

# SENTINEL WORLDS

## FUTURE MAGIC

**Type:** Science Fiction Role-Playing  
**Difficulty:** Intermediate  
**Systems:** C64, MSDOS (256K, EGA, CGA, Tandy 16-color)  
**Company:** Electronic Arts

Unlike space games whose plots unravel across dozens of planets in galaxies that are light years apart, *Future Magic* limits your roving to three planets in the same solar system. It's one of those stories in which the long range goal isn't revealed at the start. While protecting merchants from raiders who are attacking convoys and bases, you uncover the true source of the attacks: an Evil Wizard-type character, which explains the name *Future Magic*. Unfortunately this original plot twist comes too late for the game to take full advantage of the novelties made available by blending science fiction with fantasy. Still, there are scintillating graphics and intense space battles, and it's fun flying the ship and driving the ATV on the surface. The keyboard interface limits puzzles and character interaction (aliens are not nearly as much fun to talk to as they are in the *Starflight* games), but makes it easy to handle the controls of your ship. Despite the lack of sound board support, you'll hear plenty of atmospheric music, and each weapon makes a distinctive sound. *Future Magic* can't compete with recent science fiction releases in depth and design, but graphically it is still a winner.

### General Tips

#### Character Creation

Put at least 20 points into Comprehend. This allows you to acquire four skill points each time you gain a level. Strength and Charisma are unimportant, so start with no more than 10 points in each (you won't need to increase Charisma past 10). Divide 30 points between Stamina and Dexterity. Try to build Speed quickly as you advance through higher levels. (This is weighed against the fact that Stamina determines how quickly you gain Hit Points.) A Stamina of 20 will give you the highest gain in hit points each time you go up a level. Combat is determined by speed. The hit point

disadvantage can be overcome by saving the game frequently and paying to increase your levels.

Later on, Strength, Stamina and Dexterity can be increased in the Towers of Caldorre for \$1,000 per point. You can increase any characteristic by one point for each level or rank achieved. Emphasis in the early game should be on increasing Stamina and Speed to 20. Start with at least one character who has Speed 20. This way the crew can enter the Sky Elk Club on Level 793 of Caldorre's third tower and find two energy blades, two laser reflect armors and one artesian lens. Energy blades are substantially better than the gyro pike.

Skill points should be assigned to *contact weapons* and *projectile weapons* skills in the early game.



The gyro pike can be purchased for \$160 on Ceyjavik at (2112, 480). Contact and edged weapons save money on ammunition. The gyro pike is an effective contact weapon with a damage range of 4-16, the second best contact weapon. Looting your armory will give you enough cash to buy the gyro pikes. If you opt to retrieve the energy blades from the Sky Elk Club, you should build *edged weapons* skill instead of *contact weapons* skill.

## Money and Statistics

Money is needed to buy ammunition. You only need buy shotguns and steel-mesh armor, since most good weapons and armor are found, not purchased. By the time you need a Kevlar suit or a laser reflect, you will be in the battle station and able to get combat armor, so don't buy before then.

Items not shown on pages 32 or 33 of the manual are treasure and should be sold as soon as possible. A safe way to raise money is with science runs: you net \$500 per mission, more for missions on Norjaenn. Mine Elonium on Caldorre and sell it on Norjaenn. You can also board the raiders for reward money, and the tessellators are worth \$600. You'll gain experience in killing the crew and destroying the ship. This is the way to raise money in the middle and end game.

## How to Gain Experience

Each time you go up a level, get enough money to increase your Dexterity or Stamina. A good place to advance levels after gaining the initial few is by killing the ice tigers at Borkin on Ceyjavik (730, 426). Enter an entrance room, kill all the tigers that attack, then go back to your ATV and repeat the process. The building with the most ice tigers is the command center in the southcentral area from the science outpost. Follow the ice canyon to the northwest of the outpost, and you will find another area where you can loot and kill vermin. Kill only red creatures, and don't fire on dark blue creatures unless they are fighter pilots (even so, killing fighter pilots does not increase your experience).

Dark- and light-blue characters are friendly and should not be killed. Killing friendly civilians and animals can result in losing hard-earned statistics. Killing dark-blue characters may result in a reduction of energy acquired later. To increase the levels of energy acquired later, you must travel in the ATV over the surface of the planet and heal injured

animals. Do so before you start to earn energy points by solving some of the puzzles of the game. Kill only red dots.

As you advance in levels, allocate skill points, initially increasing your weapons skills, then *reconnaissance*. *Gunnery* is only important to the Pilot. *Mining* is of questionable use and should be the last skill improved, other than *gunnery* for non-pilot characters.

## The Missions

As you earn more experience, check the "FED" federation channel for raids on convoys (yellow ships). This channel is mainly used as your source of missions, which will lead to treasure and the solution. You must wait for the missions to be displayed before you go and solve the riddle. Certain actions are necessary to activate special events. If you do not go and talk to the right person and get them to say the right thing, people won't be in the correct places for you to complete the next phase. As the game progresses, go to the bars and talk to the light-blue dots. When docking at Caldorre, your ship will always be docked on the southern corridor in the first docking bay to branch off the corridor to the west.

## Walkthrough

### Grager's Yacht

Right after warping into the Caldorre system, you will be attacked by raiders. Fly quickly to the little blue ships you see on your long-range scans and "FED" (federation communications channel) or the "BRG" (bridge hyperwarp screen). When the blue ship appears on the upper left-hand or main screen, push the space bar to target the blue ships.

Most of them are "transport vessels". You are looking for the space yacht, which will hail you aboard. Go aboard and talk to Grager until he gives you enhanced movement and targeting capabilities. When you get back to your ship, use the "PRG" program and set the lasers to target engines. When attacking raiders, the raiders' engines must be destroyed before you can board their ships.

## **Norjaenn Shotguns**

Don't go to your ship's armory yet. Go to Norjaenn (hyperwarp there, using solar hyperdrives, which is cheaper than using thrusters over long distances). You will find chests with weapons and shotguns in the little western town at (1728, 992) on Norjaenn. One shotgun is in the southwestern office (within the office building in the northwest part of town). A large armory with shotguns and good armor is in the ranchers' bar in the northeast part of town. The armory is behind Kann's office. Another chest with weapons is just behind the door to the room off of the office in the farmers' bar in the southeast part of town. In the offworlders' bar in the northcentral portion of town, extra ammunition is in the room in the northwest room.

## **Mission One:**

### **The Koshals on Caldorre**

Talk to the Warhaka leader in the funny looking hut in the middle of the village. He will tell you where to find the Koshals. Keep using LNG in the mazes to check the location of your party. Don't bother exploring every room unless curious. Treasure is usually found at the entrance to the rooms or on the wall directly opposite the entrance (except in the farmers' armory). Armories are in out of the way places. Have room for treasure; there is at least one tessalator in the armory opposite the Koshal leader in the Koshal temple (in the far northwest of the maze). Once you talk to the Koshal leader, go back and talk to the Warhaka leader and settle the dispute.

## **Mission Two:**

### **Ice Tigers, Borkin, the Science Lab, the Volcano and the Key of Thor**

Go to Ceyjavik when assistance is requested. Go to the command center, enter the door and take the left corridor. One step toward the room at the end of this corridor, you find a chest. Take the right-hand branch off the corridor and go into the second room on your left.

Walk through the room until "1) View monitor" appears in your action window. Talk to V. Karamatu. Follow the ice cavern and find Virginia Karamatu in the northwest part of the laboratory's first floor. Loot the armory east of Karamatu and go to the second floor by the tubes, also found east of Karamatu.

Follow the corridor N to the aquarium and sub bay entrance. (Further down this long corridor are the Electronic Arts offices, where you can gain experience by killing the EA rowdies.)

Work your way to the largest room and go to the far side to find the submarine, which automatically guides itself to the volcano entrance. The volcano is full of acid-breathing green dragons. Your goal is to find the good armories and treasure and get past the dragons in the last series of rooms to get the key. Do not get bogged down fighting the dragons in this last set of rooms after (north of) the temple on Level 5. Follow the passage around to the W and N and take the passage to the north off the map and away from an infinite supply of deadly green dragons. Get the key, which will take you out of the volcano to Level 1 of the laboratory northeast of Borkin.

## **Mission Three:**

### **Solve the Farmer-Rancher Dispute**

Go to Norjaenn and speak with Jason Dephard. Then you must talk to the farmers and ranchers until a farmer tells where the rift is (read paragraph 53). Go to the rift and talk to Robert Kahn and Graeger. Convince the leaders you'll retrieve their **k38n1pp28 ch3l872n**, then go down one level from the northeast portion of the screen. Use LNG when you get down the "elevator." Loot the armory in center screen and go to the N, then W, then S to confront first Shadar's henchmen, then Shadar. When you defeat Shadar, Dephard will appear and tell you where to find the sentinels (paragraph 30), (1121:14, 992:7). You will now gain the powers or (A)tributes (activate by targeting with the space bar then pressing A). This lets you mind probe the raiders.

## **Mission Four:**

### **Mind Probing the Raiders**

Save the game and spend some time programming the computers. If successful, save and try again. If not, restore the saved game and try again. This is a time-consuming process, so be patient and wait till your communications officer finishes his job before you do anything else.

Board a raider ship and sequester a raider. Target him, activate attributes, select "mind probe." The raider does not have to surrender to be mind-

probed; just be quick and do it before your men kill him, or take him somewhere your men cannot get at him (only one raider in 30 surrenders, and when you are able to mind probe, even fewer do). Do not talk to the raider, or he'll kill himself before talking. The raider will give you the coordinates for the battlestation. Hyperwarp from (1321, 2220) to (3305, 3884).

## **Mission Five: The Book of Spells**

First, go to Malcolm's chambers. He won't be there yet, but his treasure chest will. It holds a neuron flail, edged spinner, neutron gun (20-60 damage), burbulator (worth \$20,000), EA passcard, and more. See **Mission Six** for the route to Malcolm's chambers. Avoid the battlestation until your characters are commander or high lieutenant level. Fight ice tigers to gain needed levels. Use energy blades or gyro pikes to kill ice tigers. Board raiders for the tessellators to raise money and increase attributes.

The battlestation is arranged on an 8 x 8 grid of 20 x 20 maps. There are five basic 20 x 20 maps in a pattern on the 8 x 8 grid. The five patterns on Level 1 are solid rock, space ship bay, a map containing the elevators, a map with an armory and a map with one ship tube.

All armories contain one LR laser, one thermocaster, three crysprim (ammunition for all blasters), one thermal pak, two or three AK magazines, two or three Gauss magazines, two Uzi magazines, one tessellator and one combat armor. Quickly visit at least five armories and equip your men with thermocasters, LR lasers and combat armor. Do not throw away or leave behind any energy blades, neuron flails or edged spinners.

Energy blades are very good weapons for walking around in the battlestation with characters at the level of captain, and save lots of ammo. (Obtain the energy blades as loot along the way.) The armories can only be entered from below or from the lower parts of the east and west sides of the maze that's 20 x 20 square. Use the long-range scan to pick up the general shape of these squares. All armory squares are exactly alike, as are all squares of a particular type for a particular level.

On each level of the station, you will find a ship bay tube due south of each elevator; on Level 1, the elevator shafts to Level 2 are in the southeast part of

the main map. Ship bay tubes transport you back to where your ship is parked and can be used as an emergency escape hatch out of the battlestation. All squares except solid ones have ship bay tubes. Armory ship bay tubes are north of center to the west and east. Use a long-range scan to find them.

## **To Reach the Book**

Go from the bay where your ship is parked to (1792, 956), (1793, 956), (1793, 957), (1792, 957), (1792, 958), (1791, 958), (1790, 958) and (1790, 959), then straight W to (1787, 959), (1787, 958) and (1786, 958). Here you will find the elevator to the second level, where the book is located. Do not move. Save the game now. Use long-range scan to find the book.

The corridor that leads to the north has a guard with a rapid-fire thermocaster. Before this battle, equip your men with thermocasters and LR lasers. Step into range, turn around and walk away. This allows the men behind your point man to take a shot at this character one at a time, in a wave, as you move back through the ranks. This technique is very effective in battle where men are injured. The wave motion accelerates firing weapons and healing the injured soldiers. If someone dies, reboot and try again. The book is to the north and west of this guard. A plasma gun is found in the room just west of the guard, so have at least one weapons slot open to get this valuable weapon. Go back up to Level 1, then go S to the ship bay transport tube and take it back to your ship bay. Your ship bay will always be (1792, 955).

## **Mission Six: Malcolm Trandle**

To reach Malcolm go to (1792, 956), (1791, 956), (1790, 956), (1789, 956), (1789, 955), (1788, 955), (1788, 954). Take the elevator to Level 2. Go around to the other side of the level and take the elevator down to Level 3. From there, go to (1788, 954), (1787, 954), (1787, 953), (1786, 953), (1785, 953), (1785, 952). Take the elevator to Level 2, where you'll find Malcolm.

To fight Malcolm, hold down the right arrow or the 6 key on the numeric keypad until the dark blue "ATT" rectangles appear in the upper right and left corner of the screen. Then keep hitting the left or number 4 key as the ATT rectangle is visible. Dark-blue is not good enough: "ATT" must be printed on the lower portion of the rectangle. The right arrow appears to change the rectangle, the left one appears



to activate it. Activating a DEF red rectangle just gets you wounded. Guards and raiders on Level 3 of the battlestation are tough, but the armories have plasma guns, plenty of ammunition and treasure.

## Key Locations

Maps are not provided here, but these tips will tell you where to find vital people and objects.

<b>Alex Kann</b>	In bar on Caldorre tower #3. Bribe him with \$2,000 for information.	<b>Sentinels and Kedro, their leader</b>	At (922:7, 1121:14).
<b>Grager and his assistant</b>	On space yacht (little blue dot (ship)) traveling about the Caldorre Solar System.	<b>Virginia Karamatu</b>	In science laboratory on Ceyjavik, in northwest part of lab.
<b>Robert Kann</b>	In the ranchers' bar in the western town on Norjaenn.	<b>Science laboratory</b>	Follow the ice canyon northeast of Borkin on Ceyjavik to the entrance in the snow at the dead end of the canyon.
<b>Grayper</b>	In farmers' bar in the western town on Norjaenn.	<b>Key of Thor</b>	Follow northern end of the corridor found at the bottom of the stairs in the Science Lab. Take sub in sub bay to Level 5 of the volcano.
<b>Jason Dephard</b>	Owner of offworlders' bar in western town on Norjaenn. (Also talk to another light blue character in one of the bars in the western town on Norjaenn.)	<b>Book of Spells</b>	At (1786, 958) on Level 2 of the battlestation.
<b>Warhawka leader</b>	At the beacon that appears on Caldorre.	<b>Malcolm Trandle</b>	At (1785, 952) on Level 2 of the battlestation.
<b>Koshal leader</b>	In bear cave at (1012:6, 622:8).	<b>Battlestation</b>	Found by hyperwarping in your space ship from (1321, 2220) to (3305, 3884).
<b>Shadar</b>	First talk to the dark blue farmer in the farmers' bar in the western town on Norjaenn, then go to the Stryker Rift at (1169, 677). Follow the canyon to the cave entrance. Inside is Shadar (one of Malcolm Trandle's henchmen).		

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			