THE BOOK OF ADVENTURE GAMES II

by Kim R. Schuette

THE BOOK OF

BY
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Dedication

This book is humbly dedicated to the scores of adventurers who made this book possible by their response to Volume I. A special word of thanks to fellow adventurers Bilbo Baggins, Belle Starr, and Marvin Simon, who helped in the formation of this book by their suggestions and by pointing out errors in the initial draft. Thanks also to my publisher, Michael Mellin, and Editor/Illustrator, Mia McCroskey.

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INTRODUCTION

You are standing at the end of a road before a small brick building.

So begins *Adventure*, the game, originally written for a mainframe, that revolutionized gaming on personal computers.

In their simplest form, adventure games provide an alter ego for you, the game player. You can sit back and fantasize about danger and deeds of great daring while your alter ego—your character—takes the risks (and the beatings). Unlike similar non-computerized games (like *Dungeons and Dragons* and *Clue*) computerized adventures do all the paperwork and calculations for you. You don't face a human opponent, and you don't have to possess exceptional eye/hand coordination (except in those few adventure games which include arcade game-type sequences). The challenge in adventure games usually involves solving many logical puzzles in pursuit of a final reward.

Much of the adventure games' popularity stems from their ability to supply different things to different types of players. Some adventurers enjoy these games as an escape from dirty reality. Others are drawn by the mental challenge and stimulation they supply. Many simply take pleasure in overcoming each hurdle, and some enjoy mapping the games to reveal their logical design—quite often no mean feat. Surprises and humor are a draw for most players, but also something of a bonus; witty dialog and truly unexpected (but not illogical) events are the hallmarks of a very good game.

Unfortunately, many neophyte adventurers throw in the towel on their first try. They run up against a frustrating puzzle, poor vocabulary, or a game that's just too difficult for them, and they get discouraged. Many people, while intrigued by the games, simply can't learn to think in the logical patterns necessary to solve the puzzles. And, of course, many decide they just don't want to deal with it. This book is intended for all of these new players (except, perhaps, the last case), as well as for adventurers of all skill levels looking for a specific answer to speed them on their way in the games described here.

This book is organized in the same manner as its companion, *The Book of Adventure Games*. The maps and descriptions are separated from the hints, which are at the back of the book. I hope this design helps you resist the temptation to look at the answers before you're really stuck. When you do give up and use the hints, be sure to use the precise syntax given. Much of the mail I received about the first book was from readers who didn't enter the commands correctly.

If you have the first book as well, you'll probably notice that they both contain *Adventure*. No, it isn't included here as a cheap marketing trick, or for the sake of nostalgia. The *Adventure* presented in this volume is Mike Goetz's new CP/M version, a 550 point monster of a game. It includes all of the original *Adventure* and adds a number of new treasures, locations, and a new end game. This game is in the public domain, and was downloaded for me from its native Kaypro CP/M to Apple CP/M.

I played all of these games on either an Apple II+ or a Macintosh with 512K. Minor variations between versions for different machines are possible, so neither I nor the publisher can guarantee the infallibility of these maps and solutions. While the solutions as presented will solve the games, alternative approaches may reveal unmapped (but doubtlessly minor) locations, and possibly further puzzles. Be assured, any such undocumented places or puzzles you might uncover will not

affect the games' ultimate solutions; if they did I would have found them. Similarly, I made no attempt to detail the many nuances and alternate computer responses that make these games so much fun to play. To do so would require several volumes, and would really detract from your enjoyment of the games. Enjoyment, after all, is the real name of the game.

—K.R.S.

Categories of Adventures

Adventure games may be broadly separated into two categories: puzzle adventures and role-playing adventures. The former may be further divided into all-text adventure games such as *The Hitchhiker's Guide to the Galaxy* and graphics games like *King's Quest*, which make use of the computer's high resolution graphics capabilities. The latter are almost always graphics-oriented, like *Questron*. The obvious difference between the two lies in the display, which is either a simply formatted text page or a display dominated by a graphics scene with but a few words of text.

Puzzle Games emphasize logical solutions and demand mental agility, ranging from pure guesswork to inductive and deductive reasoning. They usually present a mission or objective, be it recovering a long lost treasure, ridding the kingdom of an evil force, or simply saving your own neck. Quite often, the objective doesn't become clear until well into the game. Until it does, you blunder about, encountering puzzles in the form of obstacles which you must resolve before you can realize your objective. You may have to find and use objects in various locations or in combination to achieve a desired result. Puzzle games can often, therefore, become extremely frustrating when the proper answers elude you. Of course, some people thrive on frustration, and derive the most pleasure from succeeding after repeated failures.

Role-playing games, on the other hand, generally have a clearly defined objective from the outset, fewer or much simpler puzzles, and usually trade off frustration for sheer mass. Games like *Ultima* in the first *Book of Adventure Games* and *Questron* in this volume offer huge geographical areas for your character to explore. Role-playing games generally are less realistic than puzzle games. The player often assumes the identity of a character (hence "role-playing") of his own design, such as an Elf, Gnome, or Dwarf. This character may be trained or have special abilities such as a Fighter, a Wizard, a Mage, or a Priest, to name but a few, with physical and mental characteristics suitable to the character type. Dwarves are short, but very strong, so they make good fighters. Elves are weak, but very magically oriented, so they make good wizards, and so forth. Some games, such as *Sundog*, do away with the medieval *Dungeons and Dragons* type casting and set your character in the future, emphasizing space travel. In any case, role-playing games invariably require a multitude of battles with various and sundry villains, usually monsters. Here's where you'll get frustrated as you go through reams of fledgling characters trying to find one who can survive for long in the world of nasty beasties. To be successful, your character must defeat many enemies, thus gaining experience and money which he uses to build himself up to a state of near invincibility. Then he can attempt the game's ultimate goal, which usually means defeating the most evil creature in the history of the world of the game.

Most of the games in *The Book of Adventure Games II* are of the puzzle variety. Among these, several are based on or draw from literature, a couple from comic books, and a couple from movies and television. These game versions of familiar characters, settings, and plots have grown increasingly popular over the past year. Bantam, Simon and Schuster, Telarium, and even the legendary Infocom have all released games based on previously published books like *The Wizard of Oz* and *Rendezvous with Rama*. You won't find all of them here because our deadlines and their release dates didn't mesh. You'll just have to look for them in a future edition. Certainly there's enough here to keep you busy until then.

History of Adventures

Text adventure games have been around almost as long as computers. When a 16K computer was still the size of the space shuttle, adventure games were conceived by creative programmers at places like MIT. In the 1960s, when the only people who could fit computers on top of desks were the set designers for *Star Trek*, large and complex games such as *Life* and the original *Adventure* shared space on mainframes with statistical calculating programs, massive databases, and computer language assemblers. Just as these businesslike programs evolved into microcomputer programs like Lotus *1-2-3* and *dBASE III*, the original games were reworked and refined to become *Zork*, *Ultima*, and yes, even *Star Trek*. But the people who employed their imaginations during their spare time to program games on those massive computers remain our heros. Little did they know what they had spawned when they came up with a couple games to play on their big, new "toy."

Thus, adventures evolved essentially parallel to the computers themselves. But when the first home computers appeared, a new faction suddenly grasped the usefulness of microchips for gaming. Long time players of the fantasy role-playing game *Dungeons and Dragons*—people whose obsessive nature is very similar to that of rapid programmers—seized the moment and developed computerized versions of their complex passion. *Super Dragon* and *Dungeon Campaign*, for example, required your carefully tailored alter ego to march around in a multilevel dungeon seeking various treasures while encountering and whomping monsters before they whomped you. One such game, *Beneath Apple Manor*, published in 1979, is considered one of the first fantasy classics. Unfortunately, no computerized version of *Dungeons and Dragons* offered quite the same experience as playing the game with real people, so there was room on the market for alternatives.

Early adventure history was made when the first of Scott Adams' all-text adventures appeared in late 1979 and the early 1980s. Initially available only on cassette, these relatively compact games consisted of some thirty-five or so rooms, and were among the first programs written in assembly language rather than a higher level language such as BASIC. This speeds the game considerably, whichs adds immeasurably to its continuity and playability. As programming sophistication increased, versions of these popular games with high resolution graphics were released; but whether or not this is a true upgrading still sparks debate among adventure aficionados.

At about the same time, in early 1980, *Adventure* (sometimes referred to as *The Colossal Cave*), was translated into BASIC for the Apple computer. This was a major accomplishment, considering the game's size and complexity. At least five companies have released versions of the game, including faster playing assembly language versions. All are nearly identical. The new CP/M version mapped in this book is the most revolutionary version of the game released yet.

Roberta Williams took a small step for humanity and a large step for adventurers with the release of the first high resolution adventure, *Mystery House*, late in 1981. Colorful pictures replaced much of the text description, leaving only a few necessary words in the bottom four lines of the screen. Some would-be soothsayers declared that this game sounded the death knell for all-text games. In this volume you'll find *King's Quest*, also by Roberta Williams, and in the future you should see *King's Quest II*. Both of these games introduce animation into the graphics screen—yet another step in the growth of graphics games. With Apple's release of the Macintosh in 1984, and Commodore's Amiga and the Atari 520ST in 1985, we are at

the beginning of a new generation of graphics games. All of these graphics-oriented machines offer higher resolution, the later two include color, and faster processing. Already we've seen (although, unfortunately were unable to include) *Deja Vu*, a Macintosh detective mystery from Mindscape wherein the player uses the mouse to select parts of graphics displayed in windows and even to move objects from one window to another. Certainly players of *Mystery House* didn't imagine they'd one day be able to point to their hand gun, drag it from its holster to the window displaying the gun shop, command it to open, and count the bullets that appear scattered on the shop counter. Who knows what miracles creative programmers will come up with for the faster, more colorful Amiga and ST in a year or two.

However, as to nailing the coffin lid on all-text games, such predictions were, and still are, considerably premature. Many players prefer a good all-text game to even the best high resolution game. They like using their imagination to visualize their character's surroundings and elements of the puzzles. No computer generated graphics can match the images an active imagination will produce, and often generating graphics screens slows down the game considerably. Some all-text games, especially those in the current generation of games based on books, provide screens of well-written text that rival good literature. On the other hand, if you simply read that you are on a cave-pocked hillside, would you immediately respond "Go Cave," as you certainly would if presented with a well-drawn graphic of a cave mouth in a hillside?

Infocom has perhaps done the most to keep all-text adventures alive with two significant breakthroughs. The command parser, originally developed for *Zork* when it ran on a mainframe (it was released for the Apple in 1981), permits the use of relatively conversational English. You can use complex commands (complete with adjectives, adverbs, and punctuation) rather than just two-word commands such as "Go Cave." Tables of equivalencies and synonyms added tremendously to the playability of these games, eliminating the annoying, puzzle-like element of having to guess the exact word to use in order to accomplish each specific task.

Infocom's second breakthrough came with the release of *Deadline* in 1982. In this mystery game several characters move independently of each other and the player. The player can interrupt the other characters' actions to ask questions, and possibly change the others' future course of action. *Deadline* also incorporated a feature first seen in Scott Adams' *The Count*: objects and descriptions of locations could change as time passed. New objects can appear in old locations (logically, since the non-player characters of the game could put them there). Since then, independence of action and change over time have evolved even further. In *Labyrinth of Crete*, two alter ego characters, Jason and Hercules, can receive separate commands and behave cooperatively. The same holds true for the six independent robots of *Suspended*, another Infocom game. Any one of the characters, once given a command, will dutifully carry it out in the background, reporting to the player upon the completion of its assignment. In the meantime, the player can be sending the other robots on other tasks in the foreground. Timed adventures are also becoming more common. Several in this book require that you accomplish certain tasks prior to certain times, or you'll never be able to finish the game. All of these advances, which make the games more challenging and enjoyable, are possible because of the increasing sophistication in high level languages and finesse of the programmers.

An equally noteworthy breakthrough, but in the realm of role-playing games, became visually apparent with the release of *Ultima*. Your character roams over a

landscape considerably larger than the area visible on the screen. As you move off the edge of the screen, the graphics smoothly scroll to reveal new territory. These scrolling graphics give the game a feeling of great scope and expansiveness.

As the games evolve, the distinction between the two general types blurs. For example, the role-playing games *Ultima III* and *Legacy of Llylgamyn* (1983) both include numerous puzzles, such as riddles or extensive searching requirements, to find objects. Nevertheless, the primary emphasis in role-playing games remains monster whomping and exploration. While high resolution graphics have become a large part of the puzzle-type adventure, a graphics *tour de force* such as *Ultima* or *Wizardry* still commands an enthusiastic following.

Today's adventure programmers, always searching for something new, make better use of sound, animation, real-time response requirements, and arcade game tasks (e.g., skiing between trees in order to proceed to the next puzzle element). Some include major arcade-type games between the puzzle elements. What will appear in tomorrow's adventure is anyone's guess. Like the games themselves, the answer lies only in the imagination of the programmer of that yet unwritten game. As the games' sophistication increases, so too will their popularity. More sophisticated games attract a wider audience, and more players encourage better games.

What Makes A Good Adventure?

Beauty is in the eye of the beholder. Just what sets a good game apart depends on each player. While my personal favorites include the original *Adventure*, *The Hitchhiker's Guide to the Galaxy*, and *King's Quest*, I didn't know that until I had finished playing them. Unfortunately, you cannot tell how well you like something until you've tried it, particularly since most adventure games are packed in snazzy covers that have little or no bearing on the game inside.

Regardless of which game is your favorite, you should consider the following questions to determine the quality and playability of any game:

- Are the puzzles imaginative and logical, or old hat? Are they simply souped-up guessing games?
- Are there alternative approaches or more than one area to work on at a time, or must you solve each specific puzzle before you can approach the next? Such serial games usually offer little inspiration, and are extremely frustrating.
- Is the text bright, descriptive, and well-written, or sparse and matter of fact, without anything to stimulate your imagination? Humor and subplots, while they may have no direct bearing on the game, materially enhance it and make it more enjoyable.
- All games can frustrate you at one point or another, but not all of them can respond to your emotional outbursts. See what happens if you type in an obscene command or just use a four-letter-less-than-acceptable-in-polite-conversation word.
- It won't take you long to find out about the command parser. Will it accept only two words at a time or an entire sentence of multiple commands? Do you have to use a specific word to get a response? A good game will have a good vocabulary and a reasonable number of equivalent nouns and verbs. Nothing is more frustrating than trying "open," "unlock," "break," "move," "lift," "shake," "twist," and "unwrap" only to find that "use" is the only word that will work.

- Take a look at your map. Is it logically laid out (not the way you drew it, of course, but the way the programmer designed it)? Do the mazes have a reason for existence, or are they pointless? Are there too many mazes for the size and complexity of the game? Are there many pointless one-way moves?
- Does the game kill you off unnecessarily and without warning? How does it notify you of your death? Is it clever and quick, or unnecessarily gruesome and descriptive? Did you learn from it? (Not about the meaning of life and death, of course, but some useful information about the game.)
- Does the "save game" feature permit you to save a game at any time, or only when you quit? Can you use a saved game position at any time, or only when you're booting up? Must you endure a long re-boot cycle, reloading the entire game just to return to a saved position? Will the game support two drives, eliminating unnecessary disk changes? Do you have to save your games on the program disk (not a good idea since a hardware malfunction could hurt the program)?
- What of the game's speed? How fast does it play? Slow graphics generation and a lot of disk interaction detract from the game's continuity and playability.
- Does your high resolution game permit you to look at the last sequence of text you entered, or even to play the game as an all-text adventure? (Of course, this latter doesn't apply to games that offer important hints only in the graphics.)
- Finally, when you have finished the game, are you sorry it's over, or simply relieved?

Talk to your friends about the games they've played, read reviews, and even look for game demos at your local computer stores. If you own an Apple II, Macintosh, IBM, or Commodore computer you should also investigate the latest editions of Arrays, Inc./The Book Division's annual software review books, which include ratings and thorough reviews (but no maps or hints, sorry). For now, why not grab that game that's been giving you trouble and take another whack at it with this book in hand?

How to Tackle an Adventure Game

Each game has its own flavor and idiosyncracies. To be successful, you must try to think the way the author did as he wrote the game. When starting a game for the first time, try beating around it for a while, without even trying to map it or solve any puzzles. Simply try to get a feel for the game. Pick up anything you can, and try to do something—anything—to or with it. Next, start over and map as much of it as you can, without trying to solve anything. Don't even "touch" anything just now—be patient. Annotate your map with the objects you find and any clues, like signs that you can read or things you shouldn't do (for example, try not to get killed the same way twice).

At this point, you're finally ready to play the game for real. Look at your map, as much of it as you have so far. What can you piece together? Where did you get blocked or clobbered, and why? Use what you've got and try to develop something, anything. Many times, the initial puzzle isn't too tough. Many times you'll eventually realize you're completely off base. As soon as you make a breakthrough, save the game and extend your map, if possible. Try to anticipate where the puzzles will occur and what you might need to solve them, then go look for those items (you may even already know where they are).

Be patient, you may be only a few keystrokes away from success. When you really get stuck, marshal all your objects and forces at that location, and dig in. Quite often, playing the game with a friend produces faster results. What one misses may be intuitively obvious to the other. Even if you play on different machines in different locations, hints and suggestions shared over the phone are a real boost to morale. And, of course, when all else fails, look for a hint in *The Book of Adventure Games II*.

Solving Puzzles

Puzzles present situations in which you have to figure out what action you need to take in order to proceed to the next part of the game. They can be as simple as choosing the right direction, or require you to manipulate some object on the screen or even figure out how to slay a dragon! You will need to determine which objects—treasures, devices, etc.—you should acquire and carry with you, and which to leave behind or store until later, a process commonly referred to as "inventory management" (about which more later).

Often the game's vocabulary is a serious obstacle to solving a puzzle. You must learn the vocabulary and syntax acceptable to each game. With a two-word syntax, you'll have an interesting time figuring out how to say you want to put your bubble gum on the end of the stick, put the stick through the grate, and pick up the coin that's underneath it. Keep a dictionary and thesaurus near at hand to look up synonyms and descriptions you aren't familiar with. In general, the more synonyms allowed and the more flexible the command parser, the better the game.

Mapping the Game

Mapping is a necessary evil in solving any adventure. By mapping, I mean making a road map to tell you where you are, where you've been, and how to get back to a given location. More importantly, you should annotate the map with what you find, how it's used (once you find out), and later, the key words to the solution of the puzzle at any given point. One of the best games for beginners is *Birth of the Phoenix*, which includes one of the best tutorial manuals on mapping, and a beginner's approach to adventures. The game itself, as you'd suspect, isn't difficult, but it contains examples of all the aspects common to most adventure games.

Start your map with a rectangle to represent the location at which you first find yourself. Methodically go north, then back (hopefully) south, drawing as you go. Bear in mind that leaving a room to the north does not necessarily mean that you enter the next room from the south. Concentrate on trying all possible directions for that initial location. Remember that some games have ten possible directions out of any location: the four cardinal headings; NE, NW, SE, SW; and up and down. Some games tell you possible exits, but don't always believe them; draw in a short straight line to mark those directions.

Develop your own shorthand. If you can't go in a particular direction, put an "x" there; if you can't return to where you came from by reversing direction, put a one-way arrow on the last line. You can simplify the map later when and if you find that it's redundant. Should several locations be described in the same manner, make sure that you are not in a loop. Drop an object and keep going. If you come across the object again, obviously you've looped back (unless you're in a game that has other characters who may have moved your object, but that's rather unlikely).

If you find yourself in a maze, be it an open ocean, underground, or a field, use the same technique as you did to find a loop. Map your maze on a separate sheet of paper. Drop an object and name your present location (the rectangle) with the name of the object. Move somewhere, drop another object, and name that location with the name of the newly dropped object. Draw an arrow from the first object in the direction that you moved and name it as the second object. Continue moving

and dropping objects, and soon you'll find yourself in familiar locations. (By all means don't drop your light source if you're underground, however.)

When you've finished, you'll have a number of rectangles equal to the number of locations in the maze, plus arrows pointing from one location to another, showing directions. You can redraw the maze now, using the named locations as the basis for your map.

Some mazes are tougher to map. Creatures may come along and pick up what you've dropped, or your object may sink into the mud and disappear forever. Some mazes don't show your object (even though it's really there) unless you "Look." Other mazes have a lot of one-way trips; that is, once you move from one location to another, you cannot return to the first one.

Inventory Management

Inventory management is a big part of the puzles in many games. You may find more important-seeming objects than you can carry at one time. Occasionally, you can obtain minor relief by putting small objects inside larger ones (but not often). The problem can be especially bad early in the game if the programmer tosses in a lot of objects before you've learned to differentiate between the important ones and the red herrings. You'll next run into problems when some objects have several uses in widely separated locations. You have to figure out what to carry where, and when.

Two suggestions for inventory management are: first, avoid picking up treasures until you are heading back to the storage area (if there is one). Take them back in bunches. In some games, treasures are secondary to the real object of the game (but do add to the score); they are merely bonuses, or exist primarily to reduce your ability to carry the objects you really need.

Second, establish a centrally located depository, sort of a temporary treasure trove. Don't leave objects lying all over the place, as you may have a miserable time finding them again. As the game develops and you probe deeper, move all your objects closer to the area where you are working and establish a new temporary depository. Of course, this technique may not work in games that include other characters, such as *Zork*, where the thief could easily raid your stash. But that's an unusual case.

Using the Book

This book is intended to be a shoe horn, not a magic carpet. You should use it to get you past a few little problems. Don't follow the hints through the games to their conclusions without even thinking.

The maps included cover over forty recently released, popular electronic adventure games. The purpose of the book is to make these adventures more enjoyable and less frustrating, but not less challenging. Thus, even though explicit solutions to the games appear in the back of the book, *please* don't take the coward's way out. Looking up the answers before you try to solve the game on your own will only ruin the fun.

Unless you really enjoy mapping, use the maps in the book as you play. When you really get stuck, look for a number by that location. The numbered hints in the back of the book correspond to these numbers, and provide solutions for puzzles centered around each location. Almost always the hint will apply to whatever is

giving you problems. Use these solutions only when you think you've tried everything.

Don't worry that the maps show locations that you have not yet visited. You still have to solve puzzles to get to some places, even if you know they're there. Key objects or hints may not be visible or accessible on your initial visit to the location, but you'd find them eventually with or without the maps in this book.

This book won't tell you everything. The maps don't specify, for example, when or if you should take an object. They don't help you with inventory management. You will have to read signs and plaques, examine and consider objects and locations, and, most importantly, use your imagination.

THE GAMES

ADVENTURE

Including the 550 point CP/M Version
Public Domain
The original, all-text adventure—a classic

Description

"You are standing at the end of a road before a small brick building." So starts one of the true classics in all adventuredom. The CP/M version, available on the Kaypro and convertible to the Apple, adds fourteen more treasures to the first fifteen, a slug of new locations, and includes the complete original game. You need to deposit all the treasure in the brick building before moving on to the end game.

Playability

If this is your first adventure, you've picked the one that hooked me! The story flows well, and the text reads like a novel full of expansive descriptions. Several vendors have released versions in the past, but we don't know of any who are currently marketing *Adventure*. Certainly you can get hold of it one way or another. Most versions are disk interactive and a bit slow except for the Scott Adams version, which is written in assembly language. The Microsoft version added a room, the Software Den, with its own special twist. But none added the depth that programmer Mike Goetz has in the new Kaypro version, which is public domain. His additions maintain the full flavor of the original with the exception of the end-game, which is darn near impossible to solve (without this book, that is).

Compatibility and Price

Public Domain, Microsoft and Scott Adams versions no longer available.

Note: If you want to take a crack at customizing your own *Adventure*, you can get the source code to what was the Scott Adams version from John Rausch, Freeport Station Software, 3119 N. Waynesville Road, Oregonia, Ohio 45054, (513) 932-3688.

ADVENTURE

The Repository (End Game)

NORTHEAST
End of Repository
Bottles/Beanstalks/
Oysters/Rods w/star
Lanterns/Dwarves
Mirror

(23) SOUTHWEST
End of Repository
Snakes/Cages/Birds
Rods w/marks
Pillows/steel Grate
Grate is locked
Sign

Note: Heavy boxes indicate locations repeated on pages 8-12, which are the newer portions of the game.

ADVENTURE
Vending Machine Maze

Note: Letters in circles refer to the letter in the block to which you go.

ADVENTURE
Pirate's Maze

ADVENTURE

High Balcony Beads/Card
12d
Magnificent Canyon
Small Chamber
Large Underground Reservoir
Stream Waterfall
Fourier Passages
Fork
Entrance to Jonah Room
Shelf Rock
Jonah Room Glasses
Beach Bag
16a
Arched Hall Room
Quicksand
Bend
6a
Spherical Room Vial
Division in Passage
Open Forest
Valley in the Forest
23a
23b
Master's Game Small room
20 Foot Depression
Two-foot Slit in Rock
Vast Chamber Finale
Air-Conditioned Room
Inside Building
Air Duct
Computer Center
Elevator
Elaborately Furnished Study-Stamps
Paneled Passage
Western Edge of Rift
Eastern Edge of Rift
Southern End of Long Hall
22a
Witt's End

MID.

6a
Dank Cubicle Mushroom
6b
Low Ceilinged Room Suction Cups
6b
Small Room Helmet
Wide Chamber
Hall of Mtn. King Snake
Northeast Corridor
Hall of Mists
Sandstone Chamber Sword
Inside Safe
High Vaulted Ceiling

12c
This Way Out
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels

Sorcerer's Lair
Narrow Crack
Large Room Ogre
East Side of Bottomless Pit
Tight Passage
12b
South End of Pit
Tight Squeeze
Low Tunnel
Ice Room
Small Chamber Opals
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Bottom of Icy Slide
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels Sculpture
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels
Ice Tunnels

West End of Audience Hall
East End of Audience Hall Sceptre
Enchanted Catacombs
Inside Safe
14f
14g
Top of Narrow Chimney
Crack Ends
Enchanted Catacombs
Y2
Jumble of Rock
Peelgrunt Room
14c
Lava Tube Continues Down
Small Room w/Pentagram
Storage Room Plate
Exit on Steps
Long Spiral Stairs
Passage Divides
14d
14f
Nondescript Chamber
Fog Filled Room Cairn
Pearly Pink Fog
Rough Passage N of Basilisk
14c
14c
Large Room
Small Room Flask
Multicolored Fog
Narrow and Rough Passages
Golden Chamber
14b
North End of Valley Statues
Winding Passage
South End of Valley
14a
Breathtaking View

ALPINE ENCOUNTER

Random House

Two-sided, high resolution spy adventure set in a Swiss resort

Description

You're an American agent on a mission to find vital missile plans before they're sold to a terrorist group. If you fail, diplomatic relations between the U.S. and China will be severely threatened. You'll conduct your investigation inside the posh Alpenhoff Resort hotel, where you can deal with several hotel guests, the staff, and a helpful Interpol inspector. You can interrogate all of these people, follow them around, and generally make a nuisance of yourself to your heart's content.

Playability

This game's biggest plus is its beautiful graphics. Unfortunately, the puzzles don't live up to the visual quality. The few objects sitting around the hotel's seventy-one locations are easily manipulated, but they don't have much bearing on the outcome of the game. The parser, text, and vocabulary are adequate, but not spectacular. You can save ten games on a separate disk, and recall them any time. The graphics make this game worth a look, but it's a little too easy for the experienced adventurer.

Compatibility and Price

$29.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PC*jr*

ALPINE ENCOUNTER
Ground Floor

4
Ski Rental
3
Ski Shop
Men's Locker
Women's Locker
Lounge & Fireplace
East Hall
Swimming Pool
By the Pool
Sauna
2
News Stand
East Hall
Second Floor
5
Stairwell Crate
Top of Tower Stairs

ALPINE ENCOUNTER
Second Floor

AMAZON

Telarium

Four-sided, high resolution adventure based on Michael Creighton's novel

Description

Your mission is to find the Lost City of Chak and its cache of dark emeralds which will revolutionize computer technology. The last expedition was wiped out by unfriendly natives. You suspect foul play when you find the professor who had the map to the city murdered in his laboratory. Bravely, you carry on without the map, but with the late professor's talking parrot, Paco. In the Amazon, you encounter headhunters, alligators, earthquakes, erupting volcanos, freezing mountains, and (most amazing of all) corrupt government officials. Occasional graphics screens and B-grade arcade games add to the fun.

Playability

With three levels of difficulty, almost anyone can enjoy *Amazon*. At the lowest level, the puzzles are not very complex (although often deadly). The highest level will likely kill you off at nearly every turn. While you can save ten games to a scratch disk, when you're killed you have to reboot.

Compatibility and Price

$32.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PC*jr*; $44.95 Apple Macintosh

AMAZON
Part I

9
Airport
8
Outside Office
7
Inside Boneker's Office
5
Outside Institute
6
Inside Institute
Outside Boneker's Office

AMAZON
Part II

AMAZON
Part III

BACK IN TIME

Blue Ridge Software

High resolution educational adventure that teaches dinosaur names

Description

You are minding your own business riding home in the school bus when all of a sudden you are transported to the Jurassic period of 200 million years ago. Obviously, your task in this fifty-two location adventure is to go home. In the process, you'll encounter a whole bunch of (relatively) friendly dinosaurs. You must identify each dinosaur, find a small bone, and solve a few minor puzzles that mostly involve feeding a particular dinosaur something standard to his diet.

Playability

This easy, non-violent game suits the very young. The puzzles are simple and the graphics are pleasant. Fortunately, the documentation includes the names of all the dinosaurs in the game. Otherwise, it'd take a veteran paleontologist to spell names like Rhamphorhynchus and Archaeopteryx. You just have to figure out which one is which and type the name correctly. You can save one game to the protected disk. Not for serious adventurers.

Compatibility and Price

$39.95 Apple II (others unknown)

BACK IN TIME

Large Underground Cavern
8
Wading in Underground Tunnel
Stream Leaves The Mtn.
Bank of River
Wading in Lake
10
Wading in Lake
On a Island
11
Drifting on Log
18
Allosaurus Picking Bones Clean
17
Marshland Near Ocean
9
Ornithol is Finished Eating Egg
Sandy Beach Footprints
Marsh By Edge of Lake
In A Marsh
16
By An Ocean
Swamp Is Very Mucky
Shallow Swamp
In A Swamp
In A Tunnel
N-S Trail Base of Base of
12
Shallow Swamp Footprints
13
Shallow Swamp
In A Cave
On A Dusty Trail
On A Trail
15
Cliff Path
2
In Front of Bus
19
Edge of Jungle
3
Trail Goes East & West
Still Wandering In Jungle
Steep Cliff Path
1
In Back of Bus
Forest Trail
Lost in Jungle
Still Wandering In Jungle
5
Lush Forest
4
Forest Trail
Wandering in Jungle
Bottom of Hill
Top of Hill
Edge of Cliff
14
Lush Forest
Looking South Faint Trail Crossing
Trail Goes North & West
Jungle Clearing
6
Foot of Huge Cliff
Foot of Huge Cliff
On Narrow Ledge
High On Side of Volcano
Wide Ledge
7
Wide Ledge Bush
Rim of Volcano

BUCKAROO BANZAI

Adventure International

Two-sided, high resolution adventure based on the 1984 movie

Description

You are the world famous neuro-surgeon/physicist/rock musician/comic book star and all around good guy Buckaroo Banzai, and once again the task of saving the world has fallen on your shoulders. The evil, red Lectroids from planet Ten have planted a doomsday bomb on earth, and it's dangerously close to going off when the game begins. You're in a small, deserted town with a hardware store, a gas station, and your jet car, which is out of fuel. Your major puzzles involve combining ingredients to make fuel and getting your radio to work without interference.

Playability

This small game has good graphics, but a poor vocabulary and not much text. The puzzles are interesting, pretty tough, and quite logical. You may have problems with inventory management, but with only twenty-seven locations, this is never a serious problem. You can save and recall four games on a data disk.

Compatibility and Price

$19.95 TI-99; $29.95 Apple II series, Atari 800, 800XL, 130XE, IBM PC, PC*jr*, Commodore 64, TRS-80 Models I, II, III, and 4.

BUCKAROO BANZAI

CAVES OF OLYMPUS

Howard W. Sams & Company, Inc.
High resolution science fiction adventure

Description

You're a 50 cm high robot trapped in an underground complex on the planet Olympus. It's essential that you get out, since the place has been invaded by the murderous Laren, but as you go you're going to have to deal with the Bio-Positronicon that monitors everything you do.

Playability

The average graphics don't add much to the adventure, and you have to play most of the game in text mode to read object names and locations of exits. The two-word syntax is supported by a terrible vocabulary. The puzzles are initially difficult, but once you figure out the proper sequence of travel, things begin to fall into place. This forty-four location game may not have enough substance for die-hard adventurers, but it's probably interesting enough to make you want to play to the end.

Compatibility and Price

$19.95 Apple II series

CAVES OF OLYMPUS

CRIMSON CROWN

Penguin Software
High resolution adventure

Description

You find yourself in a strange magical land. In the process of getting out, you encounter several friendly, and several downright unfriendly creatures. You also accumulate several useless (in this game) objects. The game ends rather disappointingly with what apparently is a password to get into a yet to be released continuation of this game.

Playability

The game plays pleasantly enough, with several interesting, but not too difficult (or necessarily logical) puzzles. If it were not for the weak ending, I'd recommend this game to all adventurers. Any number of saved games may be made to a scratch disk.

Compatibility and Price

$34.95 Apple II+, IIe, IIc, Commodore 64; $39.95 Apple Macintosh

CRIMSON CROWN

Crimson Crown
(Continuation)

CRITICAL MASS

Sirius Software
Two-sided, high resolution, timed adventure

Description

You have four days to stop a madman from firing five thermonuclear missiles at eighty locations in major cities around the world. Everything you do takes time, including flying from city to city, riding cabs when you get there, and even stopping to think about your next move. Your biggest challenge, aside from moving quickly, is figuring out in what order to visit the cities, and, once there, deciding where to go. This is a solid adventure and a good game for kids.

Playability

The puzzles here are logical and well contrived, but not individually difficult. The real puzzle lies in solving them all in time. You'll frequently find yourself in very fast moving situations, such as a plummeting elevator, or a room with walls closing in. You'll also have to deal with two arcade games, also very time-oriented. The graphics are average but colorful. The text leaves a lot to be desired, but you'd better read it carefully since it contains most of the clues. You can save five games to the game disk (more would be nice).

Compatibility and Price

Apple II (price and other machines unknown).

CRITICAL MASS

Part I

Inside Deli
Wall
Villa Sturpotino
Wall
Wall
Ajax Security Systems
Rome Airport
8
11
Telex Machine
Ruins
Coliseum
Taxi in Rome
9
Telex
Krishna
Newsstand
Miami Beach Sign
Miami Beach
14
Miami Airport
Taxi in Miami
Miami Beach
Paris Sewers
Miami Beach
15
Paris Sewers
Miami Beach Sign
Paris Sewers

CRITICAL MASS
Part II

CUTTHROATS

Infocom, Inc.
All text underwater adventure

Description

You're invited to join a band of less-than-upright treasure hunters diving one or two wrecks off Hardscrabble Island in this eighty-eight location game. You sign on to find the wreck and help dive for the treasure, which varies with the two possible game scenarios. Your dive buddies include Johnny, the Captain, Pete, the Cook, and a not-so-nice crewman named the Weasel. But all of them are less of a problem than McGinty, the island's other salvage operator.

Playability

In both scenarios of this game you must solve a key part of the puzzle midway through the game or you'll certainly die later—sort of an annoying no-win situation. The puzzles are generally logical and interesting, but not quite as difficult as some other Infocom games. The story line is cohesive and the game moves quickly. The parser and vocabulary are typical Infocom—great, and the saved-game capability works well and supports two drives. A must for Infocom devotees, and a good starter for novices.

Compatibility and Price

$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64, Epson QX10, IBM PC, PC*jr*, Kaypro Professional, TI-99, TRS-80 Model III.

CUTTHROATS
Part I

Mary Margaret Fore Deck
9
Storage Locker
11
Mary Margaret Port Side
Mary Margaret Wheelhouse Compressor
Mary Margaret Starboard Side
Crew's Quarters
13
Mary Margaret Aft Deck
Galley
10
Engine Room
Lounge
12
Wharf Road
Wharf Road
Captain's Cabin
6
2
7
Outfitter's International
The Shanty
Northern End of Ocean Road
Back Alley South of Outfitter's
East End Back Alley
Halfway Along Ocean Road
4
Island Savings
Southern End of Ocean Road
5
Western End of Shore Road
Eastern End of Shore Road
Point Lookout

CUTTHROATS
Part II

DALLAS QUEST

DataSoft

Two-sided, high resolution adventure based on the CBS television series

Description

You're a famous detective summoned to South Fork by Sue Ellen Ewing to find a map of a rich oil field. Your search takes you through thirty-nine locations, including a South American jungle where you visit a cannibals' village and run into a lot of nasty animals. However, none of them is as dangerous as Sue Ellen's evil husband, J.R.

Playability

The puzzles aren't especially logical, and several are downright tough. The Clue command can be helpful, often giving you the answer or a good hint, but sometimes it gives you a bad lead or even dangerous information. You can save eight games on the game disk, and recall them very easily. Fine graphics and good game sound make up to some extent for the skimpy packaging.

Compatibility and Price

$34.95 Apple II, Atari 800, 800XL, 130XE, Commodore 64.

DALLAS QUEST

DRAGONWORLD

Telarium

Five-sided, high resolution fantasy based on the book by Byron Preiss and Michael Reaves

Description

You are Amsel of Fandora, a clever and imaginative dreamer. Prior to the beginning of the game, you've had some adventures and made friends with Prince Hawkwind of Simbala, and the Last Dragon. As the game begins you're called upon to enlist Hawkwind's help in finding the Last Dragon, who has been kidnapped. You'll visit some 104 locations in your travels, and encounter thieves, monsters, beggars, and artists. Much of this is illustrated in nice half-screen, color graphics with text underneath.

Playability

The puzzles are a bit rough in spots, but the game is fun, nonetheless. It's hard to get killed, and you won't find any no-win situations—two real plusses in big adventures (this one has over 100 locations). The plot, based only loosely on the novel of the same name, is excellent, and the text is well written.

Compatibility and Price

$32.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PC*jr*; $44.95 Apple Macintosh

DRAGONWORLD

Part I

DRAGONWORLD
Part II

DRAGONWORLD
Part III

DRAGONWORLD

Part IV

EARTHLY DELIGHTS

Datamost

Two-sided, all-text adventure

Description

Soon after you inherited the painting "Earthly Delights" from your uncle, you are offered a rather high $75,000 for it. Since the painting, while pretty, is no masterpiece, you become suspicious and refuse. When the painting is stolen, the only clue is a matchbook from a Paris bistro left in your apartment. You go to Paris, gathering the next set of clues from the Louvre, the bistro (it's sleazy), and an apartment. Next, you head for a chateau on a small island where the mystery of the painting begins to come clear. Finally, you head for Zurich and the game's conclusion.

Playability

There aren't many puzzles, and they aren't very hard until the very end, which is quite tough. The challenge lies in visiting a number of the 127 well-described locations and sorting the barrage of information for red herrings and clues. The text is well written, and the parser is good, but they're supported by a limited vocabulary. You can save and recall five game positions to the game disk at any time.

Compatibility and Price

$19.95 Apple II series, Apple Macintosh, IBM PC

EARTHLY DELIGHTS
Part I

EARTHLY DELIGHTS

Part II

EARTHLY DELIGHTS

Part III

FAHRENHEIT 451

Telarium

Two-sided, high resolution science fiction adventure based on the Ray Bradbury classic

Description

The ruthless society of the Firemen has burned all the books in the world and you, as Guy Montag, must infiltrate their ranks to try to restore sanity to your world. You're also hoping to find your beloved Clarisse as you wander through the dangers of downtown New York. Because there are no books, many of the people you meet have memorized entire texts, passed down to them from earlier generations in an effort to keep the world's literature alive. Quotes from these people are a crucial element in the game.

Playability

The game is tough. You must sort through a superabundance of mostly useless information. The vocabulary is poor at synonym recognition. The preferred of the two alternate endings has an unexpected twist. Good high resolution graphics appear on the top third of the screen, with the bottom two thirds devoted to high resolution text. You can save games to a scratch disk, but recalling them requires an abbreviated reboot.

Compatibility and Price

$32.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PC*jr*; $44.95 Apple Macintosh

FAHRENHEIGHT 451

Part I

FAHRENHEIGHT 451

Part II

FAHRENHEIGHT 451

Part III

FORBIDDEN QUEST

Pryority Software, Inc.
All-text science fiction adventure

Description

Your one-man spaceship crash lands on an ancient planet, and you take it upon yourself to look for remnants of civilization in this 103 location all-text game. You'll have to take on the ferocious Wozbyte and use some alien tools during your quest, which ends with a text description and a list of the items you bring back to the faltering Alliance of Planets.

Playability

Since the game has three distinct phases, you have to guess carefully as to which of the many available objects to carry—you simply can't take them all. The puzzles are not exceptionally logical, but they are challenging. Three levels of built-in help cost you points, but they're sure a nice touch for inexperienced adventurers. The excellent parser permits multiple word commands, but suffers from a restricted vocabulary. The documentation includes five pictures that contain clues necessary to the solution of the game.

Compatibility and Price

$39.95 Apple II series, IBM PC, PC*jr*, Atari 520ST; $44.95 Apple Macintosh

FORBIDDEN QUEST

Part I

Part II

End of Hall
8
Aquarium
2
Alien Ship
Airlock
Coffin-like Bunk
10
11
Secret Passage
Relic Room Blue Door Comp. Chair
Silo

West Beach
Beach
East Beach
19
On River
On River
Bridge Alien
21
By Bridge
Lair Princess
20
22
Small Cave
Altar
Temple
Hallway
Tech Room
23
Caverns
Sound Room
Transporter
To Open Field

FORBIDDEN QUEST
Part III

29
Power Panel
33
Inside Dome
Power Station
Corridor
Lab
28
31
32
Ocean
Dome City
Terminal
Guard Room Robot
Factory Android
34
30
Sleeping Loft
Shuttle
Green House
Quarters
Arch Room
Table Room

GATEWAY

Pryority Software, Inc.
Graphics fantasy running originally only on the Macintosh

Description

In this Lovecraftian adventure you've inherited a rather strange house consisting of seventy-nine locations from your Uncle Bertrand. After some preliminary investigation of the premises, you'll have to find the Gateway that's somewhere in the house. Once you've passed through the Gateway your task is to find and destroy the evil Groulnar.

Playability

Like it's predecessor, *Forbidden Quest*, *Gateway* has built-in hints that cost you points. Depending on their usefulness, clues cost five, ten, or twenty points off the maximum score of 1500. The puzzles are generally not too difficult, they are interesting and challenging. Excellent graphics illustrate many game locations; in between you play in the text mode. The multiple word parser is excellent and the vocabulary is adequate, but not superb. The package comes with a set of color prints that contain hints not available anywhere else, so you can't play the game without it. You can save games to either the program disk or a scratch disk.

Compatibility and Price

$49.95 Apple Macintosh

GATEWAY

GATEWAY
Part I

Curve
Curve
Curve
Jungle
Inter-section
Curve
6
Jungle
Inter-section
Clearing
Outside
1
2
Inter-section
Office
Cluttered Shop
7
3
Armory
Jungle
Attic
Stairwell
South Armory
North Basement
Walk in Box
4
South Basement
Programmer's Lair

GATEWAY
Part II

THE HITCHHIKER'S GUIDE TO THE GALAXY

Infocom, Inc.
Improbably all-text science fiction adventure

Description

Based on Douglas Adams' trilogy of the same name, *Hitchhiker's* is a hilarious science fiction game in which nothing that should happen does, and everything that can't happen will. You are, for the most part, Arthur Dent, a contemporary Englishman who wakes up with a terrible hangover and a bulldozer about to destroy his home. But that's nothing compared to the Vogon fleet about to destroy the Earth. Adams helped create this game, and his touch is quite evident in the flowing paragraphs of descriptive text and occasionally flippant humor. In fact, some of the text is directly quoted from the books.

Playability

Infocom rates this game as "standard," but you might find it on the difficult side. The puzzles are very interactive and very elegant. The twenty-eight mappable locations will seem like a lot more as you time travel among them. While the game doesn't follow the books, you might do better with the puzzles if you've read them recently since you'll understand a bit about improbability.

Compatibility and Price

$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64, Epson QX10, IBM PC, PC*jr*, Kaypro Professional, TI-99, TRS-80 Model III.

HITCHHIKER'S GUIDE TO THE GALAXY

2nd word = Morphousite
3rd word = Thou
Arthur Dent
Magrathea

THE INCREDIBLE HULK

Adventure International

Two-sided, high resolution adventure based on the Marvel comic book and television character

Description

You play Dr. David Banner, aka the Hulk. Your mission is to collect seventeen gems. While you look around, you'll have to "hulk out" a few times either by biting your lip or remembering a nightmare. When you find all the games you put them in the repository and receive the congratulations of the Chief Examiner.

Playability

This game's several screens depicting the Hulk doing superhero type things just aren't enough to salvage the disappointing plot and puzzles. The text is scant, and only a couple of events in the sixteen-location game really qualify as puzzles. You can save four game positions on the copy-protected disk.

Compatibility and Price

$19.95 TI-99; $29.95 Apple II series, Atari 800, 800XL, 130XE, IBM PC, PC*jr*, Commodore 64, TRS-80 Models I, II, III, and 4.

THE INCREDIBLE HULK

INHUMANE

Public Domain
All-text spoof of Infocom's *Infidel*

Description

This is a take-off on the desert epic *Infidel* with Roboff, the villain from *Mask of the Sun* thrown in for good measure. Roboff has abandoned you in your tent after looting the nearby pyramid of most of its goodies. All that's left for you in this forty-six location game is the gold casket. All you have to do is find it.

Playability

The trick here is realizing that you must get killed nine times before you even think of getting to the gold. There are two minor puzzles that you have to solve to get credit for being killed. After that, it's a matter of finding and springing the nine traps. The vocabulary is fair considering the game was written in BASIC. There is no save-game feature, but you'll probably solve it quickly enough not to need one. Aside from its semi-humorous premise, this game doesn't offer much.

Compatibility and Price

Public Domain, Apple II (Other machines unknown).

INHUMANE

1
In Your Tent
2
In The Desert
North Stalagmite Room
Supply Tent
Center of Camp
Sands
In The Desert
In The Desert
In The Desert
Exercise Wheel Room
Stalagmite Room
3
Roboff's Tent
6
Bottom of Shaft
7
Door Near Blades
Demon Room
Landing
T-Inter-section
Key Room
9
West Side of Pit
On Platform
8
Corridor Near Pit
T-Inter-section
14
Round Room
Black Room
South Branch
On Platform
Tiny Room
4
Alcove at end of Corridor
10
West Alcove
Corridor of Alcoves
East Alcove
12
Outside Door
Room with Chest

11
Great Door
In The Tomb
North Gadget Room
15
In The Crypt
Room Full of Gadgets
5
T-Inter-section
Corridor at Doorway
Glue Pit
Outside Door
Hall Full of Fur
Glass Hall
East End of Glass Hall
13
Narrow Passage at Chasm

THE INSTITUTE

Screenplay

Two-sided, high resolution adventure set in an insane asylum

Description

Your escape from the asylum depends on your ability to dream. In your dreams you'll find the objects that ultimately lead to the Gold Key, which opens the door to freedom. The dreams are interactive, and often you'll find objects in a later dream that you needed earlier. You have to look through the dreams several times to solve all the puzzles. Devoid of humor, in fact, rather grim, the game still provides some interesting hours of play.

Playability

The two word parser is supported by a reasonable vocabulary. You may toggle the graphics on and off. You can save two game positions, one on each side of the disk. Two positions should be enough, since the game doesn't generally force you into no-win situations.

Compatibility and Price

$34.95 Apple II series, Atari 800, 800XL, 130XE

THE INSTITUTE

KING'S QUEST

Sierra On-Line
Animated fantasy adventure

Description

Superb graphics and animation make this a real triumph for game design veteran Roberta Williams. You are Sir Graham, ordered by the aging King of Daventry to find three objects: a Magic Treasure Chest, a Magic Mirror, and a Magic Shield. The animated figure of Sir Graham walks and swims against sixty-one lovely background screens, where you'll meet a variety of creatures.

Playability

You control Sir Graham with joystick or the keyboard, and you can inadvertantly plunge him into a moat or walk him into walls. The puzzles are, for the most part, straight-forward and logical. Several have multiple solutions, with the more obvious earning you fewer points. The scoring system is poor, and the vocabulary could stand improvement. There are plenty of saved-game positions that you will want to make good use of.

Compatibility and Price

$49.95 Apple II series, IBM PC

KING'S QUEST

6
Witch's House
Sorcerer
7
Walnut Tree
8
Bowl
Bridge
16
Giant
Hole
20
Condor
Cave
Witch
Lake
10
Elf
Lake
Lake
11
Clover Bed
Lake
12
17
Well
3
2
Fairy
18
24
King
19
Dragon
5
Stump
Lake
Lake
4
Rock
1
25
Start
Castle
Lake
14
Lake
Wood Cutters
Flowers
Ogre
21
Hole
Bridge
23
22
rat
24
15
Flowers
Beanstalk
Lake
Hole in Rock Green Glow
Dwarf
9
Pebbles
13
Gnome
Bridge

KUKULCAN

American Eagle Software
High resolution Aztec adventure

Description

You are a scribe to Montezuma in the land of the ancient Aztecs. The Spaniards have just landed and Montezuma wants you to seek out and learn about them. Billed as an educational/historical adventure, the accompanying manual provides you with a wealth of information, little of which is useful in the game, and a multitude of unpronounceable words.

Playability

The opening scene has you in front of Montezuma's palace. The guard is kind enough to tell you precisely how to behave in front of the royal personage, but that is not quite enough to avoid getting killed on your first move, unless you follow exactly the last instructions you receive. The balance of the game has several interesting, but (to me at least) rather illogical and difficult puzzles, wrapped around a terrible parser and worse vocabulary. You can't even get an inventory of what you are carrying. This game is not up to American Eagle's past standards.

Compatibility and Price

Apple II (Price and other machines unknown)

KUKULCAN
Part I

KUKULCAN
Part II (continuation)

LANTERN OF D'GAMMA

Milliken Publishing Company
Educational high resolution adventure

Description

You're sent into a castle to find the Lantern of D'Gamma and determine who, from among six suspects, stole the king's diary. If you have the lantern lit you'll find notes lying about that lead you to the thief. That done, you have to find the diary and a map which will lead you to buried treasure in this thirty-one location game.

Playability

Educationally excellent, the game's puzzles are primarily mathematical. Players must deal with squares, square roots, and numbers converted to different bases. In game terms, some of the puzzles are tough and illogical. The package includes thirty-two reproducible study aids, and activities booklet for teachers, and an answer sheet. You can get yourself killed off quite easily.

Compatibility and Price

$34.95 Apple II series

LANTERN OF D'GAMMA

THE LION'S SHARE

Davka Corporation
High resolution Biblical adventure

Description

Your mission is to penetrate the city of Babylon and signal your fellow Persians to invade and take over the city. Eighty-one locations inside and outside of the city will keep you occupied. You'll visit the Lion's Den, the Fiery Furnace, the famous Bath Houses of Babylon, Daniel's House, and the Parapets of Ziggurat.

Playability

This disk interactive game plays slowly, but it has pleasant graphics. The two-word parser is adequate for the game; the vocabulary is also adequate, but just barely. Games may be saved to a scratch disk.

Compatibility and Price

$34.95 Apple II series

LION'S SHARE

Part I

Colony of Lepers
3
In a Tree
Two Astrologers
Outside Observatory
Snake Pit
In Snakepit
6
Shore of Island
Halfway Across Lake
Top of Watch Tower
5
7
Shore of Lake
Watch Tower
Prison Camp
Training Schools
Kennels
Inside Hut
2
Open Air Market
Shepherd Hut
Road Intersection Start

LION'S SHARE
Part II

16
Palace Shrine
Music Room
King's Bedroom
King's Balcony
Throne Room
Harem
Main Hallway
Script-orium
Terrace
Tapestry Shop
Inside Lion's Den
15
23
Main Entrance of Palace
Top of Ziggurat
Lion's Den
Bubbling Fountain
22
Hungry Lion
Parapets of Ziggurat
14
21
13
Hanging Gardens—Palace
Base of Ziggurat
City Bath House
Inside Bath House
Weaving Shop
Shoe Shop
Bakery
Ishtar Gate Entrance
From City Gate

LUCIFER'S REALM

American Eagle Software
Two-sided, high resolution adventure set in Hades

Description

It's out of the frying pan and into the fire for you when you go from your death bed to Hades in this rather grim, forty-nine location game. You'll run into such illustrious residents of the underworld as Adolph Eichmann, John Wilkes Booth, Jim Jones, and Satan himself as you explore his realm. Satan believes Hitler is trying to usurp his authority and will release you if you can bring him proof of this devilish plan. Top it off with a struggle to get into Heaven once Satan's released you and you've got a hell of an adventure game.

Playability

Not particularly innovative or exciting, this game forces you to backtrack through its forty-nine location *a lot* as you search for the items you need. The simple puzzles are not especially logical, and there aren't a lot of clues about what to do next. The vocabulary and two-word parser are adequate.

Compatibility and Price

$39.95 Apple II series, Atari 800, Commodore 64

LUCIFER'S REALM

MASQUERADE

Phoenix Software, Inc.
High resolution mystery adventure

Description

You're after the crime boss, Mr. Topp, but so far you've had little luck. Your only lead is an unconscious stooge in a cheap hotel. Fortunately, he has a few things on him that give your investigation a boost. You'll be led in short order to the local zoo, where you'll meet up with a useful snake, a bird that can be very friendly, a gorilla that just can't, a pack rat, and a couple of zoo employees.

Playability

This is a toughie. You're given many subtle opportunities to go wrong with nary a clue to warn you that you're about to get into a no-win situation. Many objects have multiple uses, each equally difficult to divine, but only one of which will lead you to an ultimate solution. The vocabulary is poor, and so is the text, but the graphics are nice. While the puzzles are tough, they are not particularly logical or stimulating. *Masquerade* just isn't up to the quality of previous Phoenix offerings.

Compatibility and Price

$34.95 Apple II series, Atari 800, 800XL, 130XE, Commodore 64

MASQUERADE

1
Hotel Room
Corridors
Corridors
3
City Street
Hotel Lobby
Phone Booth
Grate
Corridors
Coridors
Corridors
2
Waiting Room
Corridors
Corridors
5
Mr. Topp's Office
Long N-S City Street
Corridors
Corridors
Corridors
Corridors
21
4
15
Outside Topp's Door Slit
Crevise
Corridors
Corridors
Corridors
12
Theater Lobby
Outside Movie
Grate
Corridors
Corridors
Washroom Mirror
In Elevator
Double Doors
20
Construction Zone
In Elevator
Double Doors
14
13
19
Weed Field Grate
Construction Area
Metal Hallway Pack Rat
6
10
Zoo Entrance
Zoo Gate Guard
Inside Zoo Gate Fence
Metal Hallway Generator
7
8
17
18
NW Midway Blind Beggar
Zoo Midway Popcorn Vendor
Monkey House Gorilla
In Cage
Metal Hallway
9
11
16
Inside Office Switch
SW Midway Small Office Bldg.
Reptile House
Bird House

A MIND FOREVER VOYAGING

Infocom, Inc.

All-text adventure emphasizing plot and heavily descriptive text

Description

You are a sentient creature chosen to venture into the future to determine if a controversial economic plan will benefit the country or not. You will venture into years 2041, 2051, 2061, 2071, and 2081, and capture the results of your investigation on a recorder.

Playability

This huge game is loaded with lots of good descriptive text. There aren't too many puzzles as such, but the ones that are there are well contrived. The Infocom parser is back, so what more can you ask? Games may be saved to a scratch disk on either one drive or two. Unfortunately, Apple owners will have to have 128K of RAM to play this game.

Compatibility and Price

$44.95 Apple II series, Apple Macintosh 512K, IBM PC, PC*jr*, Atari 520ST

M.M. Contractor
M.M
Mia

A MIND FOREVER VOYAGING

Part I Upper Part

Terminal
Tube Station
Airport Entrance
Bus Gate
Airport & River
Symphony Entrance
Wells Theater
Colonial Hotel
Skycar Lot
Symphony Hall
Aquarium & River
Pickford Theatre
Cinema
Skycar Lot
Riverside Park
First Parrish Church
Simon's
Museum Entrance
Skycar Lot
Bandanski Saucer
Tube Train 2031
Church of God's Word in 2051
Railroad Museum
Train Station
American Life Ins. Building
Midland & River
Midland & Church
Skycar Lot
Construction Site

A MIND FOREVER VOYAGING

Part II Lower Part

Health Center
Saint Michaels
Church Entrance
Cemetery
Perez Towers
Construction Site
Main & River
Main & Church
Main & Wicker
Ocean St. Bridge
80 River Street
Construction Site
Church Street Apartments
Foodville
The Coachman Restaurant
Elm & River
Heiman Store
Church Street Park
Tube Station
Joybooth
Tenement
Southway & River
Wicker & Pier
Book Store
Pool Hall
Construction Site
Tenement
Gear Shop
Liquor Store
Pier
Laundromat
Bend
Closed Factory
Factory Entrance
Alley
Bar
Drug Store
Hardware Store
Ware House
Wicker & River
Tube Station
Skycar Factory
Burned-Out Area
Industrial Park Entrance
Tenement & River
Power Station Entrance
Industrial Park Drive
Dump Entrance
Power Station
River St. Bridge
City Dump

MIND SHADOW

Activision, Inc.
High resolution adventure

Description

This game places you on a desert island. You don't know who you are or how you got there, so of course you have to find out. In the process of regaining your memory you board a sailing ship, visit England, and fly on to Luxembourg, visiting seventy-four locations along the way.

Playability

The puzzles are pretty easy to unravel, but the ending is rather weak. You may solve all the puzzles and have nowhere else to go, but still not see the answer (the best thing to do is think about what you've learned so far). The graphics are excellent, and the ten-game save feature loads your most recent saved game very rapidly. An on-disk tutorial will help beginning adventurers understand how to play. More advanced players will find *Mind Shadow* interesting, but not challenging.

Compatibility and Prices

$24.95 on Atari 800, 800XL, 1200, 1200XL, 130XE; $34.95 on Apple II series, IBM PC, PC*jr*, Tandy 1000; $44.95 on Apple Macintosh and Amiga.

MIND SHADOW

Old Steamer Trunk
Lost in Mountains
Lost In Mountains
Quicksand Ahead
1
Inside Hut
6
Badly Deteriorated Hut
2
Old Dory
3
Small Jungle Oasis
7
8
Beach with View
4
Steep Rocky Cliff
5
Inside Cave
Outside Rocky Cave
Port Bow
Poop Deck
Starboard Bow
Port Side of Boat
Surgeon
Starboard Side of Boat
9
Port Side Lifeboat
Crew's Quarters
Starboard Side
End of Gangplank
Waiting Royal Navy
Port Side
Galley
Starboard Side
10
Port Stern
Anchor & Winch
Starboard Stern Telescope
17
Airport
On Baker St. Dingy Store
16
Seedy Clerk
Restroom
15
Old Derelict
On Baker St. Rick's Cafe
12
Hat Check Room
Dining Room
23
Room 208
Hall
22
Room 207
14
Pier
Airport to N Baker St. to East
Baker St. Street
Dark Alley
13
Old Fisherman
11
Dead End Fat Man Asleep
Hall
Room 205
Room 204
Hall
Room 203
19
Room 202
Hall
Room 201
Elevator
Hotel Lobby
Tourist Quarter Hotel
Mountain Wilderness
Mountain Wilderness
In Hall
Inside Elevator
21
Inside Bank
Strausbahn Bank
Mountain Wilderness
Mountain Wilderness
Mountain Wilderness
18
Small Booth Dead Man
Inside Inn
Strausbahn Small Inn
Mountain Wilderness
20
Small Dark Booth
Plane Ready To Cross Channel

MINDWHEEL

Synapse and Broderbund
Two-disk, all-text electronic novel

Description

This science fiction adventure comes in the form of a hardbound book which includes instructions and a novella-length introduction to the plot. Once you've read that, you're ready to journey back through the minds of four deceased residents of your planet in search of the Wheel of Wisdom. The Wheel is the only thing that can restore your planet from the state of chaos it's now in. Gruesome in some spots and educational in others, this forty-eight location game is not for beginners.

Playability

The tough puzzles might be a little easier for players with a poetic bent. Appropriate for a game that's billed as an "electronic novel," the vocabulary and parser are very good. You'll appreciate the large type-ahead buffer, since the game is quite disk interactive. You can save a game to a scratch disk, even using a second drive. The rather unusual protection scheme asks you, upon booting, to type in a word from the documentation identified by page, line and word number. You can copy the disk, but without the manual you're never going to play the game.

Compatibility and Price

$39.95 Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64; $44.95 Apple II series, Apple Macintosh, IBM PC, PC*jr*

MINDWHEEL
Part I

MINDWHEEL
Part II

THE PHILISTINE PLOY

Davka Corporation
High resolution Biblical adventure

Description

You are a traveler in Biblical times. If you succeed in your quest, you will be rewarded with the treasure of seven nations. The game has four distinct phases in its eighty-one locations. At the outset you have to deal with a tough Philistine, and, at the end, a maze that gives you just one chance at finding the right path to the next part.

Playability

The game plays a bit slowly because of its disk interactive nature. The puzzles aren't too difficult, but on several you get only one chance and if you fail you'll find yourself quite dead. The graphics are pleasant enough, but there isn't exactly a wealth of text. The simple, two-word parser is adequate for the game. Games in progress may be saved to a scratch disk.

Compatibility and Price

$34.95 Apple II series.

PHILISTINE PLOY

Part I

PHILISTINE PLOY
Part II

PHILISTINE PLOY
Part III

Maze 4 ways
Maze 3 ways
14
15
Destroyed Temple
Maze 4 ways
Maze 2 ways
Tiny Lights Ahead
Wolf & Lamb Dwelling Together
Treasure of the Seven Nations
Deserted Field
Mahanen-Dan
Vineyards of Tinmah
Philistine Temple
Place Called Tinmah
13
Delilah's House
Sorek
Philistine Field
Cemetery
Lehi
Town of Ashkolon
Near Place Called Lehi
Small Village
Sandal Maker's Shop
Inside Shop
11
Threshing Floor
Near Barn
Inside Barn
10
Under Tree of Ophrah
Near Winepress
Deserted Place In Wilderness

PSYCHOSPHERE

Software Unlimited
Two-sided, all-text science fiction adventure

Description

You've been transported to an alien ship, and if you don't escape you'll doubtlessly die. There's a shuttle craft waiting for you, but you have to find it and figure out how to fly it. As you play you'll learn why you're there and be called upon to repair several parts of the ship, including its brain, which proves to be an interesting sequence of moves.

Playability

This game is tough, partly because of its large size (153 locations) and partly because clues are sparse. The text and parser are good, but the vocabulary leaves a bit to be desired. Many locations are described with virtually the same names—usually Hallway or Passageway—making mapping a difficult chore. You can save nine games to a scratch disk formatted from within the game. Even if you swear you can crack any game, this one may stump you. Beginners will probably stall out long before finishing.

Compatibility and Price

Apple II (Price and other machines unknown)

PSYCHOSPHERE
Part I

PSYCHOSPHERE
Part II

PSYCHOSPHERE
Part III
East Hall
Green Alcove
20
Green Alcove Page 1
Lower East Hall
Entrance Powerhouse Corridor
Green Psyelevator
Green Psyelevator
Powerhouse Corridor
13
16
19
Lower West Hall
First Central Passageway
Short Hall
Lower East Hall
Center of Powerhouse Corridor Apparatus
14
South End Lower West Hall
Biology Lab
Silver Alcove
Green Psyelevator
Southern Section of Powerhouse Corridor
15
South End of Biology Lab
Short Hall
South Hall
South Wall of Powerhouse Corridor
18
West End Second Central Passageway
Second Central Passageway
Biology Lab Apparatus
Second Central Passageway
South Hall
29
Shuttlecar
29
Red Psyelevator
Decontamination Chamber
24
Red Antechamber Door
Decontamination Chamber
Decontamination Chamber
Red Antechamber
Decontamination Chamber
White Alcove
12
Outer Space
Humid Room
South End of South Hall
23
Red Alcove
Southern Passageway
Southern Passageway
Southern Passageway
Red Psyelevator
Second Central Passageway
East End Central West Passageway

QUESTRON

Strategic Simulations
High resolution fantasy role-playing game

Description

This *Ultima* clone pits you against the evil wizard Mantor, who has unleashed monsters on your land, virtually imprisoning the king and the good wizard Mesron in their castle. You'll do a lot of gambling, monster whomping, and exploring in the villages and dungeons of your homeland before you amass enough power and strength to take on Mantor. Your quest focuses on collecting keys that open doors that lead you to nastier monsters, more keys, and treasure. If you succeed, you'll be made a Baron and decked out for the promised sequel, *Questron II*.

Playability

The scrolling, graphic map is very much like *Ultima's*. Available commands are listed to the left and invoked by pressing the key corresponding to the first letter. The puzzles are not complex since the real challenge of games like this is to build strength and take on the supervillain. You can save a number of characters, but you can't move them to a new place in the game, or start over with them. So if you leave a character in a bad spot, you might just as well start over.

Compatibility and Price

$39.95 Commodore 64; $49.95 Apple II series, Atari 800, 800XL, 1200, 1200XL, 130XE

QUESTRON

QUESTRON

Swamp Cathedral
Geraldtown
Hidden
Fort Centre
Poison Mines
River Junction
Lost Chasm
Mall Cave
Island Cathedral
Lake Centre
Free Tower
Lagoon
Ghost Hollow
Gambler's Grotto
Blind Pars
Wimp Cave
Ocean Point Cathedral
Castle
Royal City

QUESTRON

Bay Ridge
Island View
Mentor's Mountain
Lizard Crossing
Swamp Fort
Snake Landing
Mountain Catecombs
Devil Lake Past
Dungeon of Death

RACE TO MIDNIGHT

Vendor unknown
High resolution adventure

Description

You're a werewolf and you have until midnight to find a cure, or you're going to spend the night doing some most embarrassing things. Wisely, you visit the friendly neighborhood wizard to get his antidote for lycanthropy. But it isn't that easy; first you have to find the ingredients for the magic potion, which are scattered throughout the wizard's seventy-five location mansion. You will be looking for Toad's Eyes, the Tongue of the Newt, the Tail of the Rat, and the Blood of the Dragon, all things called for in the wizard's recipe. You will encounter a variety of monsters, each anxious to do you out of your three hit points. Combat is controlled by random numbers—much like rolling dice in board games; fortunately, the monsters aren't all that tough. However, when your hit points are gone, so are you.

Playability

This isn't a very difficult game. The puzzles are relatively straightforward. The graphics are fair at best. Hitting the return key flips you between graphics and text so you can see what you are fighting. It's a good game for beginners, but experienced adventurers won't find it very exciting.

Compatibility and Price

Apple II (Price and other machines unknown)

E

RACE TO MIDNIGHT

6
Dragon Room
Aviary
Storeroom
Secret Room
5
Evro's Lab
Secret Hallway
Magician's Library
Secret Study
Small Bedroom
7
Sitting Room
Hallway
Workshop Door
Underground Garden
Alcove
Entrance to Servant's Quarters
Servant's Bathroom
Game Room
Servant's Lounge
Entrance to Servant's Quarters
Servant's Dormitory
Servant's Workshop
8
Gallery
Servant's Kitchen
Mess Hall
Stable
9
Corridor Sloping Upward
Field

RENDEZVOUS WITH RAMA

Telarium

Four-sided, high resolution science fiction game based on the Arthur C. Clarke novel

Description

You land on a huge artificial satellite which you must explore and where you hope to find fuel for your spaceship. You leave your ship and enter Rama accompanied by an intelligent chimp from your crew. You'll encounter several puzzles that lead to detailed descriptions of the satellite, but little else. High resolution graphics on the top part of the screen illustrate some locations (and a few graphics are repeatedly used to illustrate different places).

Playability

Many of the non-interactive puzzles don't lead you to any tangible goal. Excellent descriptive text far outshines the working vocabulary and parser. You can save ten games to a scratch disk and recall them at any time except after you're killed—then you have to reboot.

Compatibility and Prices

$32.95 Commodore 64; $39.95 Apple II+, IIe, IIc, IBM PC, PC*jr*; $44.95 Apple Macintosh

RENDEZVOUS WITH RAMA
Part I

RENDEZVOUS WITH RAMA

Part II

RENDEZVOUS WITH RAMA

Part III

RING QUEST

Penguin Software
Two-sided, high resolution sequel to *The Quest*

Description

You probably meant well, but when you played *The Quest* you gave an evil ring to the maiden Lisa. Now you've got to overcome three evil beings, rescue Lisa, and break the power of the ring. Aside from this and the presence of Gorn, the king's champion, *Ring Quest* is not very similar to its predecessor, and is generally a much better game, consisting of fifty-six locations.

Playability

Uniformly excellent graphics and interesting puzzles make this a good challenge for intermediate adventurers and fun for experts. The parser eats up multiple word commands with alacrity and the excellent vocabulary has no shortage of synonyms. A ninety-nine location of "precarious walkways" augments the fifty-six mappable locations. You can save any number of games to a scratch disk, but using only one drive.

Compatibility and Price

$34.95 Apple II series

RING QUEST
Part I

RING QUEST
(Continuation)

ROBOTS OF DAWN

EPYX Computer Software
All-text mystery adventure based on the Isaac Asimov novel

Description

You are Lije Baley, galaxy-famous detective, summoned to the planet Aurora to investigate the death of Dr. Fastolfe, reknowned robot designer. You'd better live up to your reputation, as you have to determine which of the four suspects is guilty, and if you don't you'll be sent back to Earth in disgrace. Throughout the game you'll have the assistance of the humaniform robot Daneel as you try to prove means, motive, and opportunity for the most likely suspect.

Playability

Most of the game's 120 locations are empty rooms described in interesting but sparse text. Most of the objects you'll find are red-herrings, although a few are important clues. The only puzzle is naming the murderer, who changes from game to game. You can save many games on a scratch disk, and you'd better do so before you face the Chairman with your evidence. If you're looking for adventure, keep on going, but if you're into mysteries, *Robots of Dawn* is for you.

Compatibility and Price

$27.00 Apple II series, Commodore 64

ROBOTS OF DAWN

Part I

Gladia's Estate

Gremioni's House

Vasilia's House

ROBOTS OF DAWN

Part II

Robotics Institute

Vasalia's Office
Helical Ramp
Personal
Storeroom
E-W Hallway
E-W Hallway
E-W Hallway
E-W Hallway
6
Sterilization Chamber
Gas Chamber
Uninteresting Office
Uninteresting Office
N-S Corridor
Pathway Simulation
East End of Long Hall
Uninteresting Office
N-S Hallway
Not an Interesting Office
Production Room

ROBOTS OF DAWN
Part III

SEASTALKER

Infocom, Inc.
Juvenile, all-text, underwater adventure

Description

A monster has attacked your undersea research lab, and you must rush to the rescue in your two-man sub, Scimitar. You'll have to endure the constant companionship of your assistant, Tip, who occasionally offers advice, answers questions, and runs a few errands. With Tip's help, you'll have to sail the Scimitar to the undersea lab (named after you, since you input your name at the beginning of the game), solve some mysteries there, then head out again to defeat the seamonster. If all goes well you save your lab and capture the villain.

Playability

Since it's aimed at a younger audience than most adventure games, *Seastalker*'s puzzles are pretty easy and include a lot of hints. In addition, the packaging includes a set of clue cards that are referenced during the game. When you get to the lab, your staff there bombards you with questions that you answer "yes" or "no"; it's pretty easy to make the right decisions during this phase of the game, which could drag on quite a bit longer if it proceeded in a more conventional manner. Of course, the standard Infocom parser and vocabulary are excellent, and you can save games to a scratch disk. While it's a good beginning adventure, and diverting for more experienced players, this thirty-two location game isn't heavy-duty.

Compatibility and Price

$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200 XL, 130XE, 520ST, Commodore 64, Epson QX10, IBM PC, PC*jr*, Kaypro Professional, TRS-80 Model III.

SEASTALKER

3
North Part
1
West Part
Lab Center
East Part
2
Corridor
Kemp's Office
South Part
Storage Chest
6
Scimitar
North Walkway
4
5
West Walkway
Scimitar
Scimitar
South Walkway

Laboratory
Comm. Center
11
Workshop
NW Porch
NE Porch
Galley
7
Dome Center
10
9
Female Dorm
SW Porch
Reception Area
SE Porch
Office
8
Male Dorm
Docking Tank Entrance
Storage Room
13
Docking Tank
12
14
Scimitar
15
Snark

THE SECRET OF EASTER ISLAND

Three Sigma Software
High resolution adventure

Description

You are an anthropologist studying the ancient customs and beliefs of Easter Island. While you're there, a volcano threatens to erupt, and you must stop it by finding and restoring a mystical golden statue to its proper place.

Playability

Despite its shallowness and penchant for killing you off, this game will grow on you. The two word parser is inhibiting and the vocabulary is terrible. In far too many locations you only get one chance before you die. Fortunately, you can save twenty-six games to a scratch disk. This game may be hard to find, as it seems to be out of print.

Compatibility and Price

Apple II (Price and other machines unknown)

-151

SECRET OF EASTER ISLAND
Part I

Glare of Sun is Blinding
In Some Mountains
Passage Runs N & S
Passages Go S & E
Passages Go E & W
Huge Spider
9
8
Iguana
Dead End
In a Cave
Paths Go N, W, E
Dead End
Near Web Vial
7
In a Desert
In a Desert
Dark Forboding Cave
Edge of Large Mountain
Sheer Cliffs
Near Sheer Cliffs
In Some Mountains
In Some Mountains
In Some Mountains
Sheer Cliffs
6
Vast Grassland
In a Grassland
Animal Trap
Vast Grassland
Vast Grassland
Edge of Grassland
Edge of Grassland
Vast Grassland
Bountiful Supply of Fish
Old Victrola
N-S Path
In Front of Food Store
In Front of Tavern
Crossroads
In Front of House
In Front of Another House
2
Fish Nets
Hanging Fish
Sand is Hot
Sandy Beach
Shore Seems Endless
Sun is Hot Overhead
Breeze is Cool

SECRET OF EASTER ISLAND
Part II

Valley is Beautiful, Quiet
15
16
17
18
One Wall is Different
Large Pile of Flaming Embers
Wide & Hot Chamber
Large Chasm
Make it Across
Gold Altar
Treasure Room
Walking on a Lava Flow
12
Witch Doctor
Several Large Statues
Statues Tower Over You
Sun Beats Down Relentlessly
Desert is Endless
Dark Jungle
Edge of Jungle
Large Snake
Dark Jungle
Edge of Jungle
Recent Rain Left Large Puddle
Bamboo Jungle
Bamboo Jungle
In Some Hills
In Some Hills
In Some Hills
In Some Hills
In Some Mountains
In Some Hills
Green Fertile Hills
In Some Mountains
Passage Goes E & W
Bat Flutters By
In Front of Cave Opening

THE SORCERER OF CLAYMORGUE CASTLE

Adventure International
A Scott Adams high resolution adventure

Description

The documentation says you are Beanwich, the apprentice, and you must gather the thirteen Stars of Power from within Claymorgue Castle. Within the castle's twenty-nine locations you'll find the stars, but no story line and no other characters are evident. You gather the stars (solving some difficult puzzles along the way) and store them at a specific location.

Playability

The puzzles are very hard, and the vocabulary is pathetic. You have to cast several spells and do things in a very specific order, but there are no hints about what to do when. The help command doesn't, particularly when it comes to the difficult puzzles, and the graphics are uninspired. You must quit the game to restore a saved game position. In general, the game is a disappointment.

Compatibility and Price

$19.95 TI-99; $29.95 Apple II series, Atari 800, 800XL, 130XE, Commodore 64, TRS-80 Models I, II, III, and 4.

SORCERER OF CLAYMORGUE CASTLE

SPIDER-MAN

Adventure International
High resolution adventure based on the Marvel Comics series

Description

As Spider-Man, you must search for eighteen gems in a four story house consisting of twenty-eight locations that is also occupied by Hydroman, Lizardman, The Sandman, The Ringmaster, Electro, and Dr. Octopus—all your enemies, and all possessing super powers. While this game isn't heavy on plot, you'll have to brush up on your web slinging. Knowing a little chemistry won't hurt any, either.

Playability

The friendly Madame Web will give you a few clues to help solve the relatively easy, logical puzzles. The graphics aren't bad, and they're augmented with a few animated sequences. You can save four games to a scratch disk. The vocabulary and parser are adequate for this simple game.

Compatibility and Price

$19.95 TI-99; $29.95 Apple II series, Atari 800, 800XL, 130XE, IBM PC, PC*jr*, Commodore 64, TRS-80 Models I, II, III, and 4.

SPIDER-MAN

6
Chem Lab
11
5
Luxury Penthouse
Dimly Lit Elevator Shaft
18
7
4
Computer Room Ringmaster
Hall Shoddy Carpeting
Waiting Room
Dimly Lit Elevator Shaft
15
In A Maze
In An Airduct
Small Deserted Office
Deserted Office Powders
17
16
(5 times)
14
13
12
Paper Room
Dimly Lit Basement
Office Ceiling
Floating in Sky
Side of Skyscraper
Waiting Room
Dimly Lit Elevator Shaft
2
19
Small Deserted Office
Deserted Office Madame Webb
9
10
Deserted Office Gem/Egg
Hall with Shoddy Carpeting
Deserted Office Hydroman Aquarium
1
3
Deserted Office Sandman Crib
Hall with Shoddy Carpeting
Waiting Room
Dimly Lit Elevator Shaft
8
Deserted Office Lizard

THE SPIRIT OF GLENMORE CASTLE

On Target Software
High resolution adventure

Description

The spirit of Lady Jennifer has hired you, Sam Starr, to locate and return to her sixteen valuable treasures. The treasures were hidden in and around her castle home by her late husband, William of Glenmore. Finding all the treasures, which have varying values, will earn you 1000 points. Be sure to look at *everything*, as some of the treasures are quite difficult to locate.

Playability

There are no puzzles as such in this 113 location game; you just have to find the treasures. Inventory management is a challenge, since you can only carry six of the many available objects at a time. You can save three games to a scratch disk, but you can only recall one when you boot up. This game is easy enough for a novice, but interesting enough to keep an experienced adventurer occupied. I hope to see more Sam Starr adventures.

Compatibility and Price

Apple II (Price and other machines unknown).

SPIRIT OF GLENMORE CASTLE

Part I

SPIRIT OF GLENMORE CASTLE

Part I (Continuation)

SPIRIT OF GLENMORE CASTLE

Part II

SPIRIT OF GLENMORE CASTLE

Part III

SUNDOG—FROZEN LEGACY

FTL Games
Science Fiction role-playing game

Description

In this souped-up version of *Galactic Trader*, you play Zed, a newcomer to the world of galactic commerce with a contract to supply a new colony. Once you've mastered your space ship's controls and maintenance, you can head for one of the eighteen planets and fifty-seven cities you'll be dealing with. Of course you'll encounter space pirates who'll rob you if they can. You can arm your ship, but guns and the cloaking device you can employ burn your fuel at a ghastly rate. The emphasis here is on buying low and selling high, and concentrating on getting the goods the new colony needs.

Playability

Sundog is totally joystick controlled on the Apple. You use the joystick much like a mouse to select commands. Astral navigation, using your warp drive, and general maneuvering are all pleasantly realistic, although game play can be slow. The graphics are good, and you can save one game to the game disk (although you have to endure a long reboot cycle to recall it).

Compatibility and Price

$39.95 Apple II series, Atari 520ST

Note: *Sundog* is not a mappable game since travel is by coordinate navigation and locations are not individually significant.

SUNDOG

CANNON
SHLDS OFF
FULL SHLDS
69
F G S W
U U H A
E N L R
L S D P
TOP
SIDE
ID: VOTON MK IV
DAMAGE

SUSPECT

Infocom, Inc.
All-text murder mystery

Description

You are a reporter covering a high society Halloween party during which the hostess, an old friend of yours, is murdered. All the evidence points to you, so it's in your best interest to find the real murderer. There are a dozen identified party guests who you can interview or follow around the game's fifty locations. If you fail to identify the murderer, you'll be arrested and thrown in jail.

Playability

Although it doesn't have a lot of puzzles, *Suspect* is still a challenging game. Scoring is not by a number of points or moves, but by the timer constantly ticking away at the top of the screen. That's appropriate, since solving the mystery depends heavily on your being in the right places at the right times. The vocabulary and parser are excellent, and you can save games to the game disk or a scratch disk.

Compatibility and Price

$39.95 Apple II series, Apple Macintosh, Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64, IBM PC, PC*jr*, Kaypro Professional, TRS-80 Model III.

SUSPECT

North of House
Garden
5
West of Garage
Garage
Covered Walkway
4
3
15
Media Room
Office
North Hall
Hallway Near Closet
West Coat Closet
West Bath
Small Linen Closet
Hall Intersection
Front Hall West
15
West of House
West End of Hallway
Hall Near Bath
Hall Near Closet
Hall at Office
Hall at Corner
Sitting Room
Morning Room

Back Porch
Basement
Back Entry
Pool
11
Dining Room
Kitchen
Long Hall at Dining Rm.
15
Long Hall North
Ballroom North Entrance
Ballroom Near Band
Ballroom Near Kitchen
15
Long Hall Near Ballroom
Ballroom Center Entrance
Ballroom Dance Floor
Ballroom French Door
Patio
12
1
7
13
14
8
10
East Coat Closet
Long Hall South
Ballroom South Entrance
Ballroom Fireplace
Ballroom Bar
9
Living Room
Front Hall
Front Hall East
Long Hall Begins
East Hall
East Hall at Bath
East Hall at Closet
East End of House
Outside House
Pond
6
Entry Hall
Library
East Bath
Junk Closet
Sun Room
2
Front Porch
Circular Driveway

TRACER SANCTION

Activision, Inc.
Humorous high resolution science fiction game

Description

You are piloting a spaceship among eight planets, trying to return a fellow named Wing to his home. His home is a mysterious planet bearing a question mark on your chart. Of course part of the game is learning its name. You'll find the darndest things in the darndest places as you hop around the galaxy, but your real goal is to find money and fuel for your ship.

Playability

The puzzles are relatively straightforward, but a few are on the tricky side. Help is always available. The colorful graphics are excellent, and the ten-game save/restore function is among the best I've seen. Not a serious challenge for experienced players, but a good beginner's game. An on-disk tutorial about playing adventure games rounds out this package nicely.

Compatibility and Prices

$34.95 Commodore 64; $39.95 Apple II series, IBM PC, PC*jr*, Tandy 1000

TRACER SANCTION

Part I

TRACER SANCTION
Part II

TRACER SANCTION

Part III

TRACER SANCTION

Part IV

TREASURE ISLAND

Windham Classics

High resolution adventure based on the Robert Louis Stevenson book

Description

You are Jim Hawkins in this recreation of the classic novel. The game follows the book's storyline very faithfully. You will meet Long John Silver, Billy Bones, Doctor Livesay, Squire Tralawney, and a host of others.

Playability

The puzzles are not too difficult in this eighty-location game, but you will be scratching your head a lot to figure out what to say to the many characters who you will encounter. The format of the game is similar to that of *Fahrenheit 451*, with high resolution graphics on the upper third of the screen, and high resolution text on the rest. Nine games may be saved to a data disk created from within the program. A very enjoyable game for all adventurers. Highly recommended.

Compatibility and Price

$26.95 Apple II+, IIe, Commodore 64.

TREASURE ISLAND

Chapter I

Chapter II

10
Inside Spy Glass Tavern
26
Crow's Nest
Approaching Tavern
11
25
Crow's Nest
Aboard Hispaneola
Paved Road
18
23
16
24
Ship's Forecastle
Midship
21
12
17
15
Below Deck
In Cabin w/Doctor
Rear Deck
Below Deck
Squire's Quarters
14
19
21
20
Ship's Galley
Storage Deck

TREASURE ISLAND

Chapter III

32
In Stockade
33
Room in Stockade
Outside Stockade
Hollowed Out Treestump
Lightly Wooded Glen
34
Lightly Wooded Glen
37
In Corela
35
In the Woods
36
Small Rocky Peninsula

TREASURE ISLAND
Chapter IV

WISHBRINGER

Infocom, Inc.
All-text adventure

Description

You're a postal employee charged with delivering a letter to the town Magik Shoppe. You like your job, but the postal creed never mentioned anything like this! You become involved in finding the shop keeper's cat, Chaos, which has been catnapped by the Evil One. You return to town to find that a variety of subtle changes have taken place, none of them for the better. Now you face the game's real challenge: restoring order in town by returning Chaos to the Magik Shoppe.

Playability

You have several wishes which will come true only if you're holding the proper object. However, you can get all 100 points in this fifty-five location game without using any of them. The game has no mazes, and the puzzles aren't terribly difficult. Of course, the Infocom parser and vocabulary are excellent, and you can save games to a scratch disk. While designed for young intermediate adventurers, *Wishbringer* can provide a weekend's entertainment for even an old hand.

Compatibility and Price

$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200XL, 130XE, 520St, Commodore 64, Epson QX10, IBM PC, PC*jr*, Kaypro Professional, TI-99, TRS-80 Model III.

WISHBRINGER

WIZARD OF OZ

Windham Classics

High resolution adventure based on the L. Frank Baum fantasy classic

Description

You are Dorothy, whisked suddenly into the magical land of Oz by a Kansas tornado (Toto, too). Obviously, your task is to get back to Kansas and your Aunt Em. The game follows the book very well as you encounter the Scarecrow, the Cowardly Lion, the Tin Woodsman, and a host of familiar characters in your quest. Of course, you'll have to do in the Wicked Witch of the West to earn your wish from the great Oz.

Playability

The puzzles are not too difficult in this game consisting of sixty-one locations (give or take a few depending on how you count, since characters have a tendency to move you around a bit). Many of the puzzles are dependent on previous ones—if you didn't solve the first one, you aren't even presented with the second one. You must do a lot of talking to the characters that you encounter. Guessing what to say may be quite a challenge. Nine games may be saved to a data disk initialized from within the program. Similar in format to *Fahrenheit 451*, this game has high resolution graphics in the top third of the screen and high resolution text on the bottom. There is also a lot of well-done music, making this an enjoyable game for all classes of adventurers. Highly recommended.

Compatibility and Price

$26.95 Apple II+, IIe, Commodore 64.

WIZARD OF OZ

Small One Room House
1
Rolling Hillside
2
Crossroads by a Bubbling Brook
4
Between Two Cornfields
5
In a Cottage
At a Cottage

28
Dimly Lit Pantry
27
Large Storage Room
Courtyard Outside Castle
26
Deeper in the Forest
Far Side of Meadow
25
40 Roads Branch From Feet
Deep Dark Forest
29
Edge of Grassy Meadow
Edge of River
44
Pantry w/Floor Shiny & Clean
24
Towering Wall of Granite
Edge of Grassy Meadow
Other Side of River
23
Edge of River
22
Pumpkin Patch
21
In a Clearing
20
In Front of Huge Maple Tree

3
Before a House
Crossroad Next to Oak Tree
7
Road Ends Abruptly
8
Next to a Rock
9
Road Ends Abruptly
10
Western Bank of River
Crossroad Next to Bramble Bush
6
In a Forest
Large Nest
38
Guard Tower
39
Grove of Trees
North of a Poppy Field
In Emerald City
Emerald City
Just East of Emerald City
40
Top of Grassy Hill
Crossroads Next to Pond
11
Through Poppy Field
42
Brightly Colored Tent
41
Wild Woods
43
Great China Wall
45
Large Gully
36
Palace Roof Top
46
Before a Steep Hill
33
In Ballroom Basket
35
In Palace
Over Hill & Dale
18
Outside a Dome Shaped House
30
Western Gates
31
Waiting Room
17
32
Throne Room
34
Great Army
12
City Gates
19
Old Woman Before a Fire
16
Dressing Room
15
Many People Walking
14
Following Soldier Down Stairs
13
In a Room Countless Emeralds

THE SOLUTIONS

THE SOLUTIONS

ADVENTURE
THE COLOSSAL CAVE
(Includes the CP/M 580 Point Version)

1. Enter Building. Get Keys and Lamp. The Lamp appears here should you have to be reincarnated.
2. Unlock Gate (With Key). Get Cage.
3. Try the Magic Word, XYZZY. Try it again. Get Rod.
4. Drop Rod. Catch Bird. Get Rod.
5. Wave Rod. Drop Rod. Go Get Diamonds and Gold.
6. Release Bird. Drop Cage. Grab Coins and Silver. Note: Dwarves are lousy shots, but sometimes, unfortunately, they can get lucky. Carry the Axe with you as up to five of these critters can be encountered.

6a. In the CP/M version, Get Vial. Don't drop it except when told. Get the Mushroom. Go to the Sword Room, Eat Mushroom. Take Sword.

6b. Get Suction Cups and Helmet, which is a treasure.

7. Try the Magic Word PLUGH. Drop Silver, Gold Nugget, Diamonds, Jewelry, and Coins. If you haven't already, you will soon encounter a thieving Pirate. Not to worry, he's got to rob you at least once if you're to win all the marbles.
8. Carrying Food, Axe, Bottle of Water, Key (all for later) and Lantern, visit the Software Den (Microsoft Version only). Don't mess with anything—Software types are a weird lot. Get Magic Word LWPI, which works only from here.
9. Water Plant twice. Get Water for the second pass at the Waterfall.
10. Attack Dragon. Yes. Get Rug.

10a. In the CP/M version, Get the Dragon's Teeth.

11. Get Oil (in now empty Bottle). Climb the Plant.
12. Oil Door. Open Door. Drop Bottle. While here and while carrying Golden Eggs, enter FEE, FIE, FOE, FOO, one word at a time. Check your inventory. Go back to where you first found the Eggs.

12a. In the CP/M version, Throw Sword. Take Ring.

12b. Throw Vial. South. Get Opals.

12c. In the maze, be sure to get the Sculpture. In the little room, THURB.

12d. At the Magnificent Canyon, drop everything except the Lamp. Down. Get Indian Beads and Plastic. Ring Gong and ride out in style.

13. Throw Eggs (to Troll). Cross Bridge before the FEE, FIE, whatever.
14. Feed Bear. Unlock Chain (with Key). Get Golden Chain. Drop Key. Get Bear. Don't forget the Rare Spices. At Volcano View, read and remember the words of fire.

14a. Wave Rod, be sure you are carrying the Ring.

14b. At the Statue, MELENKURION.

14c. Get Flask and Bracelet. When Goblins show up, Throw Teeth.

14d. Turn off Lamp. Follow light. Get Yacht.

14e. Drop Flask (on Pentagram). Open Flask. Open Pentagram. Get a clue about the conclusion of the game. Several moves later, get the magic word PHUGGG. Don't use it too often as it may backfire.

14f. Get the Metal Plate. From Y2, go West, then S, SW, NW, S, D, W, NW, N, S, E. Save Game. Take Sceptre and note the Magic Word. Repeat this until you have all five Magic Words. Get out by going West from the East End of the Hall, then W, SW, E, SE, NE, E, SE, D, S, N and finally S.

14g. Open the Safe with the Magic Word. Put all your treasure in it except for the Ring and the Metal Plate.

14h. The Basilisk will turn to stone when he sees his reflection in the Metal Plate.

15. Release Bear. Don't try crossing the Bridge with him on the Chain.

16. Open Oyster (with Trident). Pearl will roll down into the Cul-De-Sac.

16a. Wave Rod to freeze the Quicksand. Do it on the way back also. Get Bag of Pieces of Eight and Spyglasses.

17. Insert Coin to get a replacement battery for your Lamp, if necessary. Coins are a treasure, however, and you won't get them back, so try to beat the game without using more than the original batteries.

17a. In CP/M version, Drop Lamp. NOSIDE SAMOHT. (Works only once.) You will need it, and may still need the replacement batteries, but it can be done without them if you are careful about inventory management and the sequence in which you do things.

18. Never Drop Vase unless you have already dropped the Pillow.

19. Drop everything in order to enter. Get Emerald.

20. Say PLOVER. Get Pyramid. PLOVER, PLUGH and Pi-tooie!

21. Maze must be transversed to get the Pirate's Treasure Chest, which doesn't appear until he's robbed you. Return via the Pit and XYZZY. Drop all treasures in the House.

22. Drop Magazine in Witt's End for a point. Get out by entering all different directions except North. It may take a while. Slog around in various and distant locations until a Voice announces that the Cave is now closed. At this point you are teleported to the two room Master's Game.

22a. At Witt's End, you don't get a point in the CP/M version. Carry the Rug. Keep pounding North until you get into the Computer Room. Insert Plastic. North. Open Floor (need Suction Cups). Drop all that you have. Drop Rug. THGIRW RUBLIW. West. Get Rare Stamps.

23. Get Black Rod (with the Rusty Marks not the Star). Drop Rod in the Northeast room. Retreat to the Southwest room. Type Blast. Alternate endings are possible, but will not yield sufficient points to earn you the rank of Adventure Grandmaster.

23a. In the CP/M game, you need twenty-nine treasures stashed away to get into the Master's Game.

23b. When you get into the Small Room without any exit, say all of the magic words in the game in reverse alphabetical order. ZORTON, XYZZY, THURB, THGIRW, SNOEZE, SAMOHT, RUBLIW, PLUGH, PHUGGG, NOSIDE, MELENKURION, KNERL, KLAETU, FOO, FOE, FIE, FEE, BLERBI. Go to where the small stream disappears, go Down, and you've become an Adventure Grandmaster.

Treasure List

What	Where
Golden Eggs	Giant Room
Trident	Magnificent Canyon
Pearl	Clam Room
Pirate's Chest	Pirate's Maze
Platinum Pyramid	Dark Room
Emerald	Plover Room
Ming Vase (and Pillow)	Oriental Room
Rare Spices	Chamber of Boulders
Persian Rug	Dragon's Den
Golden Chain	Bear's Chamber
Diamonds	West Side of Fissure
Jewelry	South Side Chamber
Gold Nugget	Gold Room
Silver Bars	North-South Passage
Coins	West Side Chamber

Additional Treasures in the CP/M version

Bag of Pieces of Eight	Sandy Beach
Iridium Crown	Inside Safe
Visorless Helmet	Small Room
Sapphire Sceptre	West End of Hall
Ruby Yacht	Nondescript Chamber
Ancient Indian Beads	Down from the Magnificent View
Small Ring	From the Ogre's Lair
Small Spyglass	Past the Quicksand
Floppy Disk	North of the Computer Room
Rare Stamps	Across the Chasm
Crystalline Sculpture	In the Maze
Chinese Jade Bracelet	Large Room
Casket Full of Opals	Small Chamber
Polished Metal Plate	Storage Room

ALPINE ENCOUNTER

1. Register. Buy Ticket. Say Hello to people you meet to learn their names.
2. Buy and Read Paper. Get a clue about why you are here.
3. Buy Pass.
4. Rent Skis. Rent Poles. Rent Boots. (You can also buy them just to the South.)
5. Look Crate. Call Inspector.
6. Look in Luggage. Take and Read Notebook, it belonged to Winston.
7. Unlock Door. Look in Drawer. Take Gun. You can Shoot people and things with it, but save the game before you do as it won't help you to win.
8. Look in Handbag. Read Note.
9. Look in File. Read Dossiers on all of the guests.
10. Buy Gift. Learn a bit more about the suspects by Give Gift to XXXX, but save the game first, as most of them will take it. You can also spend some time profitably by following people around.
11. Ride Tram. Ski for a little arcade diversion.
12. Around noonish, or when the notation You Are Getting Hungry appears, head for the Restaurant. Order Lunch. Eat Lunch. Wait. When Franz and Renee appear, Listen. By now you should have met all the guests, save poor Winston. Spend a bit of time and Ask XXXX About YYYY, where X and Y are people's names. Be sure to ask the Attendants, Bartender, and Waiter, too.
13. After eating dinner at about 6 P.M., Head for the Ballroom. Wait until 8 P.M. for the concert that never starts. People will gather for it, however. When Natasha and Angelo appear, Listen. Ditto for anyone else when you hear whispering, like Renee and Franz or Franz and Klaus. When Franz leaves, follow him to the Closet.
14. Look Backpack. Wait until Klaus appears. Take Backpack. Call Inspector. Give Backpack to Inspector. Don't just take the Vase and give it to him, as he'll hog all the glory. As a quicky alternate solution, after first Registering, Wait. When Renee appears, Take Backpack and Call Inspector.

AMAZON

1. After seeing the destroyed camp, Go to Office.
2. Answer the four questions. Novice. Go to Airport.
3. Open Letter. Go to Miami.
4. Institute. No (unless you want a very short game).
5. Enter. Show Envelope. Enter.
6. Answer the two questions. (Try giving a different name).
7. Look Cage. Take Drape. Open Cage. Open Refrigerator. Take Fruit. Give Fruit to Paco. Take Medicine. Open Cupboard. Look Cupboard. Look Shelves. Get Food and Dart Gun.
8. Talk to Paco. No. No. Yes. Go to Airport.
9. Buy Tickets. Go Booth. Take Backpack. Board Flight.
10. Give Cigarettes. As a Seasoned Adventurer, Turn on Computer after you've been robbed. 072. Give Belt.
11. As Expedition Leader, Turn on Computer on landing. S. Turn on Computer. D. E, E. Take Jacket. Take Paper. W. W. Fly Paco.
12. Smile. (They'd like cigarettes.)
13. Talk to Paco. Take Backpack. West. Wear Goggles. N. Remove Goggles. E. Turn on Computer.
14. As Expedition Leader, Smile. When dropped off, N, N, N, E.
15. Wear Parka.
16. Turn on Computer.
17. As Expedition Leader, from where you see parachute dropped, E.E.N.E.S.S.E.
18. Wear Goggles. Be Still.
19. Use Parachute. Tranquilize Paco.
20. Unload Rifle. As a Seasoned Adventurer, then Use Oar.
21. Go East, young man.
22. Use Dart Gun. (Sort of blackmail.)
23. Wear Goggles. Turn Switch on Laser. Shoot the little buggers with the space bar. Sleep. Save the Game. (You must return to camp before Sundown and shoot more Huni to advance to another day. After the second day, Use Dart Gun.) Give Medicine to Paco in Morning. You do not need to spend more than one night here, however.
24. Push Wall. Pull Lever.
25. Unlock Lock with Key (need Key from the Tiny Room).
26. Open 132. Follow the indicated directions, deviation can be fatal. Board Chopper.
27. As a Seasoned Adventurer or Expedition Leader, then Open 132. Head South and get in the Chopper.
28. As an Expedition Leader, Open 348. Open 159. Open 267. Head for the Chopper and safety.

BACK IN TIME

1. Get Up.
2. Push Button.
3. Put Lizard in Thermos.
4. Archaeopteryx. Give Cockroach to him when you find it.
5. Stegosaurus. Take Stick. Make Slingshot (with Rubber Band).
6. Take Tooth.
7. Be sure to Take Branch.
8. Look in Water. Take Stone.
9. Ornitholestes. Give Lizard.
10. Diplodocus. Float on Log.
11. Look in Water. Brachiosaurus.
12. Cut Jungle with Tooth.
13. Brontosaurus.
14. To get in, go East from Bottom of Hill and then return. Camptosaurus. Give Apple.
15. Rhamphorhynchus. Give Fish.
16. Elasmosaurus.
17. Allosaurus.
18. Use Slingshot. Stone. Take Small Bone.
19. Cut Vines With Tooth. Reboard the Bus for the finale.

BUCKAROO BANZAI

1. Climb Stairs. Turn on Flashlight. Look Under Stairs. Get Jug. Turn Off Flashlight when you leave as it has a very limited life and is needed later. Climb Stairs.
2. Enter House. Get the Tool Box. Open Tool Box. Get Flashlight, Duct Tape, and Key. Leave.
3. Press Switch. Look in Trash. Get Battery. Drop it off at the Car. Leave. Get Sand.
4. Get Water (need Jug). Go to the car and Fill Battery with Water.
5. Enter Shack. Get Radio. Drop it off in the Shed. Connect Antenna Lead to Radio.
6. Go to the Hardware Store. Take all. Drop Battery Tester off at Car. Connect Cable to Battery and Power Terminal.
7. Take Hose. Enter Car. Open Glove Compartment. Read Formula then Drop it.
8. Tape Hose to Hand Pump (need Duct Tape). Unlock Lock (need Key). Put Hose in Pipe. Pump Gasoline (need Jug).
9. Dig twice (need two holes). Cut Phone Line twice. Take Phone Line.
10. Throw Line. Tie Line to Pick-Ax. Drop All. Climb Line.
11. Pull Line. Get Bauxite (need Pick-Ax). Down.
12. Drop Gasoline, Sand, Jar, and Bauxite. Make Fuel.
13. Refuel Car. Take Hose from Hand Pump. Go to the Lake and Wash Hose. Now Replace Fuel Hose. Get in Car. Press Starter Button. Get out of Car. Take Jumper Cable. Take Battery. Get in Car. Close Cockpit. Press Starter Button (do it again when car stops).
14. Open Cockpit. Get out of Car. Turn on Flashlight. Press Switch. Take Envelope. Open Envelope. Get Key. Go North. Open Door.
15. Look Under Table. Open Safe (need Key from Envelope). Get Note.
16. Drop Battery. Drop Cable. Connect Battery to Radio. Press Switch. Transmit Warfin. Transmit Yoyodyne. You have saved the World.

CAVES OF OLYMPUS

1. No, you can't get the ID Strip.
2. Activate Info-Cube. You'll get to ask two of the nine questions before the Info-Cube self-destructs. Don't let it as you need it later. The nine clues of the Info-Cube are:
    1. Space Suit...1...2...Door
    2. Suits complicate identification.
    3. Nothing is as it appears to be.
    4. Robots diminish chances of survival.
    5. The Info-cube is a key.
    6. Blasting is helpful sometimes.
    7. Clips secure entry.
    8. Only Anson Arguis may survive.
    9. After two activations the Info-Cube blows up.
3. Leave this Robot alone, or you will be transported to a place that you're not ready for yet.
4. After Wearing Mask, Look Robot. Don't forget to go back for the Clips.
5. Don't know what the Microbomb is for, but it may set a flag to permit something to happen later on.
6. Push Wall. Enter Transmitter.
7. Blast Laren.
8. Push Wall.
9. Lovely Boscyk.
10. Take Crystal. Blast Ammunition Closet. Open Door.
11. Open Bulkhead (for later). Open Air-Lock.
12. Drop Crystal. Enter Transmitter.
13. Drop Info-Cube. Push Wall. Enter Transport capsule.
14. Wear Spacesuit. Leave the booby-trapped Key alone.
15. Open Door (remember clue 1 from the Info-Cube?).
16. Open Bulkhead. Enter Transmitter.
17. Remove Spacesuit. Remove Mask. Open Gate to the finale.

CRIMSON CROWN

1. Push Button. (Now you won't fall to here from the stump any more.) Windmill.
2. Erik, Take Sword.
3. Look Ball.
4. Look. Down.
5. Talk Griffin. Yes. Fear. Cloud. Dream. Get Scepter.
6. Get Candle.
7. Light Candle with Torch.
8. Open Crate. Burn Zombie. Get Mouse. Get Sack. Look in Sack.
9. Sabrina, Cast Spell.
10. Look Tablet. Erik will drink some of the potion. Start moving E. E. Get Frog. (It's really Erik.)
11. Drop Frog. Get Coin.
12. Give Mouse to Owl.
13. Take Censer. Windmill. Poof back to Subterranean Crypt.
14. Wave Censer. Sabrina, Take Scroll. Sabrina, Read Scroll.
15. Talk to Wizard.
16. Drop Candle. Get Flute. Get Ring. Wear Ring. Drop Sack. Get Diamond.
17. Play Flute.
18. Give Coin to Sam. Get Sphere of Annihilation.
19. Say Lorelei. End of Part I.

CRITICAL MASS

1. Take and Open Envelope. Be sure to Take Flowers and note the secret password. You must do all the tasks in the game, like opening the envelope, or you will never get the proper responses even if you ask the right questions later on. Remember, no shortcuts to save time.
2. Down. As soon as you regain the cursor, type Jump Up. Don't hit Enter until you are below the Tenth floor.
3. Zoo. Buy Peanuts.
4. Give Peanuts. Receive a Broom.
5. Take Bomb. Throw Bomb. (Don't dally about!)
6. Take Note. Broom. Now that it's around 10 A.M., head for the Deli.
7. Go Deli. Buy Soup (need Thermos from the Alley). Chicken. (You can get delicious Tomato or Pea soup too, but if you do, you'll never live to see San Juan.) Head for the Airport and London.
8. Hit Machine. OK, so you lost your money, at least you got a Telescope on the way out.
9. Give Flowers, get more money. Be sure to visit the Newsstand and Buy Paper.
10. Lithium. Get a message as to where you need to go; note well Mr. Rand's title. Head back to the Airport. You should be on the 11 A.M. plane for Rome.
11. In Rome all you have to do is check the Ruins for the Flashlight and Look Telescope at Stuportino's Villa, so you might as well head back to Europe and Paris.
12. Pierre's—remember the Laundry Receipt? Open Door. Ring Bell. Give Receipt. Receive a Key.
13. Go Sewer. Take Key. W.N.N.W.W. Be ready to Drink Soup.
14. Hit the Beach.
15. Save the game. Sorry, can't help you with the arcade game. You must complete it, however, in order to get the Towel. Since time is of the essence, restore your saved game so that you can get through this phase with a minimum of lost time. You can get a slower, easier version of the same game by saying Take Lesson before Calling good old Gidget.
16. Head for the Boat.
17. Buy Gas. Wipe Gasoline. Go Boat. Push Button. Go to Saint Thomas, S.E.E.E.E.E. of San Juan.
18. Knock on Door. Major Rand. (Try leaving off the Major first). Stuportino. Note well the first two words of his message to you.
19. Sail onward to Martinique. Fifteen moves to the South, six East, and two moves North to the pier. There is another island in the ocean, but you can't land there.
20. Old Sneezer. To the North is a good place to save the game.
21. Duck.
22. Insert Key. Take your time as you can't do anything else until the clock counts down to zero.
23. When the clock goes to zero and the first of the five missiles rise, move the aiming dot with the I, J, K, and M keys. Fire the cannon with the space bar. Hit all five missiles and earn congratulations for saving the world from destruction.

CUTTHROATS

1. Get Out of Bed. Take All From Closet. Open Drawer. Take All From Drawer. Read Note. Open Door. (Weasel will come in and steal your passbook, if he can, and head for the mainland on the ferry. If you interrupt him, you're dead, so be sure to take the passbook or you're in for a short game. Neither can you lock him in your room.)
2. Sit. Order Breakfast (or Food). Eat Food. Order Drink (for $2.00), or Ask Bartender for Water (free) to quench your thirst. Wait until 8:30. Whassa matter your watch stop? Well, Wind Watch. Ask Bartender for Time. Set Watch to (stated time). When Johnny asks if you want in on the deal, say Yes, or it's going to be an awfully uninteresting game.
3. Wait for Johnny. If he shows you a Plate, your ship is the Leviathan, if he shows you a Coin, at which you may Look, your ship is the Sao Vera. Check your game materials for the ship's depth and read the characteristics of the boats that are for charter.
4. After dropping All But Watch in the Storage Locker of the ship you'll be renting, Withdraw $603.
5. Wait for Johnny. Show Money to Johnny. Answer his question. Drop Passbook. (If you don't, McGinty will see it and never leave you alone, leading to a dead game and Johnny calling off the deal. If you drop it in Town where McGinty roams, it will disappear as though he's taken it, but he will still leave you alone in Outfitter's International.)
6. Wait until after McGinty leaves. (If you have a save game handy, buy something while he is in the store.) After Johnny leaves, Pay Salesman however much you were told, a somewhat variable number. If you are diving on the Leviathan, Buy Flashlight, Repellent, Putty, C Cell, and Electromagnet and Rent Compressor. If you are diving on the Sao Vera, all you need are the Flashlight and Shark Repellent.
7. Attend the 11:30 meeting in the Shanty. If Johnny says The Deal is Off, you did something wrong and should start over.
8. Open Window. Look in Window. If McGinty is seen, Wait. If not, Enter Window. Take Envelope which will be there from 12:30 (or so) on.
9. Wait for Delivery Boy. If you are diving on the Leviathan, you can start getting ready now. Wear Wet Suit, Mask, and Flippers. Fill Air Tank With Air (need Compressor, or if you're cheap, you can fill it for free in Outfitter's). Wear Air Tank. Take Repellent, Putty, and Electromagnet. Open Drill. Insert C Cell. Close Machine. Drop Envelope, it's curtains if Weasel sees you with it. Go topside and wait for Johnny.
10. When Johnny asks for the latitude and longitude of the ship, check the materials that came with the game. The syntax is Longitude is XX. Latitude is YY.
11. Hide Envelope Under Bunk. Get in Bunk. When the ship puts out to sea, Sleep. When you arrive, Get out of Bunk, Get Envelope, North. Get ready for your dive.
12. Give Envelope to Johnny. (If you don't do this and succeed in returning the treasure, your throat will be slit on the trip home.)
13. Turn on Flashlight and Jump in Water if you are diving on the Leviathan. If you are on the Mary Margaret, Wear Suit. Connect Hose to Diving Suit. Start Compressor and then Jump in Water. Once you're in the water, the shark will appear at different depths. When he does, Open Repellent.

14. (Note: Steps 14 through 17 apply to the Leviathan.) Put Magnet on Mine. Turn on Magnet. Drop Magnet. Up. (Don't turn the Magnet on first.)
15. Remove Tank.
16. Turn on Drill. Drill Safe. Turn off Drill. Take Case. Head for the airpocketed room without any wasted moves.
17. Turn on Drill. Drill Case. Open Putty. Put Glob on Case. Now it's time to head up to the surface and become a Rich Diver. (If you opened the door here when first passing through, you better go back to your last saved-game position.)

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18. (Note: Steps 18 through 27 apply to the Sao Vera.) Take Iron.
19. Move Row With Iron (gets the Row of Bunks out of the way for three moves). Put Iron Under Row (props up the bunks).
20. Leave the Squid alone, don't even Look if you value your skin.
21. Look at Skeleton. Take Sword.
22. Push Oak Chest North (twice), and then to the West.
23. Tie Chest to Line.
24. Push Maple Chest South, to under the Ladder.
25. Stand on Chest. Up.
26. Push Cask North.
27. Stand on Cask. Cut Rope with Sword. Climb Rope and Up to the ship, and enjoy your escudos!

DALLAS QUEST

1. Take Bugle. Leave the Rifle. Drop Money. You have no use for it, and can't carry all that you do need if you keep it.
2. Look Tree. Ride Horse. Nothing ventured, nothing gained, but at least you found out that there is an airfield nearby.
3. Give Sunglasses to Owl. Go Barn.
4. Drop Owl. Take Shovel.
5. Look Cattle (twice). Play Bugle. Dig (need Shovel). Read Epitaph.
6. Open Dresser. Take Pouch. If you open it, be sure to close it again, or the tobacco will fall out, putting you in a no-win situation.
7. With the Shovel, Pouch, Photograph, Ring, Bugle, and Envelope, go N.W.W.N. Look Airplane. Give Envelope.
8. Take Knapsack. Open Knapsack. Put your inventory in Knapsack. Take Parachute. Close Knapsack. Jump.
9. Open Knapsack. Take Pouch. Open Pouch. Give Tobacco to Monkey. Close Pouch.
10. Tickle Anaconda Under Chin.
11. Take Shovel. Row Boat.
12. Open Pouch. Give Tobacco to Monkey. Close Pouch.
13. Play Bugle.
14. Open Pouch. Give Tobacco to Monkey. Close Pouch. Pull Curtain. Drop All. Get Flashlight. Light Flashlight. Climb Ladder. Only one object may be carried on the Ladder on each trip.
15. Drop Flashlight. East. Enter the Trading Post again, and take Knapsack. Climb Ladder again and retrieve your flashlight.
16. Unlight Flashlight. Show Photograph.
17. Show Mirror and the Lion will follow you back to the Chief. This will put you in a no-win situation, however.
18. Wave Ring and the Elephant will follow you back to the Chief. This will also put you in a no-win situation.
19. After Taking Coconuts, Open Pouch. Give Tobacco to Monkey.
20. Give Eggs to Chief. Give Mirror to Monkey. Don't Give Ring to Chief or even Show Ring. Your game may even hang if you Give Ring to Chief.
21. Wave Ring.
22. Heat Eggs (with Torch). Light Flashlight.
23. Drop Ring. Take Map.
24. No. Try saying Yes for a novel alternative ending.
25. Give Map to Sue Ellen and sit back to watch the finale.

DRAGONWORLD

1. Get in Boat. Raise Sail. Untie Boat.
2. Take Vines. Take Logs. Make Raft. Take Pods. Get on Raft.
3. Take Underbrush. Burn Underbrush with Glass. (Don't worry if you miss the Windship).
4. Take either. Either one will end up near the SE of the Castle, unless you Put out Pods when the Coldrake appears, in which case you'll go to the Overgrown Trail. Be sure to Take Tana Leaves SSE.
5. Ignore this guy and move South.
6. Kiss Woman. Get Tooth.
7. Use Torches. Move South.
8. Move Rock.
9. Examine Skeleton. Take Ring.
10. Ask Hawkwind for Help. Get Treebear.
11. Ask Hawkwind for Help. Show Tooth.
12. Break Lock with Sword.
13. Take Encyclopedia. Throw Encyclopedia (before going down). Unlock Book with Key (need key from Skeleton in Cave).
14. Don't eat the Pate, unless you want to go to the Doctor again. Be sure to Buy Elixir.
15. Play the keys. (ADFS worked on one game, FADS worked on another.)
16. Buy Cowls. You'll need three eventually, but for now two are enough.
17. No, there is no way to play Dragonstones.
18. Sit at Table. Pay Bartender. You'll end up at the Doctor's again. If you are broke, Talk to Doctor. Give Glass to him.
19. Ring Bell. Talk to Alchemist. Take Ring. When the fire starts on your departure, Open Furnace. Enter Furnace. Return later, examine Ashes.
20. Show Tooth. Clean out the Treasure Trove. Go back and pay off the Doctor, and, if need be, the Moneylender. You did Get Stone to the east of here, didn't you?
21. When you have the money, buy Rope. Pour Wine on Rock to free Starsword. Buy Starsword.
22. Don't go into the Maze to the West. It's endless—you aren't.
23. Leave this red herring alone, he can be rough.
24. Pry Ivory with Dagger. Take Ivory. Don't enter the hole.
25. The drawbridge will lower when you approach if you Wear Cowls. Make sure that you get the Ivory and Jade Key from the Strong Room.
26. Put Plank on Pit. East.
27. Use Stone.
28. Give Cowl to Prince. Wear Cowls. There is a minor bug here if you have more than three cowls. If you are bitten, Drop Cowls. Take Cowl three times. Then give Cowl to Prince.

29. Ask Hawkwind for Help.
30. Hit Tuning Fork. The entrance from the Cenotaph just leads into the Assassin's Castle, as does the Cell in the Garrison.
31. Put Treebear on Branch. Be sure to get the Ivory in the Palace Treasury. Return Alyn and visit the King.
32. Go Behind Waterfall.
33. Climb Spikes. Open Trapdoor. Up.
34. Throw Rug in Pit. South. Unlock Door (need Jade Key).
35. Hit Tuning Fork. Use Sword.
36. Put Cauldron in Fireplace. Take Wood. Take Sticks. Light Fire. Rub Sticks Together. Put Elixir in Cauldron. Put Tanna in Cauldron. Put Dragonscale in Cauldron. Throw Rope. Climb Rope.
37. Put Ivory in Pattern (need all three pieces).
38. Break Chain with Starsword. Give Potion to Dragon. Say "Darkness Fears the Flame" and become a hero.

EARTHLY DELIGHTS

1. After the Burglar goes, Examine Room. Take Case. Take and Read Matchbook. Go to Paris.
2. Talk to Woman. Say Yes to Curator's question. Get the word Clefs.
3. Follow Shorty outside the Bistro. Get his address.
4. Enter Taxi. 15 Rue Pauxfas.
5. Take All. Examine Beer Can. Get Film. Read Passport. Get and Read Ticket.
6. Give Film. Get Photos.
7. Go to Train.
8. Sleep. Take Note, but don't go as you will end up either locked in the Lavatory or the Freezer. (You can escape from the Freezer, however, with Use Ruler.) Sleep. Leave Room.
9. Talk to Man. Rent Boat.
10. Row to Island.
11. Bribe Caretaker. Enter Cottage. Search Mattress. Take Key.
12. Unlock Door (need Key). Open Door.
13. Read Book. Take Shovel. Read Book.
14. Search Man. Take Card.
15. Look Behind Tapestry. Either Insert Card or Clefs. Get Painting Look at Room until Agent appears. Enter Elevator.
16. Push 2. Push Red. Climb Down Rope.
17. Kill Guard.
18. Show Document (to Taxi Driver).
19. Knock. Give Document. Follow.
20. Get out of Car. Shoot. Examine Car.
21. Set Dial to Thirty (the total number of squares in the pattern.

FAHRENHEIT 451

1. Examine Leaves. Lift Grate. Down. SE.
2. Take Lighter. (Use Lighter with everyone you meet for clues, at least most of the time. Also, cross over from West to East only at the Overpass until you are Chemindexed and your face matches your ID.)
3. Say "Twas brillig and the slithy toves." Get vision of Clarisse.
4. Use Lighter. Get three Shakespearian quotes and three Biblical quotes.
5. In Cathedral, Say "Give every man thy ear, but few thy voice." Get quote, "Dr. Foster went to Gloucester."
6. In Restaurant, Take Knife. Wait. Use Lighter. Say "Dessert." Open Cookie. Get quote "Stay me with flagons, etc."
7. Enter the Crystart Crystal. Wait. Get Glasses. Use Glasses. Leave Crystart. Talk to Man. Buy Spyglass.
8. Use Lighter. Get quote "Imagination bodies forth te form of things unknown." Say "Call me Ishmael." Get Tetrasonde. It's not really necessary, but you can store things in the Hotel Lockers with Open Locker 415.
9. Use Lighter. Read Cards. Examine Wall. Touch Cable. Get backwards clues of what to say to the Power Center Robot and about Wafer-5.
10. Use Lighter. Get quote, "Rise up my Love, my fair one, and come away." Say "Yes." Say "I am sick."
11. Examine Cabinet. Take Paper-clip. Say "Dr. Foster went to Gloucester." Get Chemindexed. Use Paper-clip. Get Chemindexer. Leave Hospital.
12. Use Lighter. Get the word to head for the Magic Shop for a Mask. Say "Rise up my Love, my fair one, and come away." Get Emil Ungar's number, with requirement for quote from Pope's Essay on Man. If you have a spyglass yet, you can look through it on the Observation Deck.
13. Use Lighter. Get quote "Attended by a single hound—its own identity." If your ID and face match, Show ID. Order Food. Pay for Food.
14. Say "Yes." Buy something (anything). Say "Yes." Give (item) to Engraver. Say "X.Y.", where X and Y are any two initials. Use Lighter. Get quote "The scene was all changed, like the change in my face." Say "Imagination bodies forth the forms of things unknown." Get Library Card. Say "Attended by a single hound—its own identity." Get new ID card. Take any one.
15. Say "Nothing comes amiss, so money comes withal." Get Bank Card and Personal Word. You can get cash to the North. Leave Bank. Climb Ramp.
16. Examine Mural. Examine Metal. Say "It was a pleasure to burn." Pick up phone. Get message to call Ray at NYC-154 and the quote "Some are born to sweet delight. Some are born to endless night."
17. Down. Take Buttercup. Examine Pit. To NE is a Subway Entrance.
18. In the Subway, Use Lighter (with Maintenance Man). Get two clues: Call me Ishmael and the data stream in E58-59.
19. Heat Lock. Say "The scene was all changed, like the change in my face." Show ID to Clown. Put Face in Mask. Get face to match the correct ID card you have.

20. Enter Alley. Open Trapdoor. Wander around until you find the Subway.
21. Wear Glasses. Examine Screen. Get message about Room 210.
22. Open Door. Use Lighter. (Don't Empty Pockets or you're dead.) Ask woman. Say "Yes." Pay Woman. Use Fingerprinter. Ask Man. Give Lighter if you wish easier access to the subway via all the manholes. If you swap, you'll need another Lighter from the Hotel.
23. Enter Phone Booth. Dial NYC-154. Say "Some are born to sweet delight. Some are born to endless night." Say "Pope." Get quote "And all our knowledge is, ourselves to know." Dial NYC-802. Say the quote from Pope. Get invitation to visit Ungar. Call a bunch of other numbers for fun and hints.
24. Push Button 43R sometime between 6 and 8 P.M. (Enter Time.) Talk to Ungar. Get Ungar's ID. Use Chemindexer and Fingerprinter. Go get another Face at the Magic Shop.
25. As Ungar, Put Hand on Panel. Show ID. Say "Die and be a riddance." N. Push button 5. You can also get the other four wafers, but they are not necessary to the game.
26. Put Hand in Slot. Show ID. Find Room 212.
27. Use Knife. Get Morton Dorr's ID. Use Chemindexer and Fingerprinter. Go get the last face you'll need.
28. Show ID. Show Permit. Say "A living dog is better than a dead lion."
29. Fight Guard. Keep trying any of the three options.
30. Examine Room. Ask Woman. Give Buttercup. Up.
31. Fight Hound. Two alternative endings start here, so save game. You may go Down from either the SW Corner of the Inner Courtyard or from the SW Corner of the Roof.
32. Use Wafer-5. Examine Panel.
33. Ask Clarisse (twice). Insert Microcassette for surprise ending.

FORBIDDEN QUEST

1. Sit in Seat. Look Control Panel. Look Screen. Push Red Button. Push Square Lever. Push White Button. Look Hatch. Open Hatch.
2. Look Locker. Read Graffiti for clue. Look on Locker. Look Dirt. Get Notched Rod. Open Locker (need Notched Rod). Look Locker. Get Blaster. Go East and Get Space Suit. Wear Space Suit.
3. When the next alarm sounds (around move 31), Sit in Seat. Push Black Button. Push Round Lever. Wait (to around turn 45) until you land. Push White Button. Fire Blaster.
4. When the Acid Rain stops, Drop All. Go back for Wreckage. Move Rock With Wreckage. Look. Drop Wreckage. Get Card and Tube.
5. Blow Tube. Look. Get Collar. Up. Look Debris for clue. When screen complains of your discomfort, Pee.
6. Get Skeleton. Get Cube, Arm, and Dust.
7. Search Room. Get Black Rod.
8. Get Bottle With Skeleton Arm. Leave the Pills there for now.
9. Put Dust in Sphere. Say SWEES.
10. Look Door. Insert Card in Slot. Get Luminator and three Cartridges from Compartment. Get Card. OK to Drop the Blaster and Notched Rod.
11. Look Blue Door. Push Lever. Open Airlock Door. Push Switch on Luminator. Go North and East into the Alien Ship.
12. Push Switch on Luminator. Put Cartridge E1Z in Slot. Push Button. Put the Blue Pill, Collar, Black Rod, and Cube in the Compartment. Open Airlock Door and exit to a new Planet, carrying only the Hollow Tube, Luminator, and Sphere with the Dust in it.
13. After being clobbered by the natives, head immediately for the Alien Ship and go South from the Control Room into the Coffin-like Chamber.
14. Close airlock door to prevent snake from entering. Note that ship is on an automatic timer and will leave without you if you don't get back within a certain number of moves.
15. Go Leaf.
16. Drop All.
17. Dig in Residue. Do it again. Get Jeweled Ring.
18. Give Ring to Rat. Look. Get Cartridge Base. Take all when you leave.
19. Give Sphere (with Dust in it) to Alien. Did you get the Meat?
20. Rub Meat on Ropes. West and Get Belt. Wear Belt (needed to leave to East of Altar). Push Switch on Luminator to explore to the South and East, where you'll find a clue. Push Switch on Luminator when you're back by the Altar.
21. Blow Tube. Get Dagger. Get Key. Might as well Drop the Leaf.
22. Open Door (need Key).
23. Take the Green Liquid. Remember the color sequence from the Altar? Push Green Button, the Red and finally the Blue. Pull Lever. When you get back in the ship, put

the Belt, Dagger, Green Liquid, and Tube in the Compartment and Push the Button again for the third planet. All you'll need here is the Card, Red Pill, and Luminator.

24. Drop All. South. Get Book.
25. Jump Down. South. Get Box. Be sure to get Brown Liquid from the Dome.
26. Dig in Sand. Get Silver Disk. Eat Red Pill (it's Oxygen). Swim in Ocean. South and East to the View of Dome.
27. Pour Brown Liquid. Go Cave. Get the Transmitter. Don't go East again if you value your life. Go North back to View of Domed City, then N, E, E.
28. Push Button on Transmitter to open the door to the City. Push Button on Luminator.
29. Pull Lever. Push Button on Luminator.
30. Insert Card in Slot. Push Button. The Shuttle will take you to three different stops. Take the Card from the Slot at the final stop.
31. Get the Gadget from the Maintenance Room. Give Hamburger (from the Arch Room) to Robot.
32. Insert Box in Android. He will now follow you. Take Plans, they are the point getters, not the Android!
33. Look Debris. Get Cartridge Core.
34. Move Pad. Get Gold Disk.
35. Look Behind Counter. Get Bronze Disk.
36. Insert the Gold, Silver and Bronze Disks in Slot. Don't try it unless the Android is with you, or you just may lose all your disks and get stuck.
37. Put the Cartridge Top, Base and Core in the Gadget. Push Button on Gadget. Get and Put Cartridge Z1X in Slot (X1Y in Macintosh version). Push Button and find out what your score is. In order to attain a perfect score of 3500 points, you must have previously put the following objects in the Compartment inside the Alien Ship before you Push the Button for the last time and become a Master Adventurer.

Plastic Card	Collar	Metal Belt
Small Cube	Green Liquid	Fertilizer
Hollow Tube	Brown Liquid	Android Plans
Black Rod	Knife	Luminator
Blue Pill	Book	Gadget

GATEWAY

1. Take All (two knives, dagger, sword, and small box). When you "feel a sudden draft," E. Take Flute before the Burglar does. West and Open Drawer. Take Flashlight.
2. Going outside is injurious to your health. rather, Open Door.
3. Look in Boxes. Take Rod. Give Jewel to Rat. Take Rod. D.D. Turn on Flashlight.
4. Turn Valve. Close Door. Pull Lever. Put Rod in Hole.
5. Climb Cliff. Search Corpse. Take Talisman. Wear Talisman.
6. To get unlost, N,E,W,S.
   You'll be aMAZED, my friend,
   at how fast it will end.
   If you've heard the NEWS.
   you'll know how to use.
7. Ground the Radiance with the Wire. Take Cylinder. Put Cube in Cylinder.
8. Shoot Monster with Cylinder.
9. Drink Water. Say Bertrand.
10. Look in Cracks. Take Coin.
11. Put Coin in Blue Slot. Push Blue Button. Take Oblong Object.
12. Push Button on Object. Throw Object in Water.
13. Dig in Mud. Take Card.
14. The Robot will leave you alone if you are wearing the Talisman. Look Behind Hedges. Climb Tree. Up. Take Axe.
15. Ask K'rnth about Neighborhood. Wall, K'rnth, City, Bertrand, Gateway.
16. Drop Cylinder. Take Clip. Put Clip in Rifle.
17. Insert Card in Third Machine. Take Box. Get Meat and Vegetables. Eat Food. Eat Meat. Drop Box. Insert Card in Fifth Machine. Get Radio.
18. Look in Shadows. Take Rod.
19. Touch Cell with Rod. Push Button on Rod. Ask Ariel about—Herself, Cell, City, Door, Robots, Gateway, Bert, Wall, Rod, K'rnth (need Radio). Touch Door with Rod. Push Button on Rod. East. Open Door.
20. Save Game, as you can miss the door. Shoot Rifle at Door. Do it again.
21. Move Grate (need Ariel).
22. Press Button. Pull Lever.
23. Give Jewel to Creature. Give Flute to Creature. Get Mirror. Take Amulet. Don't dally, or the door will close on you.
24. Point the Mirror at the Robot.
25. Push Red Button. Pull Lever. Push Black Button.
26. Wait until the Thing appears.
27. Listen to Bertrand. Wait for Groulnar to appear. Wait for him to leave.
28. Think Evil. Think Evil. Read the finale.

HITCHHIKER'S GUIDE TO THE GALAXY

1. Get Up. Turn on Light. Get Gown. Wear Gown. Look in Pocket. Take Analgesic. Get all that you can, especially the Pocket Fluff.
2. Be sure you got the Mail. Lie Down (in front of Bulldozer). Don't take the Towel that Ford offers you. Ask Ford about house. Follow Ford to the Pub.
3. Look at Shelf. Buy Sandwich. Drink Beer (three times when told to). When you go outside to look at the Votrans. Feed Sandwich to Dog. When Ford drops the Device, Get Device. Push Green Button.
4. Small. Eat Peanuts. Take Off Gown. Hang Gown on Hook. Take Towel. Put Towel Over Drain. Take Satchel. Put Satchel in front of Panel. Put Mail on Satchel. Push Button. Get Babel Fish in your Ear. Push Switch. Make a note of which word you need from the poetry. Collect all your junk.
5. At end of Captain's first verse of poetry, Enjoy Poetry. When you go back into adjacent room, Type the correct word of poetry (it varies) in quotations. Take Plotter.
6. Listen until you hear something. South. (You'll encounter lots more dark areas. In general, Look about four times until only four of your five senses are listed, then do the fifth.)
7. Open Box. Push Pad. Get Tea Substitute. Leave the Gun (it's useless).
8. South. Yes. Yes. South. No. (Be insistent.) Look twice. Get All.
9. Drop Plotter, Tea Substitute and Improbability Generator. Put Dangly Bit in Substitute. Connect Small Plug to Small Receptacle on Plotter. Do *not* connect the *Large* Plug to Large Receptacle on Console. Pull Switch. Look around four times. The following five locations can appear in any order.
10. At the Bugblatters: Say "Arthur Dent."
11. Still at Bugblatters: Take Stone. Put Towel Over Eyes. Carve Arthur Dent on Monument. Remove Towel. West. Southwest. Get Interface.
12. On Earth: Open Satchel. Get Satchel Fluff and Towel. Give Towel to Arthur. Go to Prosser. Prosser, Lie Down. Go to the Pub. Buy Beer. Drink Beer (twice). Give Fluff to Arthur (must be wearing the Gown in order to get it back).
13. In Speedboat: Look Under Seat. Take Seat Fluff, Toolbox, and Key. Steer toward Rocky Spire. Turn on Autopilot.
14. After leaving Speedboat: Wait a bit. Guards, Put Down Rifles. Trillian, Shoot Rifles. East. On returning to the Spaceship, take a run to the Hatchway to find the goodies from this trip.
15. Back on Heart of Gold: Open Panel. Remove Circuit Board. Read Lettering With Glass. Drop them both. Insert Interface in Panel. Close Panel. Push Pad. When the alarms sound and the missiles approach, go to the Bridge. *Now* connect the Large Plug to Large Receptacle on Console. Pull Switch. Go connect the large Plug to Large Receptacle on Console. Pull Switch. Go back and Get (real) Tea. Don't drink it, yet, even though it is worth 100 points. Put the Dangly Bit in the Tea, rather than the Substitute as it will work better, with fewer useless repeats.
16. At Party: Open Handbag. Look at Arthur. Drop Plate. Get Jacket Fluff. Put Fluff in Handbag. Get Plate. Seek out Phil for your return trip.

17. In Brain: Look at Black Particle. Take Particle. It would be well to save the game here, as you sometimes may randomly materialize in your own brain with disastrous results.
18. In Whale: Take Flowerpot. Put Flowerpot in Gown (to bring it back).
19. After getting the Thing and the Flowerpot at the Hatchway, Put all Fluff in the Flowerpot. (Satchel Fluff, Seat Cushion Fluff, Pocket Fluff, and Jacket Fluff.) Wait a few turns until the Plant sprouts. Enter the Sauna with the Plant. Look at Plant. Take Fruit. Eat Fruit, hallucinate, and Take (proper tool).
20. Take Tea. Take No Tea!! (Must have taken Black Particle). Take the specified tool.
21. Open Screening Door. Drink Tea before you enter. (The clue was to Ask Guide About Intelligence.)
22. Marvin, Open the Hatch. Be on time, or Marvin will leave, and you will have a no-win situation on your hands.
23. Give Marvin the proper tool. West. Down to the Neon Billboard.

Point Awards

Taking Analgesic	10
Drinking Three Beers	15
Looking at Shadow	8
Getting Babel Fish	15
Enjoying Poetry	15
Opening Glass Case	25
Really Looking in Engine Room	25
Getting Interface	25
Stealing Heart of Gold	25
Returning from Party	25
Drinking beer on earth	15
Getting Particle	25
Entering Sauna with Plant	25
Drinking Tea	100
Entering the Screening Room	25
Opening the Hatch	25
Total	400

THE INCREDIBLE HULK

1. Tip Chair. Read Sign. Take Gem. Take Fan. Take Mirror. Look Mirror if you ever wonder which of you is you.
2. Push button (only once for full game). Bite Lip. Go Tunnel. Get Gem.
3. Lift Dome. Get Gem. Dig. Go Hole. Dig. Get Gem. Up.
4. Like the sign says, drop your gems here. Don't go North from here for a while. The other three directions are random, so keep trying until you get the one you want.
5. At the Chief Examiner's Desk, Look Desk. Take Gem. Go Door.
6. Get Gem. Lift Dome. Get Gem. Dig. Go Hole. Dig until you find something. Get Gem. Up. Wave Fan. At Mesh. Go Dome. W. Take Wax.
7. Get Gem. Move away from ants as you only get one move until you are ready. Go back and Lift Dome. Take Gem. Dig. Go Hole. Dig until you find something. Take Gem. Up.
8. Take two Gems. Look Baseboard. Look Outlet. Plug Outlet. With Wax. Bite Lip. Ask Dr. (three times until he leaves). Take Gem. Take Wax.
9. Remember Nightmare. Go Dome. As the Hulk, Pull Ring. (Don't go down if you wish to win the game.)
10. Remember Nightmare. North. As the Hulk, Eat Egg. Scratch Wall. Go Crack. Get Gem. You'll deal with these guys in a moment. Go Crack. Go Hole.
11. Plug Ears. With Wax. Go to the Ant Hill. Hold Nose. Close Eyes. Take Ants. North. Remember Nightmare. North. Go Crack. Open Eyes. Take Gem. Take Bio on the way out.
12. Drop the rest of your Gems and type score. If you have all seventeen, the Chief Examiner will tell you to remember the password ARIA, and you will be congratulated for completing the game.

INHUMANE

1. Take Amulet. Get the Torch and Shovel from the Storage Tent. Read the Note in Roboff's Tent.
2. Dig. Put Amulet in Slot. Read Note.
3. Open Toilet. Down. Push Button.
4. Take Pebble. Put Pebble on Second Disk. Take Disk and Cube. North and get killed for the first of nine times.
5. Open Door. Take Necklace. Get killed for the second time.
6. Go North seven times and get it for the third time. You don't need the Bag or the Coins.
7. Open Door. Take Chalice. Push Button and get killed.
8. When Platform is to the East, move West. Wait until the Platform is to the West and move West again.
9. Go North and Get the Key, then Get the Figure. Go South and Get the Sphere. Go back across the pit on the Platform and get kiled on the way for the fifth time.
10. Turn Crank. East. Get Diamond. Go back and Turn Crank, only to get killed for the sixth time.
11. Take Ruby and catch it for the seventh time.
12. Open Door. Close Door. Take Needle. Open Chest. Take Dorkmid. Open Door and get killed for the eighth time.
13. Jump Across Bridge. Get killed for the last time.
14. Take the Key. Go Open the Great Door.
15. Drag Coffin North. Drag Coffin back the way you came. Drag Coffin S, not South, for the final move of the game.

THE INSTITUTE

1. Talk until the Dwarf leaves, Look Under Bed. Get Mug.
2. Break Mirror. Get Mirror. S. Open Door.
3. Look Shelves (twice). Leave the Bottle for now. Get Scalpel. Open Door.
4. Listen. Talk (several times). Look Room. Look Plaque. All actions yield important clues.
5. Attack Man and get tossed into a Padded Cell.
6. Listen. Look Room. Drop Mug. Cut Padding with Scalpel. Get Rope. When you are taken back to your room, loop back to the padded cell, the same way as before. What was a "Mug" will now be "Water." Get Water.
7. With the Bottle and the Water, Ingest Powder to start deaming. This must be done to start each of the four dreams. You can shortstop a dream cycle any time with Wake Up.
8. Throw Rope. Climb.
9. Look in Telescope. Focus Telescope. Look in Telescope. Look Earth. Look Continents. Look Metropolis. Look Building. Look Billboard. Get a clue.
10. Look Corpse. Listen. Talk. Answer to the question is The Institute. Climb.
11. Talk (several times). Shoot Gun. Open Door.
12. Look Owl. Drink Water until your skin has turned bright green. On second pass through, Look Stream. Dig up Shrub (need Shovel). Get Shrub. Drop Shovel. Drop Shrub at Statue's Iron Door.
13. Look Base. Get Glue.
14. SHAFLA (Keyhole appears). Unlock Door (need Bronze Key). Drop Bronze Key. Enter only when you have the Shrub, Crowbar, and Wrench.
15. Look Up. Climb (need Shrub). Push 56621.
16. Look Cover. Pry Plate (need Crowbar). Look. Unscrew Bolt (need Wrench). Get Gold Key. Wake Up.
17. Look Ravine. Talk. Peace. Attack Midget. Climb.
18. Put Glue on Shoes. Drop Glue. Climb.
19. Look Log. Go Hole. Look. Get Shovel and Small Key. Drop Shovel in the Peaceful Meadow.
20. Open Door (only if your skin is bright green). Look Natives. Get Umbrella.
21. Look Shack. Open Door. Cut Strips (need Scalpel).
22. Unlock Chest (need Small Key). Open Chest. Get Wrench.
23. Open Umbrella. Look until you land. Climb gets you killed off quickly if you wish to proceed to the next dream.
24. Unscrew Painting (need Screwdriver). Get Small Key.
25. Look Deck. Get Preserver. Jump Overboard. Look Water. Get Crowbar. Drop it off at the Statue's Iron Door.
26. Look Hole. Look Face. Show Mirror. Go Crack.

27. Water Plant. Open Door. Another Open Door will get you on to the next dream.
28. Kill Lizard on Altar (need Scalpel and Lizard from the phase with the Tiger). OK to Drop Scalpel. Climb.
29. Hold Breath. Climb.
30. Reflect Light. Listen (twice). Get Comic and Steak. Look Throne and Pull Handle, only it won't do any good, but then neither will the Comic. Drop Mirror if you've done the Oracle bit. Climb in the Religious Chamber will get you to the next dream.
31. Drop Preserver if you have the Crowbar. Look Stream. Look Under Rock. Get Lizard. Drinking water will kill you off in a hurry.
32. Throw Steak.
33. Open Chest. Get Screwdriver. Look Chest gets you killed if Tiger is around.
34. Unlock Door (need Gold Key). Open Door and escape.

KING'S QUEST

1. Open Door. Bow to King.
2. Take Carrot.
3. Climb Tree. Get Golden Egg.
4. Push Rock. Get Dagger.
5. Look in Stump. Get Pouch.
6. Enter the Witch's house, if she is there, leave. Reenter, if she is gone, hide in the Bedroom until she returns. When she goes to the oven to back some cookies, go behind her and push her into the fire. Open Cupboard. take Cheese. Get the Note in the Bedroom for a clue. On the way out, Eat House.
7. Get Walnut. Open Walnut.
8. Get Bowl. Read Bowl.
9. Get Pebbles.
10. Talk to Elf. Get Ring. Turn invisible by Rub Ring, but lose points.
11. Get Clover.
12. Open Gate. Show Carrot to Goat. Lead the Goat to the Troll.
13. Talk to Gnome. His name is IFNKOVHGROGHPRM. This is Rumplestiltskin as spelled against two alphabets, side by side, one of which is A to Z, and the other is Z to A. Take Beans. If you guess wrong, Get Key, but also fewer points.
14. Fill. Give Bowl to Woodcutters. Get Fiddle.
15. Plant Magic Beans. Climb Bean Stalk. Alternately, use the Key to open the Cave Door. Save the game, as the climb is sort of tough to accomplish the first time.
16. Keep away from the Giant for about a minute (unless you have the Shield). When Giant takes his nap, Take Chest. Alternately, but for fewer points, get the Sling in the Tree to the South of here. Move East. Kill Giant. With Sling. Get Treasure Chest.
17. Cut Rope (need Dagger). Lower Rope. Climb Down Rope.
18. Jump in Water. Dive.
19. Move close to the Dragon, just out of range of his fire. Throw Water on Dragon. Get Magic Mirror. (You can also kill him with the Dagger, but for fewer points.) Sometime later, Fill Bucket again for a couple of points.
20. Jump. You may have to try this several times. Try it toward the bottom of the screen, when the bird is flying from left to right.
21. Be sure you have the Mushroom (to the East of here), the Fiddle, and the Cheese. March into the Hole.
22. Give Cheese to Rat. Open Door.
23. Play Fiddle. Get Shield and Sceptre.
24. Eat Mushroom.
25. Open Door. Bow to King for the finale.

POINT ALLOCATIONS FOR KING'S QUEST

Object or Task	Points	Alternatives
Opening Castle Door	1	
Bowing to King	3	
Getting Carrot	2	
Climbing Tree	2	
Getting Golden Egg	6	
Moving Rock	2	
Getting Dagger	5	
Looking at Stump	1	
Getting Pouch	3	
Opening Pouch	3	
Pushing Witch in Stove	7	
Opening Cabinet	2	
Getting Cheese	2	
Getting Note	2	
Reading Note	1	
Eating House	2	
Getting Walnut	3	
Opening Walnut	3	
Getting Bowl	3	
Reading Bowl	1	
Getting Pebbles	1	
Getting Ring	3	Rubbing Ring -3
Getting Clover	2	
Showing Carrot to Goat	5	
Butting Troll from Bridge	4	
Giving Gnome's name	5	
Getting Magic Beans	4	Getting Key 3
Fill (Bowl)	2	
Giving Bowl to Woodcutters	3	
Getting Fiddle	3	
Planting Magic Beans	2	
Getting Sling	2	
Getting Giant to Sleep	7	Killing Giant 2
Getting Chest	8	
Cutting Rope	2	
Climbing Down Rope	1	
Getting Water (Automatic)	2	
Dive	2	
Swimming Through Hole	1	
Throwing Water at Dragon	5	Killing Dragon -2
Getting Magic Mirror	8	
Filling Bucket (again)	2	
Jumping on Condor	3	
Getting Mushroom	1	
Giving Cheese to Rat	2	
Playing Fiddle	3	
Getting Magic Shield	8	
Getting Sceptre	6	
Eating Mushroom	2	
Getting Out of Room	1	
Opening Castle Door	1	
Bowing to King	3	
	158	

KUKULCAN

Note: Type H at any location for historical background.

Introduction

A. Enter.

B. Bow and Advance. My Great Lord. Back Out.

Side 1

1. Look Crack. Take Beans. Note: Type H at any location for historical background.
2. Give Beans. Get Paddle.
3. Look Skull. Take Butterfly.
4. Look Book.
5. Wear Clothes. Enter.
6. Move Vase. Take Knife.
7. Sit Down. Paddle Canoe.
8. Look Column. Five. Look Book.
9. Go Top.
10. Drop Butterfly. Sacrifice Butterfly. Ce Acatl.
11. Go Top. You have successfully completed Part I. Get word Malinche. Now boot on side 2.

Side 2

12. Malinche. Enter M.
13. Tell Story. Take Chest.
14. Enter E,N,E,S,S.
15. Climb Statue. Look Down. Take Circle.
16. Swim Ship. Open Door. Move Map. Take Key.
17. Open Chest. Take Candle. Look Hole. Take Emerald.
18. Enter. Light Candle. Lift Stone. Take Gold.
19. Give Gold.
20. In Jungle, enter S,E,S,W,W,N. Enter M.
21. Give Emerald. M.
22. Climb Up. Give Circle. M.
23. Enter This Must be the End.

LANTERN OF D'GAMMA

1. Move Boards. Go Down. You can get into the Castle from here by lighting your match and following the indicated directions, but it's tough since your match will go out just before you get there. There's a much easier way to get into the Castle, but if you are a glutton for punishment, after you Light Match, Go E, then Go S, E, E, N, N, N, E, S, S, E, E, S, S, W, W, and finally S.
2. Open Mailbox. Push Button. 16.
3. Unlock Door (need Key). Get the Nails, Hammer, and Crowbar.
4. Take Cookbook. Take Note. Convert all ingredients into cups, that is, eight cups per gallon, two cups per pint, and four cups per quart. Read Cookbook. Enter the number of cups (this will change with every game). The following are the candidates for being the Thief. The tough part is figuring out which character had which job. To simplify your life, here they are:

Helen	Chambermaid	Morton	Carpenter
Arthur	Blacksmith	Chester	Guard
Gretchen	Groundskeeper	Elizabeth	Cook

5. Pry Door. Get the Lantern and Boards. Light Lantern, you'll need it to see some notes that are clues about who is who.
6. Go to the Thief's room. Pry Painting. Take Diary. Read Diary. The coded message of the first paragraph may be decoded by writing the alphabet from A to Z and then under that writing it from Z to A. To decode the second paragraph, write Mathematics, the key word, as MATHEICS, followed by the rest of the alphabet omitting the letters that are already used. For those of you who are too lazy to decode the Diary, the decoding is as follows:

   I think the key and the map are safe. There are twelve buttons and the fake ones are tiles that I got from the Carpenter. He used them to cover the Dungeon walls. I just need to remember to press the five real ones.

   I should change the code. I think I will make "mathematics" the key.

   Having only one hand made it hard to count when I was pacing off the map, but the system I figured out worked well. It seems more natural than the numbers I learned in school.
7. Fix Stairs (need Hammer, Nails, and Boards.)
8. Push Buttons. BFGIL. Take Key and Map. Read Map. The numbers are written in base 5. The way to convert is to use the following:

   1 2 3 4 5 6 7 8 9 10 11 12 13 14 Base 10
   1 2 3 4 10 11 12 13 14 20 21 22 23 24 Base 5

   Changing the numbers gets you the following decoded directions:

   N4 W8 N5 E3 (Stable) E11 N8 W6 S2 E3 S4 W1 (Going to Treasure)
   E1 N4 W3 N2 E6 S8 W11 (Stable) W3 S5 E8 S4 (Returning to Castle).
9. Open Lock. 25-36-49. Take Shovel and continue with the directions.
10. Dig (need Shovel). If you fall through and get killed, you dug in the wrong place! Take Chest (need Cart from Dungeon). Unlock Chest (need Gold Key). 256. Now retrace your steps to the Castle for the concluding screen.

THE LION'S SHARE

1. Stomp Grapes. Take Wine. (Don't forget to Take Dagger.)
2. Drink Water. Look Cup. Take Shard.
3. Play Flute (from Shepherd's Hut). Down. Take Sword.
4. Light Torch (need Torch and Flint). Scrape Beeswax (need Dagger). Take Beeswax.
5. Give Wine. Go Boat.
6. Plug Hole (need Beeswax). Take Cloak and the Coin and Note from Treetop. Enter Boat to return.
7. Lion's Den.
8. After Taking Bone, King Nebuchadnezzar.
9. No problem here if you have the Sword.
10. Give Coin. North to second phase.
11. Don't mess around with any part of the Fiery Furnace and environs.
12. Give Goldpiece. Take Cup (need Goldpiece from Fountain).
13. Take Bath.
14. Can enter only *without* Rag or Garland. Must have Bathed.
15. Can enter after Dropping Sword and Dagger.
16. Tie Rope (from Weaving Shop). Climb Down.
17. Can enter only with Invitation from Scriptorium. Take Scroll. Drop Cup.
18. After Taking Bow and Arrow, South. Wait. Look Bricks.
19. Can enter only if you have Shoes, Scroll, and have Bathed. (You must have bathed since going through the Royal Sewer.)
21. Be sure to get Garland and Rag. Can enter only if you have Medallion.
22. No problem here if you have the Garland.
23. Tie Rag. Light Rag. Shoot Arrow. Receive the Lion's Share of a lifetime's earnings.

LUCIFER'S REALM

1. Look. Listen to Doctor.
2. Talk to Man (three times).
3. Jump. Climb.
4. Look Water. Look Object. Pull Chain. Go Hole.
5. Look Remains. Get Skull.
6. Kill Man. Get Rope.
7. Talk to Man. Hitler. Join Army. Climb.
8. Look Well. Smell Vapors. Get clues by Listening.
9. Tie Rope. Throw Skull. Climb.
10. Get Lamp. Talk to Man. Look at Jim. Get Sunglasses.
11. Look Fire Pit. Look Patterns. Read Word (need Sunglasses.)
12. Look Door. Get Dagger.
13. Look Bones. Get Sword.
14. Look Rock. Go Opening.
15. Look Chest. Read Writing. Lucifage. Get Disk. Look Blood. Get Oilcan. Climb.
16. Talk to Man (need Disk). Open Door.
17. Don't Open Door. Bats will awaken and you will be stuck forevermore. Oil Door. Open Door.
18. Drop Sunglasses. Drop Lamp. Climb Chain. Pull Chain. Get Chain.
19. Talk to Man. Eichmann. Show Disk.
20. Hook Chain. Climb Chain. Pull Chain. Get Chain.
21. Cut Canvas (need Dagger). South.
22. Look Stone. Insert Sword in Rock. Get Crystal.
23. Move Duct. Climb.
24. Look Hitler (twice). Get Crown.
25. Booth disappears when you have the Crystal. Open Door.
26. Talk to Snake. Drop Crystal. Climb.
27. Look Room. Go back to the Small Tiled Room and turn the handle that is now visible three times.
28. Sit Down. Look. Push Trap Door.
29. Look Altar. Push Door. Get Wax.
30. Look Corpses. Cut Sack. Get Coins.
31. Drop Wax. Go to the Handle and turn on the fire, then turn it off again. Return. Get Club.
32. Kill Snake (need Club). Go back where you first got the Crystal to get it again.
33. Put Crystal in Slot.
34. Talk to Man. Confess Sins. Go back to Well and Smell Vapors. (1st. John 1:9)

35. **Go E and N, Drop Crown and Coins. E.E.S.S.W. Drop balance of inventory. Go Crack.**
36. **Lucifage. Lucifage. Climb. Get Coins and Crown.**
37. **Give Coins. Climb.**
38. **Knock. Listen. Don't Give Crown to Angel.**
39. **Drop Crown. Talk. Look. Listen to Music. Listen to Man.**

MASQUERADE

1. Move Body. Get Small Key. Search Body. Get Wallet. Search Body. Get Telegram. Read Telegram. Get Briefcase. Open Briefcase (need Key). Get Mask and Box. Drop Briefcase, Key, and Telegram.
2. Wait. (Time passes very quickly in the Waiting Room). Read Watch. Around 6:03 go to Telephone Booth.)
3. Wait until telephone rings. Answer Telephone. Zorch. Write down the password for the vender. Wait. When the squeal occurs, Push Button.
4. After finding the Bra and the Book. Move Block. Get Corkscrew. Use Corkscrew. Climb. Look Wallet. Drop Wallet. Get Dollar and Card.
5. Wear Mask (avoids Suspicious Figure and his randomly thrown, but always accurate knife.) The effect of the Mask will wear off soon, but try to minimize the time you wear it by saving the game very often. On the way to the Zoo, Drop Watch and Business Card in front of Theatre.
6. Give Dollar.
7. Give Book. Get Dollar.
8. Say (password) to Vendor. Wear Flower. Get, Read, and Drop Note. Buy Popcorn. Search Popcorn. Wear Badge.
9. Pull Switch (need Badge).
10. North (Switch must be pulled). Search Weeds. Get Glove. Drop Box.
11. Wear Glove. Get Rock. Get Ticket. Leave Snake for now.
12. Get Helmet and Razor (must Wear Flower to enter Theater). Insert Card in Slit. Drop Card. Don't try the Door as yet.
13. Wear Helmet. Get Dynamite and Hammer.
14. Use Hammer. Drop Hammer. Down.
15. Cut Block (need Razor). Drop Razor. Get Toothpick. On the way back to Zoo, drop Helmet in front of the Theater.
16. Feed Popcorn to Bird. Get Bird.
17. a.) Insert Rock in Bra. Sling Rock. If Rock is simply thrown, it will sail out of sight, except at Gorilla's cage, where it rolls under the Gorilla's body and is lost forever. Other ways of killing the Gorilla include Throw Flower and Drop Bird, but both result in unsolvable game situations.

    b.) Pick Lock (need Toothpick). Drop Toothpick. Door may also be opened by Pushing Button, but will result in a no-win situation. Never open the door before you've dealt with the Gorilla.
18. Carrying Dynamite, Bird, Glove, Snake, Mask and Badge, Drop Dynamite. Drop Bird. Get Match. Light Dynamite. Down.
19. Drop Snake. Regain the Box and Wear Earrings.
20. Push Button. Drop Box.
21. Haul all eight items that can be worn in front of Topp's door, (i.e., Helmet, Bra, Watch, Helmet, Ticket, Flower, Mask, and Glove.) Drop Ticket inside. Wear all eight items of apparel, Go Door. Get your score (1933120385151307).

A MIND FOREVER VOYAGING

Note: I played this game on a gamma test version, thus there may well be some differences between this solution and the version of the game you play.

You are the first sentient computer, awakened from a simulation mode that you've been in for some twenty years to learn that you are a computer called PRISM. The leader of the complex is Abe Perelman, who is the only human that you will deal with. You are told that you are now ready to begin a project to simulate what the country would be like if a certain Socio-Economic Plan is implemented. There are not too many puzzles as such in *A Mind Forever Voyaging*, hence this solution is in narrative form rather than step by step as with most games.

The game has three parts and an Epilog. Part I is an introduction in which you go on your first simulation. In Parts I and II, the name of the game is to explore and record. Before you leave, Perelman's associates will give you a list of the things you are to accomplish. Basically, you need to visit various locations, record what you observe there, and bring the record back to Perelman. When you successfully return the information that Perelman needs, you are sent on to the next part. There is much text associated with the extensive map of Rockvil during the periods of 2041, 2051, 2061, 2071, and 2081. Initially, however, you can only venture to 2041.

There are four modes which you may Enter or Go To:

Communications Mode:

You may See, Hear, or Speak in this mode.

1. PRISM Project Control Center (PPCC)
2. Research Center Rooftop (RCRO)
3. Dr. Perelman's Office (PEOF)
4. PRISM Facility Cafeteria (PCAF)
5. Maintenance Core (MACO)
6. World News Network Feed (WNNF)

Library Mode:

Follow the instructions.

Interface Mode:

Interrogate and direct other interface devices, such as the HVAC. Data is found in the Library Mode. The Ventilation must be turned off in the Maintenance Core when the Saboteurs enter.

Simulation Mode:

Enter using your Security Clearance wheel, and be sure to do the following:

1. Eat a meal in either restaurant.
2. Buy a Newspaper at Bodanski Square.
3. Ride Public Transportation at any Tube Station.
4. Talk to a Government Official at the City Hall.
5. Buy some clothes at Dunbars.
6. Go to a movie at the Cinema.

Try to accomplish these tasks in each of the Simulation Periods. In later Simulations, some tasks cannot be accomplished and there will be new events for you to record, such as the Police Raid in the Dorm, the general decay of the neighborhood, and the Skycar Factory output.

"Abort" will get you out at any time. Since you alone can see what happens, it is necessary to use the Recorder. Be sure to turn off the Recorder (Record Off) as soon as

you've recorded what you want, as the buffer isn't overly large. If your buffer is full, return to Perelman. You may need to Sleep while awaiting his arrival. The Recorder may also be used in Communications Mode.

Part II continues and builds new Simulation periods through 2081. You can return to an earlier Simulation period if you wish, but there is little reason to. The later periods are dependent on your success in the earlier periods; you can't get to 2061, for example, until you have gathered enough data from 2041 and 2051. In some of the later Simulation Periods, there are a few things that you won't be able to do, like buy a Newspaper or Ride in the Tubes, and you can record this fact. More significant things to record include the Police Raid in the Dorm at Rockvil University, the decay of the city overall, such as is found at some of the parks, or the fact that buildings you saw in earlier periods are gone. Turn your Recorder On, and type Look, and then Turn Record off. Your son, Mitch, goes off to join the Church of God's Word, making Jill, your wife, very despondent. You may have to replay certain parts from a saved-game position in order to capture action sequences on your recorder. Check Rockvil Stadium, where the Christians and the Lions are at it again in the form of Criminals and Robots.

Part III, in 2031, is more of a puzzle phase. Go to PEOF, from the Communication Mode. Wait for Perelman and Senator Ryder to appear. Turn the Recorder on to record their heated conversation. Later, some individuals dressed as PRISM personnel enter the Maintenance Core, intent on sabotaging one of your cooling systems. Foil this attempt by entering Communication Mode, Go To MACO, from the Communication Mode. When they enter the room, Enter Interface Mode and enter HVAC, Status. You are given a description of the areas that it controls in the PRISM facility. HVAC, Turn off Ventilation in the sector that represents the Maintenance Core. The third puzzle requires that you wait for the World News Network Feed Interface coming on-line. Enter Feed, Send Record (of the Perelman/Ryder confrontation).

After Part III the game is essentially over, and you enter the Epilog. There are no puzzles here, so when Perelman tells you that your final simulation for 2091 is ready, type Enter Simulation. Continue to type L and enjoy the text. The simulation starts in your house. You have a few moves to look around until Jill tells you that the Skycab has arrived. You will fly to the Spaceport and the ending of the game.

MIND SHADOW

1. Take Straw.
2. Take Iron.
3. Take Vine.
4. Drop All. Tie Vine to Rope. Down.
5. Take Rock. Dig. Take Map. Take all when you go back up.
6. Follow Map's directions, N, N, E, N, E, E, S, S, E. Take Rum.
7. Drop Straw. Make Fire. Hit Steel with Stone.
8. Give Rum.
9. Hit Man. Go Get Cleaver.
10. Break Chain with Cleaver. Go to the waiting Royal Navy Ship to Starboard.
11. Search Man. Get Hat and Money.
12. Give Hat. East. Look at Drink. Follow Man. Remember the word Tycoon. On the way out, Get Hat. Look at Hat.
13. Buy Pole.
14. You can get through this door with the Banana and Armadillo.
15. Talk to Drunk. Give Money to Drunk and get the Byword.
16. Chandralt. Buy Ticket.
17. Enter Airplane.
18. Throw Frog. North. Open Hatch. Enter Hatch.
19. Duck. Take and Read Parchment.
20. Dig. Get Back Account Number.
21. AN11649. Take Gun.
22. Shoot Man with Gun. Take and Read Message.
23. Think Bob Masters. Think William. Think Arcman. Think Jared. Think Tycoon. Think William. (Some repetition of these names may be required.)

MINDWHEEL

1. Take Rose and Baby Ruth.
2. Open Keyboard. Take Brooch.
3. Catch up to Thug. Hit Thug with Fist.
4. Take Disk (if you get a Pizza, start over!). Thug, "Help." Get words depriving and images. Kill Thug with Disk.
5. Take Pencil.
   Write Night in Blank 1.
   Write Cast in Blank 2.
   Write Sense in Blank 3.
   Write Tyranny in Blank 4.
   Write Depriving in Blank 5.
   Write Images in Blank 6.
   Give Paper to Spaw.
6. Give Rose to Lady. Give Book to Lady.
   Write Heart in Space 1.
   Write History in Space 2. Open Drawer. Take Bottle.
7. Look at Officer. Say "Give me your Helmet and Baton."
8. Touch Fountain with Rod. Fill Helmet with Water.
9. Say "Eternity."
10. Say "Rooster." Say "No." Give Helmet to Soldier. Up and get Latchkey.
11. Get captured by going back to Behind the Castle. Cut Fence with Disc. Climb Tree. Take Pinecone. Open Bottle. Eat Pill.
12. Put Pinecone in Door. Open Door with Latchkey. Save game. You won't be able to in the Mind of Eva Fein.
13. If you are caught by Spaw, Say "Lines 9 through 12."
14. You can get through this door with the Banana and Iguana.
15. Leap to 14. (The number on the Uniform seen at the beginning.)
16. In Bank, Give Brooch to Robot. Don't go NE or you will restart the game.
17. Feed Apple to Horse. Wait until the Lady comes. Give her a line from the Love Poem in the documentation. Take All. Open Saddlebag. Take Scissors, Cord and Pegs. Put Pegs in Wood. Tie Cord on Fiddle. Cut Tail with Scissors. Put Hair in Handle. Play Fiddle.
18. Throw Frog. N. Open Hatch. Enter Hatch.
19. Say "Gil Hodges" (the guys in the Courtyard were Brooklyn Dodgers). Get Disc. Say "Transfigured."
20. Put Wheel on Disc. Sit back and read the finale.

THE PHILISTINE PLOY

1. Take Shield. Move away from the Philistine at all times.
2. Unlock Door (need Key from Storehouse). Did you Take Rope?
3. Take Sword. Now you can Kill Philistine and move on to Part II.
4. Cut Barley (need Sickle from Well). Go to the Wagon and Take Antidote.
5. Shake Tree and get clue.
6. Move Rock. Drink Antidote (from Wagon). Take Bone.
7. Feed Barley (or Feed Bone). Take Hammer.
8. Enter only if you have the Hammer and Tentstake.
9. Take Milk. Pour Milk. Move on to Part III.
10. Move Rock. Take Gold.
11. Move away and then back so Fleece can dry. Move Fleece for clue.
12. Give Gold. Climb Ladder. Take Food from Shelf. Now you are strong enough to Kill Philistine when you next encounter him and can move on to Part IV.
13. Pour Water (need Bucket from Near Lehi). Take Helmet. Wear Helmet.
14. Enter without Razor but with Jawbone and Helmet.
15. In the destroyed Temple, East into the Maze. You'll only get one move, and it better be right. N. E. S. W. E. E. Collect the Treasure of Seven Nations.

PSYCHOSPHERE

1. Get Up.
2. Examine Alien. Take Belt. Put on Belt. Unzip Pocket. Look in Pocket. Take White Sphere. Put Sphere in Belt.
3. Look in Blue Alcove. Take Orange Sphere. Think. Open Orange Sphere. Put Band on Head.
4. Sit in Chair. Examine Egg. Think. Open White Sphere. Get Rod. Put Rod in Hole. Wait. Get a bunch of information. (Whenever you encounter a chair without any touchpads, sit in it and Wait twice. You'll get a bunch of clues in your dreams.)
5. Examine Door. Press Yellow Touchpad. Go North for quite a bit of information, then move out immediately.
6. Take Green Sphere. (In Lime Alcove, it is a Flashlight type of device). Put Sphere in Belt. If you didn't Put on Belt, Take Brown Sphere. Any objects that were spheres will revert to their sphere form if you enter an alcove.
7. After touching the Yellow Touchpad, Take Purple Sphere. Leave Alcove. Think. Open Purple Sphere. Take off Belt. Put on Suit. Put on Belt.
8. Take Goblet.
9. Look Under Bench. Get Raygun.
10. Sit Down. Push Yellow Touchpad. Get a shot needed for your continued health. Be sure to get the Yellow Sphere in the Yellow Alcove.
11. After getting the Yellow Sphere from the Violet Alcove, Take Off Belt. Drop Belt. Take off Suit. Think. Open Yellow Sphere. Put Bag on Head. Put on Suit. Take Belt. Put on Belt. Take Blue Sphere. Think. Open Blue Sphere. Get the Raygun.
12. After touching the Yellow Touchpad, Wait. Pour Water (or the White Powder will do you in). Wait. Drink Water. If you've been in an alcove recently, Think. Open Violet Sphere. Get Goblet.
13. Think. Unlock Door. Touch Yellow Touchpad.
14. Aim Gun at Fungus. Shoot Gun.
15. Touch Blue Touchpad. Look in Recess. Take Beige Sphere (It's a Vial).
16. Touch Yellow Touchpad. Take Chamber.
17. Taking the Brain kills it and causes the Alcoves to disappear. You must travel in the Psyelevators. Think. Down (try it 3 times). Refer to your map.
18. Touch Yellow Touchpad. Put Chamber on Platen. Touch Yellow Touchpad. Touch Red Touchpad which will sterilize the chamber. Open the Beige Sphere. Pour Vial in Chamber. Touch Blue Touchpad to grow a new brain. Touch Yellow Touchpad. Take Chamber.
19. Put Chamber on Platen. Touch Yellow Touchpad. The Alcoves are now back again.
20. A very convenient way to travel is to enter an Alcove, Think. Go (color) Alcove, and presto, you are there.
21. Sit Down. Touch Yellow Touchpad. Touch Red Touchpad. Take Red Sphere. Put Red Sphere in Belt. Touch the Yellow and Red Touchpads again. Take Silver sphere. Touch Yellow Touchpad. Touch Red Touchpad to enable the third panel to open.

22. After getting in by Touching Yellow Touchpad, Sit in Chair. Touch Red Touchpad. Touch Yellow Touchpad. You now have erected a force field about the ship so the solar flares won't kill you, also, you can now get into the Gold Alcove well to the South. Sit in the Chair and Wait for a bunch of information.

23. Think. Open Panel. Point Flashlight at Panel. Think. Open Red Sphere. Put Red Cube in Panel. When the Alarm sounds, head directly to the Decontamination Chamber. Enter it and Close Door. Wait until the Alarm stops and the ship is decontaminated.

24. Think. Open Panel. Point Flashlight at Panel (it's in the Green Sphere). Think. Open Silver Cube. Put Silver Cube in Panel.

25. Think. Up. To get down, Think. Down.

26. Think. Open Panel. Point Flashlight at Panel. Get Dark Cube and head for the Maintenance Compartment. When you get there, Put Dark Cube in Tray. Touch Blue Touchpad. Touch Yellow Touchpad. Go back to the Catwalk and Put Gold Cube in Panel. Now head for the Gold Alcove again.

27. Sit in Chair. Wait. Get a bunch of information.

28. Think. Unlock Door. Touch Yellow Touchpad. Close Door.

29. Sit in Chair. Touch Blue Touchpad. Fly off into the Finale.

Sphere Color	Object
White	Glass Rod
Brown	Belt
Orange	Head Band
Green	Flashlight
Purple	Suit
Violet	Goblet
Blue	Raygun
Yellow	Bag
Beige	Vial
Red	Red Cube
Silver	Silver Cube
Black	Dark/Gold Cube
Gold	Gold Cube

QUESTRON

Like most fantasy adventures, this game has no specific solution. There are, however, a number of time saving hints and specific approaches that can materially speed your progress in this otherwise rather long game. One approach is to cheat, sort of. Enter Geraldtown and hit the gaming tables with your new and shiny bright character. Try to double your money. If you are successful, leave and save the game. Then reenter and try again until you have amassed about $64,000, a total of six double or nothings. If you lose, well ... other new characters are easy to come by.

Arm yourself as well as you can. Generally, the more expensive the weapon, the better, but be sure to buy Rope and Hooks. Then head for the Swamp Cathedral to the Northeast. Speak to the priest, donate about $2,000, and enter the cubile near the doorway. The vials, when Held and Operated, increase your hit points by 100 each time, up to a maximum of 500. Try the game in the far corner, it's an easy way to pick up a couple of points.

Read the clues obtained by speaking to the unknown creatures that approach you (most of which are listed below, to save you some money). Some will offer you various pieces of hardware, some are excellent buys (but you should know what the going price is). You'll need the Rope and Hooks to traverse the mountains and later to climb about the dungeons. Note that the Ghost Hollow is a neat place to play double or nothing as there are no guards to get bent out of shape if you break the bank. Try to amass about $100,000 by the play-and-save (or restart) technique.

Head for the Castle to find the real action. By now you should have been notified that Mesron wishes to speak to you. Find him in the lower right corner area and get your first promotion and the powders. (The second purpose of the powders that he gives you is to kill Mantor, much later.) Go sit in the chair near him and be teleported to somewhere else in the Castle. With 500 hit points, find the treasure chests that are marked with a "T" on the map, as they are the ones with keys in them. As soon as you open the first chest, the guards will converge on you. It's time to run like crazy, as you're by no means strong enough to cope with them. Get out of the castle with as many keys as you safely can, maybe two. The Ruby Key will open many closed-off dead ends when you Operate it at those locations.

Save the game, restore your hit points, and whomp a local monster or two to "reset" the guards to where they won't attack you as soon as you re-enter the castle. Dive in again for more keys. Check the chests that you already hit; one or more might be closed again and contains another needed key. The Silver Key will unlock the chest in the large room in the center, where you'll get $2,000 for your trouble. Use the Lead Key to get in to see the man just to the left of center. For about 10 vials of Holy Water, he'll increase your strength. The Emerald Key gains you access to the Princess in the upper right of center. For a reasonable fee, she'll increase your charisma.

By now you should also have the Gold Key, which will open any door in the castle. Go to the upper right, above the Throne Room, and Operate the Gold Key. Speak to the King. As soon as you move, the guards will converge on you, but now you are tough enough to take them on. Get the Trumpet in the chest to the lower right of the Throne Room and leave the castle for essentially the last time.

Mesron may wish to see you again, to tell you that Lagoon has been wiped out. But it's OK to head onward and upward. Stop by one of the three cathedrals and this time buy your hit points (you can get close to, but not more than, 20,00—and you'll need them all). Note that in the Ocean Point Cathedral you can get a free Flute, with which you can get armor, weapons, gold, or hit points.

Head north to the city surrounded by fog. In fog squares, operate your Trumpet to dispel it. Buy a clipper ship, although a raft may work as well (at least it will circumnavigate the continent). Sail north to the second continent. Stay with your ship and avoid wandering around the land areas, as the monsters here are very tough compared to what you'll find in the sea. Visit Snake Landing and load up on magic and maximize your hit points. Get several hundred Stone Spells, as generally they are the most effective. (Once in a while they backfire, leaving you paralyzed for several moves while the monsters beat you bloody, but it's worth the gamble.) Just about all of the words of the guards and prisoners are the same ones you heard on the other continent.

Enter the Mountain Catacombs, saving your game just before you go in. Work your way to the Eighth Level as fast as you can, but it's OK to Steal the Coffins (they contain hit points) and boxes (they contain gold) as you go. Later on you'll find Urns, which generally contain manuscripts, but can also contain character point enhancers or detractors. If you have the rope and hooks, you can use them to Climb up or down a hole in the floor, otherwise Climb will cost you hit points. Triangular shapes on the floor are rope ladders which you may climb down. Somewhere on the Eighth Level you will find a safe; you'll need a Pass Wall spell to get on the other side. Now you can open it and find the Iron Key needed to gain access to the Dungeon of Death, your next stop after loading up on hit points and spells again.

Save the game again before you head in, as this place gobbles hit points. Head for the Eighth Level of the Dungeon of Death, where you'll find another safe, but this time with a fancy Diamond Ring in it. After getting it, get out, which is surprisingly easy, and restore yourself for the final onslaught.

The Diamond Ring will permit you to enter Mantor's Mountain. This time you have about seventeen levels to traverse. Fortunately, starting around the Third Level, the holes in the floor seem to always be near where you come in. You'll know when you get to the bottom of this dungeon as the screen display changes to a castle-like area, just loaded with grouchy guards. You'll have to clobber them all. This is the beginning of the lengthy finale. Use the Gold Key to gain access to Mantor's Room in the upper left. Move next to him, promptly, ignoring his Fireballs. Operate the Powder, which will efficiently do him in, and leave with his Book of Magic.

Move to the right and down a tad; stand next to the Machine and Operate the Book of Magic. Then sit back and watch the fun. Nah, you've still got a little to do, like speaking to Mesron and the King. The last message is to flip the disk, which will rewrite your character as a Baron with whatever you've got left in the way of hit points and possessions, so if you want to enjoy the ending without a lot of chasing around again, don't flip!

Sayings of the Guards and Creatures
(at least most of them)

Many wandering creatures are friendly.
Search for Holy Water in the Cathedral.
Give the Priest a lot if you can.
The Holy Water is by the Cross.
You may find the Island Cathedral.
You should put money in the bank.
You can sometimes slip by one of the gamblers.
Only the Club kills the Piercing Pungie quickly.
The Mace kills the Irish Stalker easily.
The Morning Star best destroys the Strangler Fiend.
The Phasor Spiders hate the Whip.

Use the Flail on the Pit Screamer.
The Flute can keep you alive.
There are keys for every door.
The best treasure is far far inside.
The castle is full of traps.
A frozen treat is easy to beat.
Be rid quickly of the apparition.
The ghosts can be especially deadly.

RACE TO MIDNIGHT

Solving this game is a straightforward matter of careful exploration. Visit every room, take everything that you find and kill every monster you encounter. I recommend that you save the game after killing several monsters, especially if you haven't lost any of your three hit points.

1. **Knock Door. Go Door.**
2. **Unlock Door (need Key). Go Door.**
3. **Kill Toad. Take Eyes.**
4. **Go Stairway.**
5. **Use Lodestone. Drop Lodestone. Go Door.**
6. **Save game prior to taking on the Dragon as he is tough. Kill Dragon. Take Blood.**
7. **Kill Newt. Cut Tongue. Take Tongue.**
8. **Kill Rat. Cut Tail. Take Tail**
9. **Open Pouch. Drop Pouch. Take Madweed. Open Vial. Drop Vial. Get Aconite. Mix Ingredients. Drink Potion. Read Scroll. Say Aldorogamba. Look Mirror.**

RENDEZVOUS WITH RAMA

1. Take All. Wear Suit.
2. Plug Cable Three into Panel. Goldie, Come.
3. Examine Viewport. Let Will land the ship using the Autopilot, or get ready for a tough arcade game.
4. To Depart the Airlock: Open Inner Door. Enter. Close Inner Door. Open Outer Door. Exit. To get back in from the surface: Up, Open Outer Door. Enter. Close Outer Door. Open Inner Door. Exit.
5. Turn Wheel Right. Enter Chamber. Goldie, Push Blue Button. Push Red Buttons. Enter.
6. Push White Disk. Push Blue Disk to Enter Rama. Push Red Disk to return.
7. (To return, Down.) Open Case. Get on Dragonfly. Fly. Whether you succeed or not, you will still end up at the same place in the Southern Hemisphere.
8. Climb Up. (Move East until you see the bars). The Grate is a red herring.
9. Push Dome. Don't Forget Romcart2. Climb Down.
10. Press Disk. Take Globe. This is the object required to refuel your ship. Except for getting the Flower, step 13, all you need now to do is to return to your ship. The balance of the puzzles are only window-dressing.'
11. Step on Center Tile. Turn Wheel Right. Hold Handrail. Examine Platform. Turn Wheel Left to get down.
12. Use Laser. Get Piece.
13. Cut Trellis with Piece. Enter. Take Flower. Exit.
14. Climb Fence. Climb Inner Fence. Examine Crater. Yup, that's it for here.
15. Cut Tapestry with Knife. Get Wire.
16. Press Red Column. Press Orange Column. Press Yellow Column. Press Green Column. Press Blue Column. For all this, you get to hear some music.
17. Pull Door Down. Enter. Push Button. Pull Door Down again to Exit.
18. Up, (to get to the edge of the Crater).
19. Give Crystal to Phantom. Enter. Examine Light. Exit.
20. Press Triangles until all are lit. Enter. Get Romcart1. Exit.
21. Plug Wire into Battery (of Spacesuit). Take Ball. (Sphere won't work.)
22. Put Flower in Door.
23. Step on (color of) Sidewalk, where:

Red	Goes back to Flowered Door.
Grey	Goes to London
Maroon	Goes to New York.
Black	Goes to Paris.
White	Goes to Moscow.

(For now, head for Moscow and find the Kiosk.)

24. Press Three Bars (on Kiosk). Get Romcart3.

25. **In each city, Approach Rectangular Building. Give Line to Goldie. Goldie, Climb Building. Goldie, Tie Line to Post. Climb Line. Examine Roof. Look through Roof.**
26. **Go to New York. Enter Light. Put Romcarts on Platform. Get oodles of text.**
27. **Put Ball on Platform. That's it, that's all there is!**
28. **Give Globe to Goldie. Goldie, Enter Blue Hatchway. Push Button. Now go to the Bridge for the finale.**

RING QUEST

1. Get the Bow, Arrows, and Trap. Gorn is a thirsty so-and-so, so never let yourself run out of water.
2. Get Trap. Go away for a while and return. Take Boar.
3. Visit the Old Man. Pay 100 Gold Pieces to Man. Write down the three words he gives you.
4. Look in Pool. Take Dagger.
5. Throw Dagger.
6. Bafenris. Rub Orb.
7. Drop All. Take Waterskin and Gold. Go South past the Troll. OK, so he takes most of your money, just figure it's a Troll Bridge. Pick up your stuff on the way back.
8. Visit the Ogre if you have previously visited the Ogress so that she could hug Gorn. If you haven't done so, you will be killed on the spot. If you have, he will follow you. Now visit the Ogress again.
9. Open Chest. Take Ruby and Rope.
10. Give Boar to Manticora.
11. Arcade Off, unless you're a brute for punishment.
12. Put Ruby on Staff. East.
13. Baarachna. Rub Orb.
14. If Sandroc is not visible, go West and Take Feathers.
15. Tie Rope to Arrow. Shoot Arrow.
16. Talk to Man. Pay fifty Gold Pieces to Man. Get Wings.
17. Fly.
18. Bapyrosnaca. Rub Orb.
19. Go through the maze in the graphics mode. Don't go anywhere but on the visible paths, or you'll fall into a bottomless pit. To get to Lisa, go N,N,E,N,N,E,E,E,S,S,E, E,E,E,N,N,N,N,E,N,N,W,W,W,W,W,S,S,E,N,N.

ROBOTS OF DAWN

1. Before you pick up Daneel, Call Vasilia. Gremionis. Turn on Recorder. Ask her the necessary questions. Find Daneel. Give Device to Daneel. (Do this after each use of the Recorder.)
2. Turn on Recorder. Ask only the necessary questions of Gremionis, or you won't get in to find the Rod, which you will need.
3. No questions necessary. Go find the Neutralizer.
4. Use Neutralizer,
5. Get the Time Sheet.
6. Use Filter (and carrying Gloves), East. Get Canister. Touch Rod. East and Get Report.
7. Turn on Recorder. Question Amadiro. Just go North when you are done.
8. Get the Lightsphere, Light-Form and Reader. Show Light-Form to Gladia. Turn on Recorder and ask her your questions.
9. Use Lightsphere. Touch Strip. East. Get Summary. Get the Torch.
10. Burn Safe with Torch. Get Red Bookfilm.
11. Use Screen. If you get no information on the status of your investigation, Wait until the program changes. Go to your Guest Room. Sleep.
12. Give the Chairman the following answers: (Allegedly a random Guilty party is chosen for each new game, but all I could do in some twenty-five attempts was nail Amadiro time and time again. Save a game in front of the Chairman and try all of the possibilities. Be patient, as sometimes the Chairman isn't.)

If Gremionis is guilty:	Replay Amadiro, did Gremionis have means
Motive from Gladia,	Daneel, Did Gremionis have motive
Daneel and Vasilia	Replay Gladia, Did Gremionis have motive
	Replay Vasilia, Did Gremionis have motive
	Replay Gremionis, Did Vasilia have motive
	Show Light Form (Proves Opportunity)
	Show Guide Rod
If Vasilia is guilty:	Replay Gremionis, Did Vasilia have means
Motive from Gladia	Replay Gremionis, Did Vasilia have motive
and Gremionis	Daneel, Did Vasilia have motive
	Replay Gladia, Did Vasilia have motive
	Show Time Sheet (Proves Opportunity)
If Amadiro is guilty:	Daneel, Did Amadiro have means
Means from Daneel,	Replay Gladia, Did Amadiro have means
Gremionis, and Gladia	Replay Gremionis, Did Amadiro have means
	Daneel, Did Amadiro have motive
Motive from Daneel,	Replay Gremionis, Did Amadiro have motive
Gremionis, Report	Daneel, Tell me about Amadiro
Daneel (tell me)	Show Report (partial proof of motive)
	Replay Gremionis, Did Amadiro have opportunity (Proof)
If Gladia is guilty:	Replay Amadiro, Did Gladia have means
Means from Amadiro	Replay Vasilia, Did Gladia have means
Vasilia and (motive)	Replay Amadiro, Did Gladia have motive
from Amadiro	Replay Vasilia, Did Gladia have motive
	Show Light Form (proves Opportunity)

SEASTALKER

1. Turn on Screen. Tune Screen. Take Microphone. Turn on Microphone. Bly, Tell Me About The Problem. Good-bye. Drop Microphone.
2. Check Electrical Panel. Reset Circuit Breaker.
3. Turn on Computestor. Ask About Scimitar.
4. Put Capsule in Reactor (it was in West Walkway). Close Reactor. Fill Tank. Open Gate. Close Hatch. Turn on Reactor. Start Engine. Open Throttle.
5. Dive to five meters. Look at Scope (or Set Scope to Automatic). Look at Depth Finder. Head Northeast. Dive to fifteen meters when you can. Avoid the Rock and the Ship, which draws ten meters. Save Game before hitting the open Ocean.
6. Turn on Autopilot. Ask Tip for Magazine. Open and Read Magazine. Open and Read Magazine. Ask Tip for Universal Tool. Open Access Panel with Universal Tool. Close Throttle. Stop Engine. Push Test Button. Enter Crawl Space. Adjust Voltage Regulator. Leave Crawl Space. (You may be cut on arm on way out.) Turn Throttle to Full. Not much to do but wait and Answer Sonarphone if it rings. Wait until you dock at the Dome by Opening Throttle. Take Emergency Oxygen Gear. Leave Scimitar.
7. Open Access Panel with Universal Tool. Look. Take Relay. Screw Relay into Empty Space.
8. Search for Bazooka. Take Bazooka. Follow Bly to her Office.
9. Ask About Evidence. Take Box. Open Box with Universal Tool. Look at Box. Don't forget to Get the Fram Bolt Wrench from under the Desk. Tip, Put the Bazooka in the Claw.
10. Open Blue Door. South. Open Locker with Universal Tool. Take, Open, and Read Diary.
11. Give Magazine to Horvak. (This will prompt him to make up the AH Dart.) Give Dart to Tip. Tip, Put the Dart in the Claw. Make sure that Mick Antrim has volunteered to install the Emergency Survival Equipment.
12. Check the Emergency Survival Unit. Take Syringe. Take it to the Doc. Doc, Analyze the Syringe. Ask Greenup About Syringe. Back in the Office, Turn off Docking Tank Electricity. After Greenup is captured, Turn on Docking Tank Electricity.
13. Ask Tip About Fine Grid. Have him install it.
14. Close Tank Roof. Close Hatch. Flood Tank. Open Gate. Start Engine. South. Open Throttle. Save the game. After clearing the Dome, Turn Sonar to Automatic. Turn on Depth Finder. Head Southeast. Wait until you encounter the Snark.
15. When Sharon conks Thrope, maneuver around behind him. After he wakes up and stops the Sea Cat, Close Throttle. Aim Bazooka at Power Pod. Fire Bazooka. Become a Famous Adventurer and amass 100 points. Interesting but unsuccessful alternatives include Firing the Dart at the Snark and at the Power Pod.

Seastalker Points

Action	Points	Total
Turn on Scanner	1	1
Tune Screen	1	2
Take Microphone	1	3
Power Failure	-3	0
Reset Circuit Breaker	3	3
Take Reactor Capsule	5	8
Entering Scimitar	1	9
Turn on Reactor	5	14
Start Engine	5	19
Getting to Open Ocean	5	29
Turning on Atuopilot	5	34
Reaching Aquadome	5	39
Opening Access Panel (at Relay)	5	44
Screwing in Relay	5	49
Getting Bazooka	5	54
Putting Bazooka in Claw	5	59
Getting Dartgun	5	64
Putting Dart in Claw	5	69
Installing Emerg. Survival Gear	5	74
Showing Syringe to Greenup	5	79
Turning off Dock Electricity	5	84
Leaving Aquadome	1	85
Sharon conks Thrope	5	90
Aiming Bazooka at Sea Cat	5	95
Firing Bazooka at Sea Cat	5	100

SECRET OF EASTER ISLAND

1. Look at the Wrecked Boat. Get Bucket. Get Knife. Go East along the shore. Get Driftwood. Get Jellyfish. Get Seashell.
2. Take Net.
3. Give Ring. Get an important word for later.
4. Look in Cemetery. Get Cross.
5. Buy Lantern. Buy Matches. Buy Shovel.
6. Drop Driftwood.
7. Be sure to Get Rock and Get Rope in the Desert.
8. Throw Net. There is nothing but scenery around to the North, however.
9. Throw Jellyfish. Go East and Get Vial.
10. Go way to the West and Get Pole.
11. Throw Rock.
12. Show Cross. Aku Aku. You now have the Statue. Now all you need to do is get out.
13. Move Boulder (need Pole).
14. Don't mess around here, you'll just get killed off.
15. Blow Shell.
16. Pour Vial.
17. Throw Rope.
18. Put Statue. Get transported to room full of diamonds and the concluding screen.

SORCERER OF CLAYMORE CASTLE

1. Dig (Get Star). Go in the Forest. Cast Fire. At Tree. Look Ashes (Get Star).
2. Go Moat. Hold Breath. Swim Down. Get Towel. Swim Down. Swim East. Open Cupboard (Get Bliss). Should you ever go out this way, Swim Down once, and Swim Up twice. Wake Monster.
3. Pull Leverl
4. Pull West. Get Methuselah and Unravel.
5. Hold Breath. Swim Down (four times) to the Bottom. Look Bottom (Get Star). Cast Bliss (zapped back outside castle).
6. Push West. Cast Seed (at Enchanted Door.) You may also Cast Seed at the outside of the Castle to lower the Drawbridge. Trouble is this puts you in a no-win situation.
7. Go Lava (Bliss must still be holding, or else). Get a Star and Dizzy Dean Spell. Walking across the Lava will dry your Towel without any action on your part.
8. Cast Unravel. South. Wait until Chandelier crashes. Get Star and Glass. Cast Queen's and Glass will turn into a Magic Mirror. Cast Light. Go Loft. Take Potion. Throw Crate. Jump. (Bliss must still be in effect or you've had it.)
9. Cast Dean. Throw Bricks. At Can. Walk over and Get Can.
10. Look Crate. Cast Firefly. Go Hole. Take Metal. Open Can (Get STar). Go Hole.
11. Get Dust from Dusty Room. Drink Potion. Push Down. Look Dragon (twice). Throw Dust. Go Hole. Get Star and Firefly.
12. Push South. Get Star. Down.
13. Cast Lycanthrope (Look Mirror). Go Hole. Get Star. Go Hole. Note: Move fast, you are only a ferret for a few moves. Walk up.
14. Load up on all the Stars you can carry. Cast Permeability and Drop Stars here for them to score.
15. Load up on all the rest of the Stars. Cast Methuselah. Climb Fountain. Get Star. Climb Centerpiece. Go Shaft. Dry Droplets (need Dry Towel). If you move quickly, you may be better off without Casting Methuselah, which keeps aging you until you die.
16. Get Star. Casting either Fire or Permeability at Door will get you out, but put you in a no-win situation. Cast Yoho. Drop off balance of Stars.

SPIDER-MAN

1. Climb Ceiling. Look in Crib. If Sandman comes up go East, return. Take Formula while Sandman is still sand. Leave and reenter. Take Gem (from crib). Climb Down.
2. Drop Gem. Type Score. Say Scan (object or person) to Madame Web.
3. Open Doors. Go Shaft.
4. Look Elevator Walls. Look Niche. Take Gem. Do this at each of the four landings of the elevator. Push Up at the third landing to get to the fourth.
5. Take Painting. Remove Frame. Get Formula. Lower Thermostat. Do it again. Open Desk. Take Gem.
6. Get the Acid, Calcium Carbonate, and Acid in the room to the South. Mix Acid with Calcium Carbonate. Get Calcium Chloride. Make Fluid.
7. Close Eyes. West. Push Knob. Open Eyes. The RingMaster is now gone. Get Gem. Type Run for a clue.
8. Give Calcium Chloride to Lizard, Search Doc. Get Gem. Take Doc.
9. Look West. Shoot Web at Bio-Gem. Drop off your Gems with Made Web to avoid inventory problems. You should now have nine of them.
10. Go back to Hydroman. Get Ice Block (Aquarium). Get Statue (Hydroman).
11. Drop off Ice Statue outside. Take All (the Desk, Clock, and Couch). Raise Thermostat (twice). Look Aquarium. Take Gem from Aquarium. Lower Thermostat. Get Statue on way out. (Statue again becomes Hydroman when Thermostat is raised. Don't ever drop him as Hydroman or you'll never get him back.)
12. Jump.
13. Feel North. Get Gem. Feel South. Get Gem. Climb Ceiling.
14. Open Mesh. Enter Duct.
15. Drop all Gems temporarily. Examine Fan. Shoot Web at Fan. Examine Fan. Speed will be down by 100. Shoot Web at Fan until speed is 50. Shoot Web at Button. You could stop the Fan by throwing a heavy object at it, but you need them all later. Enter the Maze with Enter Fan. Get Gem. To get to the Basement go Down five times. (To get out, go Up until you are at the back of the Fan and then Enter Fan.)
16. Get Gem. Take Dr. Octopus. Hit Electro. Search Electro. Get Gem. Search Dr. Octopus. Get Gem. Drop Gems. Take Electro. Take Dr. Octopus.
17. Put everything you have on scale, including the Hydroman, Electro, Dr. Octopus, Doc Connors, Couch, Clock, Desk, and Mesh. Read Dial. It should read 951 pounds. Go to Computer Room. Get the Gems you left earlier.
18. Type Run. Go back to the Basement and Get Newspaper. Read Newspaper. Take Newspaper to the Computer Room. Type Reset. Get Gem.
19. Drop the last of your gems with Madame Web. Score. You should now have eighteen gems worth 100 points and a password to some future game.

SPIRIT OF GLENMORE CASTLE

1. Take Matches. You can only carry six items; inventory management is not covered here. Use the Main Halls to leave items that are not needed.
2. Take Torch. Leave the Bread, it s not needed.
3. Take Pickaxe.
4. Light Torch. Take Iron Key.
5. Unlock Gate (need Iron Key).
6. Look Water. Take Bracelet. Examine Head. Take Tiara.
7. Read Book. Take Ladder. Move Bookcase.
8. Get Gold Key.
9. Drop Ladder. Climb Ladder. Move Painting.
10. Lift Rug. Take Box. Use Pickaxe. Get Ring.
11. Look Urn. Examine Urn. Take Necklace.
12. Take Cameo. (Trophy Case). Drop your treasures off in the Vanity.
13. Open Armor. Get Silver Key.
14. Take Violin. Play Violin. Shake Violin. Take Locket.
15. Look Oven. Take Brooch.
16. Unlock Gate (need Iron Key). Carry Silver Key, Torch, and Matches. In the Catacombs, when Torch starts to flicker, Light Torch.
17. Look Water. Get Crown.
18. Unlock Door (need Silver Key). Go Get Shovel.
19. Look Crypt. Take Scepter. Unlock Door (need Gold Key).
20. Use Pickaxe. Go Get Jewels.
21. Move Wood. Dig Down (need Shovel). Get Goblet.
22. Get Cross.
23. Dig Down (need Shovel). Get Chalice.
24. Deposit all your treasures in the Vanity and get Jennifer's best wishes and a check for your troubles.

List of Treasures

Bracelet	Tiara	Gold Key	Box	Ring
Necklace	Cameo	Silver Key	Locket	Broach
Crown	Scepter	Jewels	Goblet	Cross
		Chalice		

SUNDOG

Sundog requires a good deal of patience, but it sort of grows on you. At the outset, you are told nothing about how to operate or maintain your spaceship. When you set up your character, go heavy on Charisma and Luck. Once in your ship, explore it and replace as many of the missing components in the six panels as you have Shunts for. Do this by touching a defective component with your joystick and putting it in the trash basket. A Shunt won't take the place of a Control Nodule in the first position, however.

Buy a load of fuel. Check to see if your ship needs repairs, and make all that are needed. Go to the Bank and withdraw all the money available. Buy some extra food at one of the Restaurant/Bars and store it in your ship. Do not take any trade goods, but rather set course for Worened. Do this by selecting Set Warp, touching Worened with the cursor, and pushing the button. Then touch Liftoff. Once in orbit, touch Sublight, and select a plus sign on the periphery that is close to the location of the planet you wish to visit. (Use the maps to find out this information). When you are on the plus sign, touch Do Warp. After Warping, touch Sublight again.

Once on Worened, go to the bank and get all the money they'll give you. Then go find a Restaurant/Bar and ask for Information. Buy a Cloaker and a Ground Scanner. Put the Cloaker in the Force Shield panel in place of a Cryofuse. Put the Ground Scanner in for one of the Scanners of the Pilotage panel. Now you can operate among all of the cities of the planets. Note that without a Ground Scanner, there are a number of cities that you just can't get to. Worened is one of the few places where you can get these objects, and without them you are in for a very short game.

You can start operations on Worened. Buy as many trade goods as you can afford and fly to another city by selecting Navigate and City to City. Sell what you have, as this is your only means of earning money to finance the game. Check to see if that warehouse has any Cryogens in it. If so, take note of the type of goods that are for sale at each city—it'll be invaluable information later on. Complete visiting all cities. Don't buy any trade goods at the last city, rather, take the Cryogens you have back to Jondd. One of your last actions should be visiting a bank and withdrawing all the funds that you have accumulated. Fancy banking methods are available, but my preference is for straight cash transactions.

On Jondd, take a load of food with you (you will be eating a lot as you travel about in the outback) and leave whatever city you're in. Look at the surrounding countryside by driving your vehicle to the edge of the city and beyond. Look for the other city, Banville Center. The five cities of Jondd are spread out so that you generally can only see one at a time. If you don't see an uncharted city, take a load of trade goods to the next charted one and peek outside it. Chances are that you will spot the extra city, but if not you'll have to go exploring until you do. Once you find it, it will appear on your spaceship's Ground Scanner and you will be able to land there directly. Visit the warehouse there and learn what type of goods are required, or you can look at the table which follows the listing of the cities in this book.

The first two phases of the latest version of the game can be satisfied from the planet of Jondd. This is also a good chance to build up your cash reserves by trading among the five cities. Remember to look in each city's warehouse for Cryogens. When you get a full load of two Cryogens, take them to Banville Center and store them there.

Now it's on to the real business at hand. Buy trade goods, load up on fuel, and head for another planet. From here on out it's simply a matter of finding the goods that Banville Center requires, buying them, and transporting them back. You will be beset by Space

Pirates countless times. When you hear the alarm, select Tactical. The best strategy for dealing with them is to wait until they get close to your ship (your ship continues to move in this time interval) and select Communicate. Refuse to deal with them, and Bluff. Sometimes, about fifteen to twenty percent of the time, they will let you go. Generally, they won't, so select Cloaker from your menu, which makes you invisible. As soon as they reach the center of the screen they will start departing, and you should deselect the Cloaker as soon as possible, as it is a real fuel hog. The Space Pirates will leave you alone if you are only transporting Cryogens or have an empty ship.

You can fight the Space Pirates and the robbers in town, but I always had poor luck with them. If you wish to tackle them in space, be sure to buy a Concentrator on Worened for your Gun Panel, and an Autoslew for your Tactical Panel. I had very little luck dealing with the Space Pirates and found that not taking them on in combat was the best way of playing the game.

If you are efficient in your moves, you can complete building the city in as little as thirty-four days. Good luck.

Cities and Trade Goods

* = Starport City

SYSTEM	PLANET	CITY	TRADE GOODS
Jondd	Jondd	Drahew*	Antimatter
		Obburg	Art Objects
		Esposito	Biochips
		Darvilton	Cadcans
		Dranning	Chronographs
	Heavy	Lightening*	Clothing
		Ft. Ligon	Congear
		Ft. Savon	Droids
Lafser	Tcana	Ifwerl/Tennow*	Exotic Metals
		Storel	Fruits/Vegetables
Glory	GloryI	Lagosal*	Furs/Silks
		Abran	Gems/Crystals
		Abundan	Gold
		Paran	Grains/Cereals
		Corian	Handweapons
	GloryII	Fielno*	Meats
		Gennewa	Nullgravs
		Jemba/Loth	Organics
	GloryIII	Dark*	Pharmaceuticals
Shoot	Shoot	Shoothan*	Radioactives
		Knuth	Rare earths
		Temlonton	Seeds/Sprouts
		Waslat	Spices/Herbs
New Shoot	New Shoot	N'Waslat*	Silichips
		New Tenal	Stock Embryos
		Wildera	Stimulants
		N. Shooth	Sunsuns
		Tranel	Synthesizers
		Edrired	Wood/fibers

	Hell	Sheol*
KolManDaa	Kala	Man*
		Daa
		New Davya
		Chalne'ij
Sosai	D'helro	N'ljones*
		J'behjon
		N'Kander
Worened	W'orrad	Sheshco*
		Aylika
		Zadansa
		Alran
Jadul	Krakorus	Malesti*
		Illdono
		Pelako
		D'esgid
Ferr	Ferr	Ferring*
		Lonax
		Barnun
		Bantin
	Ferrwyck	Industron*
		The Mines
	Snowball	Icebox*
Enlie	Enliah	Plepa*
		Tuie
Hepah	Hepah	Arlenair*
		Velanie
		Essoit

Control Panels

	Top Group			Bottom Group		
	Bot. Guns	Top Warp	Right Engines	Bottom Pilotage	Top Tactical	Right Force Fields
Control Node	X	X	X	X	X	X
Cryofuse	X		X			X
Photon Bridge	X	X			X	
Plasma Tube	X					
Flux Modulator		X	X			2
S/T Distorter		X	X			
J-Junc Module				2	X	
Scanner				X	X	

Other Useful Articles

Autoslew	Tactical Display	Brainboost
Cloaker	Shields	Brawnboost
Concentrator	Ship's Guns	Charmboost
Ground Scanner	Pilotage	Dexboost

Requirements for Sundog I

Phase I
Woods/Fibers
Cadcans
Rare Earths
Exotic Metals
Sunsuns
Synthesizers
Silichips

Phase II
Cryogens (1)
Exotic Metals
Cadcans
Gems/Crystals
Radioactives

Phase III
Cryogens (1)
Radioactives
Antimatter
Silichips
Congear

Phase IV
Cryogens (2)
Gold
Spices/Herbs
Organics
Nullgravs

Phase V
Cryogens (2)
Antimatter
Chronographs
Gold

Phase VI
Cryogens (3)
Nullgravs

Level VII
Cryogens (2)
Antimatter
Chronographs
Gold

Level VIII
Cryogens (3)
Nullgravs

Level IX
Cryogens (4)
Spices/Herbs
Chronographs

Requirements for Sundog II

Phase I
Grains/Cereals
Fruits/Vegetables
Seeds/Sprouts
Stock Embryos

Phase II
Cryogens (2)
Spices/Herbs
Sunsuns
Woods/Fibers
Meat

Phase III
Cryogens (4)
Synthesizers
Congear

Phase IV
Cryogens (1)
Cadcans
Biochips
Nullgravs
Grains/Cereals
Chronographs
Silichips

Phase V
Cryogens (2)
Droids
Fruits/Vegetables
Pharmaceuticals
Meats
Clothing

Phase VI
Cryogens (3)
Silichips
Sunsuns
Handweapons
Biochips

Phase VII
Cryogens (2)
Fruits/Vegetables
Gold
Gems/Crystals
Organics
Silichips
Stimulants

Phase VIII
Cryogens (2)
Radioactives
Rare Earths
Exotic Metals
Spices/Herbs
Synthesizers
Pharmaceuticals

Level IX
Cryogens (1)
Chronographs
Droids
Clothing
Furs/Silks
Art Objects
Radioactives
Antimatter

SUSPECT

1. When Veronica drops Glass, do *not* take it. Follow Veronica.
2. When Alicia approaches at 9:19, Look at Weather. Look at Wet Overcoat.
3. Move Body. Take Object. Remove Belt. Put Bullet in Belt. Wear Belt. Take Mask and Folder. Look in Wastebasket. Take Card. Leave the Lariat, or you'll end up in the slammer for sure. Look in the Fairy Mask.
4. Call Police. They will arrive at 9:59 (or 10:59 if you don't call them. Either way, the game plays identically.)
5. Around 10:25 Michael will come to the Garage. He will leave around 22 minutes later. Open Tool Box. Take Crowbar. Open BMW Trunk with Crowbar. Take Foldr. Open Folder.
6. Show Manila Folder to Ostmann, Cochrane and Marston.
7. Show Manila Folder to Detective. Show Business Card to Detective. (Now at least you won't be arrested—at 11:03 if you called the Police or 11:50 if you didn't.)
8. Hide Behind the Chair at 11:00 to catch Marston and Michael in some skullduggery.
9. Be at the Fireplace at 10:53. When Marston drops the paper into the Fireplace, Take Paper.
10. Show Trust to Michael and Marston. Ask Michael and Marston about Trust. OK, so you don't get much of a reaction.
11. Take Trash Basket (don't Take the Glass or you'll smudge the fingerprints. Dective, Analyze the Glass for Fingerprints.
12. Take Wet Raincoat.
13. Tell Detective About Weather. Show Detective the Wet Raincoat. Show Detective the Trust Folder. Show Detective the Investment List. Tell Detective to Look in Mask.
14. Detective, Arrest Michael and Alicia.
15. Unlock (specific name) Door. Open (specific name) Door.

TRACER SANCTION

1. Talk to Man. Go Buy Chart. Buy Fuel (990).
2. Get the Spacesut and Jetpack. Look at Chart. Turn Pointer to Sonex. Push Button.
3. Knock on Door (for a Clue).
4. Sell Gem.
5. Buy Fuel. Turn Pointer to Jubilex. Push Button.
6. Take Battery. West. Enter Shack. Leave Shack.
7. Yell or Shout. Go Get Diamond. Dig for Gold. Buy Fuel (750).
8. Turn Pointer to Sonex. Push Button. Sell the Diamond for $1500. Buy more fuel (1500). Turn Pointer to Brenon I.
9. Shake Bridge. Get Android. Insert Batter.
10. Wear Jetpack. Turn Dial. North. Look Bushes. Go Get Ace and Lighter. Turn Pointer to Earth. Push Button.
11. Dig. Get Rope. Enter the Castle. Turn the Wheel.
12. Get the Torch. Take Worn Book. Get $900. Wear Jetpack. Turn Dial. Take Sword. Go to front of Castle and Read Sign. Buy Fuel and Turn the Pointer to Jubilex. Push Button.
13. Light Lighter. Light Torch. Get $700. Buy Fuel and Turn the Pointer to Koranth. Push Button.
14. Drop Android (he's afraid of the dark). Tie Rope to Pipe. E, E. Get Money. W, W. Buy some fuel and Turn Pointer to Metropolis VII. Push Button.
15. Sell Fuel. You should have $700.
16. Open Account (costs $50). Deposit all your money, should be $650.
17. Give Banana. Get Key and Banana Peel.
18. Withdraw $650. Enter the Casino. Don't waste your money on the woman. Talk to Bartender. Buy Drink (costs $10). Buy Information (costs $5). Get the name of the last planet, Valkryon.
19. Bet $635. Cheat. Leave the Casino. Drop Banana Peel. Deposit $1905. Don't forget to pick it up again in the Bank. Buy Fuel. Turn Pointer to Koranth. Push Button. Turn Pointer to Darten. Push Button.
20. Push Button. Unlock Door (need Key). Insert Sword in Slit. From the Entry to the Maze, go E, N, S, E, S, N, S, S, W, W, W, W, W, W. Talk to Man. Wing will now follow you.
21. Take Battery. Recharge Battery. Insert Battery. Get back to entry by E, E, E, E, E, N, W, W. Buy $400 worth of fuel for the last trip. Turn Pointer to Valkyron. Push Button.

TREASURE ISLAND

1. Take Tankard and Rum.
2. Give Rum. Ask Billy About Flint's Fist. Ask Billy About Map. Ask Billy About Treasure. Ask Billy About Flint. Open Door. Take Man to Billy. Listen to Billy. Take Metal.
3. Take Newspaper. Read Newspaper. Kick Door.
4. Oil Lock. Unlock Chest. Open Chest. Take Oilcloth. Take Gold. Take Tobacco. Take Watch. Open Window. Climb Tree.
5. You can get to Lord Livesey's either by going SE or SW. SW gets you a bit more information. SE presents you a minor puzzle.
6. Knock on Door. Talk to Man. Give Gold. Look. Talk to Man.
7. Talk to Woman. Leave Black Dog, to the SE alone.
8. Tell Doctor About Bones. Tell Doctor About Fist. Up.
9. Tell Squire About Oilcloth. Examine Map. Talk to Squire. Examine Pipes. Give Newspaper. End of Chapter I.
10. Sit Down. Talk to Silver. Examine Silver. Drink Rum.
11. Talk to Captain. Maneuver around the ship with Aft, Forward, Starboard, and Port.
12. Examine Seachest. Open Seachest. Ask Doctor About Silver.
13. Open Seachest. Examine Seachest. Take Spyglass.
14. Sing.
15. Hide in Barrel. Listen. Listen. Forward.
16. When the storm strikes, Tie Rope.
17. Tell Doctor About Mutiny.
18. Ask Captain About Crew. Ask Squire About Crew.
19. Examine Hatch. Go Forward and return, Silver is now gone. Down.
20. Examine Barrels. Examine Casks. Move Cask. Examine Keg.
21. Open Cabinet. Take Food. Take Knife. Examine Food. Feed Parrot.
22. Read Paper.
23. Ask Doctor About Charts.
24. Examine Sailor. Talk to Sailor.
25. Tell Captain About Rum.
26. Use Spyglass. You have now completed Chapter II.
27. Enter Boat.
28. Examine Shell. Take Shell.
29. Take Coin.
30. Sit Down. Tell Silver About Man. No.
31. Take Bottle.
32. Tell Captain About Pirates.

33. Examine Bed. Examine Floor. Pull Ring.
34. Feed Toucan.
35. Examine Leaves. Feed Man. Ask Ben About Treasure.
36. Examine Plant. Take Resin. Examine Ledge. Examine Coracle. Put Resin in Hole. Launch Boat. You have now finished Chapter III.
37. Grab Line. Climb Rope.
38. Examine Stains.
39. Talk to Man. Yes.
40. Cut Line with Knife.
41. Ask Hands About Treasure.
42. Examine Barrel. Take Pistol.
43. Shoot Hands with Pistol. Examine Barrel. Take Barrel.
44. You can Break Stalactites if you wish (not necessary).
45. Blow Shell. Talk to Ben.
46. Blow Shell. Going SW ends Chapter IV, after you Talk to Silver.
47. Ask Silver About Pirates. Ask Silver About Doctor. Examine Silver. Examine Spot. Ask Silver About Spot.
48. Talk to Doctor.
49. Take Food. Take Brandy. Talk to Silver.
50. Examine Map.
51. Examine Skeleton. Try going South. Ask Silver About Voice. Examine Tree.
52. Examine Map.
53. Examine Metal. Take Cutlass.
54. Tell Doctor About Pirates.
55. Untie Silver. Cut Rope with Cutlass. Blow Shell. Follow Ben.
56. Take Treasure. Exit Cave.
57. Talk to Captain. Leave Silver. Congratulations, you've returned to England a wealthy adventurer.

WISHBRINGER

1. Show Envelope to Gravedigger. Wait until he leaves. Enter Grave. Get Bone. Do it later and you'll have difficulty getting out. Don't forget the Umbrella in the Twilight Glenn.
2. Give Bone to Poodle.
3. Be sure to Get Note from Miss Voss.
4. Enter Station. Wait until MacGuffin falls asleep. Take Chocolate. Be sure to Get Gold Coin from Fountain.
5. Take Seahorse. Put Seahorse in Water.
6. Take Envelope to Woman. Open Envelope. Read Letter. Get Can.
7. Open Can. Take Can. Look in Can. Open False Bottom. Get Stone.
8. If you are caught, Take Blanket. Enter Hole. Drop Blanket. Enter Hole. Take Stone. Enter Hole. Take Blanket and go to the Grue's Nest. Put Blanket on Beast. Open Refrigerator. Take Bottle.

   Note: Generally it's well to avoid the Marching Feet by Wait. The second time you're caught, you're in trouble as you need the Chocolate to Wish for Freedom and you also need it to get the Token. The third time, you are fed to the Sharks, but a friendly Seahorse saved you, if you put the poor critter back in the water previously.
9. Drop All. Go Get Branch at the Cliff Bottom. Put Branch in Pit. Take Branch. Drop in Sand. Get Silver Whistle. Blow Whistle.
10. Put Hat on Pelican. Get the Magik word.
11. Put Branch in Crevice. Enter Crevice. Move Leaves. Take Worm.
12. Give Worm to Goldfish. Get Token.
13. Give Coin to Voss. Enter. Give Ticket to Gravedigger. Enter.
14. Look Under Seat. Get 3D Glasses. Wear Glasses. Watch the Movie until it ends. Leave. Remove Glasses.
15. Open Mailbox. Take Leaflet. Go to the Pleasure Wharf and watch the battle of the Mailboxes.
16. Put Token in Slot. Move Joystick West. Again. Move Joystick South. Again. Push Button. Yes, you really want to.
17. Sesame.
18. Give Note to Crisp. Take Jacket. Take Key (from Jacket). Unlock Chain with Key. Pull Lever. (Don't Push it, or you'll do Platypus in.) Take and Read the Note. Open Hatch.
19. Wear Glasses. Turn Second Switch Off for a point. Just for kicks, take this cat back to the Magik Shoppe, but save your game before you do.
20. Move Pictures. Turn Crank.
21. Alexis, Heel. Open Door. Enter. Get Gold Key.
22. Unlock Door with Gold Key. Enter.
23. Break Case with Horseshoe. Take Sculpture. Save Game. Put Stone in Forehead. Yes, you sure do! Knock on Door.

Points for Wishbringer

Entering Post Office	1
Taking Envelope	5
Getting Bone	1
Giving Bone to Poodle	3
Taking Note from Voss	3
Taking Gold Coin	1
Getting to Cliff Edge	1
Giving Letter to Woman	5
Reading Letter	1
Taking Can	3
Opening Can	3
Getting Stone	5
Getting Branch	5
Putting Branch in Crevice	5
Getting Worm in Troll's Cave	3
Digging in Sand	3
Getting Hat	1
Getting Token from Fountain	3
Getting Movie Ticket	3
Getting Glasses	3
Giving Hat to Pelican	5
Putting Token in Slot	1
Getting to Hilltop	5
Sesame	3
Getting Rusty Key	3
Unlocking Chain	1
Reading Note	3
Turning off Second Switch	1
Turning Crank	1
Alexis, Heel	5
Taking Gold Key	3
Unlocking Library Door	1
Taking Sculpture	5
Getting Back to Cliff Ledge	5
	100

WIZARD OF OZ

1. Take Slippers. Examine Bushes. Talk to Glinda. Talk About Kansas. Talk About Emerald City.
2. Follow Boq.
3. Dance with Boq. No, Bok. Talk About Emerald City.
4. Take Hat. Look at Cornfield. Take Scarecrow.
5. Enter Cottage. Take Oilcan. E. Look at Statue. Oil Arms. Oil Legs. Oil Head. Take Statue.
6. Look at Lion. Toto, Talk to Lion. Take Lion.
7. Tinman, Chop Down the Tree.
8. Lion, Scare the Kalidahs.
9. Scarecrow, Jump Down. Scarecrow, Lie Down. Jump Down.
10. Look at Reeds. Take Raft. Yes. Follow the Stork.
11. Wake Lion. Talk to Tinman (do it again). Talk to Mouse. Ask Mouse about Lion. Talk to Queen. Follow Queen.
12. Ring Bell. Enter Room.
13. Army, Talk About Brain. Talk About Bok. Follow Soldier.
14. Take Penny. Give Penny. Buy Lemonade. Follow Soldier.
15. Enter Door.
16. Open Closet. Take Gown. Look in Mirror. Exit Room.
17. Wizard, Talk About Brain. Wizard, Talk About Heart. Wizard, Talk About Courage. Wizard, Talk About Kansas. Exit Palace.
18. Knock on Door.
19. Mombi, Talk About Tip. You can't take the Powder while Mombi is in the room. Mombi, Leave Room. Take Powder. Look at Powder.
20. Start going West. Take Tip.
21. Sprinkle Powder on Sawhorse. Say "Tickle Tackle Tock, You May Now Begin to Walk." Take Rope. Lasso Sawhorse.
22. Look at Wood. Look at Pumpkin. Tip, Talk About Pumpkin. Tinman, Talk About Pumpkin. Tinman, Build a Man. Say "Tickle Tackle Tock, You May Now Begin to Walk." Brush off Man. Take Jack.
23. Talk to Man. No. Talk to Sawhorse. Ride the Sawhorse.
24. Climb Wall.
25. West. Follow Jack.
26. Lion, Scare the Wolves. Scarecrow, Scare the Crows. Tinman, Scare the Bees.
27. Take Mop and Bucket. Mop Floor. Pour Water on Floor. Take Cap.
28. Open Box. Look at Stick. Take Stick. Wave Stick Over Box.
29. Ride Sawhorse.
30. Yes. Show Cap.

31. Knock on Door. Wait. Wait. Knock on Door. Wait. Knock on Door.

32. Give Cap. Ask Man About Wizard. Ask Wizard About Brain. Ask Wizard About Heart. Ask Wizard About Courage. Ask Wizard About Kansas. Yes. Ask Wizard About Tip. Ask Wizard About Jack. Yes.

33. Follow Toto.

34. Talk to Jinjur. Look at Army.

35. Tell Jack About Jinjur. Look. Look Through Window.

36. Take Gump. Take Leaves. Look at Leaves. Tinman, Talk About Leaves. Tie Couches Together. Lion, Talk About Leaves. Scarecrow, Talk About Leaves. Tip, Talk About Leaves. Tie Leaves. Tie Gump to Couches. Sprinkle Powder on Gump. Say "Tickle Tackle Tock, You May Now Begin to Walk."

37. Examine Nest. Take Money. Start going South. Hide Under Scarecrow. Restuff Scarecrow with Money.

38. Yes. Talk to Hm. Yes. Talk to Hm. Examine Catalog. Hm, Talk About Glinda. Hm, Talk About Emerald City. Hm, Talk About Tiktok. Hm, Talk About Hammerheads.

39. Pick Music Boxes.

40. Examine Soldiers. Tip, Talk About Soldiers. Examine Music Boxes. Open Square Lid. Salute Soldier. Talk to Soldier. Take Soldiers.

41. Start going West. Tinman, Chop Tree.

42. Wind Key. Take Tiktok.

43. Ask Tiktok About Wall. Climb Wall.

44. Examine Clown. Talk to Clown. Examine Cow. Examine Milkmaid. Talk to Milkmaid. Examine Farm. Examine Houses. Climb Wall.

45. Start going South. Ask Lion About Cave. Lion, Talk to the Animals. Lion, Enter Cave. Lion, Kill Spider.

46. Climb Hill. Tiktok, Talk About Hammerheads. Open Round Lid. Tiktok, Carry Party. Yes. Sit back and watch screenfuls of text. Yes (for a different ending, say No instead). Congratulations, you've made it back to Kansas. There's no place like home, is there?

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***Here's what the reviewers had to say about* The Book of Adventure Games**

Send me your tired, your poor, your lost adventurer yearning to solve the riddle should be printed boldly on the cover of *The Book of Adventure Games*. This 350-page compendium of hints, maps, and outright solutions is both a must buy and a terrible temptation for all fans of adventure games.

I heartily recommend *The Book of Adventure Games*. It is thorough, complete, and gives you honest value. If you are stuck in any of these classic games, Kim Schuette leads you through gloomy passages to fame, fortune, and sequels.

—Kerry J. Lanz, *inCider*

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—Allen Varney, *The Space Gamer*

The Book of Adventure Games gives hints for over 70 of the most popular programs, and does it cheaper and generally, more wisely than the other "cheat books" which have preceded it. Best of all are the maps, included for each of adventure. Saves a lot of stupid busywork.

Schuette dedicates the book to his "computer widow," and I believe that appellation, since only a person chronically addicted to computer adventures could have written this valuable tome.

Unfortunately for Mrs. Schuette, a Volume II is promised.

—Steven Levy, *Whole Earth Review*

I know a lot of adventure games freaks and very few of them (myself included) have never had to get a little hint or help from a friend from time to time. There almost always comes a time when you've been up against the same problem for so long, with no solution in sight, that you'd really like to drop kick your computer or make an obscene phone call to the designer. If one little peek at a map or a hint gets you past this point, I say take it. What I like about *The Book of Adventure Games* is that it gives you those hints in the privacy of your own home (there's no need for any of your friends to know that you couldn't figure out how to deal with mutant grues).

—Louise Kohl, *Electronic Games*

When it comes to adventure games, some people like the challenge of minimal documentation and cryptic messages on a blank screen; others would prefer to get on with it and finish the game in a few hours instead of a few days. This book is for the latter category, and you'll be better off if you acquire it before you buy the games, because it also includes comments on playability, the level of difficulty and the presence of programming bugs. This is the book that may justify your investments in all those $40 and $50 adventure games.

—David Fay Smith, *Publisher's Weekly*

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