

Brimstone

AS SIR GAWAIN, a knight of the Round Table, you will see little of King Arthur or Camelot in this all-text tale. It takes place in a dream that traps you in the underworld of Ulro, where you must learn five magic words in order to escape. A few object-oriented puzzles are involved, but character interaction dominates. Instead of getting killed when you do something wrong, you awaken from the dream and start over. Another unusual aspect is the perspective: events are described from a third person perspective, so you read that "Sir Gawain saw a castle" instead of "You see a castle."

COMPOSED BY POET James Paul, the text is rich in imagery, and the action is divided into five chapters. As do all of the Electronic Novels™, this game also comes with an illustrated hardbound book, in this case containing the Beginnings of Brimstone, background story, description of characters and places, documentation and an adventurer's diary. It is written in a smooth-flowing, sometimes humorous style. One of the easiest of the Electronic Novels™, *Brimstone* is also the most enjoyable as a pure reading experience.

The Walkthrough

CHAPTER ONE

Knight's Chamber

Sleep. (Chapter One begins.) N.

Castle in Distance

Wait (voujm xjoe cmpxtibse).

Look at banner. N.

Castle Steps

Look at mjpo. Get uppui.

Look at upsupjtf. Qvmm

iboemf. Look at tortoise.

Get key. Unlock door

with key. N. N.

Castle Room

Look at case. Read

question. Ipso. Get

sword. Get all. Wear

armor. Wear gloves.

Wear sheath. E.

Child's Room

Girl, "I am Sir Gawain.

(Type sentences, including

quotations, just as you see

them here. The parser is a

little forgiving, but you have to

address to whom you are speak-

ing first or that character will get

a little mad. You do have a few chances

for error, however.) Enitharmon, "tor-

toise and lion (a separate sentence for

each noun). Enitharmon, "gold tooth
and silver key (again in separate sen-
tences). Hjwf gold tooth and silver
key to Enitharmon. W. N.

Room of Straw

Gjhiu Adam with txpse
(three times). N. N.

CHAPTER TWO

Courtroom

Judge, "Innocent (twice).

Wait (uxjdf).

Cell

Get coin. Get feather.

Get handkerchief.

Wait. Fat man, "Yes

(2x's). (Answer ques-

tions on juggle and

drink from flask,

which may occur

now or in a few

moves.) Man, "Ifmq.

Call for Fum. N.D. N.

Bridge over Chasm

Hodge, "I am Sir Gawain.

Hodge, "No. N. N. N.

CHAPTER THREE

Frozen in Ice

Think of tqsjoh. Think of gmpxfst.
Think of tvnnfs. Wait. U.



On Lake
Read sign. Tqju. E. S.
W. W. W. S. D. S.

Machines
Push red switch. N. U.
N. N. N. N. N.

Apes' Dwelling
Ape, "Xblf vq (three times). E. E. E. E. Open.

Vault
Look at apple. Sfbe apple. S (eight times).

Sunken Place
Dive into water.

Eel's Nest
Get sword. Kill eels

with sword (twice). U. Hsbc iboe. Kill eel with sword. (Go to Front of Cottage.) Knock on door. S.

Sitting Room
Wait (for Blake). Blake, "Hello. Blake, "Yes (twice). Show ibo-elfsdijfg to Blake. Give feather to Blake. Blake, "What about xpset? Blake, "How do mortals leave Ulro? Blake, "What about Fury? Blake, "No.

Bedroom
Put tpxse in left hand. Put handkerchief in

right hand. Open book-case. W. D. E. E. U. Sbjtf ujg of sword to gmbnf.

CHAPTER FOUR
Fury
U. N. E. E. W. S. U. U.

CHAPTER FIVE
In Orchid
D. Orchid, "Help. Orchid, "I am Sir Gawain. Orchid, "What about xpset? W.

Forest Tracks
Wait (until Fum falls from sky). Fum, "Tell me a word (until he says rvj). E. E. Wait (for

ferry). Show dpjo to Charon. Give coin to Charon.

On Boat
Woman, "Yes. Wait (twice). E. S.

Narrow Canyon
Woman, "Yes. S.

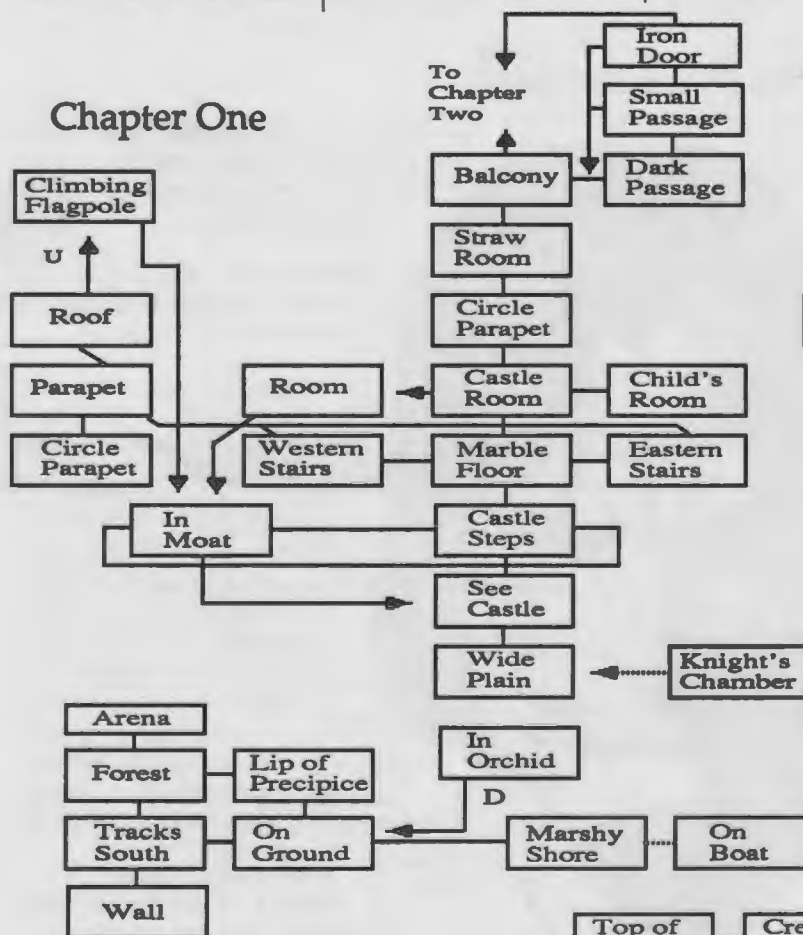
In Cave
Woman, "Help. Sword, "Mjhiu nz xbz. S. S. S.

On Bridge
Green Knight, "Bare hands. Hit Green Knight with fist. Jump aside.

U. U. E.

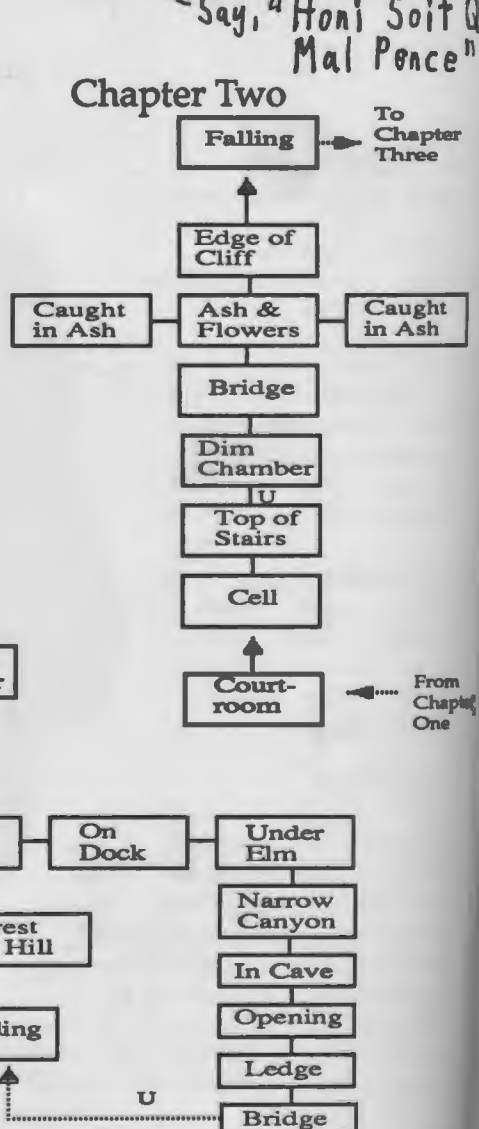
Say, "Honi Soit Qui Mal Ponce"

Chapter One

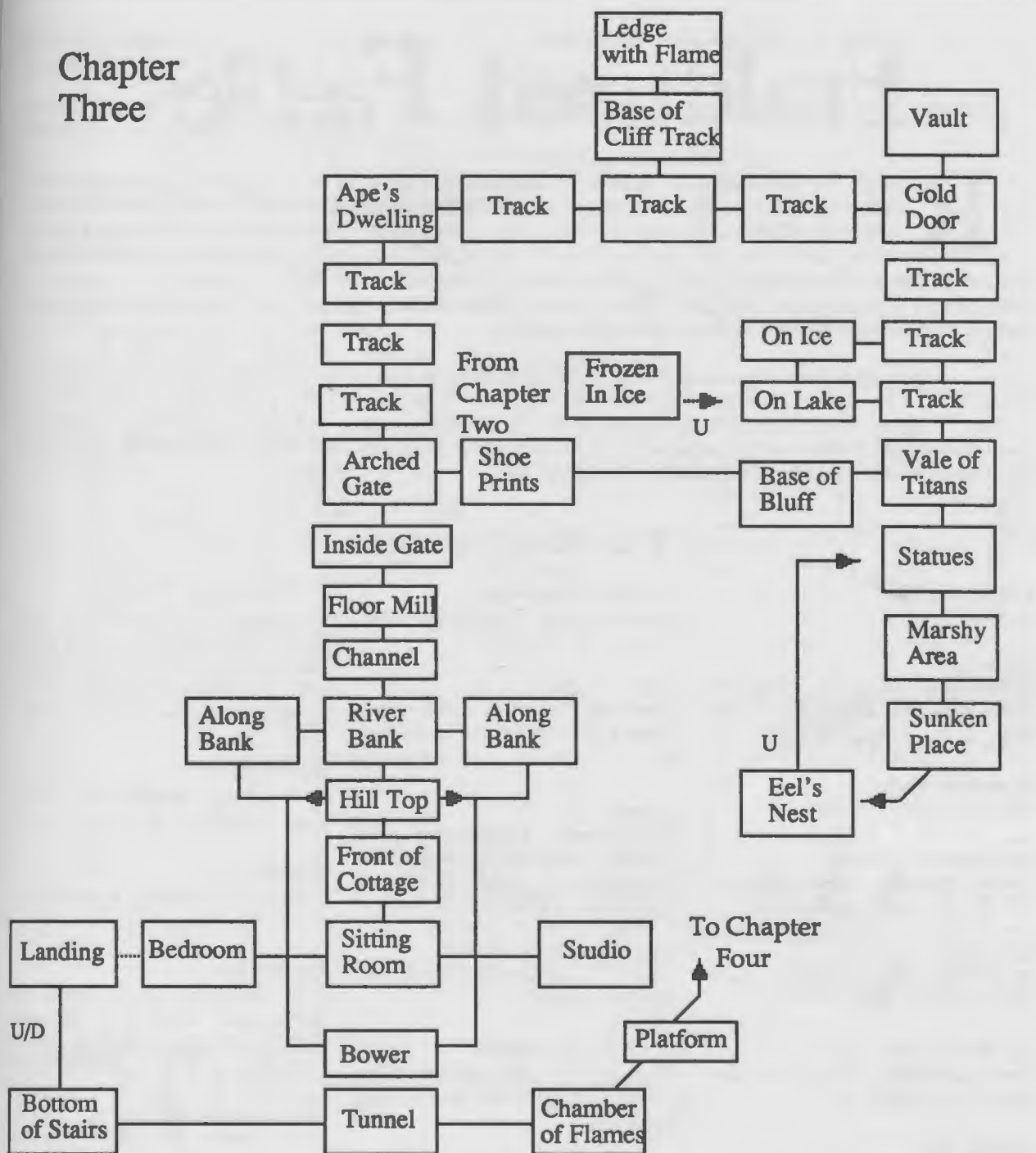


Chapter Five

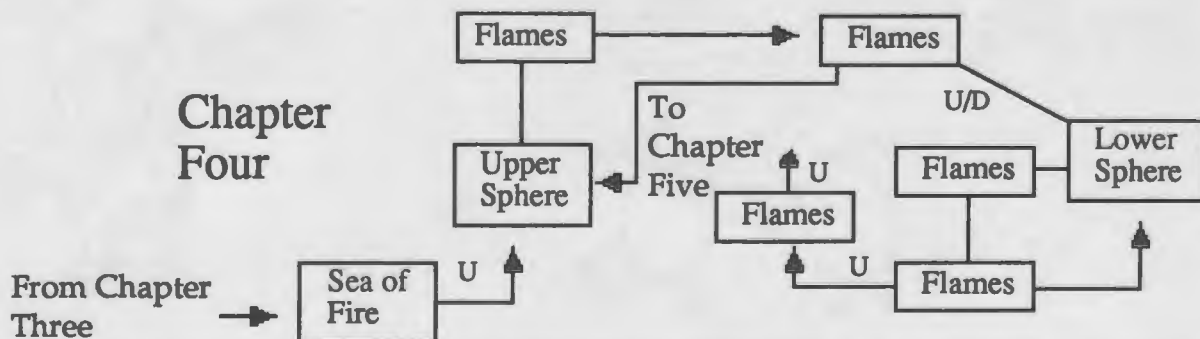
Chapter Two



Chapter Three



Chapter Four



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.)