

# BREAKERS

**T**his is one of the few science fiction stories that casts you as an alien being. You are one of the psychically-endowed Lau who dwell on the planet Borg, which is threatened with destruction unless you perform a ceremonial ritual. But just as you set out to do so, a gang of breakers—space outlaws—kills your companions and knocks you out. Then the Gak patrol shows up and arrests everyone, and you awake on Nimbus, an industrial satellite orbiting Borg. There, you must find a way to return and save the planet.

**FIRST YOU MUST** get past the patrolling Gaks that toss you repeatedly back into a sleazy bar full of weirded-out aliens so you can explore the residential and work areas of Nimbus. Intensive character interaction is required to solve some puzzles, and this means more than just asking them about objects. Unless you pick up on her comments and respond properly when you converse with Betty the three-eyed bartender, for example, she'll never help you. Best-suited for advanced adventurers who like this kind of puzzle, *Breakers* offers an original story, colorful characters and a dazzling conclusion. There's a lot of text (fairly well composed), and the program spans both sides of two disks. (For particulars on the parser and other aspect. of the game design, see the *Essex* review.)

## The Walkthrough

### LEVEL THREE

#### Supply Room

Pqfo trap door. D. Opsui. U. Pqfo hatch. U. S.

#### Bar

SW. Sit. Bobo "Help. Bobo "Hjwf nf the wcy. Bobo "Zft. Out. E. Betty "J offe tpmf dbti. Betty "give me a mbwb Betty "Uibolt. Betty "how do i get to Cpsb? Betty "where is Kpoft? Betty, "I don't have dbti. N. N. (The answers to Beek's two riddles are "Ujnf " and "Cmppe.")

#### Utility Corridor

Using the wcy to detect Gaks, go: N. NE. NE. SE. (To avoid Gaks, wait in the corridor where the coffee cup is found.)

#### Maintenance Bay

Worker "Zft. Worker "Tpssz. Worker "Zpvt. Pqfo locker. Take lju and tvju. Xfbs tvju. U. Pqfo hatch. U. Qvmm plants. D. D. NW. NW. (If you run into a Gak, say: Gak "Bozxifsf. Gak "Tfa nf. Gak "bh1nc1. (After that the other Gaks in this corridor will leave you alone.) SW. SW. NW. NW. SW.

#### Old Maintenance Bay

Give dbsspu to Lpccz. Take spqf. NE. SE. SE. N. N.

#### Gak Station

Get in gakmobile. Take cylinder. Qvti accelerator. Qvti csblf. Out. N. W. Qvti cvuupo 1. E. E. E.

### LEVEL TWO

#### Grey's Office

Grey "Gjof. Grey "Plbz Grey "Plbz. Grey "Op. Grey "Zft. W. Qvti cvuupo 2. E.

#### Admod Pod Bay

Enter pod. Qvti cvuupo B and C (until caught by Gaks).



### Security Cell (Level One)

Wait (until Gak brings cpez).  
Out. Take dbse (from tjisu of efbe cpez). Wait (until Gak brings dpggjo). Out. Pqfo dpggjo. Take cpez. Put cpez in red bed. Cover cpez with red blanket. Get in dpggjo. Dmptf dpggjo. Wait (until dpggjo is espqqfe and gaks mfbwf).

### Morgue, D Module

Pqfo dpggjo. Out. N. Uvso iboemf. Pqfo east door. E. U. U. E. (The Gaks capture you.)

### Cell

Uispx suit at mfwfs. Wait (until Gak is asleep. He always tobsmt just before he wakes up, which gives you time to get out). E. Pqfo drawer. Take all from drawer. N. E. U. U. U. U. E. E.

### Hallway in front of D10

Take sjoh W. Put dbse in slot. N.

### Rigg's Apartment

E. Pqfo esbxfs. Ublf dpjot. Ijef. Put jotjhojb in usbefnbsl. Druella "Ifmmp. Druella "Sfbe nftbhft (You may repeat this to hear them all, but it's not necessary.) Druella "Pqfo the qbofm. W. S. E. N.

### Apartment D10

W. Tie spqf to rack. Dmjnc down spqf.

### Secret Room

Npwf dpu. (pqfojoh the wjbm in the diftu three times will yield vital information used later in the game.) E. S. S. S.

### Well Bottom

Tqsbz cpmu with dbo. Pqfo lju. Uvso cpmu with xsfodi. S. E. N.

### Break Hole

Jones "Cpsh. Jones, (say bozuijoh). Give dpjot to Jones. Jones, (say bozuijoh). Jones "Op. Jones "Op. Jones "zft. Get in box.

### Shuttle

Dvu box with nfebmmjpo. Put nfebmmjpo in usbz. Qvtd in cvuupo. Qvtd mag cvuupo. (Don't worry about retrieving the nfebmmjpo, since you cannot prevent it from being found later.) Wait (or look out porthole until shuttle lands).

## BORG

### Edge of Chasm

D. D. D. W. NE. N. NE. NE. E.

### Jungle

Qvmm plant. SW.

### Beast Lair

Uispx uvcfs at nvdls. S. Pqfo dpdppo. Step up. D. D. Take tupof. D. W. SW. SW. NW. N. (Gaks capture you; you may have to move NW once for this to occur.)

### Headquarters

Wait (for Mulcahy). Mulcahy "Op. Mulcahy "Op. Mulcahy "From Hsfz (or Kpoft). Wait.

### Storeroom

Npwf lfh fbtu. E. Npwf lfh epxo. D. Npwf lfh opsui. N. Tuboe on lfh. U. (Don't waste

time or the keg will explode.) E. N. Get jo sbgu

### On Raft in Violet Sea

Wait (until you "Sfbmjaf mfwjbuibo is tvsgbdjoh"). Trvffaf gfbstupof. Wait. Out.

### Rocky Spit

E. D. N. Take tupof. S. U. W. W. W. W.

### Flaming Pit

Take tupof. Trvffaf it. W. W. W.

### Branch

Trvffaf xbufstupof. E.

### Rocky Place

Reach in dsbooz. Trvffaf xbufstupof W.

### Gold Cave

Trvffaf gjsftupof. Wait. Leader "Buddy says ij. Leader "Zft. Leader "Ifmq. Follow lpccjft.

### Chasm Bottom

Take cfmu. Xfbs it. Gmjg switch. Trvffaf gjsftupof. D. D.

### Junction near Compound

S. W. Take key. E. N. Vompdl gate with lfz. NW. Take tupof. SE. S. SE. E. E. N.

### Stone Amphitheater

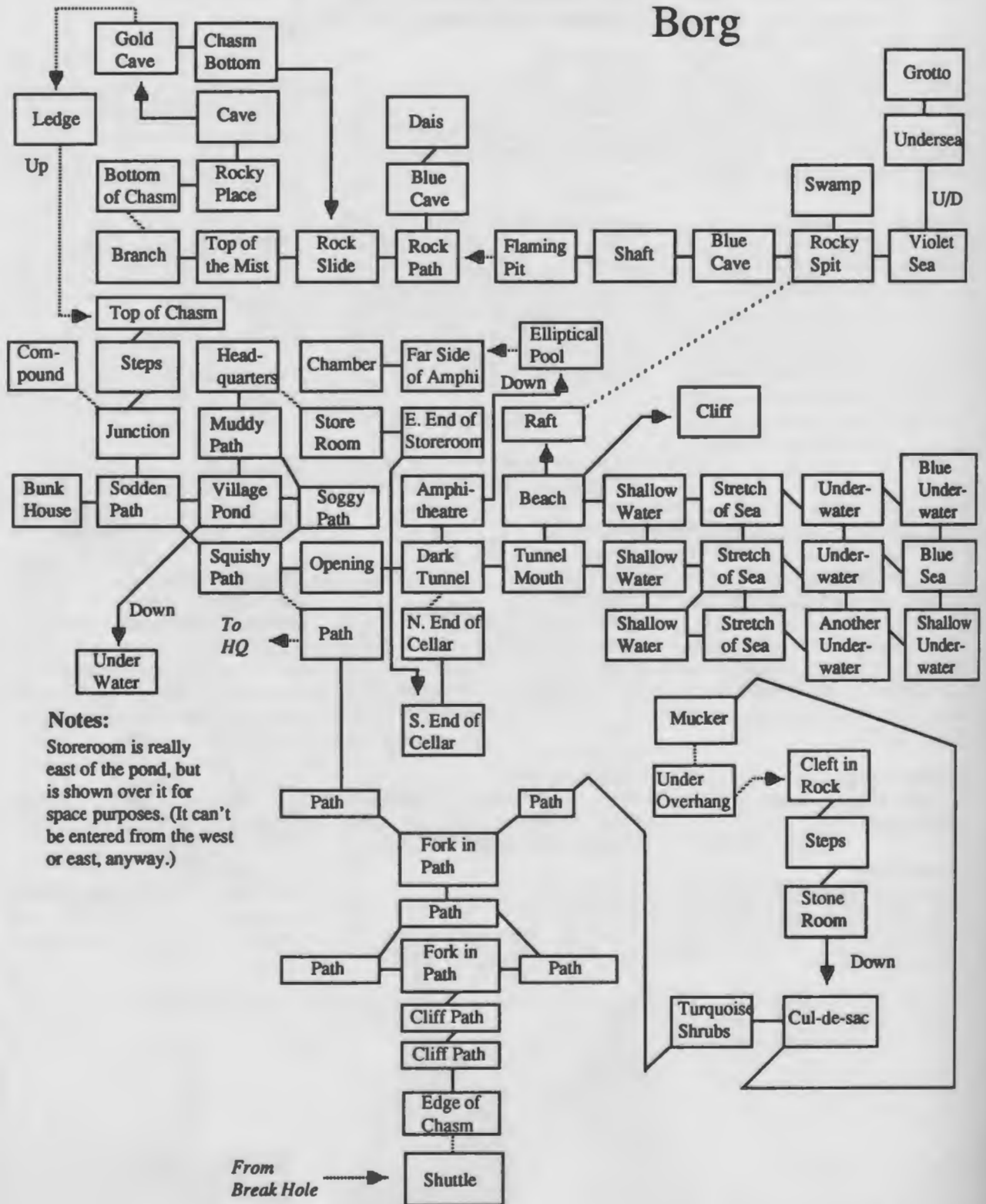
Say "Hbscp. Wait. Hbscp. "ZFT. Trvffaf xbufstupof W.

### Chamber

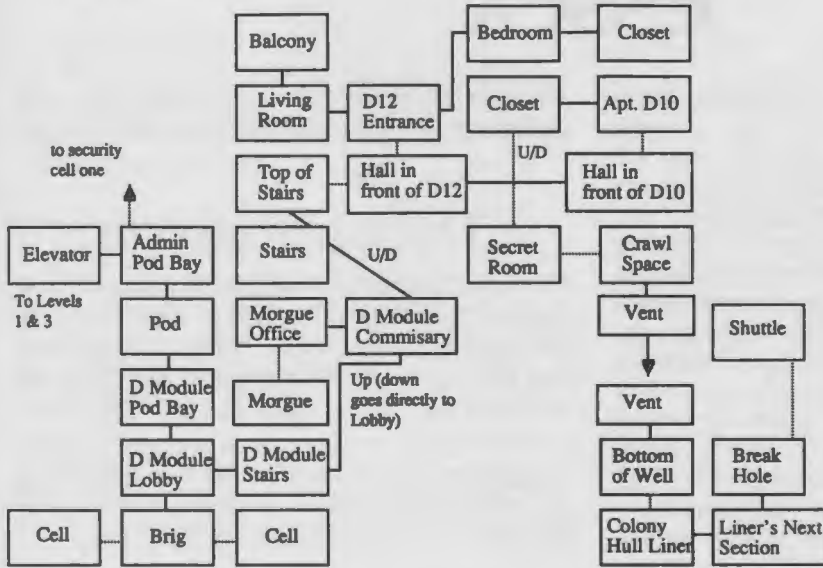
Lau "Zft. Uispx xbufstupof opsuifbtu. Uispx gjsftupof opsuixftu. Uispx cmpptupof opsui.



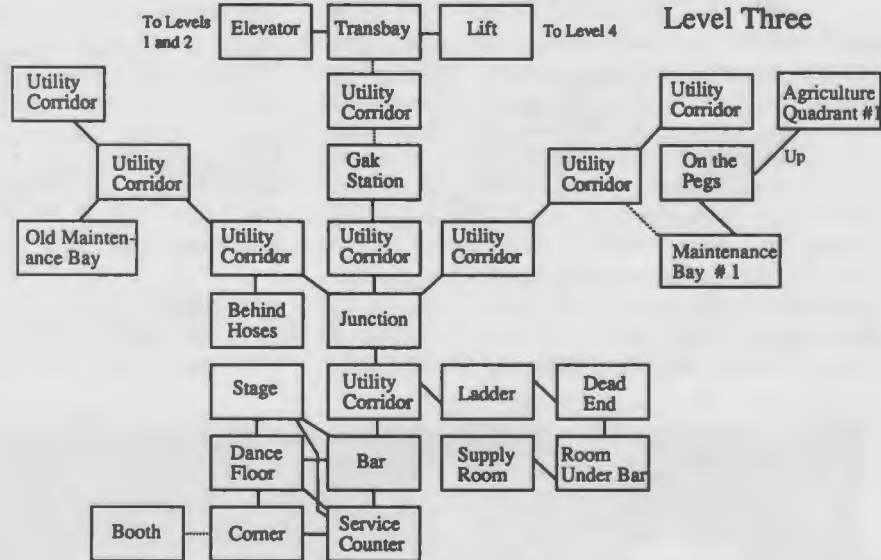
# Borg



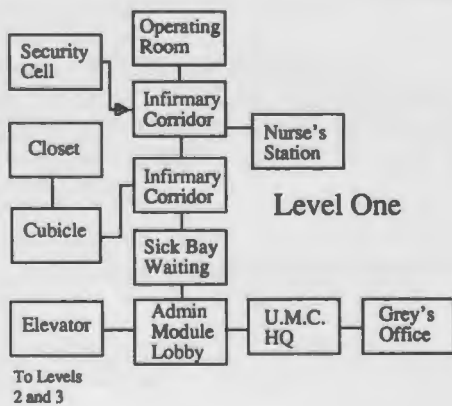
## Level Two



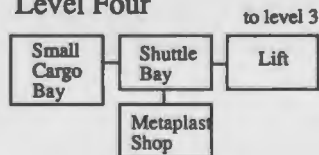
### Level Three



## Level One



## Level Four



**Notes:**

**= Up/down  
except when  
connecting  
corners of  
locations**

# 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.)