



STRATEGIC SIMULATIONS, INC. HINT SHEET FOLDER

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<u>TITLE</u>	<u>NO. OF PAGES</u>
THE ETERNAL DAGGER	8
DEMON'S WINTER	5
GEMSTONE HEALER	1
GEMSTONE WARRIOR	1
PHANTASIE	1
PHANTASIE II	1
PHANTASIE III: THE WRATH OF NIKADEMUS	1
QUESTRON	2
QUESTRON II	4
REALMS OF DARKNESS	8
RINGS OF ZILFIN	2
ROADWAR EUROPA	1
ROADWAR 2000	1
SHARD OF SPRING	1
STAR COMMAND	1
STELLAR CRUSADE	3
WIZARD'S CROWN	2
WARGAME HINTS	2

THE ETERNAL DAGGER™ HINT SHEETS

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Q. What is the most common mistake in the game?

A. Not resting long enough every day to recover from fatigue. Watch your fatigue. Try to rest long enough so that you begin each day with 0 fatigue.

Q. How can I get the extra rest to recover from fatigue?

A. By giving the rest command early in the day.

Q. What is one thing I should be sure to do?

A. Read the books that came with the game. The rulebook explains how the game works. The Art of Adventuring in Middle World gives a lot of explanations and hints on what is happening inside the game.

Q. How do I improve my characters?

A. Go to Camp Mode. Inspect the character, press the N key and then press the E key to improve the character.

The First Island:

Q. How do I restore my Karma?

A. By praying at a temple. On the first island, go to the ruins of Greenbay and search. Enter the temple and your Karma will be restored.

Q. Where are the ruins of Greenbay?

A. Along the southern shore of the island at the lower eastern border of the large bay. The ruins are shown as a group of small blocks. The only square on the island which contains the small blocks is the ruins of Greenbay.

Q. What is the first task I should accomplish?

A. On the first island, find the rebel band and talk to them. They will give you the dragon-slaying sword.

Q. Where is the rebel band?

A. In the hills near the east coast of the island. You must pass through this area to get to the northern section of the island. Stay in these hills and follow them west as they curve around the impassable mountains. Search as you go and you will find the rebels.

Q. What is the second task I should accomplish?

A. Kill the dragon. The dragon hunts around the wood in the southeastern section of the first island. He is fairly easy to kill if you can hit him with the dragon-slaying sword. He is much harder to kill otherwise. When the dragon is killed, be sure to take his teeth. You will need them later.

Q. What do I do after I kill the dragon?

A. Find his lair. It is located inside the wood on the southeastern section of the island. In his lair you will find the Holy Morningstar. Be sure to take this weapon.

Q. How do I free the island from the Necromancer's spell?

A. You must find the Necromancer and defeat him.

Q. Where is the Necromancer?

A. On the small island off the northwest coast of the first island.

Q. How do I get to this island?

A. There is an underwater tunnel that leads from the square on the northwest coast that is just west of the mountain. Search this square until you find the Lich and his guards. You must defeat them to get through the tunnel. Make sure your Karma is restored before going to the Necromancer's Island.

Q. Where is the Necromancer on the Island?

A. In the caves in the hills just northwest of the swamp. You will have to fight through a very large number of undead to get into the cave. Your Karma should be restored to maximum before you go into the

caves.

Necromancer's Dungeons:

Q. What should I do in the caves?

A. Have the party lead by a thief with good Search ability and have him examine each square before you enter it and each door before you open it. The caves are dark so have a sorcerer cast a foxfire spell before you go too deeply into the caves.

Q. What must I find in the caves?

A. The scroll on the table in the officer's room that states the door's name has been changed to WNPT. The book in the library that tells the floor's name is IXL. The secret door in the south bookcase in the library that leads to the first Necromancer's Laboratory. The secret door in the northwest corner of the mortuary that leads to the stairs to the second level.

Q. What should I be wary of in the caves?

A. The exploding trap on the door that leads to the arena. Being in the dark after combat. In many combats, enemy magic users will dispell magic which will eliminate the foxfire spell you cast when you entered the caves. Be ready to cast foxfires as needed. After a combat, check your visibility, if it is poor, cast another foxfire.

Q. How can I open the secret door opposite the exit to the outside world?

A. First pass through the arena and open it from the inside.

Q. Where are the stairs to the second level?

A. Past the secret door in the mortuary and beyond the double doors by the skull.

Q. What should I do with the skull?

A. Talk to it. If you don't have the dragon's teeth, you may buy some from the skull. The price for this is five life levels per party member. After paying this cost, you should go outside the dungeon and rest until your life forces are restored.

Q. What do I do on the second level of the Necromancer's Dungeon?

A. Find the Necromancer and kill him.

Q. How do I get past the first room on this level?

A. Use the dragon's teeth.

Q. What happens if I open a crypt in the mausoleum?

A. You get attacked by spirits.

Q. How many times should I examine the chests in the room with the body on the slab?

A. Until you get a message for each that it is empty.

Q. How do I get through the door in the room with the animal mummies?

A. Name it with the name from the officer's room in the first level, WNPT.

Q. How do I pass over the floor that exits the room with the bull headed men and the sarcophagi?

A. Name it the with name from the book in the library on the first level, IXL.

Q. How do I get through the door at the end of the long hallway on the eastern side of the second level?

A. Through a secret door in the northeastern corner of the room with the false necromancers.

Q. How do I get into the room with the false necromancers?

A. After passing over the IXL floor, turn left at the "T" intersection and turn left at the first opportunity. Take this passage to its end (watch out for a floor trap) and open the door. The phony necromancers are in this room.

Q. What will I find when I pass through the secret door from the phony necromancers' room?

A. An observatory. A scroll in the bookshelf bears a command from the High Demon Overlord Anawt.

Q. How do I get to the real Necromancer?

A. Find the skull at the end of the maze-like halls (turn right at the "T" intersection after the IXL floor). Pay him 20 life levels per person and he will name the hallway ROLF and tell you where to find its secret entrance. Go outside and rest until your life levels are restored.

Q. How do I find the ROLF hallway?

A. Go right after passing over the IXL floor. When you reach the western edge of the level and begin to head north, search the eastern wall. There is a secret door in the second square of this wall after you make this turn to the north. Open the door and name the hall ROLF.

Q. Where is the Necromancer?

A. At the end of the ROLF hall are double doors. The Necromancer is in the temple just beyond the double doors.

Q. How do I kill the Necromancer?

A. The easiest way to kill him is to hit him a few times with the Holy Morningstar. Watch out, he teleports.

Q. What should I do after I win the fight?

A. Find and open the secret door at the top of the temple. Open the chests inside the treasure room on the other side and take the treasure. There is a secret door that leads into the crypt room that you can use as a short cut out.

Q. What happens after I leave the dungeon?

A. Once you kill the Necromancer, the dungeon will collapse behind you after you leave.

Q. What should I do next?

A. Go to Greenbay (which is no longer in ruins). Sell your treasures and use the money to enchant up your weapons and equipment and to buy magic items from the Enchanters' Shop. You may want to go back to the Enchanters' Shop several times, different items are offered for sale on different days. Go to the inn and have a good time (and gather useful information). Then go to the docks and take a boat to the Elven Isle.

The Elven Island:

Q. What are the big don'ts on this island?

A. Don't fight the eagles and don't fight Waddling Turtle.

Q. How do I get into an Elven city?

A. Accept the young elf's offer to guide you.

Q. What do I need to do on this island?

A. Get the Living Dagger from Magoomba. Rescue the Princess and have her enchant the Living Dagger into the Eternal Dagger. Talk to Waddling Turtle and get the Map from him. Take the Map to Gray Eagle. Retrieve the Feathered Cloak from Avlis' Tower for the Eagles. After getting the Aqua Helms from the Dwarven Island, have the eagles fly you to the underwater city.

The Living Dagger:

Q. Where and what is Magoomba and how do I get the dagger from him?

A. Magoomba is a magic using, vampire tree ("The tree who walks like a man and in search ... of human ... BLOOD!!!"). He is the leader of the Black Trees and is found in the Haunted Woods to the east of the City of Lotharia. There is no easy way to kill him. Once he is defeated, you will find the Living Dagger.

The Princess:

Q. Where is the Princess?

A. In a dungeon under the northeastern-most section of the Ruins of Koruy. Search this section to find the entrance.

Q. Where is Koruy?

A. Around the bay on the northeastern coast of the Elven Island.

Q. What should I watch for on the way to Koruy?

A. You have to pass through the desert and it is full of nasty things. Be very leery of the Dragonman Patrols.

Q. What will I find in Koruy?

A. Undead, Lizardmen, Dragonmen, and Giant Cockroaches.

Q. What's so special about Giant Cockroaches?

A. They are almost impossible to kill and they cause disease.

Q. How do I deal with Giant Cockroaches?

A. Paralyze them or run away from them by moving off of the combat map.

The Princess Dungeon:

Q: What should I watch out for in the dungeon?

A. Illusionary walls.

Q: What are illusionary walls and how do I find them?

A. Illusionary walls are enchanted sections of the dungeon which look like walls. In fact, nothing is there and they can be passed through. Watch the movement compass at the bottom right of your screen. The directions you may move in are highlighted. When one of these highlighted directions is pointed at a wall, that wall is illusionary and may be moved through.

Q. How do I find the princess?

A. Follow the hallway until you come to the double doors. Go through the double doors and fight through the nursery that lies beyond the second set of double doors. Go through the door at the bottom of the nursery room. In the storeroom, search the shelf (not the wall) along the north wall. When you find the peg, turn it. There is a secret door in the northwest section of the wall that can only be opened after this peg is turned. Go through this secret door and into a room where you will fight dragonmen. After you win the fight, go through the illusionary wall that forms the eastern section of the north wall and you will find where the princess is imprisoned.

Q. How do I free the princess?

A. When entering the dungeon, the center section of the western-most wall of the spiral is illusionary. Go through it and into a fight with some dragonmen. After the fight, exit the room through the north door and fight more dragonmen. Exit this room through the door in the northeast corner and pass through a narrow hallway which ends in another door. Beyond this door is a fight with iron golems, dragonmen, and the dragon queen. After winning this fight, search the bookcase until you find the skeleton key. Take the key to where the princess is imprisoned and have the person with the key ready it and use it to unlock the skull on which the princess is imprisoned. She will enchant the Living Dagger for you. If you don't have the dagger with you, she will wait for you to return with it.

Waddling Turtle:

Q. Where do I find Waddling Turtle?

A. Living along a stream in the hills, in the mountains, northwest of the lake. Ask the turtles for directions and follow the tracks.

Q. What should I do with Waddling Turtle?

A. Talk to him. Once you have freed the princess, he will give you a map to take to Gray Eagle. The eagles need the map to find the sunken city and Gray Eagle will not talk to you until you bring the map.

The Eagles:

Q. What do I do with the eagles?

A. The only eagles you need to deal with are Gray Eagle and Swift Eagle. Swift Eagle will do what Gray Eagle

tells him to. You must first find the eagles' aerie. This is located in the hills on the west coast of the island near the lonely mountain (Mt. Atsahs).

Q. How do I get to the aerie?

A. You must have 50 feet of rope.

Q. How do I get Gray Eagle to talk to me?

A. You must have the map from Waddling Turtle.

Q. What do I want from the eagles?

A. Transportation to the sunken city.

Q. What must I do to get the eagles to take me to the sunken city?

A. Bring them the map from Waddling Turtle, the Eternal Dagger from the princess, the Aqua Helms from SRI's dungeon, and the Feathered Cloak from Avlis' Tower. The eagles will give you a bag of wind you will need to get into Avlis' Tower.

Q. What happens if I fight the eagles?

A. If you fight Gray Eagle or Swift Eagle, there is no way to win the game. The way around this is to use the utility to reset the dungeon (aerie) so that the fight didn't actually happen.

Avlis' Tower:

Q. Where is Avlis' Tower?

A. In the northwestern corner of the Elven Isle.

A. How do I get into the tower?

Q. You must have the Bag of Winds from the eagles and 20 copper pieces. These must be copper, the equivalent amount of value in other coins will not do.

Q. What is Avlis' Tower like?

A. Avlis' Tower is the creation of a crazed mind that delights in tormenting and teasing all who enter. It is filled with traps and puzzles.

Q. How do I get out of the tower?

A. Once inside the tower, you will not be able to exit until you have passed all the way through it. You should have your Magic Power and Karma up to maximum before you enter. You should only save the game while inside the tower if you are confident you will be able to successfully continue the game from that point.

Q. How do I get out of the room with all of the chests?

A. Open a chest and fight the Jacks which come out of them. After you win the fight, you will be able to open the door in the north wall.

Q. What does the code in the room beyond the Jacks say?

A. That there is a secret door behind the bed in the howling room.

Q. What is the correct answer to the cake riddle?

A. 7.

Q. How do I get out of the room with the nets that hang from the ceiling?

A. Examine the west wall just above the door in the southwest corner and press the 7 key when asked to pull the lever that answers the riddle.

Q. What does the code in the room beyond the net room say?

A. These Jesters frighten easily.

Q. What is a good way to fight Jesters?

A. Cast fear spells at them.

Q. How do I get out of the room with the red button, the lights, and the levers?

A. Press the red button one time and wait for the countdown to finish. You may then leave through the northwest door.

Q. What is special about the doors in the northern wall of the room with the statues?

A. The three doors to the west don't go anywhere. Leave them alone. Go through the door in the northeast corner of the room.

Q. What is special about the first door I come to after I leave the room with the demons?

A. It is another phony door that doesn't go anywhere.

Q. What is special about the three doors in the south wall on the second level of Avlis' Tower?

A. They can only be opened from the inside of the rooms on the otherside of the wall.

Q. How can I get into these rooms?

A. By making a mistake while trying to exit the tower. Inside these rooms is not a good place to be.

Q. How do I get the feathered cloak?

A. Take the first door on the left when you find the dead bodies. Fight the guards. Go through the door in the north wall and fight again. Go through the door in the east wall and fight again. Kill Avlis. You will find the feathered cloak hidden in the fireplace along the north wall. Once you take the feathered cloak, a wall will move aside at the end of the long hall (you won't be able to see this happening) so that you can leave the tower.

Q. How do I get out of the tower?

A. Keep going along the hall that leads from the stairs. You will have to go through a few doors and past some statues. You will come to an area in which there are a number of flames and several open doors. Without passing through any one flame more than one time, you must close all the doors in the area until you are in a small room with five doors. At this point, step into the flame in the center of the room and you will be transported away from the tower.

Q. How many doors must I close?

A. 8 (9 if you count the door that leads into the flame area although this one doesn't have to be closed).

Q. What happens if I pass through a flame more than once?

A. Your party will take damage and be transported back to the top of the stairs.

Q. What happens if I step into the flame in the center of the room after closing only some of the doors?

A. You will be transported to the top of the stairs, but you will not take damage.

Q. What happens if I step into the flame in the center of the room after closing none of the doors?

A. Your party will take damage and you will be transported to one of the rooms behind the closed doors. The first time this happens, you will be transported into an easy fight with good treasure. The second time this happens, you will be transported into a difficult fight with little treasure. The third and subsequent time you do this, you will be transported into an extremely difficult fight with no treasure.

Q. What is the best way to fight the Tough and the Toughie?

A. The best way is to not make the same mistake three or more times which puts you into this fight in the first place. Beyond this we recommend you try prayer (blesses) and casting a lot of paralysis.

Q. What is a fatal mistake I can make?

A. To try to run away from the fights you are transported into. The only way around this is to restart the game from the beginning or return to your last save game.

The Dwarven Island:

Q. How do I get to the Dwarven Island?

A. Take a boat from the City of Lotharia. The city is located on the southwestern bay on the Elven Isle. Boats may be taken from the docks.

Q. What should I know about the Dwarven Island?

A. All prices are double there, everything costs money, the monsters here are much tougher than those on the Elven Isle.

Q. What do I want to do here?

A. Find SRI's Dungeon, kill SRI, take the Aqua Helms, and get away.

Q. Where is SRI's Dungeon?

A. It is pretty much in the exact center of the island. It is located just south of the middle of the mountain chain that runs through the island.

Q. How do I find SRI in its dungeon?

A. Bear to the right when you enter the dungeon and follow the passages here into the second dungeon map. Go past the fight on the stepping stones to the top of the dungeons and follow the north wall of the dungeon as you head west. When you come to the second door which opens to the south, pass through it and follow the passages until you return to the first dungeon map. Fight through the demons, go though the door, and you will find SRI.

Q. What do I do after I kill SRI?

A. Search the east wall of his cavern until you find the illusionary wall. Pass through this wall and explore the cavern beyond it until you find the Aqua Helms which are in a chest. Take these and return to the Elven Island.

The Sunken City:

Q. What should I do to prepare for the sunken city?

A. Have the Eternal Dagger enchanted up to +6. Have your Magic Power and Karma up to maximum. Have some regeneration potions or items on hand.

Q. How do I get to the sunken city?

A. Go back to Gray Eagle. If you have the Eternal Dagger and the Aqua Helms and if you have given him the Feathered Cloak and the map from Waddling Turtle, he will have Swift Eagle take you there. Be warned, once the eagles leave you at the sunken city, you cannot come back (unless you have a saved game). There is no way to restore Karma once you reach the sunken city.

Q. When the eagles put me down in the sunken city, where am I?

A. In a tower that sticks up above the sunken city of Enolho. You may return to this tower to rest and hunt as needed.

Q. What must I do to go into the sunken city?

A. Each member of your party must have put on an Aqua Helm. You may then go under the water.

Q. How do I exit the sunken city?

A. Through the portal to the Demon World. It is located in one of the southern rooms of the sunken city, behind the second door from the west.

Q. What must I do before I can pass through the portal?

A. Discard all weapons, items, and other equipment EXCEPT for the Eternal Dagger. Since the Eternal Dagger will be the only weapon you may carry into the Demon World, it should be carried readied by someone who can use it (high Close Combat skill) and with a lot of luck. Be sure you have rested and restored your Magic Power to maximum before you cross through the portal. It is a one-way trip.

The Demon World:

Q. What is my most effective weapon against the undead warriors I meet when I enter the Demon World?

A. The Eternal Dagger and Turn Undead.

Q. What should I do after I defeat the undead warriors?

A. Take their weapons, armor, and any magic items they have and be prepared to use them.

Q. How do I get out of this first room?

A. Through an illusionary wall in the center of the west wall.

Q. How do I get through the shifting maze?

A. Refer to the accompanying maps and follow the path shown there. The shifting maze is composed of three separate mazes. Stepping on a rubble square will trigger a maze shift. You want to get to the southeast corner of the maze which will permit you to exit the area.

Q. Where do I go from the shifting maze?

A. Into a fight with ghosts and lesser demons. Kill them and take their weapons, magic, etc. Pass through the illusionary wall in the center of the east wall and go to the end of the passage. You will be teleported away.

Q. Where do I go next?

A. Go to the square that is just beyond the end of the long hall (the one where you were teleported from). This will again teleport you.

Q. Now what happens?

A. A fight with a large number of undead. Kill them and loot. Pass through the illusionary section of the north wall. You will enter a large empty room. Leave this room by going through the western section of the northern wall. Get ready for a big fight.

Q. What is in this room.

A. Demon guards and the globe that keeps the portal open. Kill the guards (the Eternal Dagger is very useful for this).

Q. What happens after I kill the guards?

A. You have a short period of time to destroy the globe which is keeping the portal open. The portal can only be destroyed by someone who has the Eternal Dagger readied.

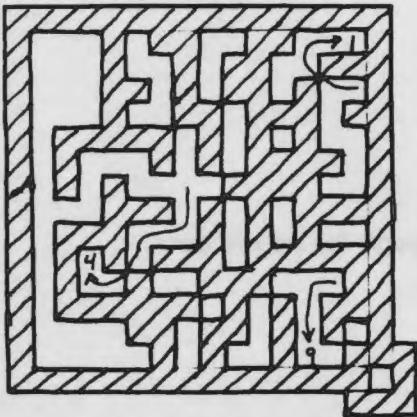
Q. What happens if I wait too long?

A. You will have to fight Anawt and his high demon guards. It is unlikely that you can win this fight.

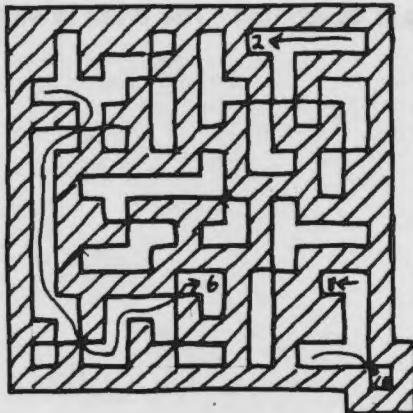
Q. What happens after I destroy the globe?

A. You win the game and are transported away.

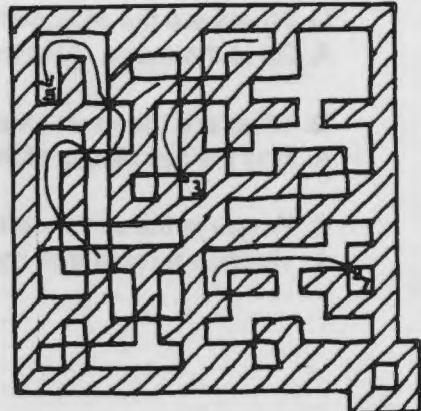
SHIFTING MAZE DEMON WORLD



MAZE 1



MAZE 2



MAZE 3

GEMSTONE HEALER™ HINT SHEET

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Q. What combination of tools do I need?

A. The scrolls will reveal the combination of tools needed for each piece. This is randomized for every game.

Q. How do I carry all of the tools?

A. Not all healing tools can be carried at once. It is best to put them into piles close to the center of the altars.

Q. How important is mapping?

A. Very important.

Q. How many passes through the dungeon will I have to make to find all of the healing tools and scrolls?

A. More than one.

GEMSTONE WARRIOR™ HINT SHEET

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Q. Why do doors not always open in the dungeon?

A. Some doors are locked until after you go through the maze and get the pieces of the Gemstone. After you leave the maze with the pieces, some previously locked doors will unlock. Other doors which were unlocked will now lock.

Q. Where are the pieces of the Gemstone?

A. Go to the maze. Find the five doors and go into the middle door.

Q. What are the most important things I should do in the maze?

A. Find the five pieces of the Gemstone. Map the maze.

Q. Where is the entrance to the maze?

A. Through a room that has gates in its top half. The maze is entered through the middle door.

DEMON'S WINTER™ HINT SHEETS

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Dungeon #1: Kobold Camp.

Location: Just south of Elbarat.

Directive Clue: Clue given at a pub in Elbarat (near Ildrym).

Entry Barred: No.

Purpose:

- 1) Find the code word to enter the Catacombs.
- 2) Learn that other towns have been attacked.

Solution (in any order):

- 1) Tent #3: Cult-Xeres-Catacombs-X.
- 2) Tent #4: Kill Uffuspgot.
- 3) Tent #6: Woman held captive.
- 4) Tent #8: Towns other than Ildrym attacked.

Additional Information:

- Tent #1: Quarters.
Tent #2: Food.
Tent #3: Burnt Scroll.
Tent #4: Maps.
Tent #5: Quarters.
Tent #6: Woman held captive.
Tent #7: Quarters.
Tent #8: Uffuspgot (the Kobold captain).

Dungeon #2: Catacombs of the Death God.

Location: In the Temple of Gamur, in the swamp north of Alynhawk.

Directive Clue: Tent #3 in the Kobold Camp.

Entry Barred: Yes. A codeword is required.

Purpose:

- 1) Told the location of Qoorik.
- 2) Get magical weapons and armor.

Solution:

- 1) Enter "X" in the Temple of Gamur.
- 2) Get the Iron Key in the room with the guards.
- 3) Get the Blue Serum from the Poison Lab.
- 4) Use the Iron Key on the Cage to find the secret door.
- 5) Get the Mallet from the Workshop.
- 6) Move the bookcase in the Library.
- 7) Use the Mallet on the man in the case.
- 8) Use the Blue Serum on the man in the trance to get a clue.
- 9) Go through the secret maze.
- 10) Get the clue used in the Crushing Room.
- 11) Go back to the temple to find Xeres. Move Altar.
- 12) Go forward two and right one in the Crushing Room.
- 13) Kill Remondadin.

Dungeon #3: Qoorik.

Location: In the woods northwest of Idlewood.

Directive Clue: The man in the trance at the Catacombs gives the location.

Entry Barred: Yes. Need to know location of the secret entrance.

Purpose:

- 1) Kill Xeres.
- 2) Learn Cyphertext.
- 3) Told where the Temple of the Ancients is located.
- 4) Use the Spectacles to read the Ancient Tome.
- 5) Move the Bookcase.
- 6) Get the key to decypher messages.
- 7) Go back to level one and get the Black Wand.
- 8) Do not equip with the Morningstar from the Blacksmith because it is cursed. (A clue later tells you this.)
- 9) Use the Black Wand on the Black Archway to enter the temple and go down to level two.
- 10) Get the bag.
- 11) Kill the Priest and get the Skeleton Key.
- 12) Use the Bag to pick up the Red Dust.
- 13) Move the Altar.
- 14) Use the Bag of Red Dust on the censer and find out that the Demon Crystal is useful.
- 15) Get the Black Wand.
- 16) In the northwest corner of level two, walk (moving left to right) and get the Gypsy.
- 17) Use the Scryer on the Ouiji Board to learn about the Ferryman.
- 18) Get the Unicorn Blood.
- 19) Go back to the temple and take the stairs down to level three.
- 20) Go to the end of the passage to hear about the secret door.
- 21) Go through the secret door in the east wall of the Silver Palace.
- 22) Get the Jade Torch.
- 23) Use the Jade Torch on the Serpent Pillar.
- 24) Get the Silver Pen.
- 25) Use the Unicorn Blood on the Silver Pen.
- 26) Use the Glowing Pen on Papyrus to find out Asaht is the holy city of the Ancients.
- 27) Get the Tiny Scroll.
- 28) Go back to level two and use the Tiny Scroll on the Microscope.
- 29) Go down to level three and use the Skeleton Key on the Tomb Door in the Graveyard.
- 30) The tombstone maze is random. Keep stepping on spaces that randomize the maze until a favorable path is found.
- 31) Use the Black Coins on the Ferryman to cross the river.
- 32) Kill the Grave Keeper and go down to level five.
- 33) Find the secret door leading to the Amber Vault and decypher the message (the secret entrance to the Ice Cathedral).
- 34) Kill Xeres and return to the surface.

Dungeon #4: Brolor.

Location: In the middle of the Kudzu, at the end of the path that starts at Ynoth.

Directive Clue: On the path from Ynoth.

Entry Barred: No. Accessable at any time.

Purpose:

- 1) To allow the enchantment of items. This is an important function, but it is not necessary in winning the game.

Solution:

- 1) Many paths will lead to Brolor, but a quick route can be found without pits. Try to enter with 9,000 to 10,000 gold so that you will receive a better than normal weapon (well made, jade, or better).

Additional Hints:

Brolor is not necessarily to be completed after Qoorik, or at any specific time. It can be found at any time during the game and is very helpful. The level of the encounters is quite tough and meant to keep beginning adventurers out.

Dungeon #5: The Crystal Cave.

Location: In the tundra on the northern tip of the largest island.

Directive Clue: None. It is meant to be found while adventuring.

Entry Barred: No, however, the Ice Dragon may be too tough for weaker characters to defeat.

Purpose:

- 1) Find the College of the Ice Runes.
- 2) Get the Icicle.

Solution:

- 1) This is a very simple dungeon with only two paths, one to the Icicle and one to the College.

Dungeon #6: Ruined Ice Temple of the Ancients.

Location: In the Tundra on the northwest island.

Directive Clue: Tiny Scroll in Qoorik.

Entry Barred: Yes. The Icicle from the Crystal Cave is needed for the Altar Room. A clue in the Amber Vault tells of the secret entrance.

Purpose:

- 1) Told of the location of the Vault of the White Knights.
- 2) Told about the ancient battle between the Ancient One and Malifon.
- 3) To learn whether the Ancient One is still alive.
- 4) To get the Demon Crystal.
- 5) To become a god (God Runes).

Solution:

- 1) Get the Prayer Scroll from the Library.
- 2) Go through the secret entrance to the Ice Cathedral and get the Demon Crystal.
- 3) Use the Icicle on the Ice door.
- 4) Use the Prayer Scroll on the Ice Altar to speak to the Ancient One. (Told to get the Orb of Evertime.)
- 5) Go through the Vault of the White Knights and return.

Dungeon #7: Vault of the White Knights.

Location: The northernmost island in the desert.

Directive Clue: The Ancient one tells you to go here and retrieve Orb of Evertime from Kelek-Zin.

Purpose:

- 1) To get the Orb of Evertime.
- 2) Trigger corruption (the first night slept holding the Orb) and kill the gods (the second night).

Solution:

- 1) Have each character prove himself in single combat. Make sure each character is up to maximum power before entering his Proving Room.
- 2) When you have gone through all ten Proving Rooms, return to Kalek-Zin and get the Orb.
- 3) Return to the Temple of the Ancients.

Dungeon #8: Ruined Ice Temple of the Ancients (revisited).

Location: (see Dungeon #6)

Directive Clue: Told by the Ancient One to return with the Orb of Evertime.

Entry Barred: No.

Purpose:

- 1) To become a god.

Solution:

- 1) Use Icicle on Ice Door.
- 2) Use Prayer Scroll on Ice Altar.
- 3) When you become a god you will get the God Runes, which will let you cast Uncurse and Imprison, you will get 200 spell points, and you will be given a lot of experience points (so make a character who can use these things the god).

Dungeon #9: The High Temple of Malifon

Location: On its own island directly east of the island you start on.

Directive Clue: None.

Entry Barred:

- 1) The Temple is only accessible at midnight, which requires sleeping in the Old Lady's Hut.
- 2) The Bell can only be rung at midnight and you need to be able to translate cyphers to know this.
- 3) Jesric's name must be known.
- 4) Jesric's Heavy Amulet is needed for the second half of the Temple.

Purpose:

- 1) To get Facet Mirror.
- 2) To get rid of Eregore.
- 3) To trigger the Winter; this follows when Eregore dies.
- 4) To learn how Malifon was released.

Solution:

- 1) Go to the Old Lady in the Hut, on the same island as the High Temple, but not in the dungeon. Sleep there until just before midnight.
- 2) Go to the Bellkeeper's house at the High Temple and ring the bell at midnight to open the gate.
- 3) Enter "Jesric" as your name.
- 4) Take any path of room teleporters desired.
- 5) Use Heavy Amulet on the Crystal Eye.
- 6) Talk to Eregore:
 - A) Answer #2
 - B) Answer #1
 - C) Answer #2

Dungeon #10: The Dark Chapel (Mist Chapel and Stone Chapel).

Location: On the island just south of Malifon's volcano.

Directive Clue: Told by Ancient One about the Crimson Glyphs, other than this, you must find it yourself.

Entry Barred:

- 1) Very tough encounters around and in it.
- 2) Without the God Runes to destroy the Crimson Glyphs you will die or take great damage walking on the cursed ground around it.
- 3) Without destroying the glyphs you cannot enter the Circle of Light.
- 4) Without the Facet Mirror you cannot go back in time to the Stone Chapel.
- 5) You must understand ciphertext to figure out what the carvings say.

Purpose:

- 1) To get the inside of Malifon's volcano.

Solution:

- 1) Destroy the three Crimson Glyphs, one on each point of the volcanic island. Camp on the Glyph and cast the Destroy Spell (God Runes).
- 2) Enter the center of the Mist Chapel and use the Facet Mirror on the Circle Light.
- 3) Go to all four carvings and decypher them.
- 4) Go to the top of the Stone Chapel and say "Void".

PHANTASIE™ HINT SHEET

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Q. Where are the nine rings?

A. Three are in J. R. Trollkin's Castle. Two are in the Temple of the Dosnebian Clerics. Three are in the Bleeb's Dungeon. One is in the Armory in Phantasia.

Q. Where are the runes?

A. The Earth rune is in the temple of the Gelnor Priests (near Pineville). The Air rune is in the Dwarven Dungeon (near Pelnor). The Fire rune is in the caves of the Lizard Men (near Greenville). The Water Rune is in Lord Wood's Castle.

Q. How do I get the Air Rune?

A. Pull a lever and then go north, then east, then north, and then west. You will find an old man.

Q. How do I get the Earth Rune?

A. Use the Fire Rune to burn open the wooden box in the Temple of the Gelnor Priests.

Q. How do I get the Fire Rune?

A. By fighting the Fire Elementals in the Lizard Men's Cave.

Q. How do I get the Water Rune?

A. By going into the Magic Pool Keeper's Room. You need to visit all of the magical pools before you may enter the room.

Q. Where are the three pools?

A. One is near Pineville, one is near Trollport, and the last must be swum to from Phantasia (Town 8).

Q. How do I get to Town 8 (Phantasia)?

A. Cast spell 54 (teleport). Swim northeast from the town to find the magic pool.

Q. How do I get off of Phantasia?

A. Swim in the direction opposite the pool until you are on the next screen and then swim to shore.

Q. Where is the wand?

A. In the Black Knight's Dungeon. When the Black Lord tosses the wand north and runs south, go north, get the wand, and wave it.

Q. How do I get into the Dosnebian Clerics Dungeon?

A. Have a minotaur in your party.

Q. How do I get a minotaur into the party?

A. Create a new random character at a Guild. When you get a good minotaur, swap him for an existing party member.

Q. How do I find the crossing on the River Styx?

A. Go south to the river from Olympia and search for the boatman.

Q. Why do we flee in terror from the Black Knight's Dungeon?

A. Because you don't have the God Rune. To get the God Rune: get the other four runes (Earth, Air, Fire, and Water), seven or more of the nine rings, swim in the three magic pools, and pass the God Test.

Q. Where do I take the God Test?

A. Transport to Olympia (Town 99 or Blank Town depending on the computer system) and go to the Temple. After you pass the test, talk to Zeus and he will give you the God Rune that permits you to enter the Fortress of the Black Knights.

Q. How do I beat the Dark Lord?

A. Destroy only the gems in his throne room. Chase the Dark Lord down and attack him. Recover the wand and wave it. Then choose to attack the Dark Lord. In the fight, use a lot of #8 spells (Fire Flash 4).

Q. How do I win the game?

A. By killing the Dark Lord and getting the Divine Spell.

PHANTASIE II™ HINT SHEET

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Q. How do I win the game?

A. Get all 8 Beast Runes and the Orb. Go to Pluto's Menagerie, type in 83 in the dragon's cavern, and then feed the Orb to the Ice Dragon.

Q. How do I get a Beast Rune?

A. In town, use the amulet you get from a Beast and then choose the examine option.

Q. Where are the beasts?

A. Beasts 1 and 2 are placed randomly on the Material Plane. They could show up anywhere. Beasts 3 and 4 are on the desert island on the Material Plane. Beasts 5 and 6 are on the Astral Plane. They are summoned by spell #57. Beast 7 is at Pluto's Castle. Beast 8 is in Pluto's Menagerie.

Q. How do I get to the Netherworld?

A. Off the coast of the main island is a smaller island with a stone castle (south of Town 3). Inside the castle is a teleportation machine. Find the mad wizard's machine and enter the number 47 to get to the first level and 66 to get to the second level of the Netherworld.

Q. Where is the Book of the Beast?

A. Near the Impling Hatchery on the first level of the Netherworld. You get it by stepping into one of the pools. You may also find it in the library in Pluto's Castle. The Book of Beasts is Scroll K.

Q. Where is Spell 57?

A. In a pool in the Impling Hatchery.

Q. Where is the Orb?

A. Close to Town 8 in the Netherworld is a dungeon with large, multicolored caverns. The purple cavern has a secret door which leads to the yellow cavern. The Orb is there.

Q. Where is the Red Room?

A. Look for the Purple Room (Blue and Red combine to make Purple). It is in the Imps' Cave.

Q. What do I do with the Orb?

A. Feed it to the Ice Dragon.

Q. How do I enter Pluto's Castle?

A. Enter the middle west entrance (middle north for the Apple). At the first encounter, search for a secret door. This is much easier than having an undead in the party.

Q. Where is Town 9?

A. Demonic is on the second level of the Netherworld.

Q. How do I get through the lava?

A. The safest path is on a scroll you get from a troll in Pluto's Castle. Each square is 10 miles.

Q. Where is the Ice Dragon?

A. In Pluto's Menagerie which is near Town 9 and surrounded by lava.

PHANTASIE III: THE WRATH OF NIKADEMUS™ HINT SHEET

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Q. How do I get to the Plane of Light?

A. In the spirals of the Crystal Castle of Chronos, type in C2+ and then pull the lever. Then exit the dungeon. You will need the Key of Light to get into the Castle of Light.

Q. How do I get to the Dark Plane?

A. In the spirals of the Crystal Castle of Chronos, type in C2- and then pull the lever. Then exit the dungeon.

Q. How do I reach the Third Level of the Netherworld?

A. Step in the circle (in the Castle of Dark) and break the wand.

Q. What is the best way to defeat Nikademus?

A. Use spell #57 before you fight him.

Q. Where is the Dark Castle?

A. On the Plane of Dark.

Q. How do I get into the room in the Giants' Dungeon that extinguished my lights (the room with the Key of Darkness)?

A. You need the Key of Light to enter.

Q. How do you get the bow from the Viper?

A. You must have the foul bottle and choose any of the three options. You may not have the sweet bottle while you are doing this.

Q. How do you get out of the Castle of Dark?

A. Do as directed by the message under the urn ("Break the wand in the circle to get to Nikademus").

Q. Where do I find the Key of Light?

A. Behind a secret door in Chronos' Castle.

Q. What turns the party evil?

A. Attacking, destroying, and taking items in the Castle of Light.

QUESTRON™ HINTS

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Q. What are the different terrain types?

A. 1) Grasslands - which are the safest and the easiest to cross 2) Water - which is difficult to cross and has many hungry monsters 3) Forests - which are more dangerous than grasslands but also have more treasure 4) Mountains - which are very difficult to cross and contain many fierce creatures 5) Swamps - which contain the most deadly creatures in the game and are difficult to cross.

Q. How do I get across the different terrain types?

A. Walking works for grasslands, forests, and swamps but it uses up food quickly. Riding a horse is an efficient way to cross grasslands and forests. Horses may be walked through swamps. Riding a Wam Lama is a good way to cross a mountain. Wam Lamas will not go into swamps. Rafts may be used to cross lakes but not the ocean. Clippers may be used to cross the oceans. Riding a Trained Eagle is the best way to travel. The eagle can cross any type of terrain and at twice the normal movement rate.

Q. What is the best way to deal with an unknown creature?

A. Speak to it. Many creatures are friendly and will sell or give you things that will help you. Be nice to them.

Q. How do creatures differ from one another?

A. Each type of creature has 8 qualities that make it unique.

Q. What should I do in towns?

A. Talk to the guards. Bribe the guards so you can talk to the prisoners. Kill and rob the peasants. Steal from the shops. Buy supplies. Buy magic where available. Play Black Jack and don't play Double or Nothing. Fight guards if you have good strength, hit points, and weapon.

Q. What should I do in Cathedrals?

A. Talk with the priests. Examine for traps. Find the special room in each cathedral (you especially want the magic flute from the Ocean Point Cathedral). Go to the room with the cross and speak at the counter. Pay the priest until he gives you holy water. Fight the priest and then turn around and rob the secret treasure behind the priest. If you find the hidden guards, run for your life.

Q. What should I do in the castles?

A. Find Mesron the Wizard and speak with him until he gets boring. Find the specially decorated chests which hold the keys and take the keys. Watch out for the guards. Use the gold key to enter the throne room where you will be knighted and steal the trumpet (make sure you have lots of holy water before you steal the keys and the trumpet). Look at maps in the map room (500 gold pieces a peek). Trade the lead key and holy water to the physician for strength. Give the princess gold and the ruby key and she will increase your charisma. Stay away from the torture room.

Q. What should I do in the dungeons?

A. First, get a musket or a longbow. They will be very helpful. Watch out for traps. Be prepared to use magic where your weapons won't help you. Safes are at the bottom of each dungeon. Always open the safes. Other treasure are: chests, coffins, urns, and boxes. Always use the Armour Enhance Spell. Freeze monsters with the Stone Still Spell when they gang up on you. Watch your hit points and leave the dungeon when they drop too low. Have about 5 of your best armour and weapons.

Q. What does the flute do?

A. The flute may be used three times. It is recharged each time your status increases. The flute may be used to give you things when you are really desperate.

Q. What does the trumpet do?

A. It clears away fog.

Q. What is magic power used for?

A. To slow guards and to kill monsters.

Q. Why do I need a rope and a hook?

A. To climb into and out of dungeons and to cross mountains.

Q. Is there an order in which dungeons must be entered?

A. Yes. An item found in the bottom of one dungeon will get you into the next dungeon. The first dungeon is the Mountain Catacombs, the second dungeon is the Dungeon of Death, and the last dungeon is Mantor's Mountain.

Q. How often should I save the game?

A. Often. Before you enter a dangerous situation (such as stealing keys from the castle), use the "E" command to save your character.

QUESTRON II™ HINT SHEETS

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Ranks:

Plebe	Apprentice
Adventurer	Knight
Scout	Baron

Locations:

On Continent 1:

A Tomb (in the Rivercrest Cathedral)

Eleven towns

Three Cathedrals:

Rivercrest

Sanctuary

Great Plains Redstone Castle (Hall of Visions is here)

On Continent 2:

A Tomb (in the Twilight Cathedral)

Eight towns

A Cathedral: Twilight Cathedral

Two Dungeons

A Fortress

The Conclave of Sorcerers

Towns:

There are nineteen towns. Each town has its own personality in terms of shops and item/information availability. Prices vary from town to town. There are many different shops/merchants you can interact with in a town:

Healers	Barbers
Mystics	Inns
Weapons shops	Armor shops
Food shops	Magic shops
Banks	Casinos
Travel shops	

Weapons-14 different types:

Dagger (worst weapon other than hands)
Hatchet
Cudgel
Axe
Sabre
Pike
Crossbow (best weapon, has a range of 4-6)

Hammer
Staff
Rapier
Fauchard
Weighted Spear (has a range of 2)
Bow (has a range of 4-6)
Broadsword

Armor-7 different types:

Rawhide (least protection other than bare skin)
Studded Leather
Ring Mail
Bar Mail

Chain Mail
Plate Mail
Ribbed Plate (best protection)

Spells-5 types of magic:

Magic Missile: Projectile type directional spell, range four to six squares.

Fireball: Stronger magic missile.

Sonic Whine: Dissolves monsters on squares immediately around player. Always fails in tombs.

Time Sap: Freezes monsters, guards, and sometimes you for a short time.

Destruct: Special spell used at end of game, (see Magic Book).

Transports-6 types of transport you can buy:

Ropes and Hooks: Actually an item used for travel through mountains and in dungeons.

Mule, Pony, Camalon: Can travel on any non-water square.

Boat: For water travel.

Trained Eagle: Travels rapidly over any terrain.

The Inns, Mystics, Taverns, Barbers (and Wandering Creatures):

Information (hints of which there are 24) for a price. Banks are places where money can be stored in case of death and where interest is earned at a rate of 5% every 255 days. Casinos can offer up to three different games to gamble in: Wizard's Squares, Hi-Low, and Blackjack. Food is bought at food shops and Hit Points can be bought at healer shops. The character cannot carry more than 65535 gold, hit points, or food. (Apple and C64 limitation only. On other machines the limit will be 99,999.) He can never have more than 99 of any spell type.

Cathedrals:

There are the places where the Bread of Life can be bought from the Holy Ones. The Rivercrest and Twilight Cathedrals have tomb doors. There are also priests in the cathedrals, but they are very misleading. A priest gives the user the impression that by giving him (the priest) gold, a character may earn permission to see a Holy One. Once the player has the Moonstone Amulet, he may interact with a Holy One. Depending on how many Hit Points a character has, the Holy One will either offer to sell the Bread of Life or tell them to come back later. Of the four Holy Ones (one per cathedral), three of them will accept gifts in exchange for more than the usual amount of bread sold and a discount on the base cost of the bread from that point on. The gifts are the Chalice of Arvyl (Rivercrest), the Unicorn Horn (Great Plains), and the Crystal Goblet (Twilight). The Sanctuary Cathedral Holy One will not accept any gifts. Usually there are two chests per cathedral. One is guarded by a priest and is always empty and will be protected by the priest until the character attacks with a weapon better than a Hatchet. The second chest contains a considerable amount of gold (1400-2000) and can be looted once per visit, but each time this chest is looted the gold in it drops until the chest is forever empty. Attacking a priest or looting always triggers the guards.

General Information:

You start out the game as a Plebe with a dagger, rawhide, a gold key, and the Evil Book of Magic. The Evil Book of Magic can be used to cast spells, but at a cost to the user's Hit Points. The Destruct spell only works in the conclave of sorcerers when you are near the Evil Book of Magic which Mantor and the six evil sorcerers are attempting to create. By casting this spell in the conclave, the user wins the game.

Specials, Items, and Miscellaneous Information:

Moonstone Amulet: Found in a Rivercrest Tomb chest. If used can have two to three charges and can cause food to appear.

Wand of Power/Silver Wand: Found in Rivercrest Tomb chest beyond Morie or in the Inner Sanctum. The first quest reestablishes the link through space and time with Mesron in the Hall of Visions. Upon returning to the Hall with the wand for the first time, the player's rank becomes Adventurer. If used, the wand can have two to three charges to increase Hit Points.

Emerald Key: Opens the green/emerald door in the Rivercrest Tomb which opens up the inner sanctum. Hidden in one of four chests in the Redstone Castle.

Blind Tomb Priest: Asks for gold as a donation. If gold is given, he disappears and opens the way beyond him.

Morie the Magician: Found either in the inner sanctum or beyond the tomb priest. Gives brass key and tells of Orb of Enchantment. If player returns with the Orb, Morie offers to use the Orb to teleport the player to Realms of Sorcerers (Continent Number 2). Later in the game Morie will be kidnapped by evil forces.

Orb of Enchantment: Found in Redstone Castle. Player must be rank Scout or greater. If used it will enchant/freeze the player for a short time.

Brass Key: Morie the Magician gives this key. Unlocks a door in Redstone Castle.

Copper Key: Hidden in one of four chests in the Redstone Castle. Unlocks a door in the Redstone Castle.

Iron Key: Hidden in one of four chests in the Redstone Castle. Unlocks a door in the Redstone Castle.

Unicorn Horn: Hidden in one of four chests in Redstone Castle. Can be given to Great Plains Holy One to gain favorable treatment and a chance to buy extra loaves of Bread of Life. If used the player will take Hit Point damage.

Bread of Life: Use to increase Hit Points. Can only be bought in Cathedrals from the Holy Ones and usually in limited supplies. Player's current Hit Points will determine availability, (i.e., the lower the Hit Point, the more Bread is sold, but a Holy One will remember how much he has sold until the players leaves the Cathedral).

Ropes and Hooks: Allows passage through mountains if on foot. Lets players climb up and down pit traps and in hidden holes in ceilings to go up or down dungeon levels.

Chalice of Arvyl: Found in Rivercrest Tomb beyond Morie or in the Inner Sanctum. Can be given to Rivercrest Holy One (see Unicorn Horn).

Gold Key: Every player starts the game with this item. Used to open the Hall of Visions door in the Redstone Castle. Eventually replaced by the Silver Key.

Silver Key: Mesron gives this to the player when he's promoted to Apprentice. Replaces gold, brass, copper, and iron keys.

Hall of Visions: In the Redstone Castle (see Gold Key). The player must stand on the center squares in the Hall and Speak. Mesron will then "fade in" and tell the player of his current standing or promote the player, speak of politics in the world, and sometimes issue quests.

Eifron the Beuiler: In the Redstone Castle. Sells Charisma twice for a price (only one offer per visit).

Hall of Maps: In the Redstone Castle. For a price the maps of Landor, the Realm of Sorcerers, and the Twilight Tomb are revealed.

Old Man in Rivercrest Tomb: Basically a thief who requests gold. No matter whether gold is given, he fades away.

Cramford: A town on Landor in the northern part of the continent which is ultimately destroyed by the Evil Wizard Mantor. Nothing can be done to save this town.

Seacrest: A town on Landor on the western shores which is attacked by Mantor. This town can be saved if the player goes to the town swiftly. Mantor is easily scared away by being attacked with a weapon or missile type spell. All guards will be under his spell and will attack until Mantor is foiled.

Book of Magic/Evil Book: Every player starts the game with this item. It is a spell book which contains the four basic magic spells (Missile, Fireball, Time sap, Sonic whine) and a fifth spell, Destruct. The book can be used at any time to cast these spells, but each spell draws its power from the player's Hit Points, so usage is not free. The Destruct spell will fail everywhere until the end of the game. See Spells.

Eternal Flame: Found in the Fortress in the Realm of Sorcerers. Ruby key needed to open the door. The flame is needed to get beyond a dark zone in the Twilight Tomb.

Sapphire Key: Found in a chest in the Fortress. Used in the Fortress.

Ruby Key: Found in a chest in the Fortress. Used in the Fortress.

Agate Key: Found in the dungeon in a random chest on Level 6. Used in the Fortress.

King Kelfar: Found in the Fortress in the Realm. Warns of evil and requests player's aid. If his offer is accepted, he gives gold, the Opal key, and increases the player's stamina.

Opal Key: Opens all doors in the Fortress in the Realm.

Simon the Stooge: Found in the Fortress. Sells a spell which increases the player's intelligence.

Scroll of Scalna: Found in the dungeon in a chest, usually Level 3. Functions as a compass: gives directions and creates a map on screen of the current dungeon level. Remembers all levels and steps taken until player leaves the dungeon.

Black Key: Found in the lower left corner of the Twilight Tomb. Needed to get into the Dungeon of Despair.

Dungeon of Despair: On the Realm of Sorcerers in the center of the map. Must be a Knight with the Black Key to enter. On the eighth level in the upper right corner of that level there is a hole down leading to the Conclave of Sorcerers. See A Dungeon.

Conclave of Sorcerers: Entrance gained through the eighth level of the Dungeon of Despair. This is where the Evil Book of Magic is being created (yet again?) by Mantor the evil wizard and the six mad sorcerers. You must destroy the book before it is completed.

Crystal Goblet: Found in the dungeon in a random chest on Level 4.

Onyx Key: Found in the dungeon in a random chest on Level 7. Needed to get into the Twilight Tomb.

A Dungeon: Found on the Realm on the Eastern shore. Many monsters great and small inhabit the dungeons, but there are many items and rewards to be found here. Contains eight levels full of chests, urns, coffins, and traps.

REALMS OF DARKNESS™ HINT SHEETS

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Introduction

These hint sheets are designed to be consulted when you find yourself stumped and/or frustrated while playing Realms of Darkness. We recommend that you do not ruin your enjoyment of the game by examining the hint sheets without playing the game first.

If you are stuck at a puzzle, keep in mind that every puzzle has at least one clue. The best way to discover clues is to talk to everyone and look at everything.

What's Included In the Hint Sheets

These hint sheets are divided into three sections:

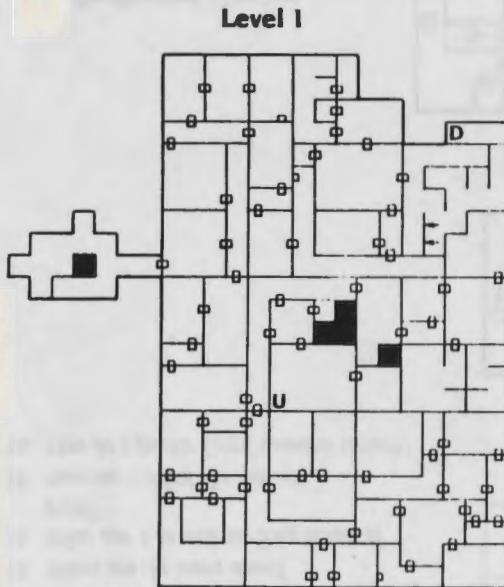
1. Maps - every map in the game is included. Most of the highlights have been intentionally omitted. These include traps (pits, teleporters, etc.), puzzles, and objects.
2. Questions and Answers - a series of questions and answers divided by scenario is provided. A summary of each scenario is included at the beginning of each questions section. The questions and answers are listed separately. Each question has a corresponding answer in the answers section.
3. A description of all the special magic items is included. This means that items such as green keys and +1 daggers are not included because their uses are obvious.

DUNGEON A

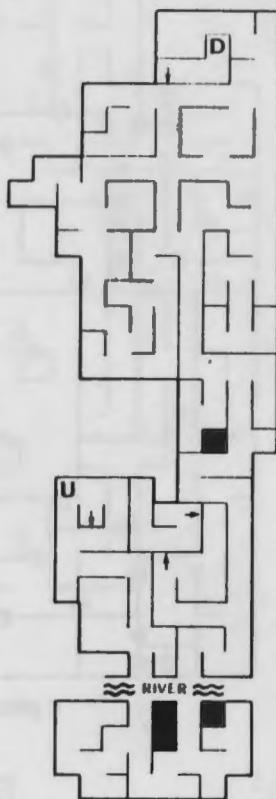
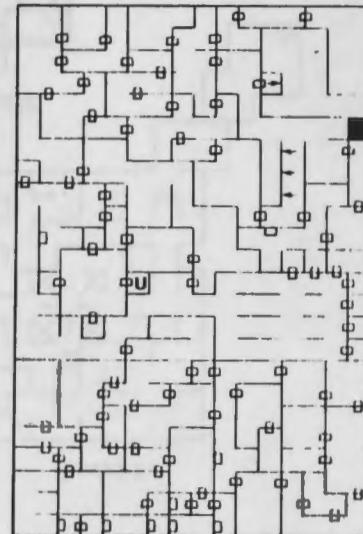
Scenario I

SCENARIO SUMMARY The player must find the two pieces of the sword Zabin and have Vulcan reforge it. Afterwards, the player must return Zabin to the city guard.

1. How do I unlock the locked doors?
2. How do I remove the metal wall?
3. What do I do with the sword in the wall?
4. Which book should I ask the librarian for?
5. What do I need to do before Vulcan will reforge the sword?

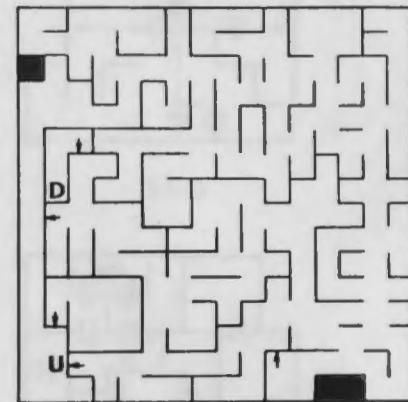
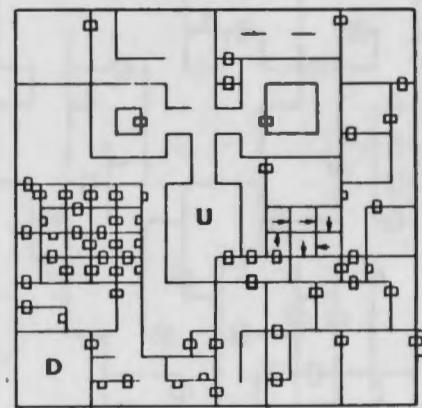
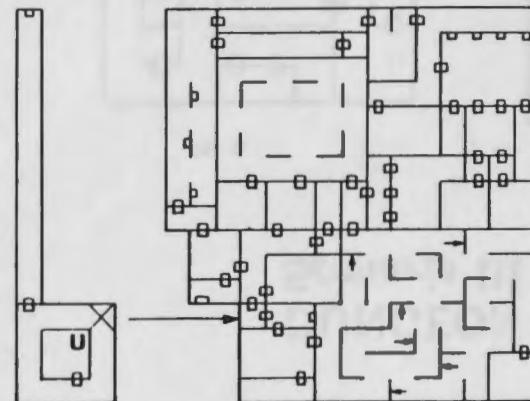
**LEGEND**

- One way only
- U A way to get to the level above
- D A way to get to the level below

Level 2**Level 3****DUNGEON B****Scenario II**

SCENARIO SUMMARY The player is enlisted by a nobleman to destroy a cursed crystal ball. The player may either crush the crystal ball or find somebody to willingly take it.

6. How do I explore the area beyond the bright lights?
7. Where are the stairs down?
8. How do I cross the bridge safely?
9. What is the painting used for?
10. How do I impress the knight?
11. How do I remove the jug?
12. How do I get rid of the crystal ball?

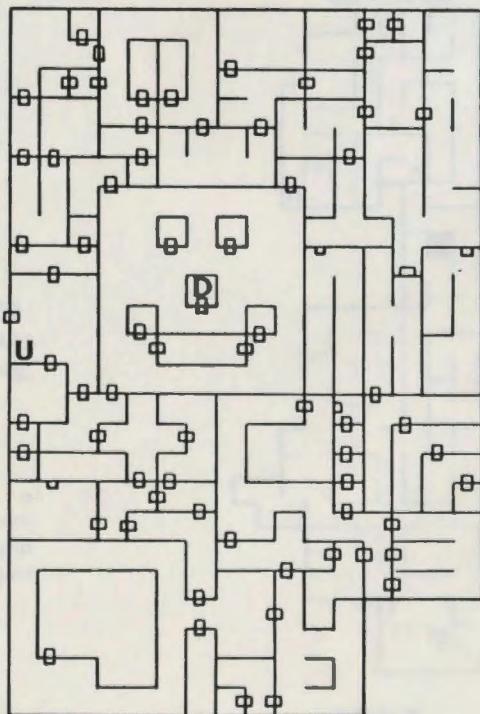
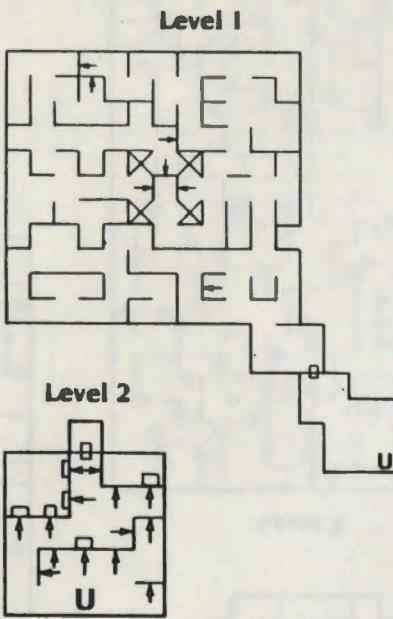
Level 3**Level 4****Level 1****Level 2**

DUNGEON C

Scenario III

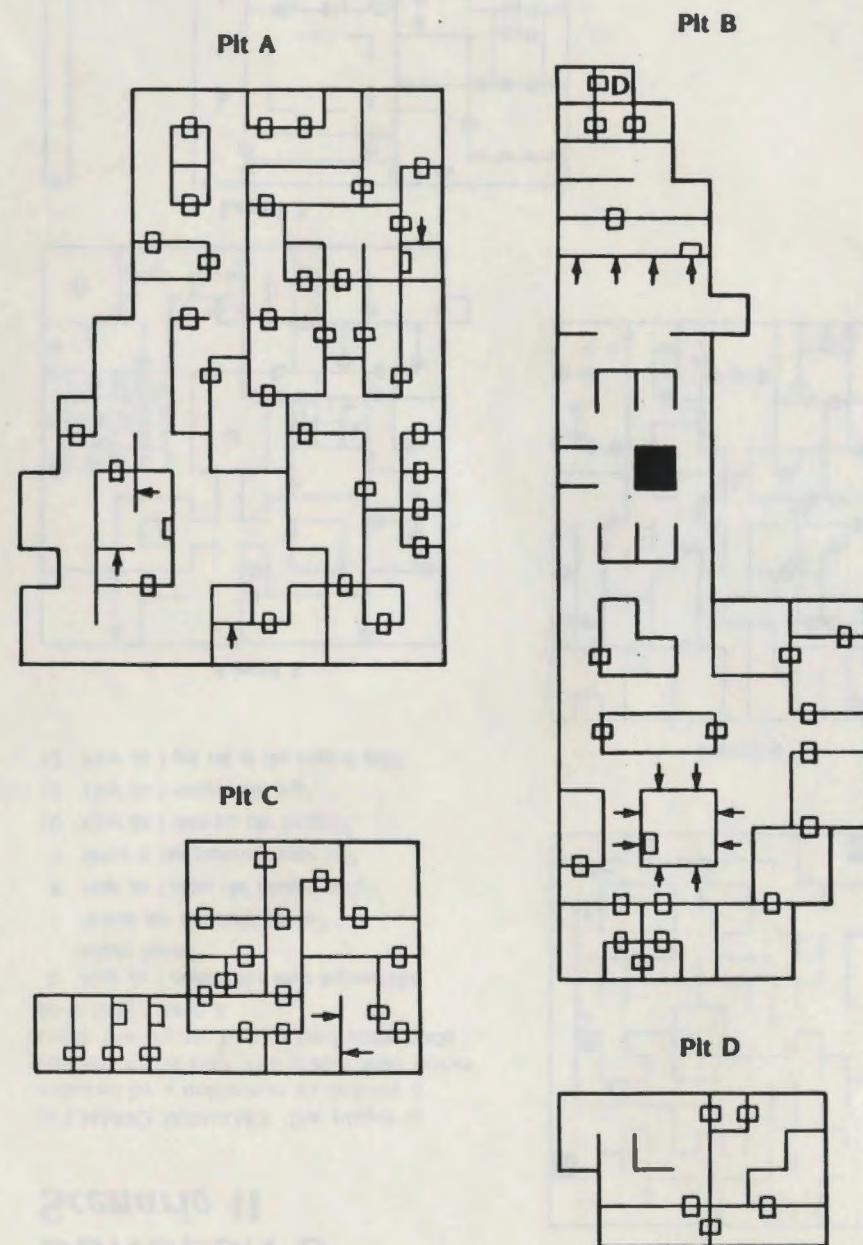
SCENARIO SUMMARY: The player needs to defeat an indestructible robot Gorth. The only way to do this is to shut off Gorth's control center.

13. Where are the stairs down?
14. What can I do with the long blades of grass?
15. How can I defeat the demon?
16. How do I disable Gorth's control center?



DUNGEON C

Scenario III

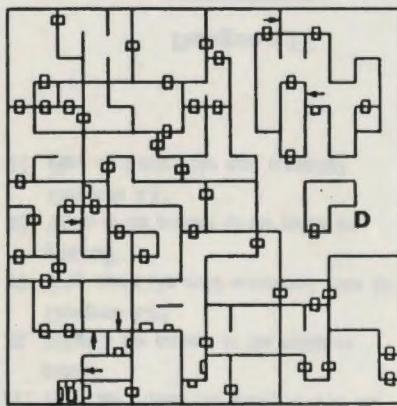


DUNGEON D Scenario IV

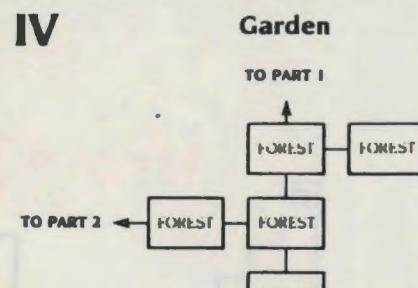
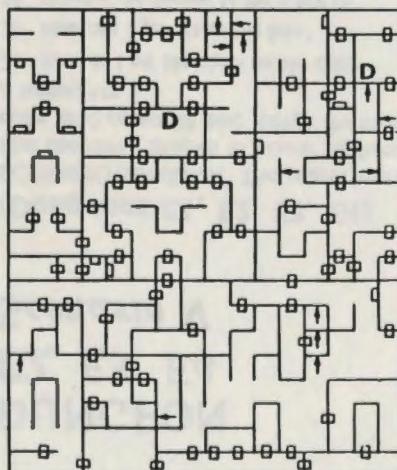
SCENARIO SUMMARY: The player is asked by a falsely accused thief to deliver a letter to his brother, who can prove his innocence. The thief's brother lives in the other city, located on the second disk (Adventure 2).

17. Which password should I give to the meditating man?
18. What do I do with the golf ball?
19. How can I kill the three-headed dog?
20. How do I cross the chasm?
21. How can I reach the hole in the ceiling?
22. How can I pass through the crack?
23. What do I need to put in the trophy case?

West Wing Level 1

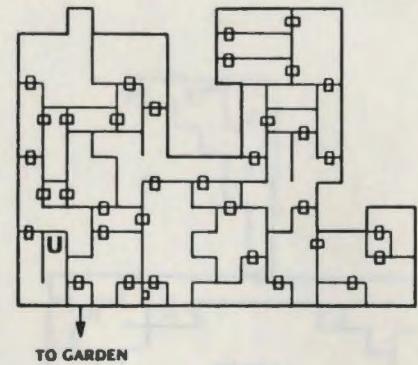


East Wing Level 1



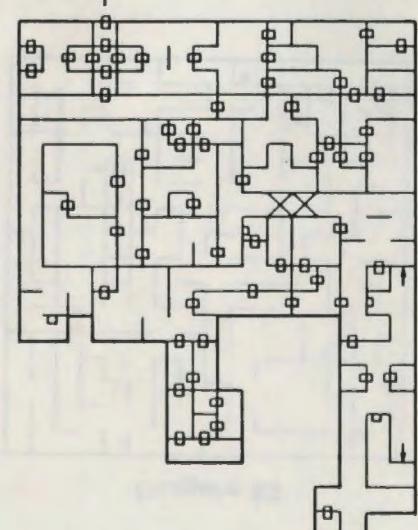
Level 2

Part 1

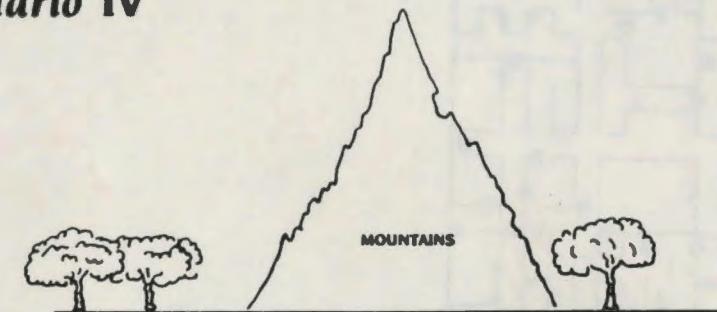


Level 2

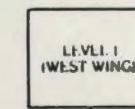
Part 2



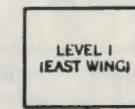
DUNGEON D Scenario IV



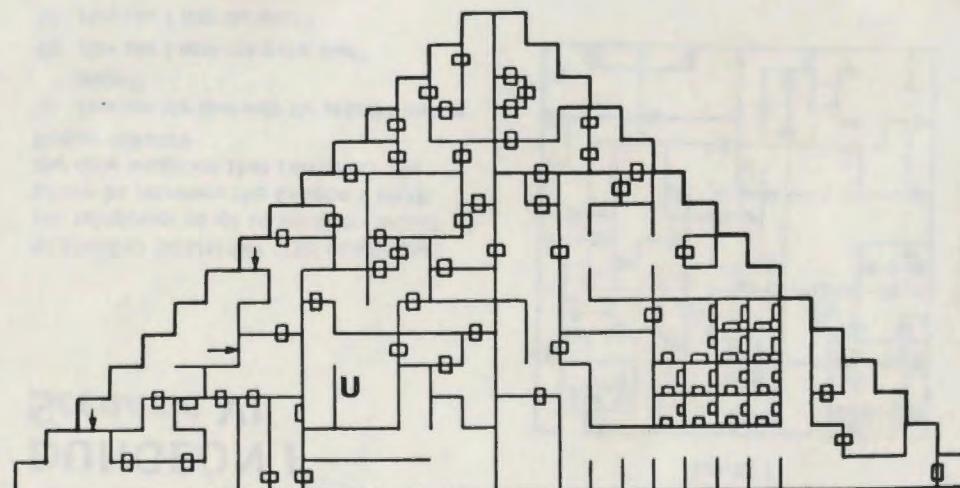
TO ADVENTURE 1



TO ADVENTURE 2



DUNGEON E1 Scenario V

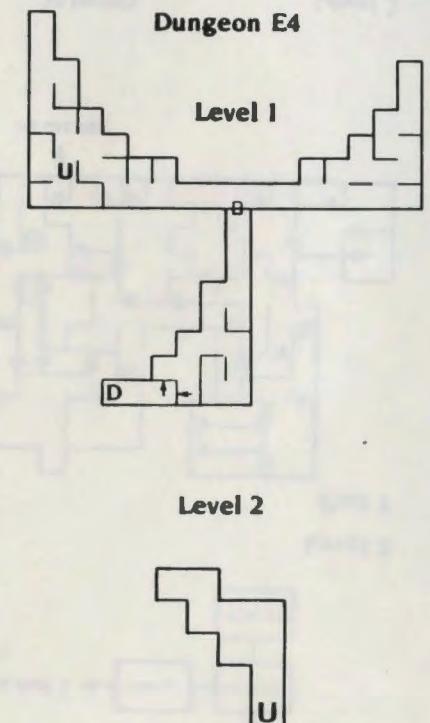
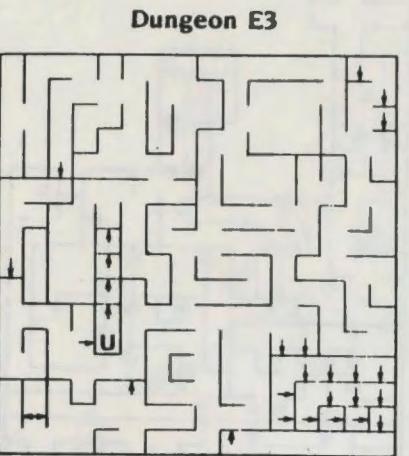
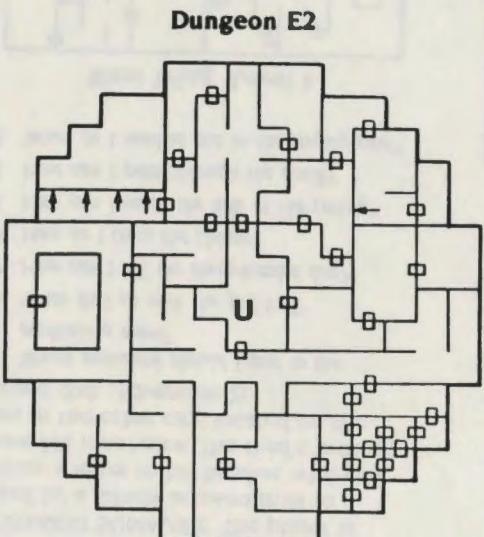


DUNGEON E2, E3, E4 Scenario V

(Dungeons E1, E2, E3, E4)

SCENARIO SUMMARY: The player must find the three shapes of power (sphere, cube, and pyramid) and merge them into a teleporter.

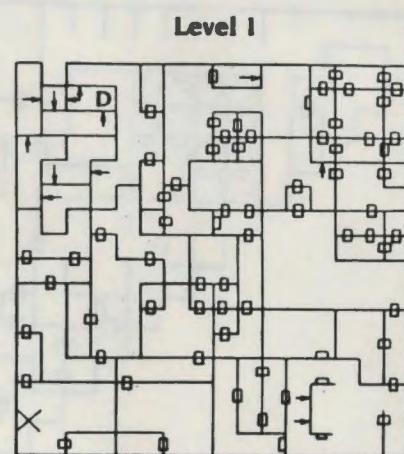
24. How do I get the object on the cliff?
25. How can I get across the lake?
26. What is the answer to the riddle in Dungeon E1?
27. How can I reach the shiny item in the crack?
28. What is the answer to the riddle in Dungeon E2?
29. Why won't the mild-mannered man let me proceed?
30. What is the answer to the riddle in Dungeon E3?
31. How do I reach the next scenario?



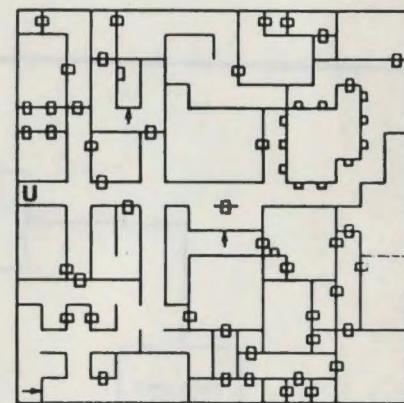
DUNGEON F Scenario VI

SCENARIO SUMMARY: The player uses the teleporter to go to another "world" where he retrieves the Dragon's teeth, the only weapons that can affect the Rogue Alliance.

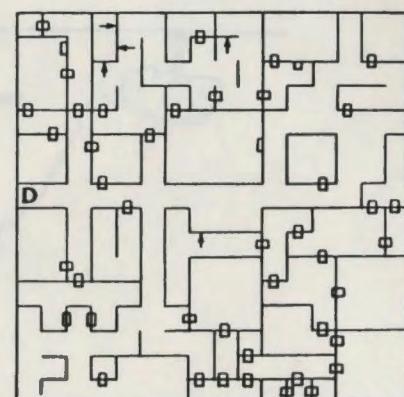
32. How can the door with the welcome mat be opened?
33. How can I open the metal door?
34. How can I help the witch?
35. How can I break the mirror?
36. How can I control the elevator?



Universe A Level 2

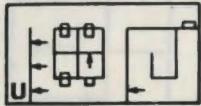


Universe B Level 2

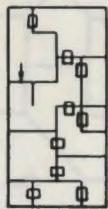


DUNGEON F Scenario VI

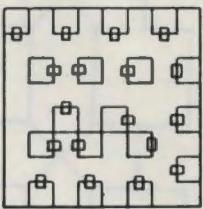
Level 3



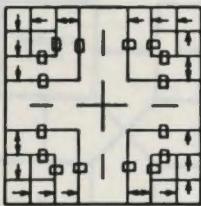
Level 4
(1 character)



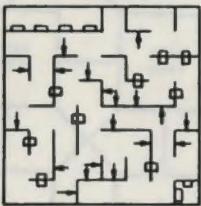
Level 5
(2 characters)



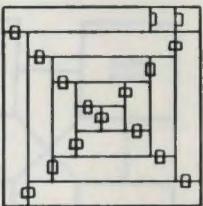
Level 6
(3 characters)



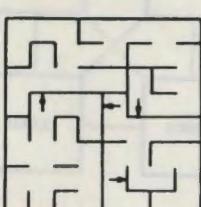
Level 7
(4 characters)



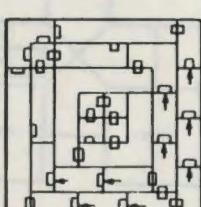
Level 8
(5 characters)



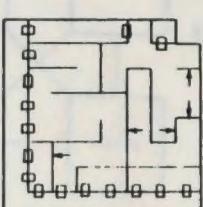
Level 9
(6 characters)



Level 10
(7 characters)

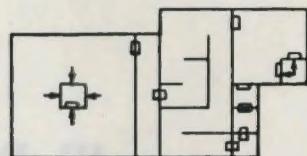
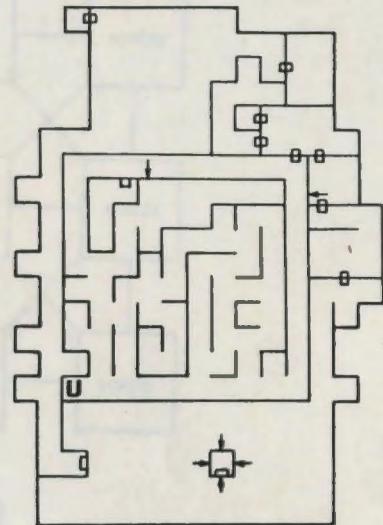


Level 11
(8 characters)

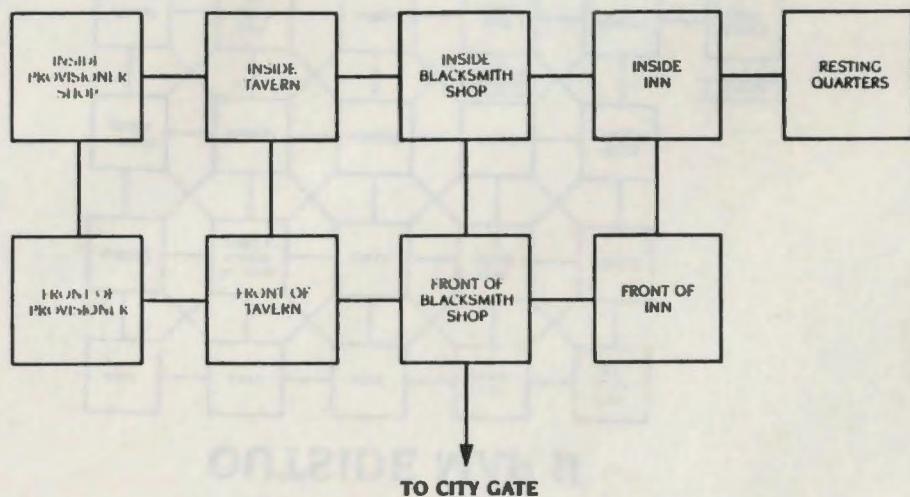


DUNGEON G Scenario VII

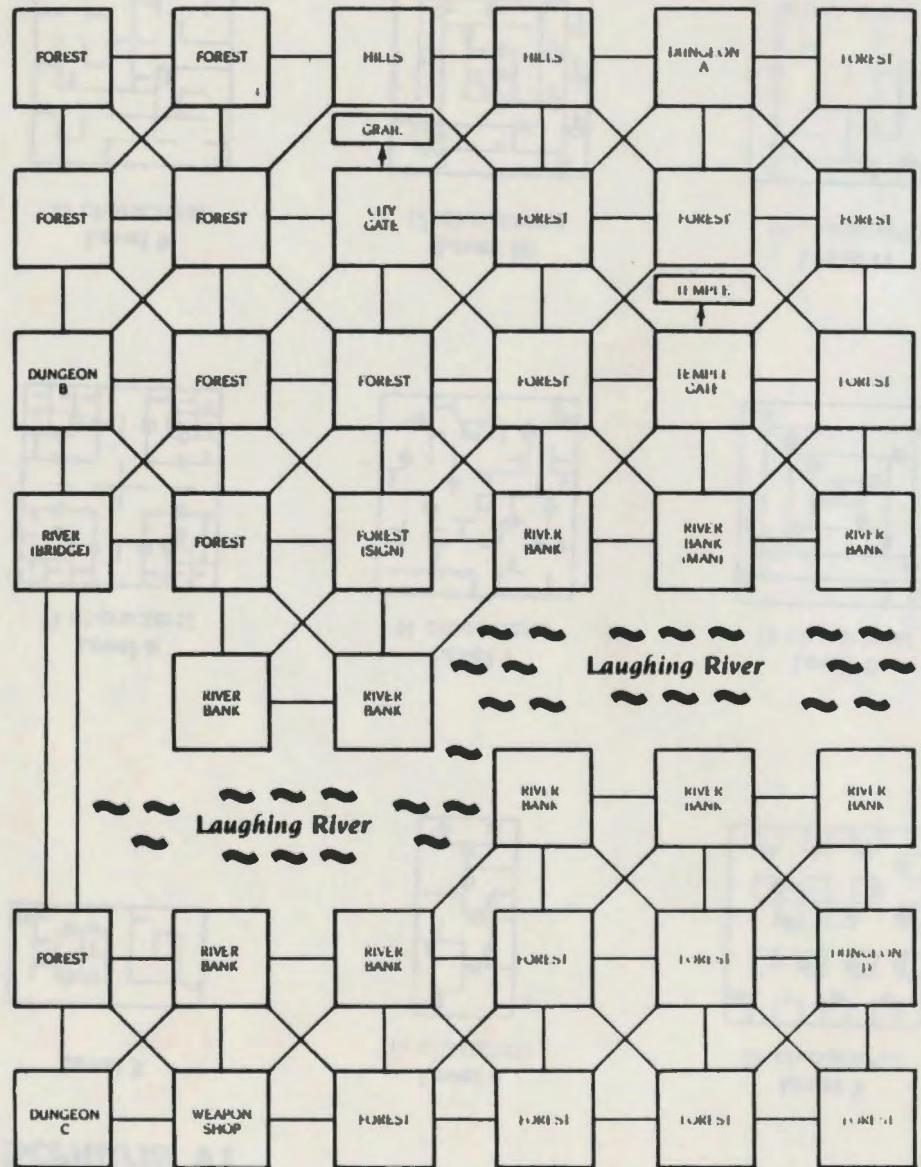
SCENARIO SUMMARY The player needs to defeat the Rogue Alliance
No hints are offered



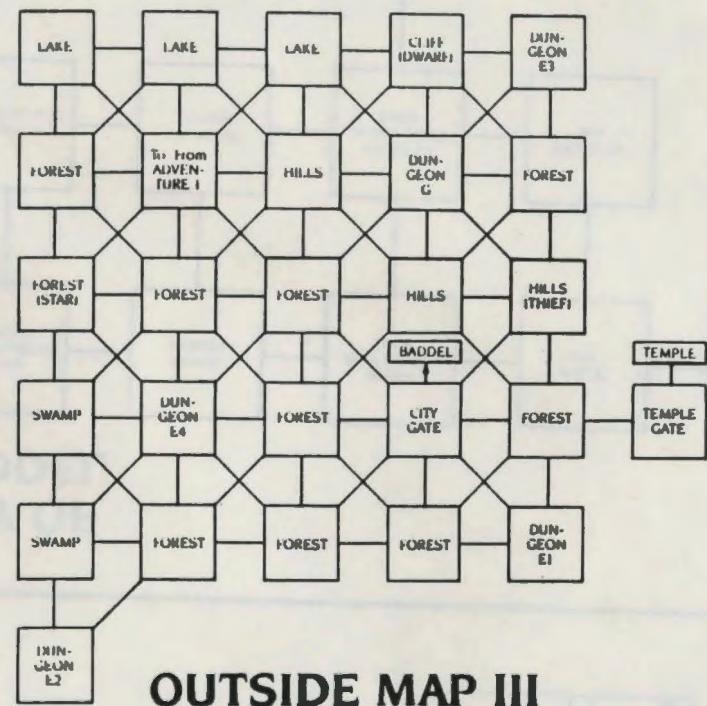
CITY OF BADDLE



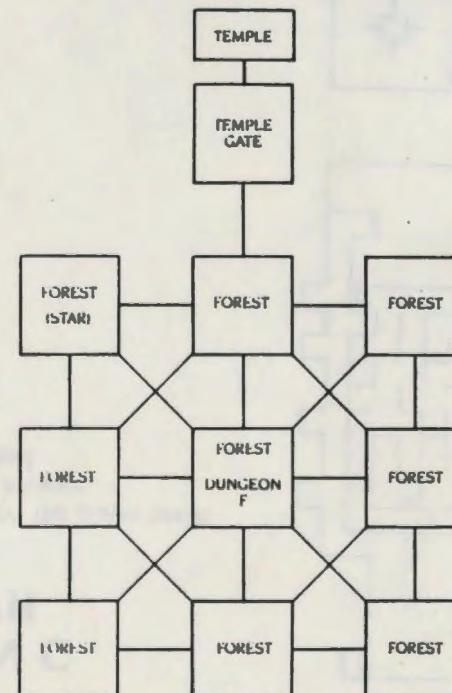
OUTSIDE MAP I



OUTSIDE MAP II



OUTSIDE MAP III



SPECIAL MAGIC ITEMS

Below is an alphabetical listing of all the magic items which can cast spells in *Realms of Darkness*.

ITEM NAME	CAST SPELL	IS EQUIVALENT TO
Arctic pole	Blizzard	+1 staff
Atom wand	Ion explosion	+1 staff
Blade of escape	Teleport	+1 dagger
Blue sky potion	Heal wounds	potion
Brick	Destruction	brick
Chilly scroll	Frostbite	scroll
Confusion cloak	Confuse	+1 cloak
Depoison balm	Depoison	balm
Devenom staff	Depoison	+1 staff
Earth ring	Earth attack	+1 gold ring
4-leaf clover	Remove curse	clover
Friendly dagger	Peace	+1 dagger
Illusion cloak	Make illusion	+1 cloak
Heal scroll	Heal wounds	scroll
Knife of life	Restore life	+2 knife
Looking glass	Reflection	glass
Loony sword	Insanity	+1 sword
Lost buckler	Restore lost levels	+1 buckler
Magic beans	Weaken poison	beans
Magic meter	Charge detection	meter
Magic wand	Party protection	+1 staff
Miner miracle	Depth detection	+1 staff
Mushroom ring	Destruction	gold ring
Old dusty ring	Restore dust	+1 gold ring
Power dagger	Fighter power	+5 dagger
Rainbow potion	Heal	potion
Rocky's ring	Earth attack	+1 ring
Safe earrings	Safety	earrings
Safety staff	Safety	+1 staff
Shocking ring	Shock	+1 ring
Spirit sword	Valhalla power	sword
Staff of flame	Flames	+1 staff
Staff of health	Cell rejuvenation	+1 staff
Staff of life	Restore life	+1 staff
• Thunderbolt	Lightning bolt	+1 staff
Unlock scroll	Unlock	scroll
Unlocking key	Unlock	key
Useful wand	Gnithon spell	+1 staff
Weather wand	Acid rain	+1 staff
White robe	Heal wounds	+3 cloak

• The thunderbolt can only be invoked outside

ANSWERS TO QUESTIONS

- 1 Either feed the cheese to Ronald the Rat or search the bed to get a green key.
- 2 Insert the metal card (found in the goblin chief's treasure room) in the slot.
- 3 Turn the sword.
- 4 Clxvii
- 5 Give both parts of Zabin to one character. Stand on the square where the "V" is and shout "Magma".
- 6 Wear the sunglasses.
- 7 Rescue the dwarf's wife and return her to the dwarf. He will give you a stairs kit. Then go read the instructions in the maze. Afterwards, return to the square marked "Future home of stairs" and have the character who read the instructions carry the kit and assemble it.
- 8 Break up the party into two groups of four. Have one group cross the bridge at a time and re-merge into one party on the other side.
- 9 You bowl there (using the large black ball).
- 10 Either write a program (read the tome on the third level) or break-dance (read the tome on the first level).
- 11 Turn on the electric fan to blow it away.
- 12 Either drop it under the boulder, step back one square and pull the lever on the seismic device, or sell it to Mr. Chess' pawn shop.
- 13 Go to the square marked "Remember the robot for directions" and move right twice (through two secret doors).
- 14 Mow the lawn with the lawn mower to find the gold key.
- 15 Add the milk to the strange flask to get a bubbling flask. Go stand before the demon and shake the flask.
- 16 Pull the plug.
- 17 "Kilroy was here".
- 18 Play golf using the golf club.
- 19 Toss the bone to the dog. Note that there are two bones but only one will result in the desired action.
- 20 Split the party into one group of five and one group of three. Have someone in the group of five fly the magic carpet across the chasm. Split that character out of the party and have him fly back. Merge with the party on the other side and fly across chasm and merge with the rest of the party.
- 21 Stand under it and inflate the balloon.
- 22 Read the book of clouds.
- 23 Place the Bass shield, Bass sword, and Bass armor in the trophy case.
- 24 Toss the boomerang.
- 25 Tap the cane to the lake.
- 26 Triangle
- 27 Purchase the magic hat from Moe's magic shop. Then go to the crack and pull the rabbit out of the hat.
- 28 Circle
- 29 Because you're carrying the machine gun.
- 30 Square
- 31 Combine the pyramid, sphere and cube, this will form a teleporter. Then go to the magic star in the forest and type "Spellbinder".
- 32 Knock on the door.
- 33 Have all but one character stand before the metal door. Have the remaining character go to the lever and pull it.
- 34 Release the cats.
- 35 Wear the ugly mask.
- 36 Have someone who is an operator press the button. The number of characters in the elevator controls how far it descends.

RINGS OF ZILFIN™ HINTS

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Q. Where is the Dark Tower?

A. North Begonia "Dem Ogandur Shem".

Q. Where do I find the Anka Bird?

A. The bird is found in the mountains in the land of Sumaria. It is directly west of the Well, but the roads to get there are roundabout.

Q. How do I get into Demion Rocks?

A. Use the words Magoon Bi-thar Hazmedy given you by the wizard of Tumriz.

Q. Where is the riddle book?

A. In Tar-Im. Go to Trade Guhshar.

Q. How do I get into the Temple of Zaradrim?

A. Use the words BELIRR ONUMBA DERHALL. Use CAPS and press the RETURN key after each word. You need to have pearls.

Q. Where is the pass from Deloria to Begonia?

A. In Finduk, talk to Balin the dwarf. He will show you.

Q. How do I become a first level wizard?

A. Go to Tumriz and talk with a beggar. Eklun lives here. He will give you the words Magoon Bi-Thar Hazmedy.

Q. How do I become a second level wizard?

A. Go to Llorim and talk with a beggar. Zhtes lives here. He will give you the words Belirr Onumda Derhall.

Q. Where is the Grumm Tree Staff?

A. In the Zaradim Temple.

Q. Who is Jimbo's friend?

A. Hamshery.

Q. How do I become a third level wizard?

A. Go to Shakamin and talk to the beggar who knows Lutfeu. He makes you a third level wizard in Sumaria.

Q. Where is a Harp?

A. Go to Bogum's Cave near Ahbap in Sumaria.

Q. Where are the Elves?

A. Go to Darizmag and then go east to the cliff. Go north to the well. You will need lots of rope to descend the well. Trade the harp for the horn.

Q. What types of notes should I keep?

A. Keep track of what was in each building in the towns, what prices were for buying and selling items, what you got in the town, if you had a fight in the temple, the location of the town, etc. Draw the location of towns and any connecting roads on the map. Record the names of passersby, words or hints given by monks, and ESPECIALLY passwords given by wizards.

Q. What is the most important thing to do in the game?

A. Keep Reis alive. Follow the advice on the pink card which comes with the game. Make sure you have plenty of food, arrows, and extra bows. Make sure his statistics are at the maximum (9000) before going into the Dark Tower or Castle Graz.

Q. When should I save the game?

A. Whenever you have built Reis up to a decent level. Death can occur very swiftly, especially early in the game. Save after getting through special events such as dungeons, Zaradim, etc.

Q. How important is money and how do I get it?

A. Money is very important and you get it by trading. If you have kept track of the different buying and selling prices, you should be able to make money. Pick up several of any item Reis doesn't already have. Have him pick any and all mushrooms he can.

Q. What should I do at the start?

A. Have Reis visit Telbiz, Ziad, and Perimon to build up his cash and supply of mushrooms. Do this several times. If Reis gets weak, have him visit the healers in Perimon or go E (east) from Ziad to the healers in Tolbin. Buy several pairs of elvish boots in Tolbin and make sure Reis keeps well stocked with bows and arrows from the weapon shop in Ziad.

Q. Where do I go from Ziad?

A. Head west to Tumriz. Buy silk and prihny powder and visit the wizard (talk to the beggar). You may return to Ziad for more arrows and to Tolbin for healing and to sell the silk.

Q. Where should I go from Tolbin?

A. Northeast to Belmonti. Northeast from there to the spiders, and then north to Finduk. Visit the witch and have Reis' maximum strength increased. Leave Finduk and go southeast from the spiders, through Shaktir to Castle Durheim. Train up Reis' sword skill and get some hints on the quest. When you have enough money, go to the weapon shop in Shaktir and buy a better sword. Get at least four chewbas from the temple.

Q. Where do I go from Shaktir?

A. Go north to Axitraz to buy a bunch of spice. Reis should now be a level one wizard, have increased sword strength, and be ready to leave Deloria. Return to Finduk and talk to the passersby to find the way to Begonia.

Q. How do I get to Begonia?

A. From the halfling, go east, southeast, and southeast to Tar-im. Make sure to buy a riddle book. Go north and north again to Maerdom and visit the witch. Go northwest and northwest again to Castle Razag to increase Reis' strength. Go east to Nedharm and buy a bigger sword. Go southwest and southwest again to Shentill for healers.

Q. Where do I go from Shentill?

A. Go west and then north to Derymin. Buy a key and some tea. Defeat the fanatics in the temple and get some nuhk (you only need one). Go northwest, northeast, and northwest to get to the Demon rocks. Use the words the wizard in Deloria gave you to enter the tunnel.

Q. Where do I go from the Demon Rocks?

A. Go southeast and northeast to Llorlm. Visit the wizard to become a second level magic user and get the words he gives you. Go northeast and northwest to Faerlot. Buy some pearls before leaving. Go north to Zaradim. Use the three words from the wizard in Llorlm. When Zara appears, offer her the pearls, get some Grumm seed, and follow the instructions you've gotten on how to plant the seeds to get the staff.

Q. How do I get to the Dark Tower?

A. Go back to Faerlot (south, west, west, west) and heal Reis to his maximum. Go east and north. Use the words given by the Zilfins. Go right from the entrance. Hug the right hand wall as it twists and turns until you get to the first door. Enter the door, talk to the slaves, and exit to the right (many rooms have more than one exit). Through the next doors are the stairs to the next level. There are four levels and your goal is to talk to King Roland on the last level. If a door is locked from the inside, use your nuhk.

Q. What do I do after I leave the tower?

A. Return to Faerlot and heal Reis. Go southeast, southwest, southwest, southwest, and west to Karadum.

ROADWAR EUROPA™ HINT SHEET

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Q. What kind of vehicles should I have?

A. Buses and Trailer Trucks are the best vehicles, especially if they have good armor and lots of firing points. Buses with 0 tires and maximum fire and boarding factors are especially good.

Q. How big a band should I have?

A. Your main vehicles should be able to deliver two full volleys. We recommend three to five large vehicles and 100 to 200 men.

Q. Which is better, lots of low quality troops (D's and E's) or fewer high quality troops (B's and A's)?

A. High quality troops are worth much more than low quality troops. If you end up with too many D's and E's, get into fights and get them promoted or killed off.

Q. How do I raise the quality of my men?

A. Once you have enough men and guns, search for people in cities and fire upon them. If your men are good enough they will finish the battle in one volley and take no casualties. Promotions come to the survivors of battles.

Q. How do I find the Terrorist Headquarters?

A. The clues to the whereabouts of the Terrorist Headquarters come from searching for people in cities and meeting agents of the Anti-Terrorist Underground. These agents consist of a person who gives you the password, a person who gives you credentials, and a person who gives you the Radio Direction Finder (RDF). Once you have met all three agents, you can go where the RDF tells you to, give the password, and find out the location of the Terrorist Headquarters.

Q. How do I find these agents?

A. You never know exactly where agents are (their location changes from game to game) but they are never in cities which have bombs or healers.

Q. What do I have to do to destroy the Terrorist Headquarters?

A. The Terrorist Headquarters is guarded by 15 vehicles. All of these vehicles are limo size or larger and have good armor. To defeat them, you will need 300 to 400 good quality troops and six or more large, heavily armored vehicles.

Q. How do I find all of the bombs?

A. By searching cities. Always be sure a city search is your first action when you enter a city for the first time. The bombs can be in any city, but it is more efficient to search England and Western Europe first because the cities are closer together there. You want to search the cities as quickly as possible so use the map to plot out the most efficient route to do this.

Q. Where can I get my vehicles repaired?

A. In the factories which are randomly located (each game) in the great auto centers of Europe: London, Paris, Essen, Turin, Moscow, and Stockholm.

Q. How do I transfer troops from one vehicle to another?

A. During the boarding phase of Tactical Combat, after the Fire Phase question, answer YES when asked if you want to transfer crew. Then board the vehicle.

ROADWAR 2000™ HINT SHEET

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Q. Where is the GUB?

A. The GUB is set randomly for each game. You never know beforehand where it will be.

Q. How do I locate the GUB?

A. First conquer a number of cities -- there is no precise number. When you get a password, stop conquering cities and begin to wander. Eventually someone will ask you for the password. When you give him the password, he will give you the location of the GUB.

Q. How do I find a scientist?

A. Once you get the badge from the GUB, go to different cities and search for people. You will have to search each city at least six times to be certain the scientist is not in that city.

Q. Where do I get the RDF (Radio Direction Finder)?

A. From the GUB.

Q. How do I take over a city?

A. There are two ways. Use the "C" key to search a city. It will tell you who controls the city or that no one controls it. If no one controls the city, you will be asked if you want to take it over. If the city is controlled, then you have to stay in the city and continue to fight until you take it over.

Q. How many people should I send out as envoy?

A. It depends on your gang. At the beginning, send everyone. After you get 20 or more Escorts and/or Dragoons, stop sending Armsmasters or Bodyguards and send lots of the weaker people instead.

Q. Is there a time limit to the game?

A. Yes. If you haven't won by the first day of 2003, everyone will be dead from the plague.

Q. How do I get antitoxin?

A. By trading medicine to the healers. Be sure to keep track of which cities have healers.

Q. How do I increase the maximum number of vehicles I can have?

A. Each time you fight a Tactical Combat and win, the maximum number of vehicles you can have is increased by one.

Q. How do I reach the 15 vehicle maximum?

A. You don't. This was a misprint. The maximum is 14 vehicles.

Q. What size gang should I have?

A. Build up to around 200.

Q. How can I capture vehicles?

A. Through boarding. First clear the target vehicle's roof with gun fire and then board. This can only be done in tactical combat.

Q. How do I get to Nassau?

A. Fly there. This option is not available in all games. You do not need to go to Nassau to win the games.

SHARD OF SPRING™ HINT SHEETS

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Q. What do I do in Blackfort?

A. A priest has been kidnapped in Blackfort. In Blackfort you must: get the key in the corner of the room; get the iron coin, go through the door; rescue the priest; see the map; kill Devir, and get the iron coin. Difficulty level is 1 to 2.

Q. What do I do in Edrin's Keep?

A. Edrin, the evil friend of Siriadne has built a keep. You must: get the Copper Key, Listen to a song; Go down to Level II; Go to the crypt and get the Silver Key, Go through the secret door and get the Gold Key; Kill the Giant; and Kill Edrin. Difficulty Level 4.

Q. How do I get into the second level of Edrin's Keep?

A. You must have the iron coin (royal seal). Check all "T" intersections on this level for secret doors.

Q. How do I kill the Swamp King?

A. Take the southern passage in the Swamp King's Lair. Go to the corner of the last cell to find the secret door. Kill the Swamp King and take his head. As an option, the healing pool holds ten healing doses per day. Difficulty Level 3 to 5.

Q. How do I find the Rebel Hideout?

A. The Rebel Hideout is not represented by an icon (symbol) on the map. You must cross the square which contains it to enter it. It is in the mountain range southwest of Terinor.

Q. What do I do in the Rebel Hideout?

A. Follow the secret doors to the final room. The magic word is DAZA.

Q. What do I do on the Islanda Map?

A. Find and kill the Evil Moonglow family. Go to Eldron Greyhair's Tomb. Level is 6 to 8.

Q. What do I do at the Gate Keeper's?

A. Move through the Keep as shown on the map. Note that only those rooms you have to move through are shown. Take the exit to the island to get to the Old Man In The Cave. Level is 5.

Q. What do I do with the Old Man In The Cave?

A. Use him to get to RALITH's Tower.

Q. How do I get to RALITH?

A. Follow the passage and take the North Gate.

Q. What do I do in RALITH?

A. Camp below the gate and cast "DAZA REVELI" spell (DAZA was gotten from the rebel hideout and REVELI was gotten from Town 7). Go to the libraries on Levels 1 and 5. Get the paper dove from the balcony (this can be used to teleport the party off the island). Kill Ralith on Level B2 and take his crystal rod. Go to the buttons room on level 11 and press BBRG. Kill Siriadne. Level is 8 to 10.

Q. How do I get past the force field in the basement of Ralith's Tower?

A. You must visit the two libraries in the tower. You must have been blessed by the priest in Blackfort.

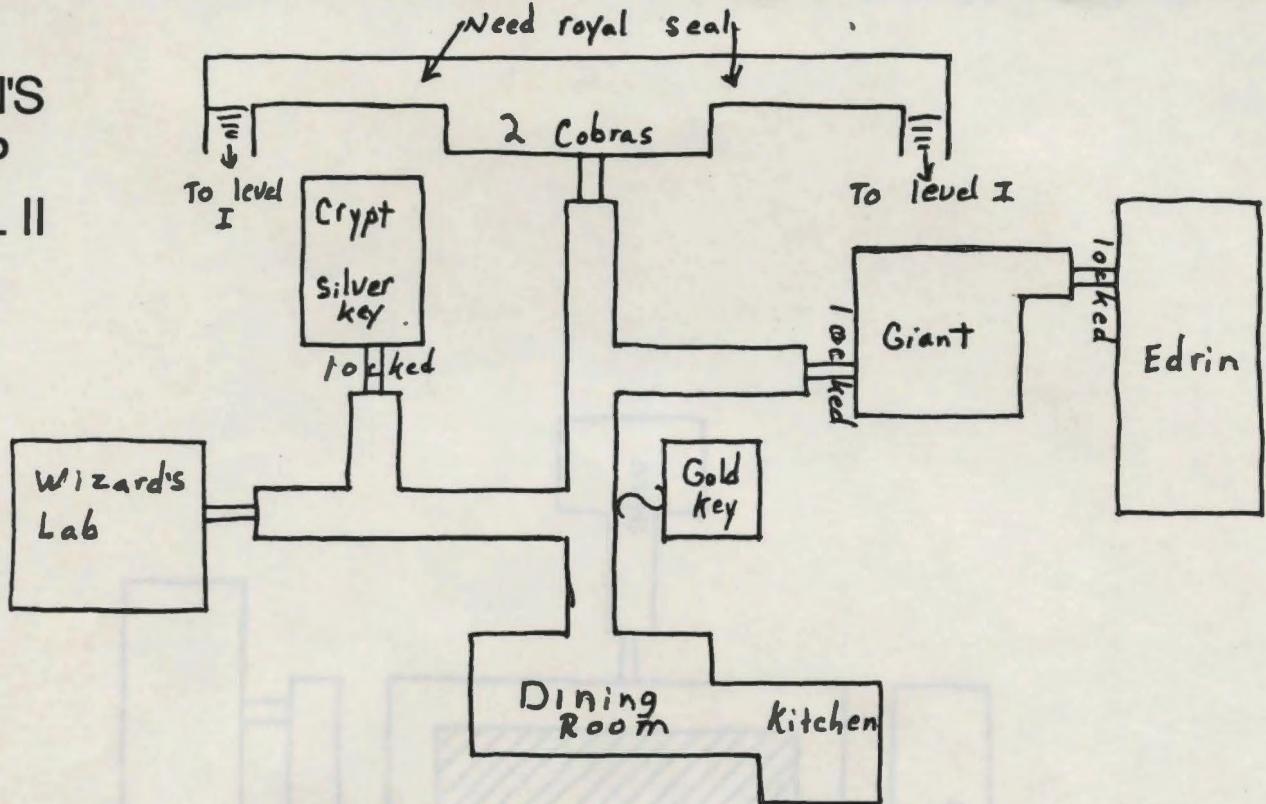
Q. How do I get past the Force Fields in the upper level?

A. Get the Crystal Rod from Ralith.

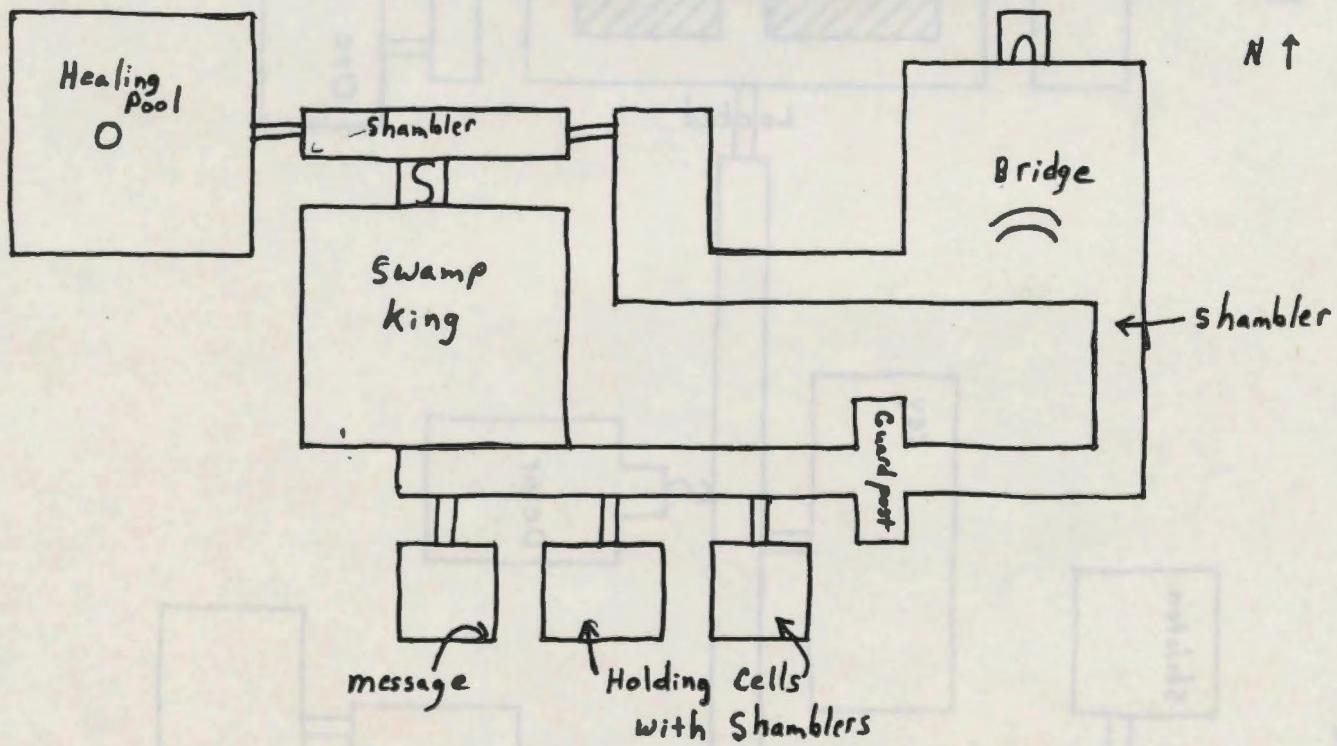
Q. What happens if I reset the dungeons?

A. The game will ignore all special items you have. You must then go back and get anything you need. This includes the Bless.

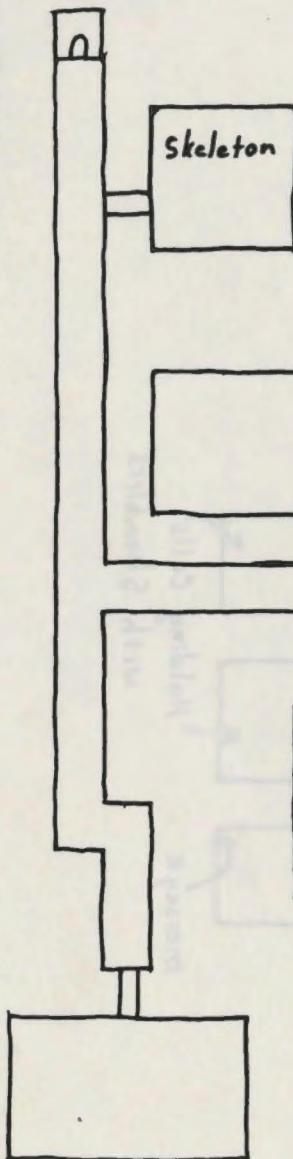
ELDRIN'S KEEP LEVEL II



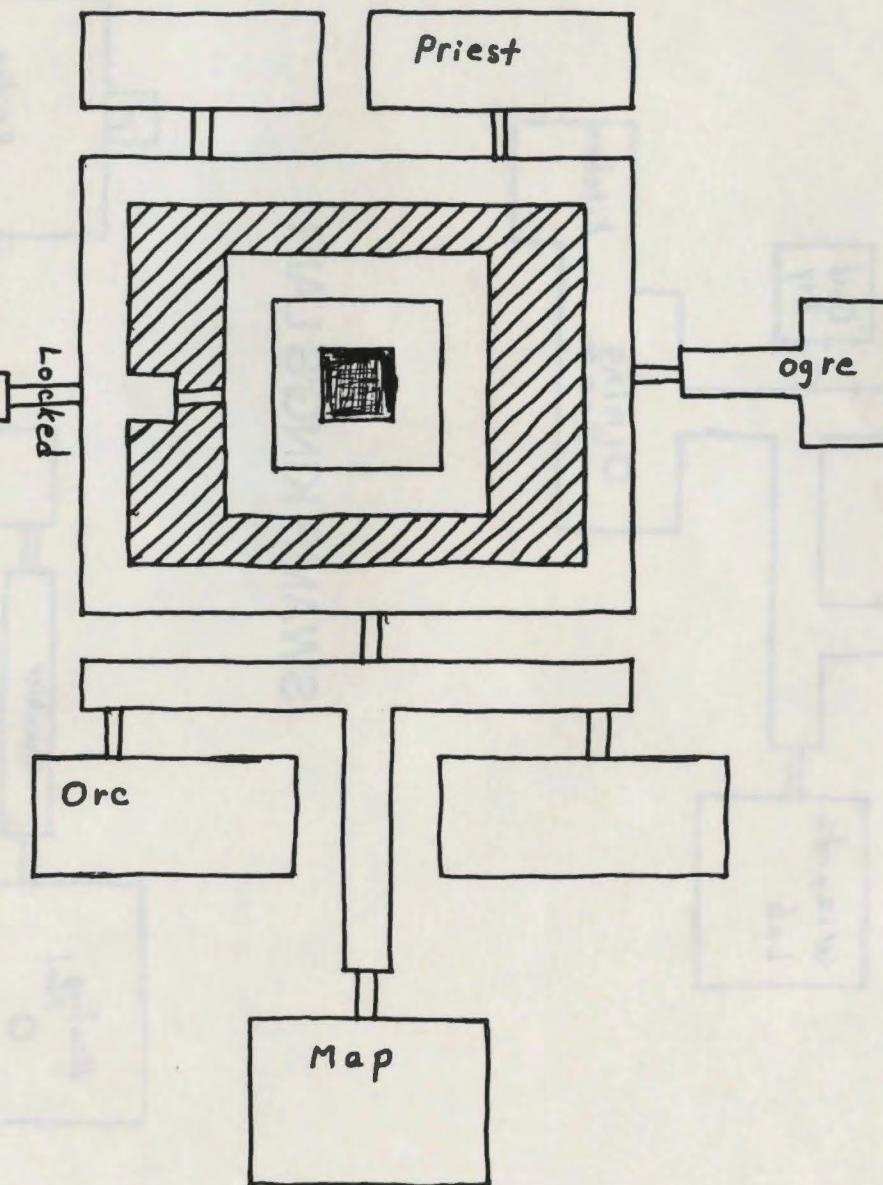
SWAMP KING'S LAIR



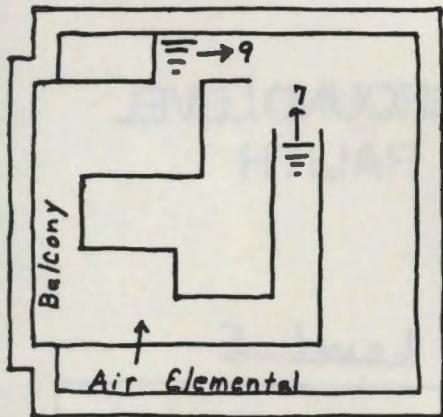
Entrance



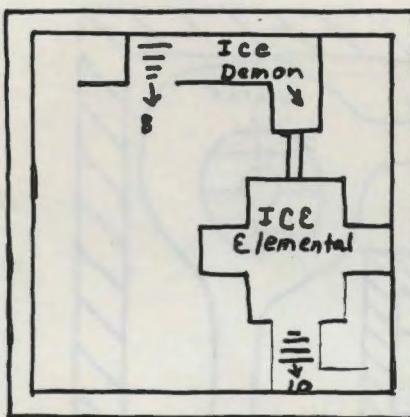
BLACK FORT



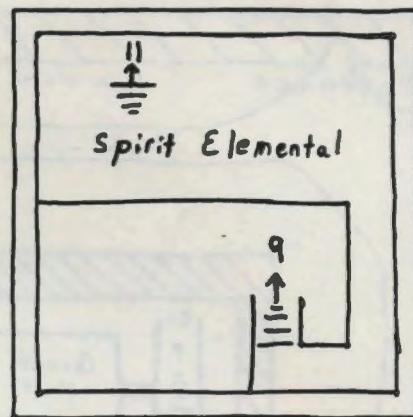
Level 8



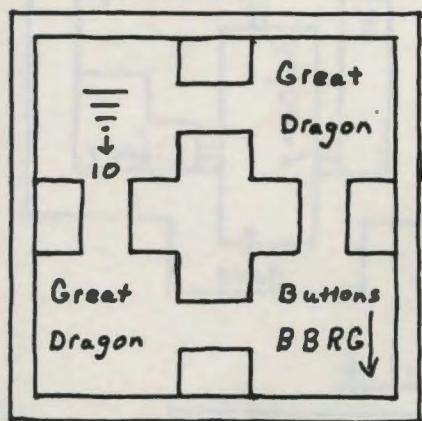
Level 9



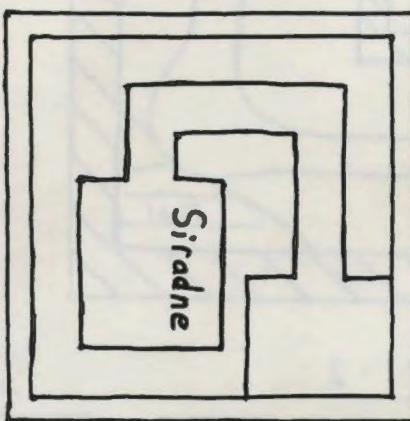
Level 10



Level 11

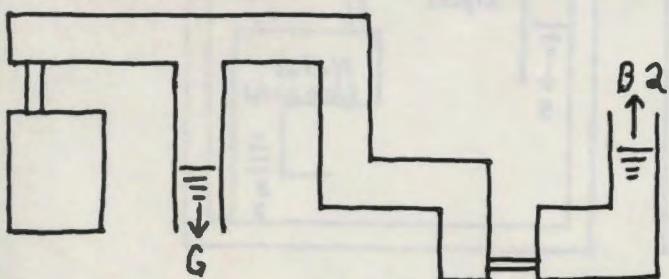


Level 12

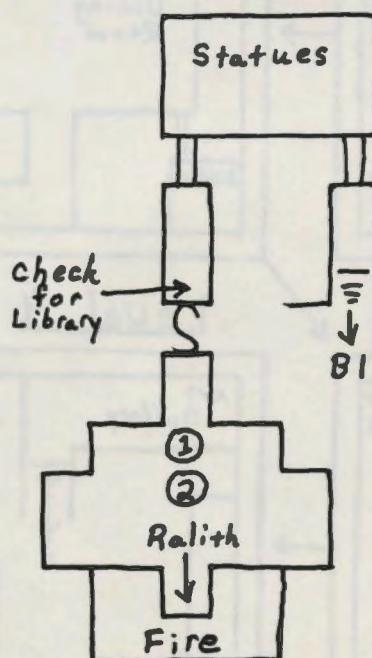


RALITH

Level B1 (Basement)

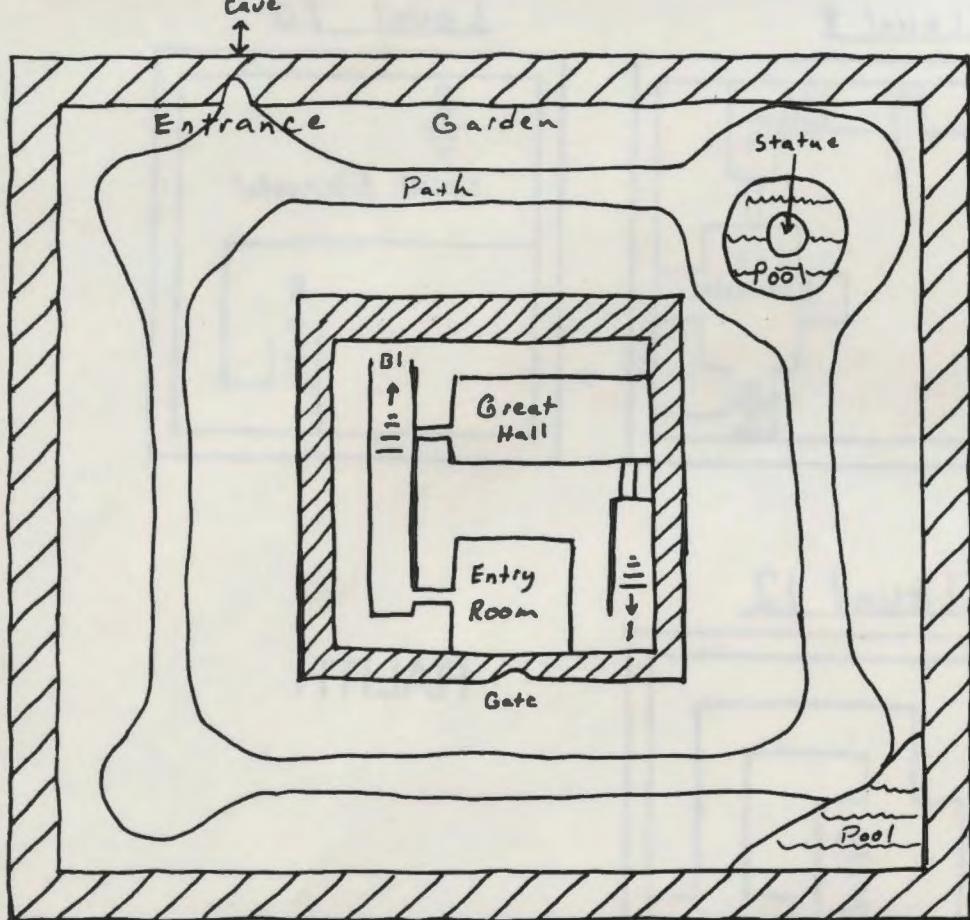


Level B2 (Basement)



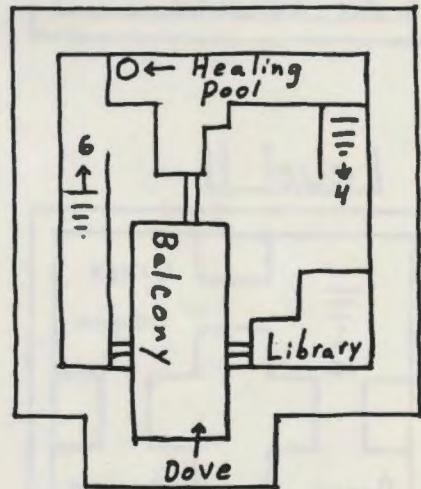
① = Check for Blessing

② = Wraith and Spectres

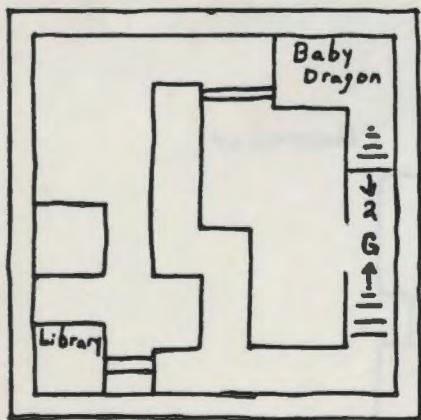


GROUND LEVEL RALITH

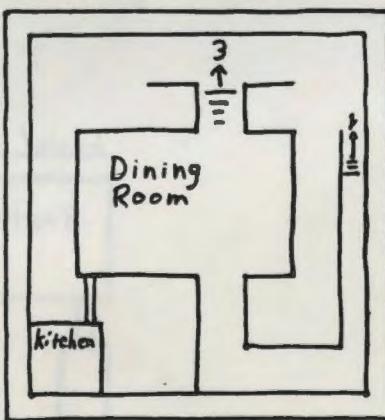
Level 5



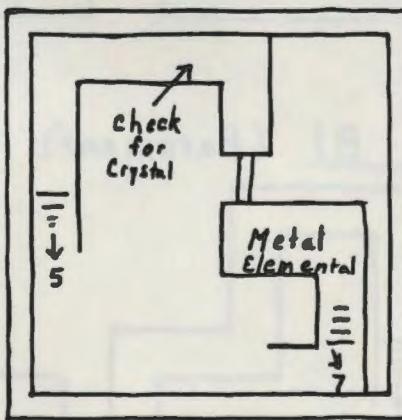
Level 1



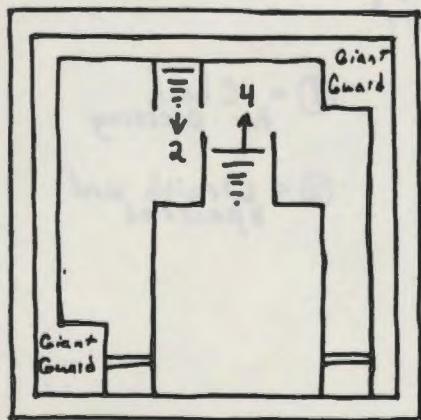
Level 2



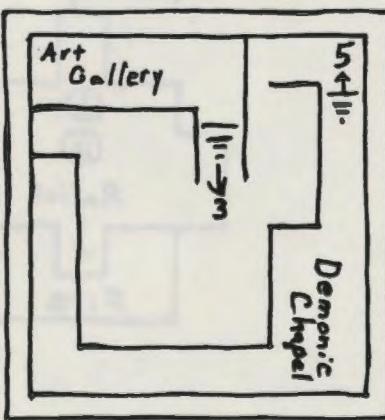
Level 6



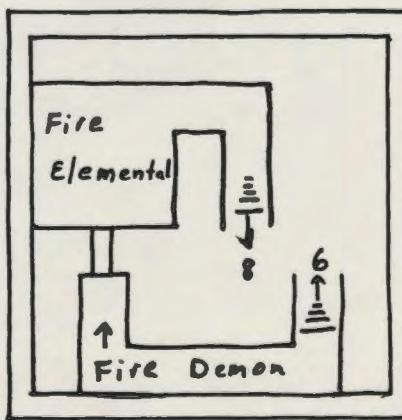
Level 3



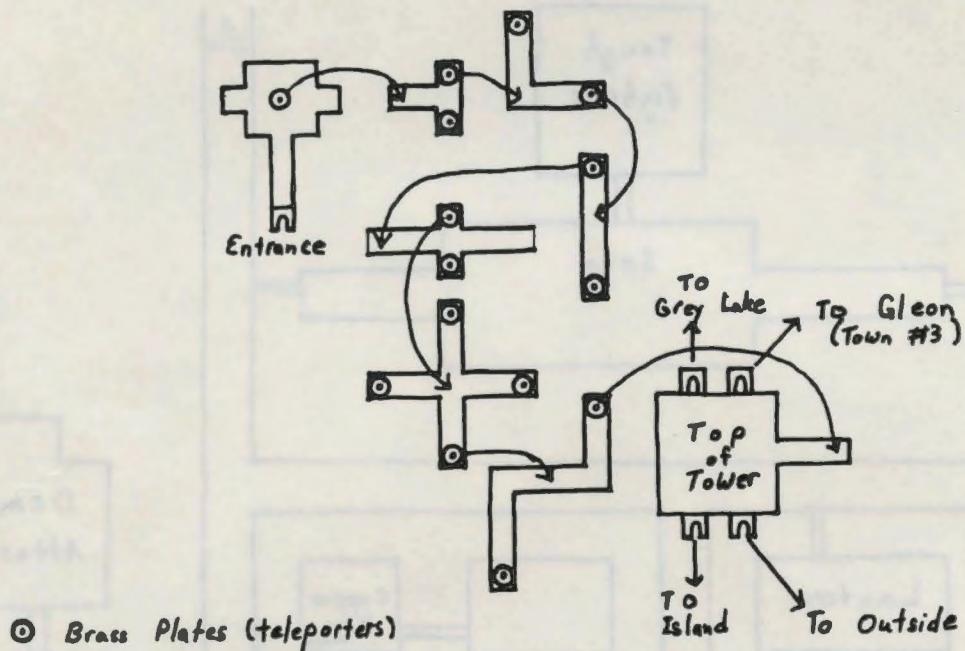
Level 4



Level 7

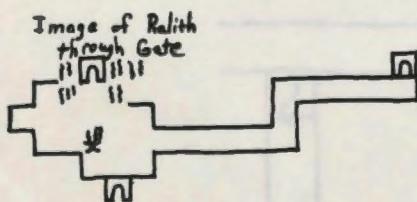


GATE KEEPER

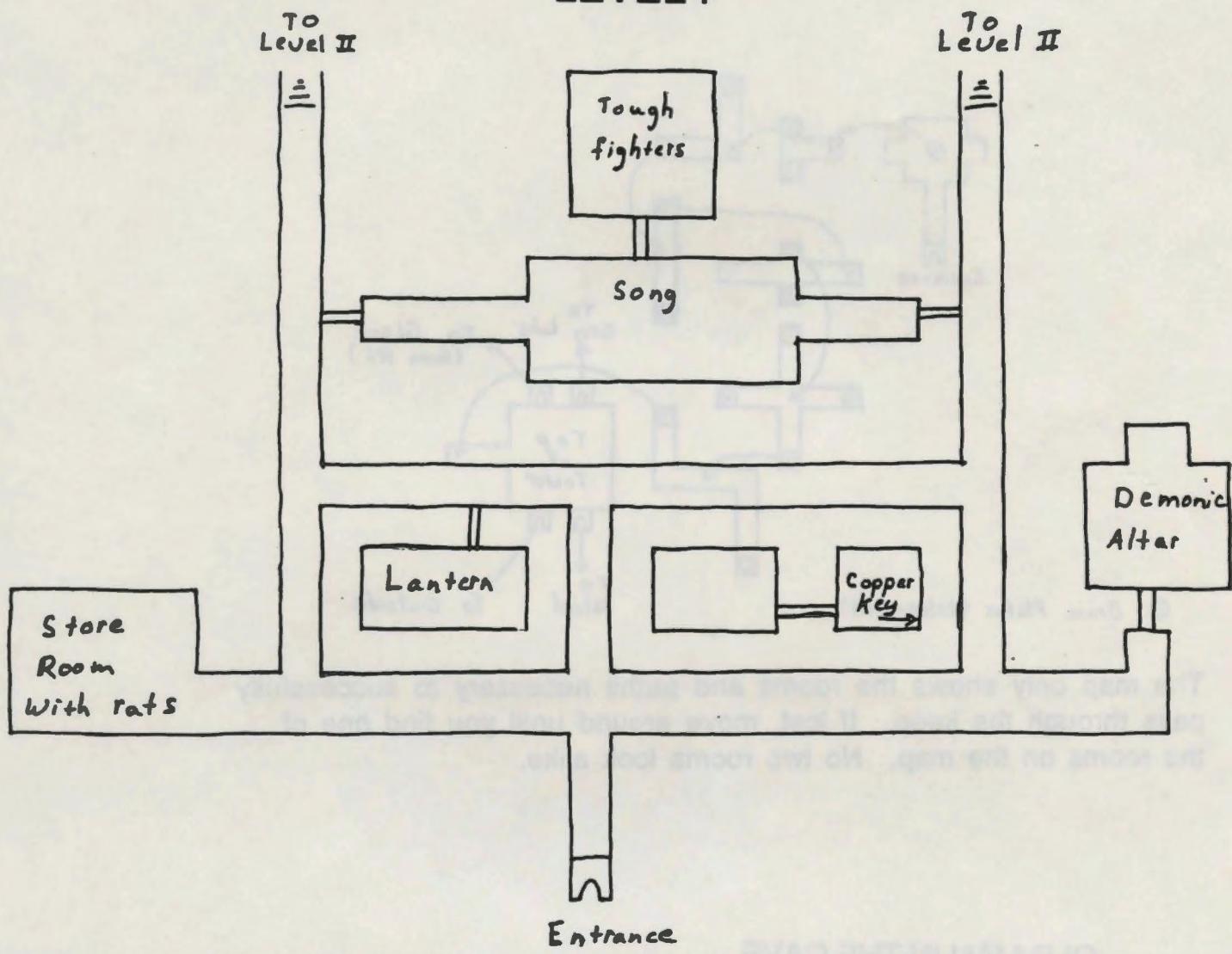


Note: The map only shows the rooms and paths necessary to successfully pass through the keep. If lost, move around until you find one of the rooms on the map. No two rooms look alike.

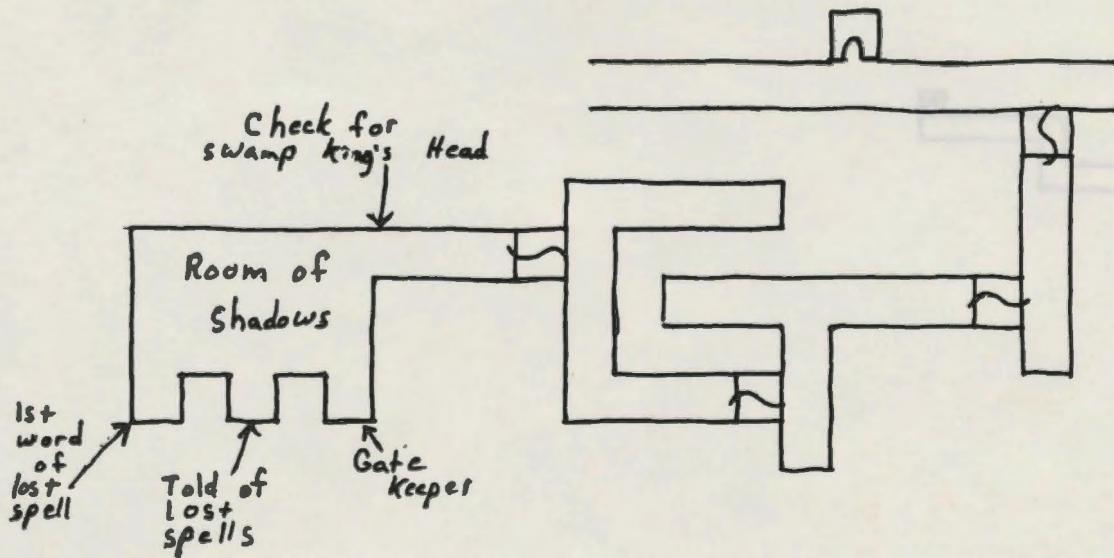
OLD MAN IN THE CAVE



ELDRIN'S KEEP LEVEL I



REBEL HIDEOUT



STAR COMMAND™ HINTS

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Q How many missions are there?

A Each game consists of 17 out of a possible 50 missions, using all of the 7 complexes (dungeons).

Q Where is Princess Viselda?

A She is somewhere in one of the three black holes. The coordinates for the black holes are 10,29; 28,14; and 23,06. You must enter each black hole and "down scan" on every planet of each star in the black hole.

Q How do I find Blackbeard?

A You must tunnel in his hideout using the drill that is found in the lower left corner of the screen. Fuel the drill with U-235 found in the bar. Search the vault in Blackbeard's room and take the gold.

Q How do I get enough money to go against Blackbeard?

A Go on espionage missions on high tech planets. Get as many saleable items as you can and go back to the star base to sell them.

Q How do I find the Celcaysic Plant?

A Look on planets with "low tech plant life". Don't give up, this is a very hard item to find. When scanning planets use "C" for "scientific mission".

Q Where is the Aquatic Planet?

A Star 2, Planet 1, Sector 29,22.

Q Where is the Pirate Skull Face?

A Star 2, Planet 4, Sector 23,29.

Q How can I defeat the Robot Drone or Recon Probe Ships?

A These are very tough. You need a weapon with more than 300 points and very good armor. Aim (aiming increases the percentage to hit) 3 times and fire repeatedly.

Q What is the password found in the Insect Missile Factory?

A THPI.

Q What kind of brandy do lizards like?

A Dosnebian Brandy.

STELLAR CRUSADE™ HINTS

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COMBAT**The game is too tough!**

The number one rule in Stellar Crusade is that if the game is too tough for a player, then set the difficulty level lower. Playing the game on pushover level with the two initial options (maintenance/training and command/control/fog-of-war) set to off is very easy, assuming that the player has read the rules at least a little. If the player still has trouble with the game, then read on.

My ships get blown to bits in space combat...why?

One of the easiest ways to get killed in space combat is to have fewer ships than your opponent. When the initial space combat screens come up, look at the comparison in number of weapons. If your opponent has about the same number of weapons as you do, then you have a fair chance. If he has more weapons, but the same number of ships, then your ships are under-armed. Remember, until all of the long-range anti-r weapons are expended, no short-range anti-r combat is possible. Therefore, having superiority in the long-range department is desirable. If you have more weapons than your opponent and you are still losing, then you have one of two problems: either your effectiveness is much lower than your opponents' or your commander is lousy. Read on for explanations.

My commanders are always rated at 1 or 2. Why use them?

Well, you shouldn't. If your commanders aren't at least 3's, then fire them. Use other ones. Of course, you won't know how good they are until they fight, so be careful not to get into any decisive fights until you know the level of your commanders.

What is more important, anti-r or anti-i?

Anti-r is much more important for combat ships. The only ships that should mount more than one anti-i weapon are ships to be used in the escort pool.

What is the best ship design?

That depends on the purpose of the ship. Examples of each type of ship and their appropriate usage:

Battleship - 1xCommand Module, 2xR-Scan, 3xLong-range Anti-r, 2xArea Defense, 1xShort-range Anti-r, 1xShort-range Anti-i (use as your fleet combat ship).

Escort Ship - 3xShort-range Anti-i, 2xShort-range Anti-r (use as your standard escort).

Raiding Ship - 1xI-space drive, 2xShort-range Anti-r (use as your standard raider).

Transport Ship - 8xcargo (this is identical to the "Working Girl" but without the unnecessary command module...use it in your transport pool).

Attack Transport - Use the "AT:Spiderbird." This is the best design of this type. (Use as your assault transport to carry army units to enemy planets.)

How do I tell which troops are the best?

Heavy Regulars are the best type of troops. Special Forces are cute and Security Forces are cheap but Heavy Regulars are the key to taking and holding planets. Make sure you allow your Heavy Regulars to train (put them on planets with lots of rations) before trying to use them. They will take planets much more efficiently if they are well rested and well trained.

By the time the war breaks out, in the Long Campaign scenario, how many of each type of ship should I have?

You should have at least 15 medium sized transports in the transport pool, at least six to eight raiders in the Raiding command, at least 12 escorts in the escort pool, and as many combat ships as possible. We recommend that you have a couple of attack transports ready when you go to war so that you can take some of the Republic's worlds early in the war. Also, have at least one heavy regular on every friendly world by the start of open hostilities. This will give you a much better chance of keeping your worlds when the fighting gets tough.

EXPLORATION

How may worlds should I be able to explore before all of them are taken?

Well, a better question is how many should my opponent be able to explore before I get the rest. The answer to that is that it depends on the level of play. If you are playing on pushover level and have the "Maintenance" option turned off, then you should be able to hold the Republic to only five star systems, six if you are unlucky. It is possible to hold the Republic to four, but it requires much luck to pull it off. If, however, you are playing on the Hideous! level, you will lose probably seven or eight systems. The biggest factor here is the "Maintenance" option. If it is ON, you will probably lose as many as ten systems to the computer.

Are there any key worlds that I should always explore first?

Definitely. Always explore the two worlds closest to home first, Kiffryn's Star and Bennett's Star. Then explore straight out from there. Make sure you get all three Ramage stars and both Epsilon and Delta Felis. If you succeed in this, the Republic player will be unable to attack your home systems without first penetrating your outer ring of systems.

ECONOMICS

How do I get my effectiveness to increase?

Don't spend all of your build points. Any points unspent at the end of the third allocations screen are automatically put into research. Also, having planets with Paleotechnology will make your effectiveness increase. It should be mentioned that it takes a long time for your effectiveness to go from four to five, but that the wait is worth it. Effectiveness increases the range of your ships and their combat capabilities as well.

How important is my Economics Report?

Very. The recommendations that it gives you will tell you what you are running short of and should be heeded. When the computer tells you that you need more capacity in your transport pool, it isn't kidding. It will only tell you this if you are below the minimum amount needed to get full effectiveness out of your raw material production. If the computer warns you to increase your escort command, do so. This means that limited hostilities are on the way and that you should prepare yourself.

What are the priorities in building up my worlds?

First, build as many mines and refineries as you can on Alger. Then build up some farms on Laird's Star. By this time, you should have found your "super world." This is almost always either Bennett's Star or Kiffryn's Star. Begin shipping colonists as quickly as possible. Also, build ten factory kits and ship them over. Once you have ten factories over onto your "superworld," you must begin building mines, refineries, and farms. Emphasis should be on the refineries and mines. By the time war begins, you should be able to have 20 operating factories here. Don't worry about building up several colonies at once. It is far easier to get a colony going fast once you jumpstart it than it is to jumpstart several at once. Your home planet of Alger shouldn't have to build any more factory kits once your "superworld" is started. Just keep building your fleet up from Alger.

Are Intelligence Centers useful?

Yes, but only to a limited extent. They prevent food riots. This is useful. However, their biggest function is the production of intel points. You can use these to recon enemy systems and to foment rebellion on enemy worlds. However, be warned that the computer will often defend itself very vigorously in this area. We suggest that you use intelligence points in a purely defensive role.

How important are Spares and Rations?

They are the key to survival for your fleet and your troops if the Maintenance and Training option is on. You must keep large amounts of spares near areas in which space battles are expected. Also, keep stockpiles at your home world so that the ships from the various commands can use them for repair. Also remember to have rations on any planets that have deployed troops. Your troops need rations in order to train up to their full strength.

WIZARD'S CROWN™ HINTS

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Q. What do I do if I get caught outside the gate at night?

A. Go back to your last save or do searches to make time pass. If you are in the ruins, you may take refuge in a temple by using the word Shalpa.

Q. How can I get more treasure?

A. Have one character with high tracking skill and one character with high searching skill.

Q. How do I get into Gozareth's Mansion?

A. The active character needs to have the Emerald Key readied.

Q. Where do I find the Emerald Key?

A. On a skeleton in a holding cell in the second level of the Old Thieves' Guild.

Q. How do I get to the second level?

A. Clear out the rubble in the fireplace and have 50 feet of rope on hand.

Q. How do I find the Old Thieves' Guild?

A. Go to the Rusty Nail Tavern in town and have your thief ask questions. The master will give directions on how to get there.

Q. How do I find the master?

A. Go downstairs in the Rusty Nail and have your thief examine the barrels along the north wall.

Q. Where is Gozareth's Mansion?

A. Directly below the city gate, about one and one-third screens down. It is inside a walled area guarded by golems.

Q. What should I get from the mansion?

A. The Golem Staff and the word "Robin".

Q. How do I get the Golem Staff?

A. You must find its three parts. One part is in a pickle barrel near the back stairs on the first level. One part is in the brick work in the school room on the second level. One part is in a chest filled with sticks on the third level. Search this chest twice. Make sure all parts of the staff are held by the same character.

Q. What is the Golem Staff used for?

A. To kill golems and gargoyles.

Q. How do I get the word "Robin"?

A. Bargain with Gozareth or kill him and search his library.

Q. How do I exit through the southern gate of the ruins?

A. Use the word "Breakfast".

Q. How do I enter the temples in the ruins?

A. Use the word "Shalpa".

Q. What are Wardpact Demons?

A. Special Demons with special weaknesses. Each demon will be vulnerable to one type of attack only: cut, thrust, or bash. You must find out what type of attack each demon is vulnerable to and use that type of attack against him.

Q. Where is the crown?

A. In the Palace on the sixth level in the Wizard's Lab. It is located under the floor near the wall opposite the door. You will have to fight Tarmon and his demons to get to it. Tarmon cannot be harmed by magic weapons so be sure to have some very fine weapons along to take him out.

Q. What answer do I give to the demon who holds the crown?

A. Dorval.

Q. Where is the Palace?

A. Two screens down and one to the right from the gate into the ruins. It is located inside a wall and on top of a hill.

Q. How do I get into the Palace?

A. Use the Emerald Key and the guard word Robin.

Q. How do I get through the invisible Maze?

A. Use the map you find in a bookcase on the first level. The lines are the halls and the orange dots are the traps.

Q. How do I get through the doors on the 4th level of the palace?

A. The doors are a giant combination lock. Certain doors must be open or closed for other doors to open. The correct combination is on the pedestal in the maze.

Q. How do I get past the block and tackle?

A. You must have 150 feet of rope.

Q. What do I do once I get the crown?

A. Save the game as soon as you leave the dungeon. You need to get the crown back to the city. The crown attracts monsters. Every time you enter a new square, all of the monsters will attack you.

Q. What happens when I get the crown back to town?

A. Your characters have their abilities increased. The size of the increase depends on how long its takes you to complete the quest. The less game time that has passed, the greater the reward.

WARGAME HINTS

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Antietam, Gettysburg, Chickamauga, Shiloh:

Q. Why won't my units fire the way I want them to in the Gettysburg: The Turning Point and other Civil War games in the series?

A. There are several possible reasons. Your units may not have sufficient Operations Points to fire as you want. Your unit's line of sight to its assigned target may have been blocked (units may move to block line of sight). The computer may have overridden your orders and assigned different fire priority. The computer will do this for infantry to permit fire at an adjacent enemy unit. It will do this for artillery to permit fire at units within three squares. The computer assigns priority in the following order: adjacent artillery, adjacent flanked unit, adjacent unit, non-adjacent artillery unit, non-adjacent flanked unit, any other unit.

Q. Why do I only get one map card with my Gettysburg: The Turning Point and similar Civil War games when the rulebook says I should have two.

A. The information provided in some of the rulebooks is incorrect. Only one map card is provided with these games.

IBM Compatibles:

Q. Why won't my SSI wargame run on my IBM compatible system?

A. There are two likely problems here: one is that some of the older games require IBM BASIC to run and some compatibles don't have this kind of BASIC, and the second is that not all systems which claim to be IBM compatible are sufficiently compatible to run all software designed for IBM systems. Most modern IBM compatible systems are sufficiently compatible to run our newer games. Some exceptions to this are systems which are using their own versions of MS DOS. Most incompatibility between older SSI games and IBM compatibles is due to the games being programmed to run on IBM chip resident BASIC. Only the oldest versions of compatible BASIC (Compaq or Eagle) will emulate IBM chip resident BASIC well enough to run the games. Modern GW BASIC will not.

Q. Why won't SSI games run on my PCjr?

A. Most SSI games will run on the PCjr, but they require 384K of memory on this system.

Q. What is a Documentation Check?

A. It is a form of copy protection which requires the user to have the documentation provided with a game in order to be able to play it. A Documentation Check will ask you for certain information that is contained in the rulebook. You need to find that section of the rulebook, locate the information as indicated by the Documentation Check screen, type that information on your keyboard, and press the RETURN/ENTER key.

Q. Why do you have Documentation Checks?

A. They replace the physical copy protection we used to have. By removing the physical copy protection, we make it easier for our customers to make back-up copies of the games or install them on hard disks. The Documentation Checks are there to give us some protection against software piracy.

Wargame Construction Set:

Q. Why does my Wargame Construction Set (Atari) game mess up when I save a game to the fifth slot?

A. You can only save a game in progress to this slot. To save a game from a scenario you have made yourself, you have to use a separate save game disk.

Q. Why can't I save a game on the disk that comes with my game?

A. Most of our disks are write protected. This is to prevent you from accidentally writing over (and destroying) the programs you need to play the game. Games should be saved to separate disks. If you have an IBM or compatible system, you need to have the save game disk formatted before you can use it to save a game.

Q. How do I save a game from the Wargame Construction Set?

A. 1) For the Commodore, the first step is to go to disk access and use F1 to format a blank disk. You may choose to create a scenario or modify an existing one. Before you use any save function, make sure the save game disk is in the drive.

2) For the Atari, you must first format a blank disk with Atari DOS 2.0 S. No other DOS will work. You may also make a copy of the scenario disk and save to that. Make sure the save disk is in the drive before selecting the save option.

Kampfgruppe:

Q. How do I move units in Kampfgruppe and other Gary Grigsby tactical land games?

A. Press the keys inside the parenthesis () as indicated. (G)et the unit. Move the cursor to the desired location using the (1-8) keys. Press the (M)ove key. Choose the desired speed. Note that units will begin to move toward the chosen objective after a certain number of pulses have passed. This is to simulate the time it takes for units to react to new orders. Units do not teleport to their objectives.

