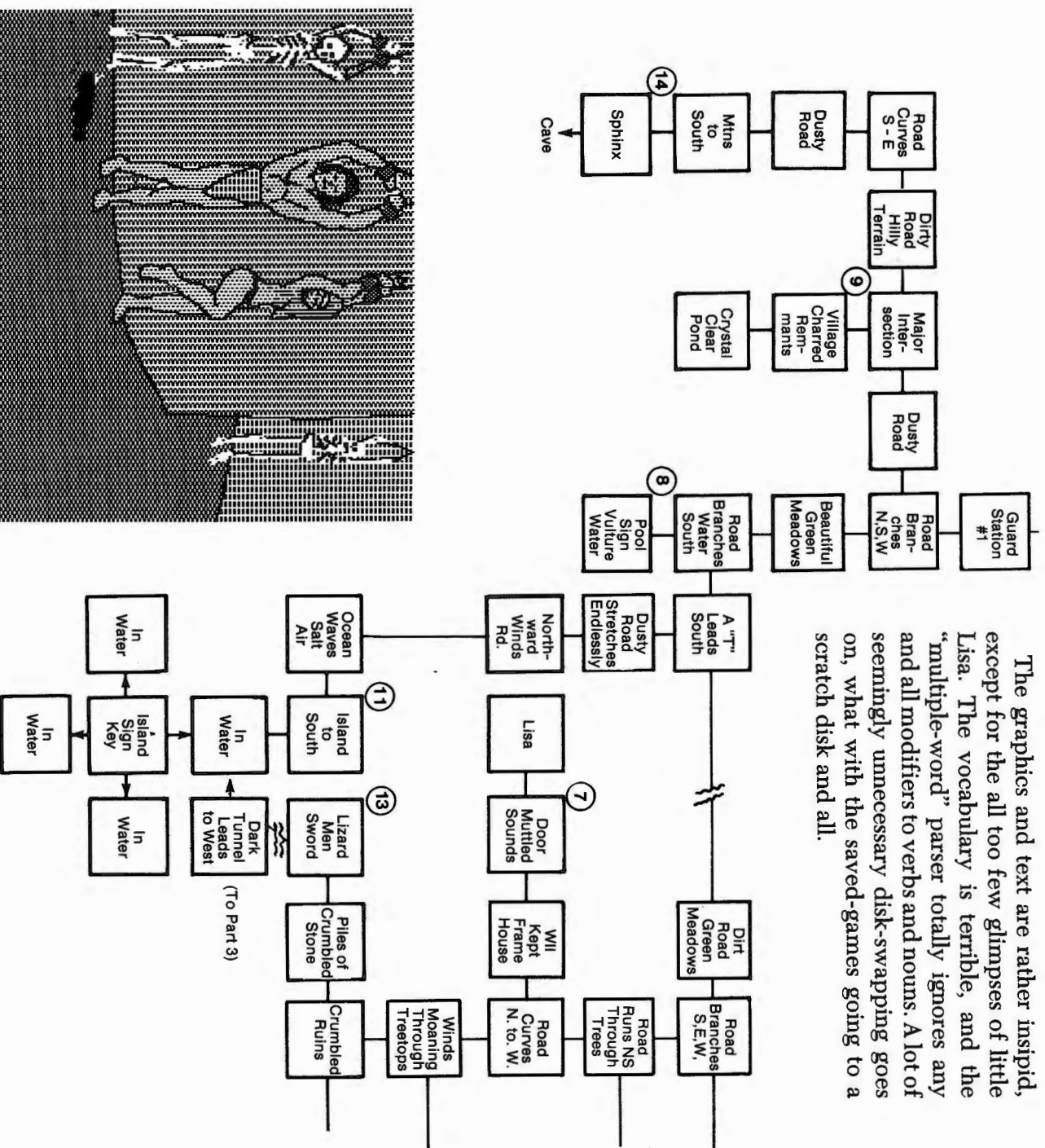
Type: A Hi-Res adventure with color graphics.

Description:

This two-sided disk offers immense proportions, but little content. As the King's advisor, you been ordered to rid the kingdom of a rampaging dragon. Gorn, the King's loyal but slow-witted champion, accompanies you on this mission, which will have you ranging among blazing deserts, dark tunnels, and near endless plains.

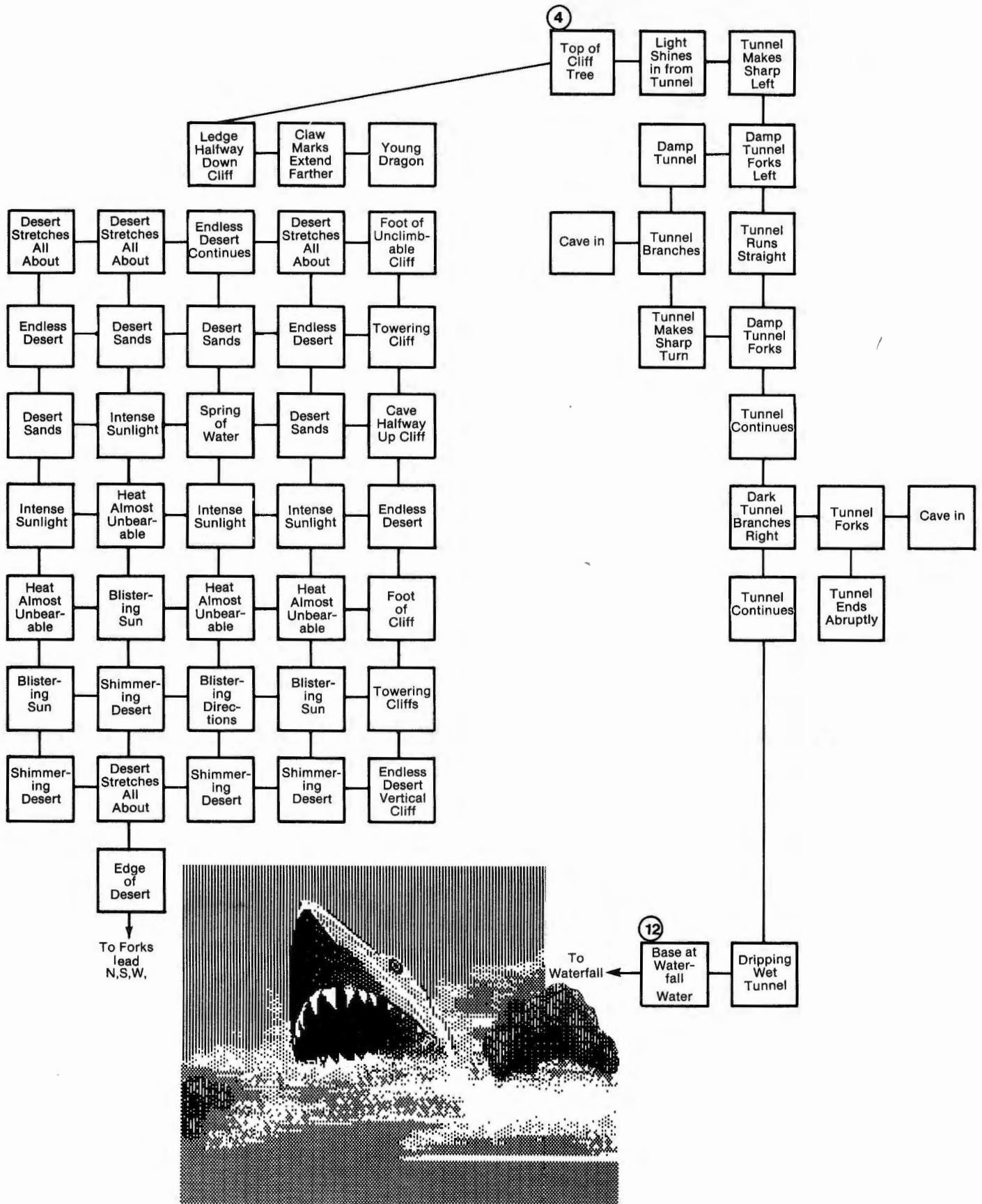
Playability:

The graphics and text are rather insipid, except for the all too few glimpses of little Lisa. The vocabulary is terrible, and the "multiple-word" parser totally ignores any and all modifiers to verbs and nouns. A lot of seemingly unnecessary disk-swapping goes on, what with the saved-games going to a scratch disk and all.



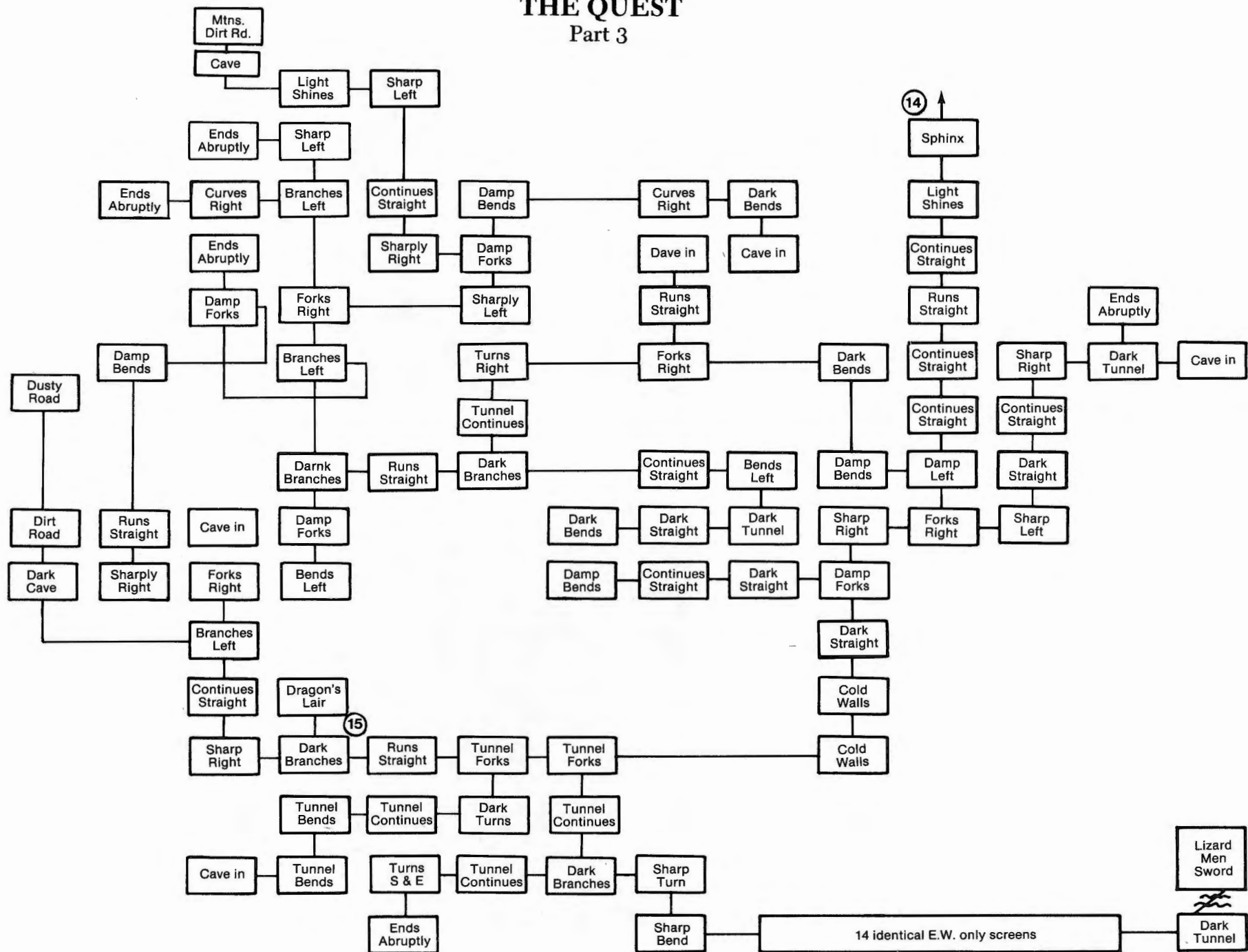
THE QUEST

Part 2



THE QUEST

Part 3



THE QUEST

1. Buy the lot. You can afford it and there is no inventory problem.
2. Tie Rope. Get Gold. Up.
3. Look Waterfall (opens a passage). Light Lantern.
4. Tie Rope. Down. Get Young Dragon.
5. If the Highwaymen get you, start over. Lisa will teleport you safely away if she is with you, however.
6. Be sure to Buy Salt. Dropping it when the Young Dragon is around will cause him to fly off for parts unknown. Holding it in the presence of the big Dragon will keep you from being incinerated.
7. Knock. Lisa will join you, but takes the Ring. She's handy with Highwaymen and for translating Dragonese.
8. You're right, this Water is poisoned.
9. No, the Village cannot be saved.
10. Give Gold to the Old Man for a clue to a red herring.
11. South. South. Get Key. No matter where you go now, you've had it—this puzzle is the red herring and you're shark bait!
12. Young Dragons die when exposed to water. Put Young Dragon in Oilskin. (Wrap, Cover, Use, Protect or other synonyms won't work.) Move East, and immediately Take Young Dragon out of Oilskin, or he will suffocate, and big Dragons don't take kindly to having dead Cubs delivered to them.
13. Attack. Move out of the area, return and Attack again. Repeat a third time. Get Sword, but its value in the game is questionable.
14. The answer to the riddle is "Sphinx."
15. On entry to Dragon's Lair, Lisa will translate the Dragonese. Talk to Dragon. You must be carrying the Salt to stay alive for this sequence. Go find the Young Dragon Cub, and deliver him *alive* to the big Dragon.