

Centauri Alliance

Designed by Michael Cranford, the author of the first two installments in the *Bard's Tale* series, this space adventure relies on 3-D mazes and Psi abilities that parallel the magic spells of fantasy games. In *Centauri Alliance*, you are assigned by the High Council of the Alliance to foil a plot by the traitorous Daynab Confederation. In doing this, you'll travel to worlds all over the universe on a series of related mini-quests.

The key difference between *Centauri* and *Bard's Tale* is the combat system. In *Centauri*, combatants are represented by chess-like figures and your party members meet foes on a battleground composed of hexes. Ranged combat is affected by your characters' positions in relation to the enemy, so tactical considerations come into play as you move about the grid. A wide variety of grid patterns keeps you on your toes, and a plethora of weapons, Psi gear, and other hardware will keep you occupied for eons.

The graphics feature large monsters and a bit of spot animation, and you'll see a few animated, cinematic scenes that further the plot at key stages. There are few sound effects. Characters from *Bard's Tale I-III*, *Might and Magic*, *Wizardry I-III*, and *Ultima* can be imported, or you can roll your own group of up to eight. Space travel is limited to picking destinations from a menu, so the game really boils down to "*Bard's Tale* in space," but that's good enough — *Centauri Alliance* was named "Best Quest of the Month" in *QuestBusters*. A mouse or joystick is strongly recommended, as movement during combat is tedious when conducted from the keyboard.

Type:
Science Fiction Roleplaying

Difficulty:
Advanced

Systems:
C-64/128; Apple (64K, mouse
and joystick optional)

Company:
Broderbund

The Solution

Places like Kevner's World have several individual areas (Zentek's Fortress and Tonka's, in this case). Below the first level, levels are *not* labeled "Kevner's Level Two," "Kevner's Level Three," and so on. Lower levels are identified by the name of the individual areas — for example, the second level of Kevner's is called Zentek's Level One.

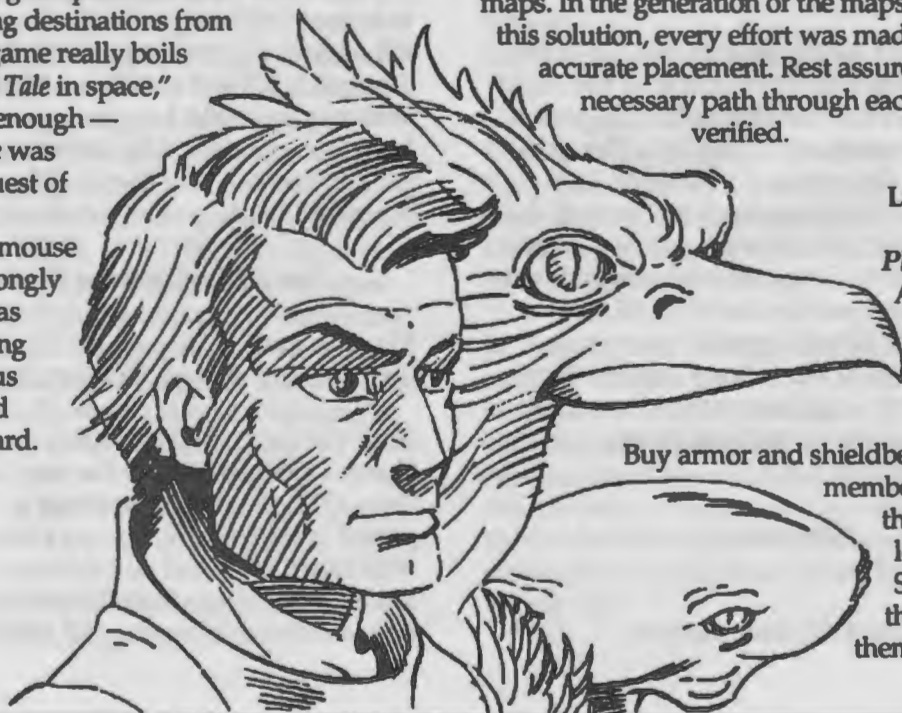
Most teleport squares are marked T1, T2, and so on, with their destinations marked F1, F2, etc. Planetary headquarters are marked "1" if you must first visit the HQ to solve that area's puzzles.

NOTE: There are hundreds of doors on these maps. In the generation of the maps accompanying this solution, every effort was made to ensure accurate placement. Rest assured that the necessary path through each maze was verified.

Lunabase

Places to Go:
Academy,
Armory,
Biotech, HQ
and Starport

Buy armor and shieldbelts for all party members. Get Uzis for those trained in level one Sidearm. Ready the belts and use them five times to



create shields of 100. Trade the belts among your characters and use them until they're depleted. Until your Hardware Tech is advanced enough to recharge them, resell belts when their charges are exhausted. Lunabase is the only location where training is possible.

Omnicro VII

Places to Go:

Level 1: Armory, Biotech, HQ, Starport
Level 2: Trader Drake's, Prison, Filing Room
Level 3: Computer Terminal (level three)

Objects:

Fractyr Fingers (level three)

Go to (1) Trader Drake's (Armory, level two) for black market armor and weapons. The Fractyr Fingers are guarded by robots. If you don't want to fight them, get the Fingers by typing `uxp ivoesfe gjguz tjy` (the number, not the words) at (2) 15E, 15N; `pof ivoesfe fjhiu` at (3) 13E, 3N; `gpvs` at (4) 12E, 13N; `ufo` at (5) 8E, 7N; and `pof` at (6) 6E, 3N. At the computer terminal (7), type `Gsbdzuz, Ebzobc` and `Bmmjbodf`.

Andrini Cluster

Places to Go:

Level 1: Armory, Biotech, HQ, Starport
Level 2: The Oracle

Objects:

Level 3: Fractyr Palm

You'll need a light source on level one. Go to the stairs at 12E, 1N and go down. On level two, fight the guards at (1) 3E, 3N to obtain the yellow pass that opens the passage at (2) 13E, 14N. This goes down to level 3. Proceed to (3) 1E, 1N on level three and have a Hardware Tech guy turn off the machine. Go to (4) 12E, 2N and fight the guardian for the Fractyr Palm. Return to level two and write `Psbdmf` on the notepad located at (5) 0E, 13N to get in. The Oracle (6) will appraise your equipment. The word from Tonka's is `Lomblsb`. Stop by HQ before leaving to get instructions. Important: do not return to Luna for training till after you complete the next mission.

Chronum

Places to go:

Level 1: HQ, Armory, Biotech, Starport
Level 2: Reactor

After checking in at HQ (1), enter the reactor (2), proceed to the control panel at 15E, 9N (3), and press the button. This opens the reactor door. Go to 7E, 3N (4) and pull the lever to shut down the reactor. Return to HQ for further instructions.

Kevner's World

Places to go:

Level 1: HQ, Armory, Biotech, Starport (level one), Zentek's Fortress, Tonka's Tower

Objects:

Zentek's Fortress, Level 3: Fractyr Suit
Tonka's Tower, Level 2: Fractyr Helm

After checking in at HQ (1), go to the computer (2) on Zentek's, level one. Type `Afoufl <enter>, fwfs <enter>, efbemz <enter>`. This will give you the password "obwbui." Descend to level two and head for the magic mouth at (3) 11E, 11N. Answer `obwbui`, and a stairway to level three appears at (4) 12E, 12N. Head for level three and fight Zentek (5) for the Fractyr Suit.

Return to the surface of Kevner's World via the teleport at (6) and go to Tonka's Tower at (7) 11E, 14N. Type `Upolb cvou ph` for entry. Go to the teleport square at (8) 7E, 11N and visit (9) 13E, 2N; (10) 11E, 6N; and (11) 13E, 10N in that order.

Once you've done this, go to the teleport square at (12) 13E, 4N. Follow the passage from (F12) and take the stairs at (13) down to level two. Fight Tonka at (14). Rest frequently on level two in order to recover Psi Strength. Tonka is very difficult to kill, so save the game outside his door (while Psi Strength is full and shields are 100%) before attempting the battle. Long range weapons (4-5 hexes) are essential. After defeating Tonka, you'll get the Fractyr Helm. Use the teleport at (T3) to return to 15N, 1E on Tonka's, level one.

Tau Eridani and the Knave's Club

Places to go:

HQ, Armory, Biotech, Starport, Knave's Club

After visiting (1) HQ for orders, go to (2) the Knave's Club and follow the map to level two (from (3) on level one, strut over to (4) and get ported to (5); from (6), you get ported to (7), then walk down to (8) and take the stairs). On level two, follow the numbers from (1) to (3) and answer the terminal rhyme by saying "8." When given the

chance, train in Piloting, a skill needed on Veladron II. Exit at (5).

Veladron II

Places to go:

HQ, Armory, Biotech, Starport, Shipyards

Go to the pyramid-shaped Arcturian Space Ship (not mapped here). Go to the nose cone and use Piloting skill. The ship will crash on Veladron's Moon.

Veladron's Moon

Places to go:

All levels (see map)

Objects:

Level 5: Mattermitt Pass

Save the game after each battle as you make your way to level four. Psionics won't work on levels two-five, so use Hardware Tech to recharge belts on level one. From the Airlock (AL) on level one, head for level two. Starting at (1), go north and east to (T1) and get ported to (F1). Go west to (T2) and arrive at (F2), then take stairs at (2) down to level three. On level three, follow the map to down stairway at 3E, 1N.

On level four, press the button at (3) 8E, 10N to open a door south at (4) 8E, 9N. Be sure one character is holding all five Fractyr Fingers, the Fractyr Palm, Fractyr Suit and Fractyr Helm. Have him put these items on the table at (5) 8E, 7N. The Fractyr Fingers and Palm will unite (anything else put on the table will be destroyed). The Palm makes a fantastic melee weapon. On levels four and five there are Rejuvenators, marked with the letter "R" on the map. Do not go through the shimmering curtain at (Z). Go to (6) and take the stairs down. Use the teleports (T1-F1, T2-F2) to reach (7) on level five, then get the Fractyr's holographic messages and the Mattermitt Pass (crucial to completing the game). At (8), use the Mattermitter: You can teleport to Kasdron (yellow), Epsilon Indi (red) and Keppa Var (blue). (To reach (8), take teleports T3-F3, T5-F5, T6-F6.)

The Pirate Ship

Places to go:

Level 3: Computer Terminal, Escape Pod

Level 4: Mech Room, Engineer

Objects:

Level 2: Plenocarbon

Level 4: Mechs

On level one, go from (1) to Security Room at (2) 1E, 8N and press button one. Leave the room, then return and hit button three. Go to elevator (3) in the southeast corner of the ship and press button three.

On level three, get the plenocarbon at (4) 11E, 14N. Return to the elevator and press button two.

On level two, head for (5) at 7E, 1N to change the plenocarbon into plenadium. Return to the elevator and hit button four.

On level four, bring the plenadium and Mattermitt Pass to the Engineer (6). Ask him to recharge the Pass and you'll get five charges. Go to the Mech Room (7) and pick a Mech to join the party. Return to the elevator and press button three.

On level three, go to the Computer Terminal (8) and type "invasion" and "escape pod." Head for the escape pod (9) and leave the ship. You'll crash on Port Minkar, where there's nothing of significance. Go to the starport in the northwest quadrant and return to Luna Base for training, then zoom over to Epsilon Indi.

Epsilon Indi

Places to go:

HQ, Starbase, Biotech, Shuttle to Starbase VII

Objects:

Starbase, Level 2: Orange globe

Go to HQ (1) and take the shuttle to Starbase VII. Proceed to the computer (2) at 12E, 7N and type **Kpio tbsl, tztpo, tcpo, tubuvf, qbt-x**, off. Go to the steps (3) at 2E, 3N and head down to level two. Get the orange globe (4) at 9E, 10N. Go down the steps (5) at 15E, 0N to level three.

At the computer (6), type **Kpio tbsl, sysnon, tcpo**, and **lift7** to open the door (7) at 6E, 3N. Fight your way to the Daynab Commander (8) at 0E, 4N. He'll tell you the codeword **Dbtumf-gjtu**, which you'll need to enter Daynab HQ on Keppa Var. Return to the computer (6) and type **Kpio tbsl, tcpo** and **lift6** to activate the escape pod. (You must have two empty slots in your roster before proceeding to Keppa Var.)

Keppa Var and Daynab HQ

Places to go:

Starbase, Daynab HQ, Head Machinist, Hardware Room, Holding Cell, Fractyr Fort

Objects:

Level 1: Daynab Uniforms

Level 2: Technocard

Level 3: Sonic Key

From (1), proceed to (2) and go down the stairs at 15E, 10N to Daynab HQ. The password is Dbtumf-gjtu. On Daynab, level one, go to 6E, 7N and get the Daynab Uniforms (3). Wear them and you won't have to deal with the guards.

Go to level two via the stairs (4) at 2E, 10N. Descend to level three via steps (5) at 1E, 3N and on to level four via stairs (6) at 5E, 14N. Return to level three via stairs (7) at 12E, 10N. Proceed to Machine Shop (8) at 10E, 13N and take parts 2, 17, and 46. Return to level four and go to level three via stairs (9) at 5E, 14N. Give parts to Head Machinist (10) at 2E, 13N on level three. He'll give you a Sonic Device, which operates the elevator between levels one and two (the adamantium hatch).

Return to level four and go to 1E, 10N (11). Press the button to open the door to the Prison (12) at 8E, 6N. Talk to Donsai (13), who'll join the party. You'll have to fight your way past several groups of Daynab guards, so save the game whenever you survive a battle. Take the steps (14) to level three. Take the steps (15) at 14E, 13N to level two. Take the elevator (16) at 14E, 1N to level one of Daynab HQ. Take steps (17) at 8E, 1N back to level two. Proceed to the vault (18) at 8E, 15N. The Donsai will open it, and you'll get a Technocard (used to enter the Fractyr Fort).

Fractyr Fort on Keppa Var

The entrance is at 10E, 1N on the surface. Your main goal here is to acquire a skill called Shapemaster. Any race except the Manstrak can learn it, and you need more than 30 Psi points to use it. The Donsai Captain is a particularly good candidate. Give him all Fractyr items (Fist, Helm, Armor) and ready them before proceeding.

From (T1), you are ported to (F1). From there, head for level two via the teleport square (T2) at 5E, 9N. This moves you to the northeast corner room (F2) with stairs leading down to the northeast corner of level two. On level two, have the Donsai Captain

(or other character with Fractyr gear readied) fight Big Jim (3) at 12E, 13N. Go up to level one via the stairs (4) at 14E, 1N. Return to level two via stairs (5) at 15E, 0N.

Proceed to level three via stairs (6) at 1E, 10N. On level three, teleport from T1 to F1 and have the Donsai Captain (see previous reference) fight Gingerbread Man (7) at 8E, 14N. Go to level four via stairs (8) at 11E, 14N, using teleport T2 to F2. Have the Donsai Captain fight Blizzard (9) at 14E, 14N. Go back upstairs to level three. Go to 13E, 13N (10) and activate the Fist. The Donsai will acquire the Shapemaster skill. The Fist will provide background information on the skill. Use skill Shap1 to metamorph to a Fractyr. Go back down the stairs to level four and proceed to (11). Watch the entire holograph once for the story, then watch again and hit the escape key as soon as you see the space ship blasting off. A door will open to the west. Follow the passage to the Mattermission platform (12) and stand on it.

The Fractyr Homeworld

Go to 4E, 7N (1) and activate the Fist to turn the teleport defense off. Proceed to level two via the stairs (2) at 2E, 13N. Go to 6E, 10N (3). The password is Mbdfitjt. Go to Fractyr's Chambers (4) at 6E, 5N. The Fractyr's will explain the Daynab plot, and one will join the party. You'll then be teleported to Earth.

Earth

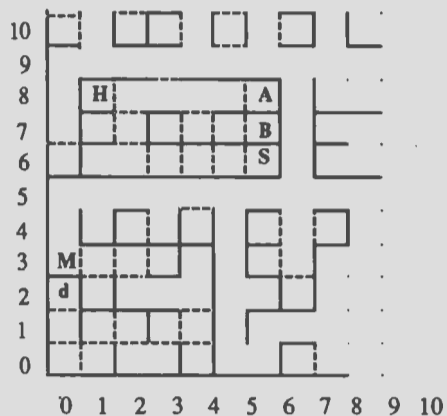
Head for 8E, 3N (1) and use Psi ability to pass through the wall, or teleport one square north. Enter the Council Chambers (2).

Map Key: Centauri Alliance

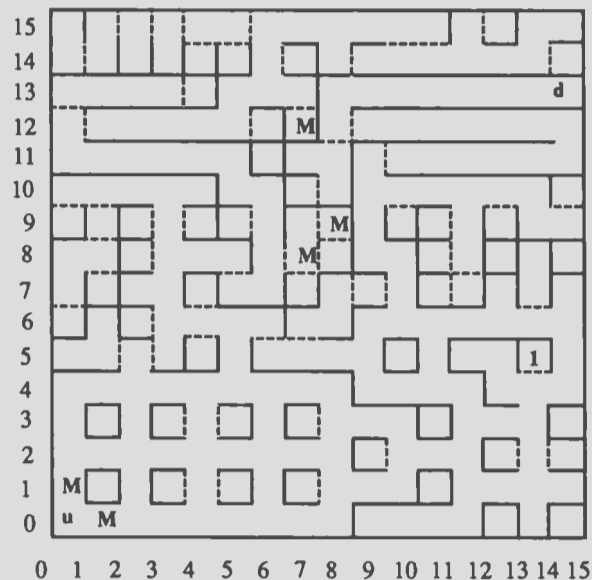
Dotted lines indicate doors, which may or may not be locked.

- A: Armory
- B: Biotech
- D: Stairs (down)
- E: Elevator
- H: HQ
- M: Message
- N: Neutron Field
- R: Rejuvenator
- S: Starport
- T: Trap
- U: Stairs (up)
- T1: Teleport to F1
- F1: Teleport from T1
- X: Radiation

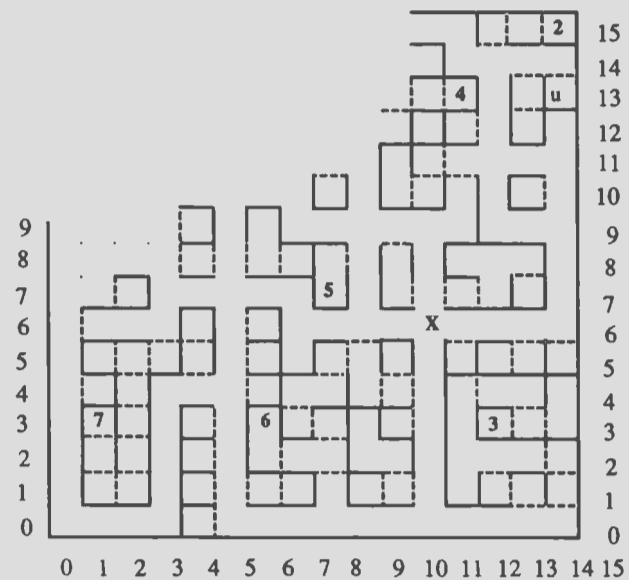
Centauri Alliance - Omicron VII



Omicron VII: Level One

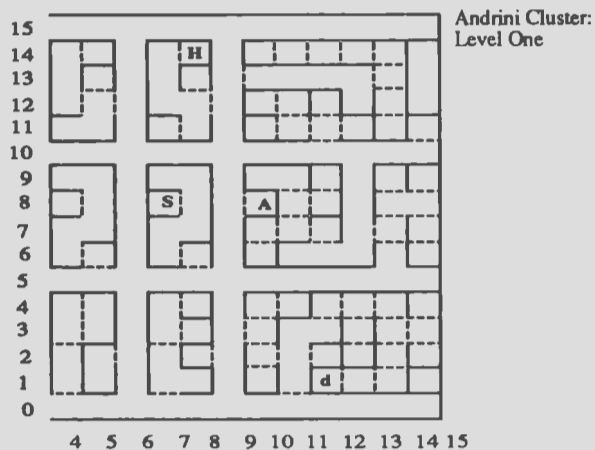


Omicron VII: Level Two

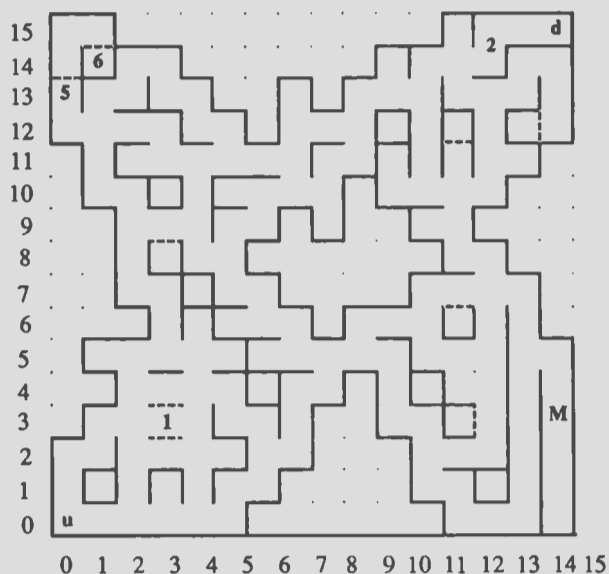


Omicron VII: Level Three

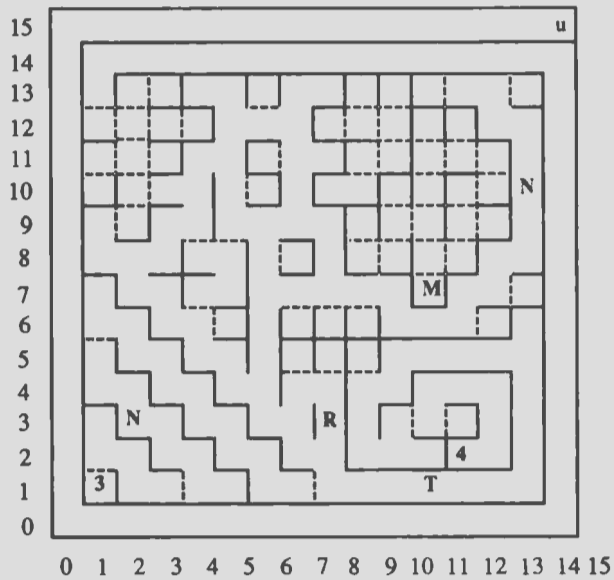
Centauri Alliance - Andrini Cluster



Andrini Cluster:
Level One

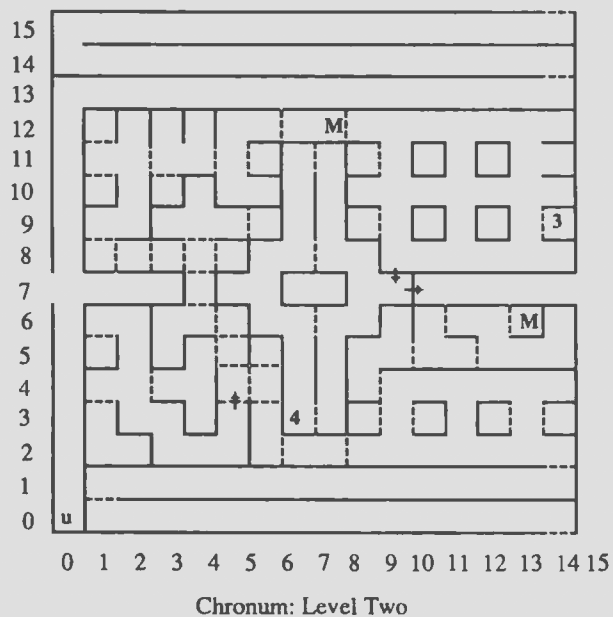
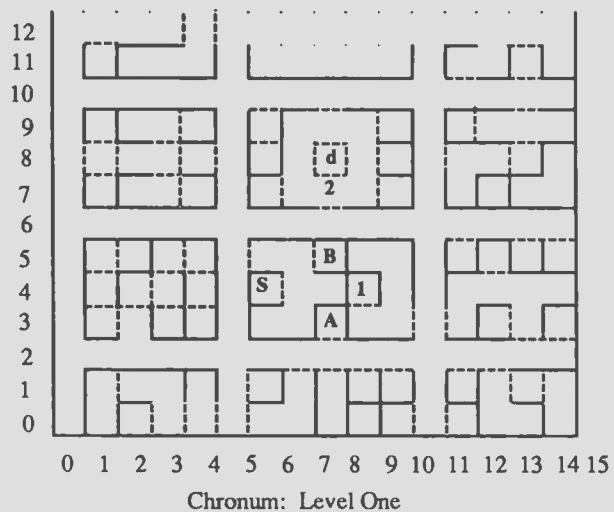


Andrini Cluster: Level Two

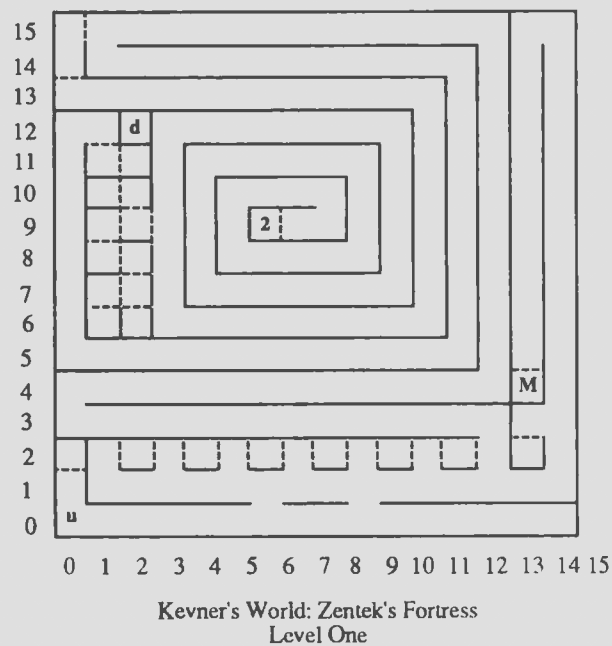
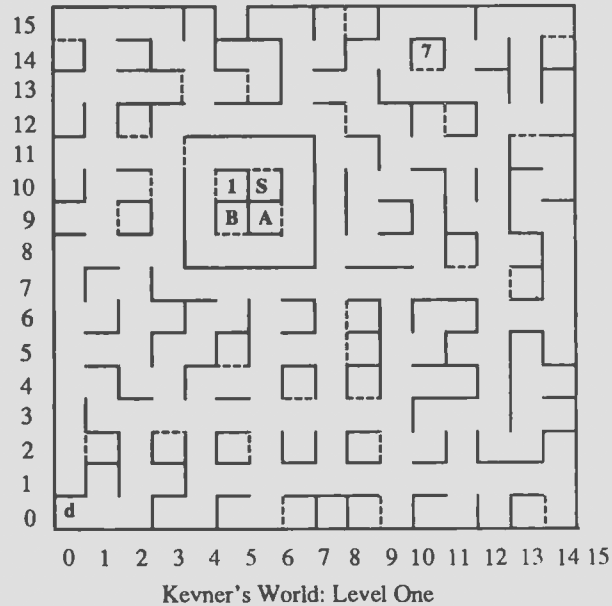


Andrini Cluster: Level Three

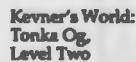
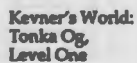
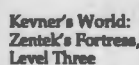
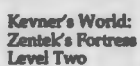
Centaury Alliance - Chronum



Centaury Alliance - Kevner's World



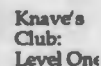
Centauri Alliance - Kevner's World



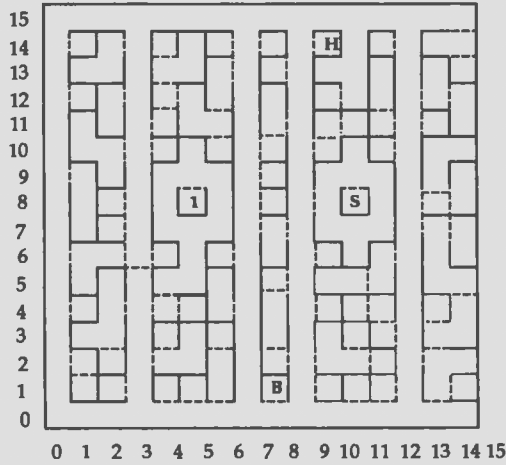
Centauri Alliance - Tau Eridani



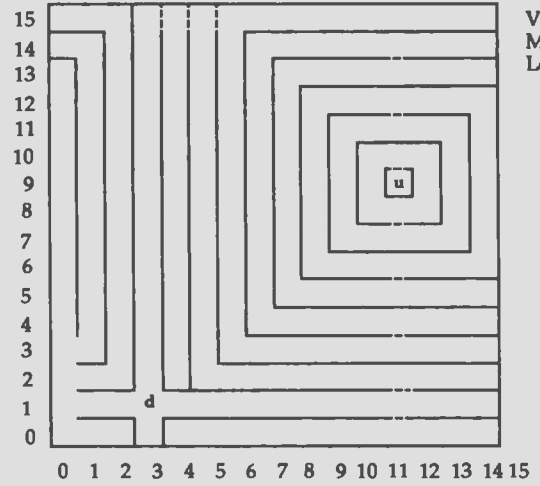
Centauri Alliance - Knave's Club



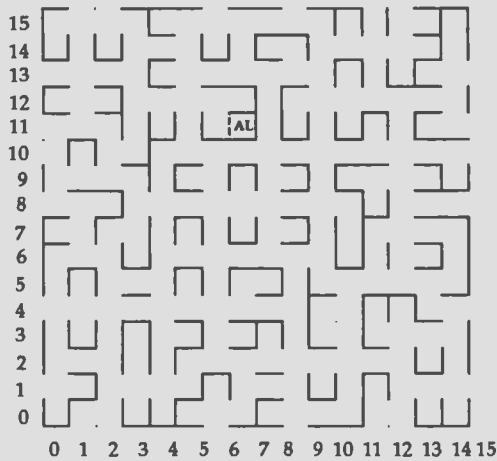
Centauri Alliance - Veladron



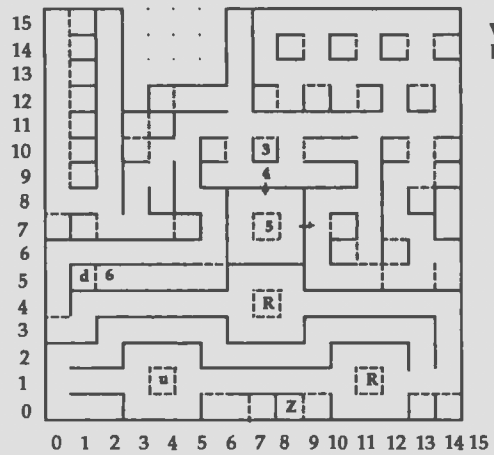
Veladron II



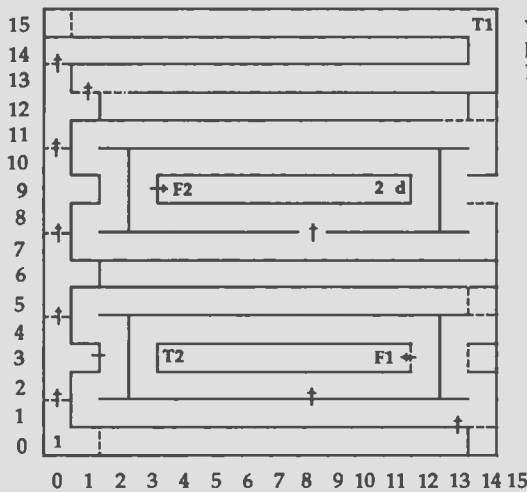
Veladron's Moon: Level Three



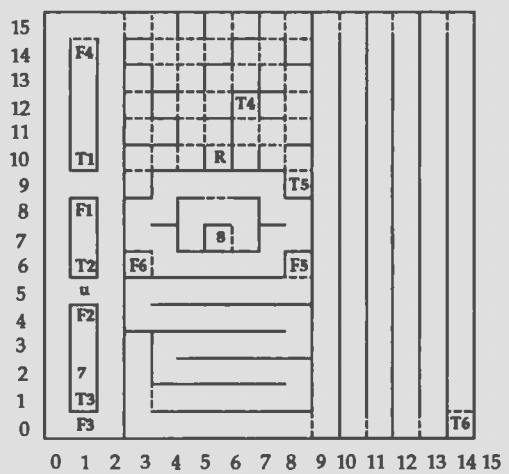
Veladron's Moon: Level One



Veladron's Moon: Level Four

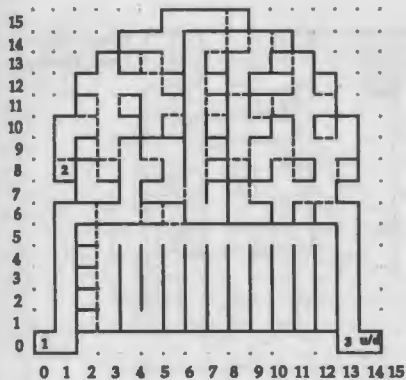


Veladron's Moon: Level Two

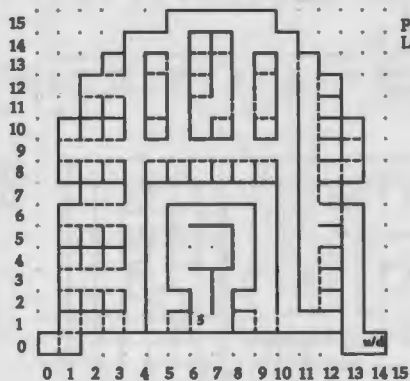


Veladron's Moon: Level Five

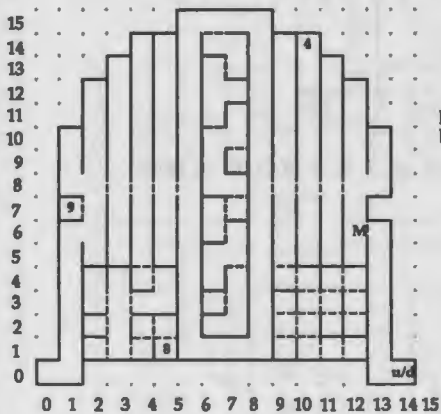
Centauri Alliance - Pirate Ship



Pirate Ship:
Level One

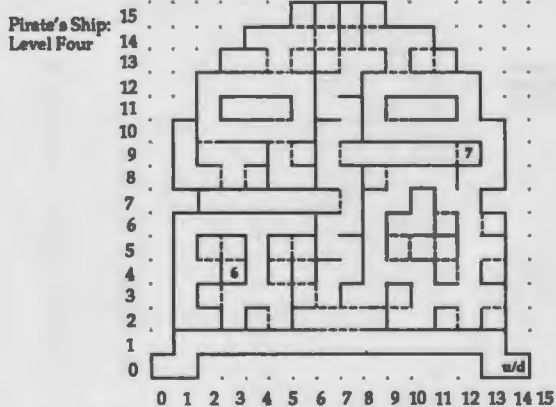


Pirate Ship:
Level Two



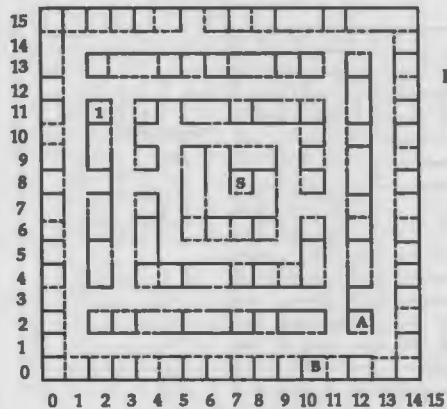
map 13

Pirate's Ship:
Level Three



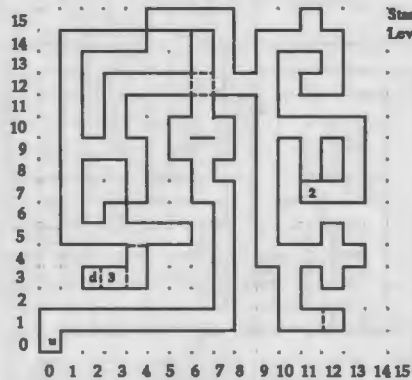
Pirate's Ship:
Level Four

Centauri Alliance - Epsilon Indi

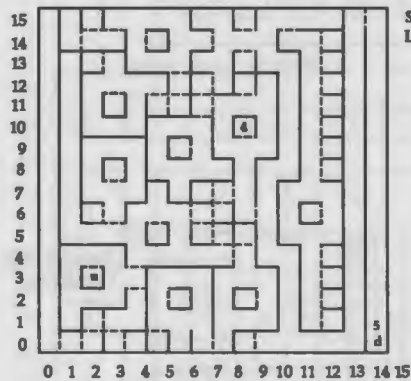


Epsilon Indi

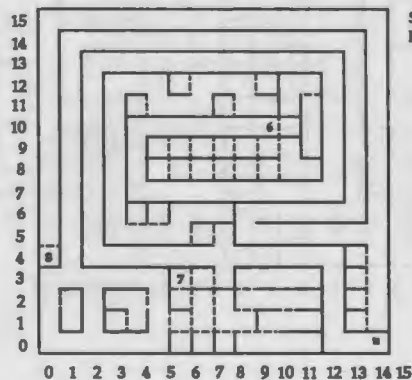
Centauri Alliance - Starbase



Starbase VII:
Level One

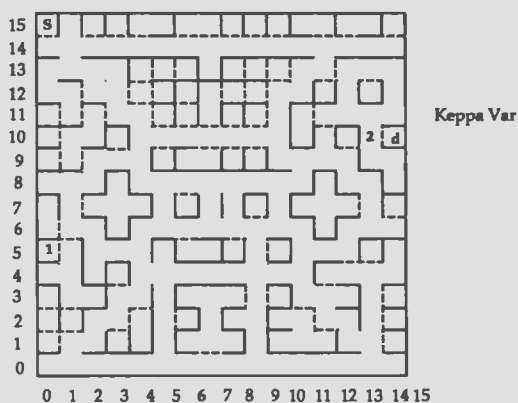


Starbase VII:
Level Two

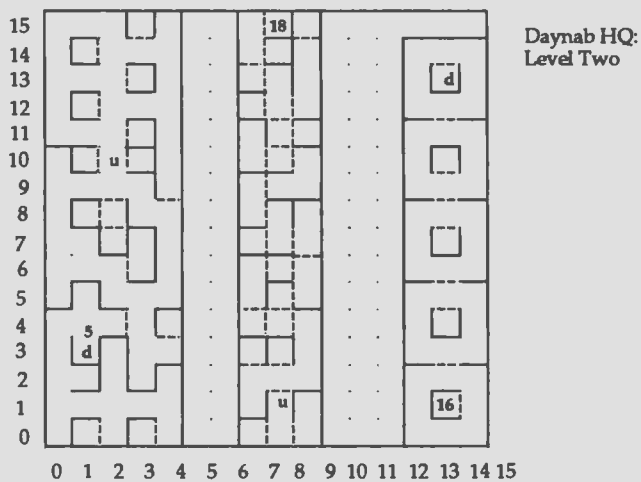
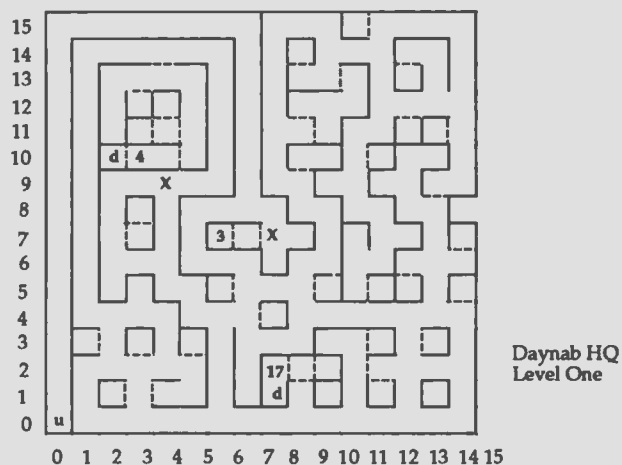


Starbase VII:
Level Three

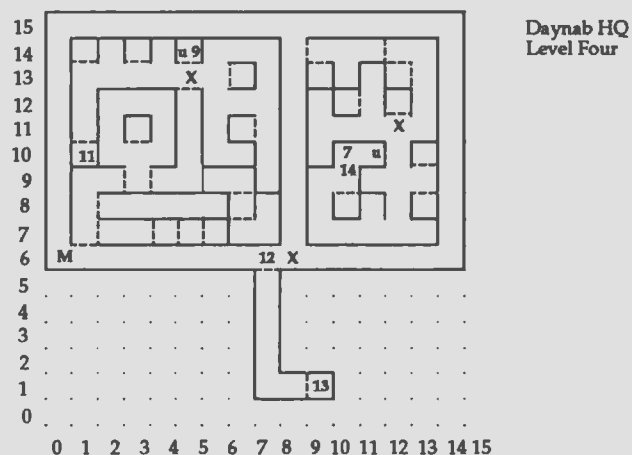
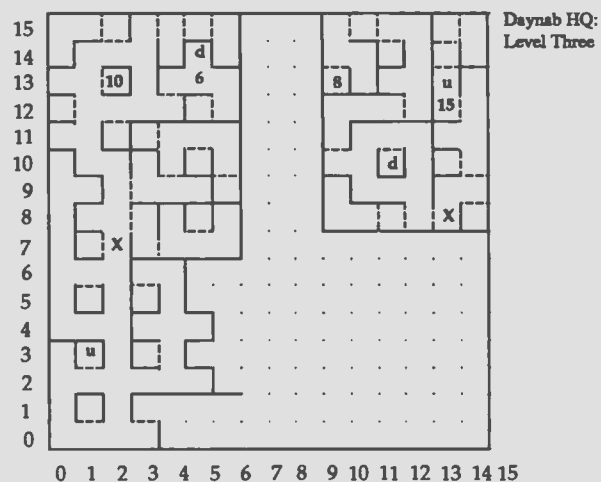
Centauri Alliance - Keppa Var



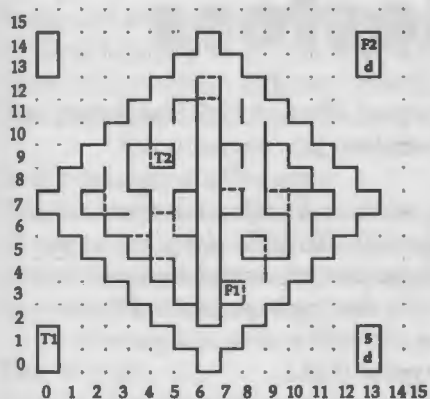
Centauri Alliance - Dynab HQ



Centauri Alliance - Dynab HQ

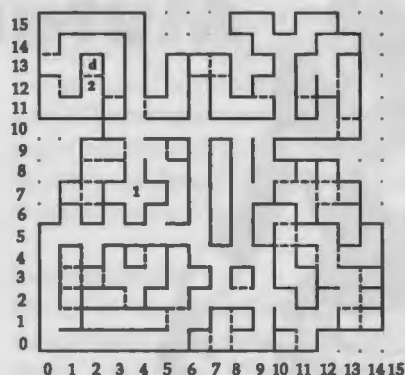


Centaury Alliance - Fractyr Fortress

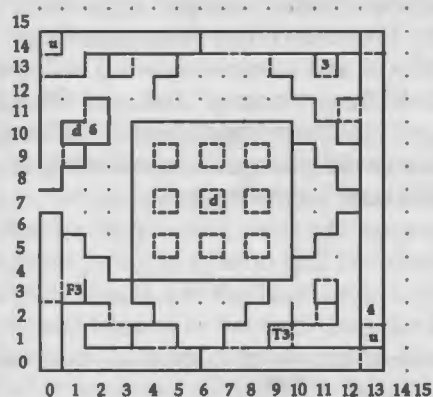


Fractyr
Fortress:
Level One

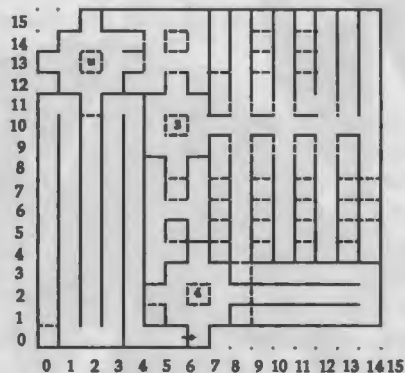
Centaury Alliance - Fractyr Homeworld



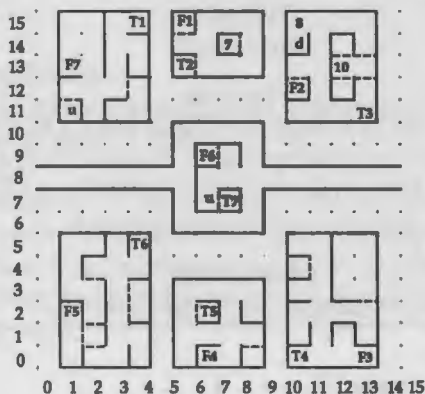
Fractyr
Homeworld
Level One



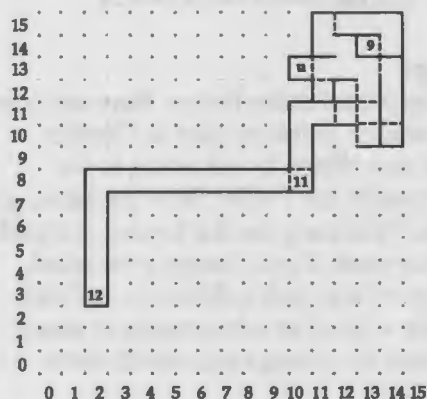
Fractyr
Fortress:
Level Two



Fractyr
Homeworld
Level Two

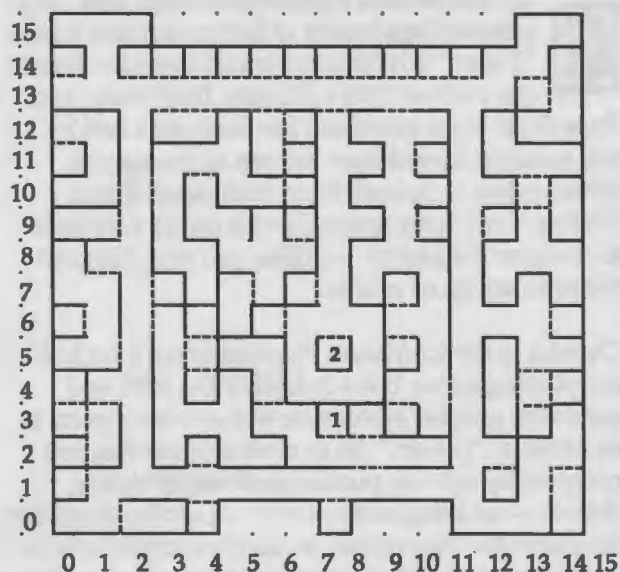


Fractyr
Fortress:
Level Three



Fractyr
Fortress:
Level Four

Centaury Alliance - Earth



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.)