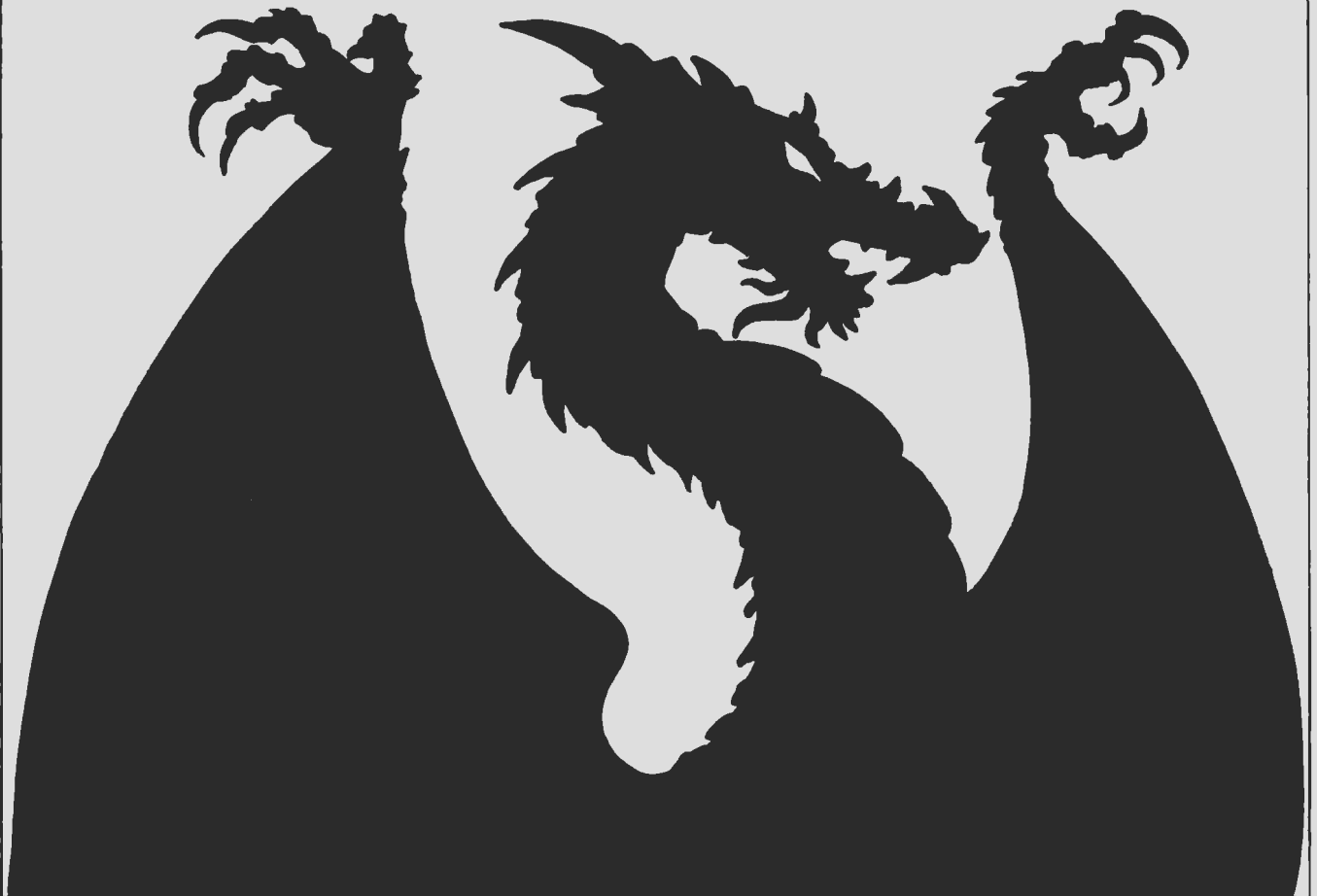


# DRAGON WARS

Combining the most enjoyable aspects of *Wasteland* and the *Bard's Tale* series, *Dragon Wars* takes place on the watery planet, Oceania, as it orbits the distant star Sirius. As soon as your Pilgrim ship docks at the town called Purgatory, you're stripped of all weapons and gold. Your first goal is to escape this prison town. Then you'll set out to bolster your party of four by recruiting NPCs, acquiring up to 65 spells in the four types of Magic (Low, High, Druid, and Sun), and completing an assortment of mini-quests, most of which can be solved in any order. Everything leads up to confrontation with the villain, Namtar — the beast who captured the throne of King Drake. When you finally meet Namtar, you'll have to slay him *three* times before he's truly defeated.

As in *Wasteland*, alternative solutions exist for many puzzles. (There are five ways to get out of Purga-

tory, for example.) You can actively use skills as well as objects to solve puzzles, as in *Bard's Tale III*, and though it employs a pop-up window interface, *Dragon Wars* has a *Bard's Tale* feel. (It even supports characters from that series.) A useful auto-mapping feature simplifies the quest, while the spot animation and graphics — featuring oversized 3-D pictures that are shown in double hi-res on the Apple — are among the best Interplay has done. The only things missing are impressive music and sound effects. With its challenging mix of puzzles and combat situations, the Apple version of *Dragon Wars* was named Best Fantasy RPG of 1989 by *QuestBusters*, and subsequent versions are also highly recommended.



**Type:**  
Fantasy Roleplaying

**Difficulty:**  
Advanced

**Systems:**  
MS-DOS (256K, CGA/EGA/VGA/MCGA/  
Tandy 16-color, mouse optional), Amiga (512K);  
Apple (128K required, mouse optional); C-64

**Company:**  
Interplay

## The Solution

Alternative solutions exist for many of the puzzles in *Dragon Wars*, so the solution below, while it will get you through the quest, doesn't tell you where to find every spell and treasure. The accompanying maps are drawn from the same perspective you see on-screen in the auto-mapping feature. Numbers in parentheses correspond to paragraphs in the game manual. If you are looking for certain items and spells, check the list that follows the solution.

### Character Creation

You can create up to four characters (the rest are NPCs). Give Fighters high Strength, Dexterity, and Health as well as a weapon skill. You can also give them Low Magic skill. Mages should have Low Magic and one of the other schools of magic, plus a good grounding in Spirit so they will have enough power to cast spells. Stun is your Health score and establishes your Hit Points, while Power equals twice your Spirit score. Mages should also have a weapon skill to start — the suggested skill is Bow.

### Skills

The Lore skill will yield messages in certain areas, but only one party member needs the skill to receive a message. You will need the following skills to finish the game: Climb, Swim, Lockpick (level 4), all Mage skills, Bureaucracy, Bandage, and at least one weapon skill per person. Useful skills include Fist Fighting and Tracker.

### Combat

Put Fighters in front and Mages in the rear — Mages have ranged weapons. When fighting Mages or Wizards, get within your spell range and concentrate your spells on them, while Fighters take care of the others. If a certain portion of the game is too difficult, return after gaining experience and levels and try again.

### Getting Non-Player Characters to Join Your Party

You must first go where they hang out in various towns (taverns, for example). Listen for rumors, then ask for volunteers. There are taverns in Purgatory, the Slave Camp, Phoebus, and Freeport.

### Treasure

If you can't take everything you find, take the best things. When you look at a cache, you can select which items you want to take, but once you've made your selection the entire treasure is gone. (The computer assumes that you have taken it all.) If you try to get it again, the treasure won't be there. If your inventory is full, and you can't add any treasure to it, go to the nearest store and sell some items before going to the next cache.

### Surviving in Purgatory

First go to the tavern and ask for volunteers. Then go to (10) on the map to get Low Magic spells for your Mages. To add spells, use the scroll in your inventory. To get equipment without having to pay for it, go to the Arena (4), where you get a choice of weapons; choose the appropriate melee weapon for non-Mages, and bows and arrows for the Mages. Get armor and equip all of it before making another move. If you don't want to fight the six gladiators, run away. If you engage in combat and win, you will get Citizenship Papers. (You can also get them for free later.)

After leaving the Arena, go to the Black Market (C), which will buy almost anything. If you sell anything there, *keep one item for later, preferably a weapon*. Upgrade weapons where you can. If you want to get more gold while in Purgatory, you have to fight for it. Humbaba is a very formidable enemy in the northeast corner. After defeating him, go to (77) and collect 1,000 gold.

### Getting Out of Purgatory

There are five ways to escape: through the Magan Underworld, by selling yourself into slavery, getting thrown out with the dead, finding the secret door and fighting your way out, and fighting your way out the front gate. This solution takes the easiest of these paths — through the Underworld.

### To the Magan Underworld

Go to (3) in Purgatory and answer "yes" to the question about praying to Irkalla, then offer the item that you saved from the Arena. If you get the message that Irkalla is pleased, you can go on. If you get the message that Irkalla is silent (and this is

the first time you've tried this), offer another item (try offering a weapon). You only need to make one offering per game. After getting the "pleased" message, go South, then East to the spot marked (D) and answer "yes" to enter the Magan Underworld.

### **In the Magan Underworld**

From (A), go to Irkalla's Realm. From the inner door, go one East and two North. You will go off a cliff and die. Now press "X" and see how many points you can spend on Attributes and Skills as a reward for your bravery. You can do this any time you can begin a new game. If you begin a new game, your characters retain their stats and attributes, but lose all of their items. You can take advantage of this feature to make mega-characters out of wimps. Once you are in the Underworld you need never go back to Purgatory.

In the Underworld, check out the following items and places: the Magic energizer, marked with an (L); the treasure to the south of (1); the cave that tells you the object of the game (127); the five stairs up. Next go to (B) and answer "yes," which takes you to Tars Ruins. (To get back down to the Underworld, use your Climb skill.) Kick each wall until you find the secret door. (This is a *small* wrap-around map, so check the overview often.) The secret door is on the north wall. Now go one west and kick south. Get the stone arms. Turn around and kick north. Get the treasures in the other rooms. In this area, secret doors are identified by the message: "Your footsteps sound hollow here." Once you are done here, take the stairs up to the surface and go to the Ancient Ruins (H).

### **Ancient Ruins**

After stepping off the stairs down, turn around and use Strength to lift the rock covering the stairs. Once you have done so, you don't need to do it again. Get the treasure from the two places on the map, being sure to get the spells on the south shore. Then leave town. Now you are outside, so follow the north coast to the next town and enter the Slave Estate.

### **Slave Estate**

There is lots of treasure here. Start by working your way around the building and get the treasure in the center of the northeast room. Then go into the next room to the south. Go through the west door; do so again in the next room. Go to the northwest corner and find the secret door at (A). Before going through it, use Strength. This will get you some more treasure. Then go west through the door and

fight the set encounter. After winning, gather the treasure in this room. (You only need one mirror.)

Exit this area the same way you entered. Walk around the building to the southwest room. Enter the door and use the mirror. This will freeze a Gaze Demon in his tracks and turn him into a statue. Leave the town. If your inventory is getting full, return to The Underworld and sell unnecessary things in Lansk Undercity. Get the cache that is behind a large rock on the southern coast. Then go to the Slave Camp southwest of Purgatory.

### **Slave Camp**

First go to the Tavern (A) and ask for volunteers. Louie will join your party. Next go to (C) and use Low Magic skill to open the door. Then go to the closet in the northwest corner and get the cache there. Then go to (19) and cast a Low Heal spell or use a potion to heal the man. He gives you some Sun Magic spells. Then find the other cache behind the Mage's house.

Return to Lansk Undercity to sell and upgrade armor and weapons. Don't forget to buy the Druid spells in the Magic Shop (H) behind the secret door on the west side of town.

While in Lansk Undercity, go to the east side of the central area and find a secret door (F) leading west. Enter that door (I) and unlock the next door. Enter the room, go to the northwest corner, and cast a Lesser Heal or use a potion. This will get you the Dragon Gem, which is necessary to win the game.

Return to the Magan Underworld and go to (C) to reach Mystic Woods. Get all of the treasure, spells, and mushroom. Exit to the outside. If you ever want to go back to the Underworld from here, use the Climb skill at the Well, which takes you to the Underworld. Now go to Phoebus.

### **Phoebus**

First go to the Tavern (B) and ask for volunteers. Gather all the treasure, then go to the temple (E) in the north-central part of town. Fight Mystalvision and run away. You will be knocked unconscious and thrown in the dungeon.

### **The Phoeban Dungeon**

Friends on the outside will release you when the time is right. Just keep running into the walls of your cell until the door is unlocked. Go to the northwest corner of the cell block. After the battle, find the secret door at (B), near 102 on the south wall. Follow the south wall until you see the

message (M). Face north and go through the secret door. Get the treasures, using the secret word Gbmjgby. Fight Mystalvision in the north-central room (C) and get more Sun spells. Climb through the rubble and go to the ladder up. Before leaving town, visit the tavern and get Berengaria's message.

Cross the bridge to Lansk to collect two treasures. Do not attempt to open the chest in the first building you see unless you have Lockpick skill of at least four. Warning: This part of the game is extremely tough; if you cannot defeat the Guards, get experience and advance a few levels until you can win. Enter the second building (across the bridge) twice and fight. Cast a Sense Traps spell and continue onward until you get the treasure. Go back to the Mystic Woods. In the middle of a circle of trees just west of the pond is a teleporter (G). Use it to go to Quag and then on to Mud Toad.

### **Mud Toad**

Use the Stone Arms at the statue (20). Find Berengaria in the northeast corner of the Tavern (A). Then go directly west, get the message, back up one step, and cast Create Wall at (D). Go to (113) and collect Golden Boots. Then go to (30) and sell your surplus items. Leave town and go to Smuggler's Cove.

### **Smuggler's Cove and the Order of the Sword**

This section is also extremely tough. If you cannot defeat the Pirates, get experience and advance a few levels until you are able to do so. Go forward to the building. Use Bureaucracy and offer 100 gold to enter the building. Enter the building and exit through the west door. Fight to win your ship and the Jade Eyes. (If you leave through the south door, you won't get your own ship.) Set sail for Freeport and go to the Order of the Sword and fight a battle to get the Stone Hands and the Soften Stone spell. Wander around town and get any upgrades you want and can afford. Dragon Stones are available here, too. Set sail for Necropolis.

### **Necropolis and Smuggler's Cove**

Turn right and enter the city, pick up the Stone Trunk (A) and make your way through the city to the secret door (B). Go through the door and advance on the Stone Demon, which will run when you get within ten feet of it. Wend your way through the tunnel to the big encounter at (114) and get the Silver Key and Inferno Spell. Return to the ship and head back to Smuggler's Cove. Go to Mud Toad and leave the Stone Trunk and Hand at the statue (20). Stock up on Dragon Stones and

travel back to Lansk Undercity through the Magan Underworld. Get a King's Ferry Ticket at E.Z. Paperwork (G) on the west side of town. Then use it to leave town on the King's Ferry (B).

### **Old Dock**

At (O) on the surface map, go to the southwest corner and find a statue. Use Strength to move it and find more treasure.

### **King's Isle**

Go to the Dwarven ruins and use the Kbef fzft in the statue, then go west and down into the Dwarven Clan Hall. Go to (119) and cast Soften Stone to thaw the Dwarves. Then go get the treasure and leave town. Travel to Snake Pit.

### **Snake Pit**

Go to (80) and get the treasures, including the Stone Head, here and from the other two sites. To get back to the other side of the one-way bridge, go to the boathouse and use the Tjhofu Sjah to get to the boat at the dock. You'll be ambushed by Guards and taken to King's Home dungeon.

### **King's Home Dungeon**

Go to (65) by using Lockpick. Fight a small battle, then go and get the treasure. Go upstairs to (131) in King's Home and get the treasure here.

Now go to the teleporter just south of King's Home and go to Mystic Woods. Then go to Quag to sell the surplus stuff in Mud Toad. Put all the stone pieces that you have now on the Statue, and stairs will appear. This is the Entrance to Lanac'toor's Lab. (This is a small wrap-around map so check the overview often.) Go get the treasures (especially the Spectacles in the southeast room) by using Soften Stone.

Then go down to the Underworld through the stairs in the adjoining room. Now go to Mystic Woods and go to the Island in the middle of the Pond (use the Golden Boots). Go to the other end of the island and use the axe. Get the Enkidu token. Now go back to your ship and sail to Rustic.

To get past the first Guardian of the Bridge use the Token. There are a couple of encounters on the Bridge to the Magic College.

### **Magic College**

Enter the Magic College and walk around the wall until you see the message, then face the wall and use the Spectacles (from Lanac'toor's Lab) and go through the door. In the first room, cast a chill spell

(Ice Chill or Big Chill). You will be teleported. In the second room, cast a Firestorm Spell. You'll be teleported. In the third room, cast a Cloak Arcane spell. In the fourth room, fight the Philistine without casting *any* spells. In the next room, cast Disarm Traps. In the next room, ignore the Mage and go to the next room, where the wizard will offer you three items. Choose the Soul Bowl, then take it to the Mystic Woods and use it at the stone southwest of the teleporter. This will give you more Druid Spells. Now go to Dragon Valley (on the same island as the Sunken ruins). Get all of the treasure (Dragon's Teeth, which sell for 3,000 gold each). Then go to (134) and use the Dragon Gem. Now go after the Freedom Sword.

### **The Freedom Sword**

Warning: the Freedom Sword is *not* in Freeport. That is a trap set by Namtar to kill you. And if you cast a Sense Traps spell there, you will turn the town of Freeport into a ghost town forever. To find the Freedom Sword, go to Irkalla's realm and then to (I), using the Golden Boots. Use the Tjmwfs Lfz to free Irkalla. She will give you a Water-Breathing potion to use in the Sunken Ruins to get the Skull of her son, which you must take to the Forge in the Dwarven Clan Hall. Now, go to the Sunken Ruins in your ship.

### **Sunken Ruins**

In the Sunken Ruins go to the stairs down and use the Water-Breathing Potion. Once downstairs go to the Clam with the Skull in it and get the whole clam (B). Take it back upstairs and leave town. Go back to the Underworld and use the stairs (D) to the Dwarven Clan Hall Forge. Leave the Skull there and go back to the island in Irkalla's Realm. Get the Sword and equip it. Now go back to King's Isle and go to the Siege Camp. Walk in the front gate and join the Army.

### **The Siege Camp**

Go to (90), then go get all of the treasure. Go to the Black Market to sell surplus, then go back to (90). This will take you to the battle front. Leave town and enter Byzanople. Go to (37), then to the stairs down. Once downstairs, use Strength at the other end of the tunnel. Then go to the stairs up where you will meet with, and surrender to, the King's Daughter. She will take you to her brother. (This is where you join *his* army.)

Go get the treasure and head to the stairs up. Once upstairs, you get transported to the Siege Camp through a secret passage. Go to the other end of the open area and fight a big fight. Next, go back

through the secret passage to Byzanople and sell any surplus items. (The Siege Camp has free Healing if you need it.) Leave town and go to King's Home.

### **King's Home and the Ferry to Nisir**

In King's Home use the Tjhofu Sjoh to get into the Castle. Then go to (PG) and get Pilgrim's Garb for everyone. Leave the Castle and go to the Old Dock. Everyone must wear the Garb to get on the Pilgrim's Ferry. The ferry takes you to the island where Salvation and Nisir are found.

### **Salvation**

Once in the building and past the Guards, go outside (through the unlocked door) and wander around the island to get to Salvation. After leaving the building, you can put on your regular Armor and discard the Pilgrim's Garb. In Salvation, go to (97) and use the Freedom Sword (this makes the sword magical). Get the treasure—you'll probably need all 30 Dragon Eyes in here. If you don't have much room in your inventory, either drop a lot of things or go to (100) and go downstairs to the Underworld, then sell things in Lansk Undercity and return to get the Dragon Eyes. When you have them, go to (55) and use the Golden Boots to cross the Chasm. To avoid a battle on the way, go to (B) and use Intelligence and Climb to reach (55). Enter the doors and go forward until you fall through the floor. You are now in Nisir!

### **Nisir**

If you don't feel strong enough to fight Namtar and win, there is a stairway up just southeast of (A). If you do want to go on, go two North, three West, one North, cast Soften Stone West (at SS on map), one West, cast Soften Stone West (at SS on map), one West, cast a Light spell or use Magic Lamp, use Apple Ilgs (on the Apple version) or a Guidance Spell, then move four North, five West, Picklock West (at B on map), three West, twenty-two South, five West (going through door at C), cast Soften Stone north (SS on map), three North, two West, one South, one East. (This teleports you to the Battlefield; if you don't want to fight Namtar now, go north to the stairs.) If you still want to fight Namtar, go two South and use the Dragon Gem to call the Dragon, who will kill Namtar and all of his armies the first time. You must kill Namtar three times and get the Body. (This teleports you to Magan Underworld, northwest of the Energizer.) Go one South, one East, two South, fight, get Body, Heal, go back and reenergize, two South, twelve East, twenty-one South, one West, two South. Answer "yes" to the Bad Faeries, who

take almost all of your Health and Stun. Bandage and/or Heal all, move three South, fight, two South, use dead body and watch the ending.

### Spells And Where To Find Them

Soften Stone	Order Of The Sword In Freeport
Charger	Order Of The Sword
Earth Summon	Old Dock On Kings Isle (Under Statue)
Mystic Might	Dwarven Clan Hall (Dwarven Ruins)
Fire Storm	Lanac'toor's Lab Under Mud Toad
Zak's Speed	Lanac'toor's Lab
Kill Ray	Lanac'toor's Lab
Mage Fire	Lanac'toor's Lab
Dazzle	Lanac'toor's Lab, Byzanople Dungeon
Sun Stroke	Lanac'toor's Lab, Phoebus, Slave Camp, Tars Ruins
Poogs Vortex	Phoebus
Death Curse	Phoebus, Tars Ruins, Mystic Woods (SW Corner)
Create Wall	Phoebus, Lansk Undercity
Mithra's Bless	Phoebus
Fire Light	Slave Camp (Inside Mage's Room), Tars Ruins
Healing	Slave Camp (Behind Mage's Room)
Cloak Arcane	Slave Camp (see above)
Sense Traps	Slave Camp (see above)
Scare	Slave Camp (see above), Necropolis, Mystic Woods
Greater Heal	Slave Camp (Old Man's Sick Room)
Air Summon	Old Ruins South Shore
Elvans Fire	Old Ruins South Shore
Exorcism	Old Ruins South Shore
Guidance	Old Ruins South Shore
Wood Spirit	Lansk Undercity, Phoebus (Fight Mystalvision)
Cure All	Lansk Undercity
Fire Blast	Mystic Woods
Insect Plague	Mystic Woods, Necropolis
Armor Of Light	Fight Mystalvision in Phoeban Dungeon, see Berengaria in Mud Toad
Major Heal	(see above)
Disarm Trap	(see above)
Holy Aim	(see above)
Rage Of Mithras	Berengaria
Reveal Glamour	Freeport "Magic Inc."
Sala's Swift	Freeport "Magic Inc." & Dragon Valley
Vorn's Guard	Freeport "Magic Inc." & Dragon Valley
Cowardice	Freeport "Magic Inc." & Dragon Valley
Radiance	Bridge S. Of Lansk In Building On South Side
Ice Chill	Bridge S. Of Lansk In Building On South Side
Big Chill	Necropolis & Byzanople Dungeon
Inferno	Necropolis

### Lanac'toor's Many Pieces

**Stone Arms:** In Tars Ruins. Go up from Magan Underworld, kick north, one West, kick south, get Arms.

**Stone Trunk:** In middle of the first room after you land on Necropolis.

**Stone Hand:** At Order of the Sword in Freeport, after an encounter.

**Stone Head:** King's Isle, on west shore of Snake Pit. From the start, go five South, thirteen West, seven North, one West. To get off this part of the continent, you must get the other treasure from this city. From the Head, go three East, five South, four East, two North, kick north, one North, one West, get Treasure. Keep the Signet Ring; sell the rest. Kick south, get Treasure. Kick north, one East, one South, kick south, two South, two East, one North, two East, five North. Use Signet Ring, two North, one East, kick north, one West, one North, one West, answer "yes." You'll land one South, two East of King's Home. If you haven't been captured by the Castle Guards and taken to the dungeon this will happen now (only once per game).

After obtaining all the pieces, take them to Mud Toad and find the rest of the Statue (one West, seven North, one East). Use each of the Stone parts. When all the parts are in place, the Statue heals itself and reveals the stairs to Lanac'toor's Lab. To get any treasure here, you need the Soften Stone spell. See map for directions.

### Special Items

**Golden Boots:** Let you hop across certain bodies of water. You must save Mud Toad from sinking in order to obtain them, which requires a Create Wall spell. To save the city, go one West, nine North from the inside gate and cast Create Wall to the west. Then go two East, two North, three West and fight. Move one South, one West, read message and get Boots.

**Inkidu Token:** After obtaining the Golden Boots, go to the Mystic Woods. From the NE corner, go six West, ten South, one West, use Golden Boots, one West and use Axe.

**Dragonstones:** These recharge a Mage's Spell Points up to 20 points each.

**Dragon's Eyes:** These recharge a Mage's Spell Points up to 30 points each.



**Magic Lamp:** This casts a Light spell that only goes out when blown out.

**Apple IIgs:** This casts a Guidance spell.

**Gatlin Bow:** This Bow can fire fully automatic. When used with the Magic Quiver, it's an unstoppable weapon.

**Magic Quiver:** Never runs out of arrows. It also casts a Firelight spell.

**Holy Mace:** Casts an Exorcism spell.

**Signet Ring:** After getting you back from the wrong side of the one-way bridge, the Ring can be used to get back in the Castle to get the Pilgrim's Garb.

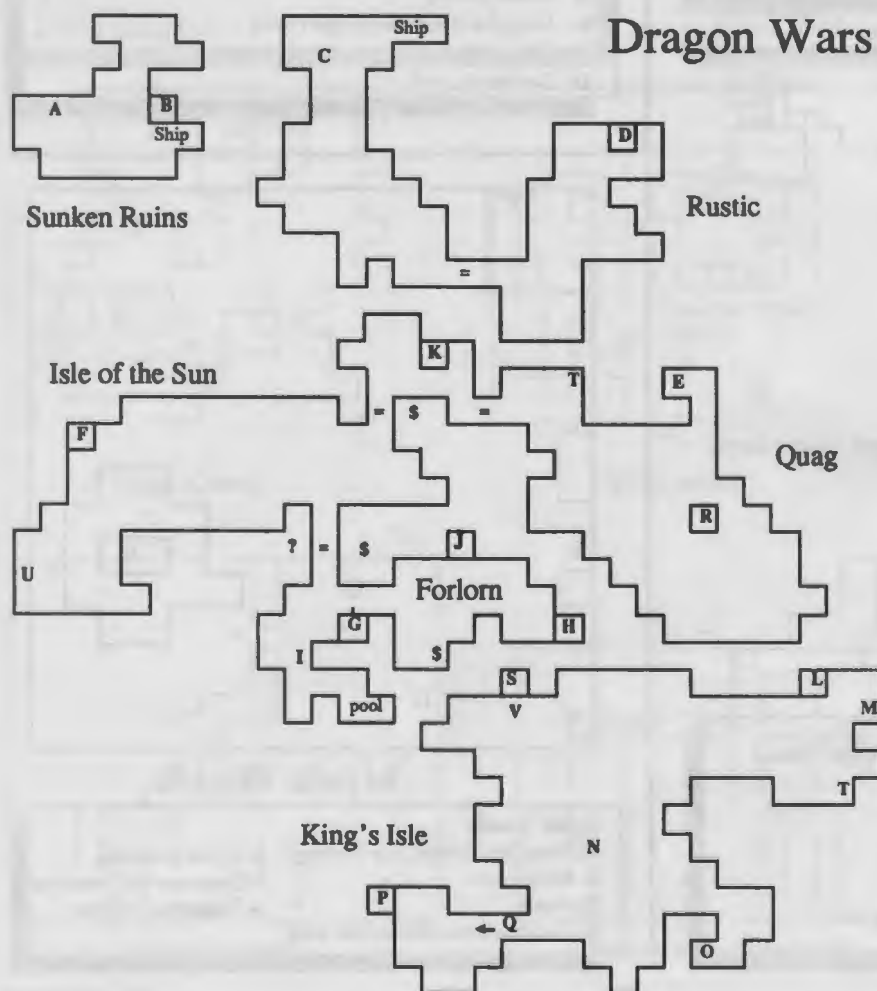
**Pilgrim's Garb:** Enables you to board the Pilgrim Ferry when you're ready to go to Nisir. The Ferry runs from the Old Dock on King's Isle. The other Dock has a Ferry to Lansk Undercity.

**Dragon Gem:** Found in Lansk Undercity. From stairs up, go two West, three North, two West, kick west, use Lockpick skill, two West, one North, cast Low Heal.

**Jade Eyes:** Open the door into the Dwarven Clan Hall. You get the Eyes by fighting a major encounter in Smugglers Cove (north of Mud Toad). To enter the building in Smugglers Cove, use Bureaucracy Skills and offer 100 gold. To get the Eyes (and a ship of your own), go to the west door, not the south door as instructed.

**Governor's Pass:** You can buy this for 200 gold from the Paperwork Shop in Lansk Undercity. Or, from the Inside Front Gate, go three West, one North, get Papers, one South, one East, one North, use Papers, one South, two East, two North, three West, seven North, four West, two North, two West, one South, use Papers, one North, two East, two South, three East, four South, fight, four South, use Papers, get Papers. You need to use the Pass on the bridge east of Lansk.

## Dragon Wars



### Map Key: Dragon Wars

#### All Maps

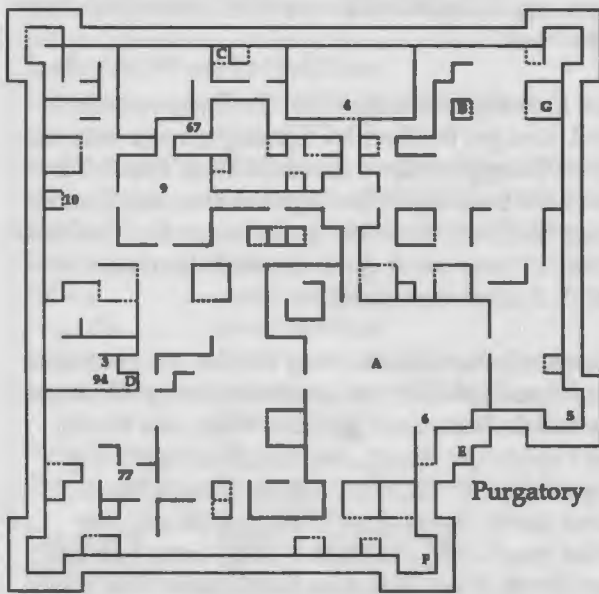
- d: down
- u: up
- T: Teleport (exceptions are noted below)
- \$: Treasure/cache

Numbers correspond to paragraphs in game manual.

#### The World

- A: Dragon Valley
- B: Sunken Ruins
- C: Royal Game Preserve
- D: Magic College
- E: Smuggler's Cove
- F: Phoebus
- G: Purgatory
- H: Ancient Ruins
- I: Slave Camp
- J: Slave Estate
- K: Lansk
- L: King's Home
- M: King's Home Dungeon
- N: Dwarven Ruins
- O: Old Dock
- P: Snake Pit
- Q: One-way Bridge (going west)
- R: Mud Toad
- S: Byzanople
- U: Mystic Wood

## Dragon Wars



### Purgatory

A: Start

B: Tavern

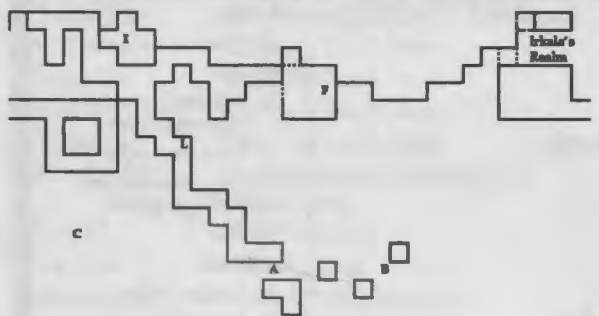
C: Black Market

D: Water

E: Message

F: Energizer

G: Heal



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### Magan Underworld

### Magan Underworld

A: Up to Purgatory

B: Up to Tars Ruins

C: Up to Mystic Wood

D: Up to Dwarf Clan Hall

E: Up to Salvation

F: Up to Lansk Undercity

G: Slicer (10 Dragon Stones)

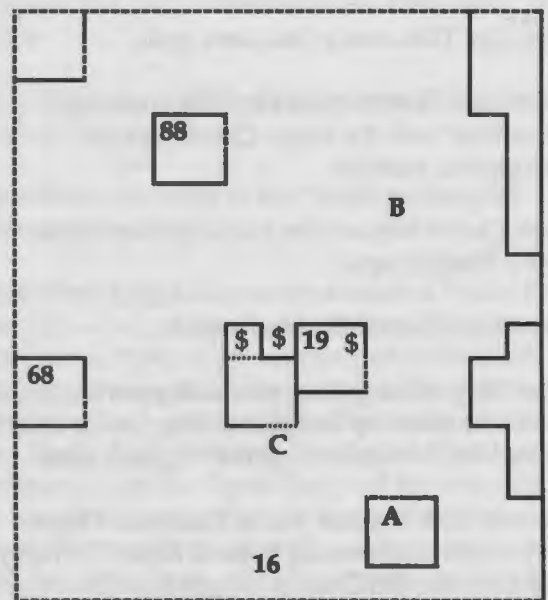
H: Hot area

I: Irkalla

J: Bad Faeries

K: Water

L: Magic Energizer



### Slave Camp

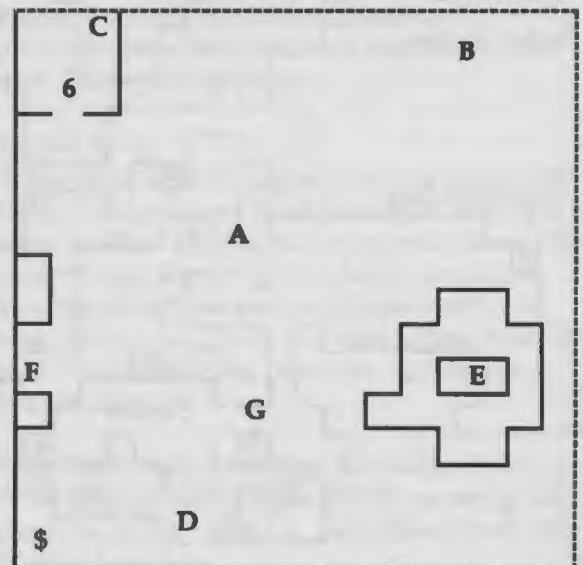
Slave Camp - On this and other maps, crossing the dotted perimeter returns you to the main map.

A: Tavern (NPCs)

B: Campfire (Heal and Magic Points)

C: Use Low Magic

19: Sun Magic spells



### Mystic Woods

#### Mystic Woods

A: Footprints in Mud (use Tracking)

B: Mushrooms

C: Statue

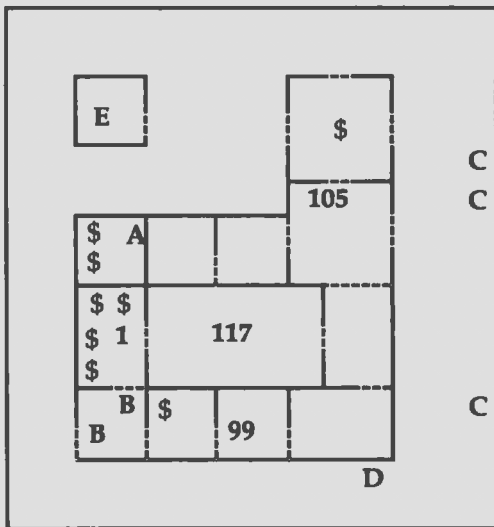
D: Zarkan's Stone Shrine (use Axe)

E: Shrine (use Axe)

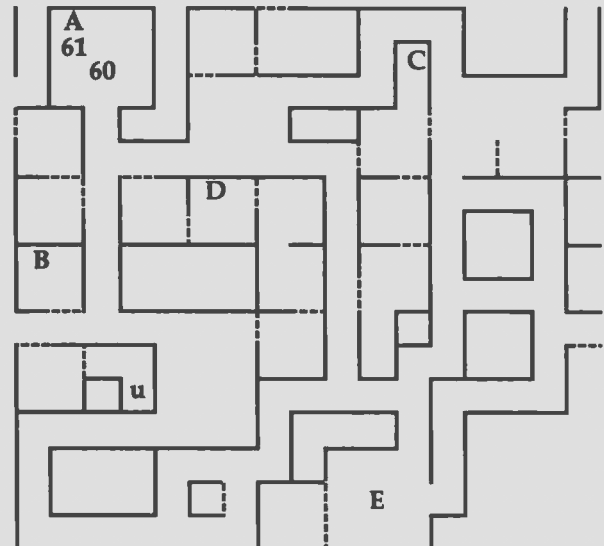
F: Encounter and Treasure

G: Teleporter to Quag





Slave Estate



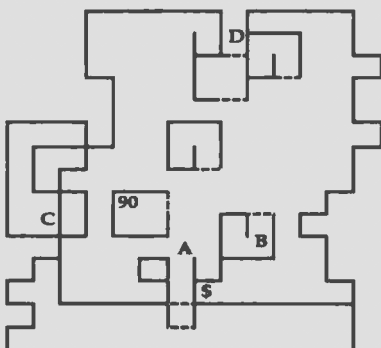
Slave Mines

## Slave Estate

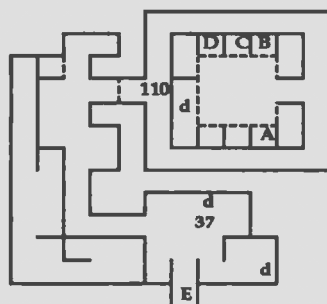
A: Secret Door (Mirrors are in room to the west)  
B: Use Mirror to avoid encounter  
C: Statues  
D: Plaque  
E: From Slave Mines

## Slave Mines

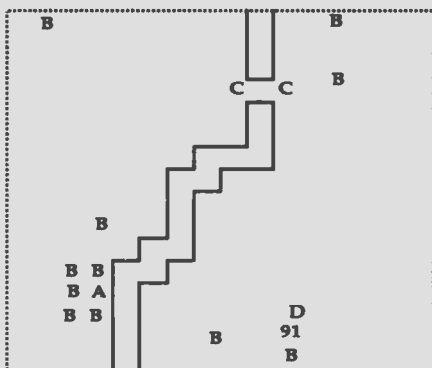
This is a wrap-around map.  
A: Dying Man  
B: Tin cup filled with water (teleport to A)  
C: Garbage Heap (your inventory)  
D: Axe handle  
E: Rock and Dragon Stones



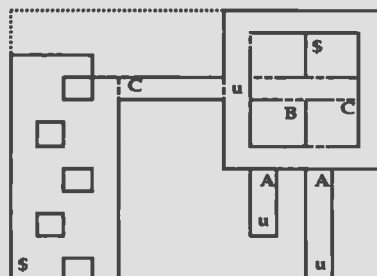
Siege Camp



Byzanople



Game Preserve



Byzanople Dungeon

## Siege Camp

A: Start  
B: Healing  
C: Secret Passage  
D: To Byzanople

## Byzanople

A: Secret Passage  
B: Heal  
C: Weapons  
D: Armor  
E: To Siege Camp

## Game Preserve

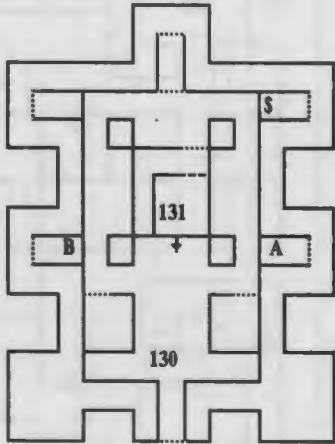
A: Gamekeeper  
B: Snare (use Strength if caught)  
C: Tracks  
D: Encounter and Treasure  
E: Locked door

## Byzanople Dungeon

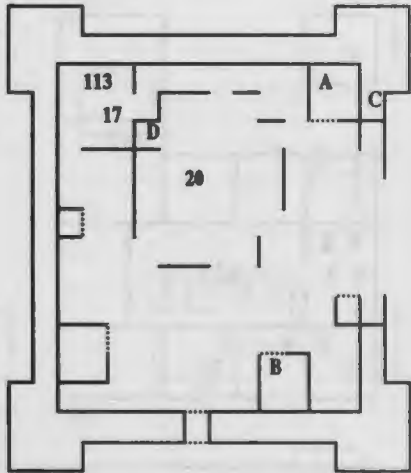
A: Use Strength  
B: Locked door  
C: Secret Door

Dragon Wars

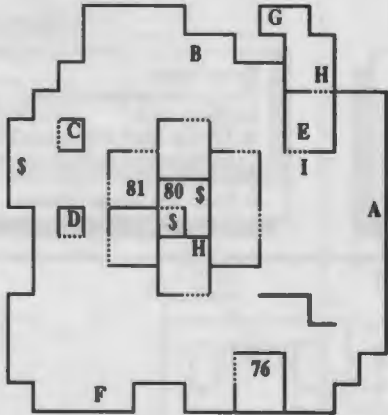
- King's Home**  
A: Library  
B: Pilgrim's Garb
- Snake Pit**  
A: Start  
B: Pine branches  
C: Beach umbrellas  
D: Beach chairs  
E: Boathouse  
F: Man  
G: Dock (if you haven't visited King's Home Dungeon, you'll get ambushed and taken there when you get off the boat)  
H: Secret Door  
I: Message  
S: Stone Head
- King's Home Dungeon**  
A: Start
- Mud Toad**  
A: Tavern  
B: Heal  
C: Climb  
D: Cast Create Wall  
113: Golden Boots  
20: Statue
- Lanactoor's Lab**  
S: Treasure in south-east room includes the Spectacles



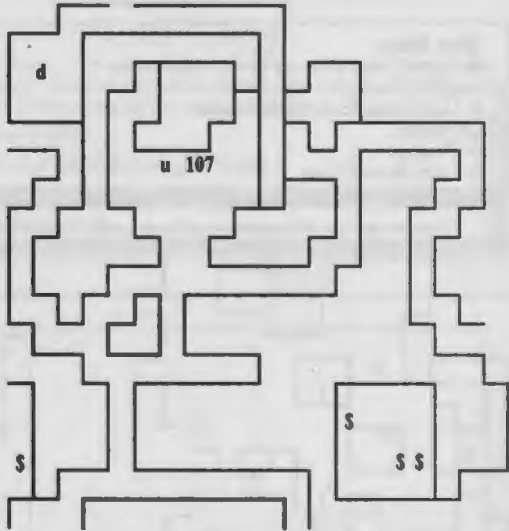
King's Home



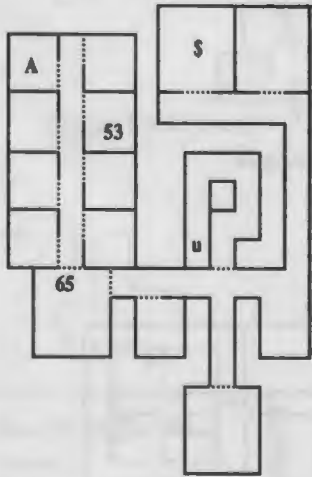
Mud Toad



Snake Pit



Lanactoor's Lab



King's Home Dungeon

## Ancient Ruins

- A: Start
- B: Tracks
- C: Message
- D: Pit

## Tuins of Tars

- A: Start
- B: Secret Door
- C: Fight Mystalvision again; get Sun Spells
- D: Get Secret Word *ibmijby*

## Lansk

- A: Governor's Office
- B: Visitor's Registration
- C: Office of Lubrication
- D: Visitor's Bureau
- E: Office of Bureau of Departments
- F: Quartermaster's Office
- G: Druid's Maze

## Lansk Undercity

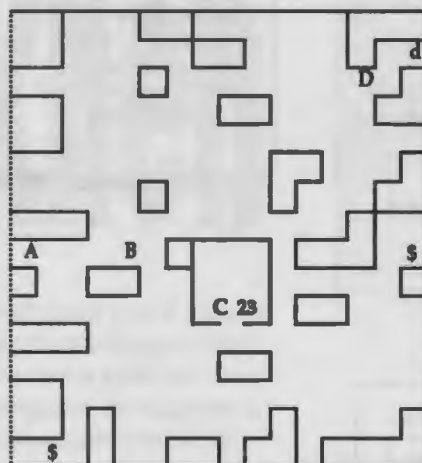
- A: Cast Heal or use Healing potion (get Dragon Gem)
- B: King's Ferry to King's Isle
- C: Weapons
- D: Armor
- E: Healing
- F: Secret Doors
- G: Documents
- H: Magic (spells, Dragon Stones)
- I: Locked Door

## Phoebus

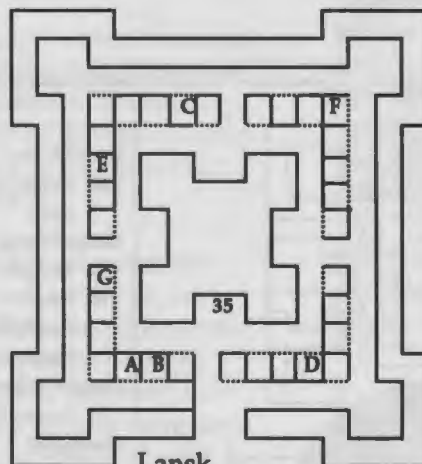
- A: From Dungeon
- B: Tavern
- C: Army sign-up
- D: Encounter and message, no combat
- E: Fight Mystalvision, get captured, go to Dungeon

## Phoeban Dungeon

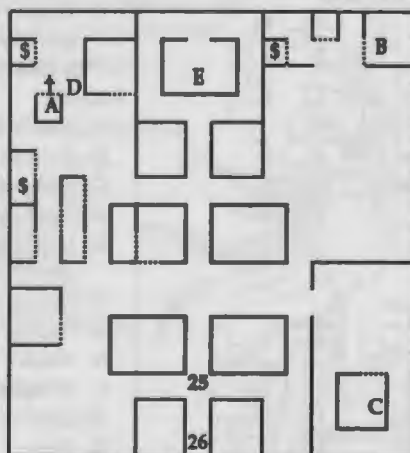
- A: Treasure (Dragon's Eyes)
- B: Alternate Route to (55), avoiding encounter; use Intelligence and Climb



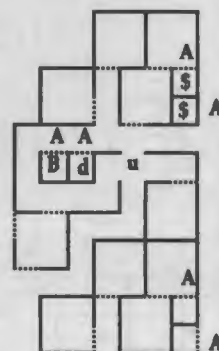
Ancient Ruins



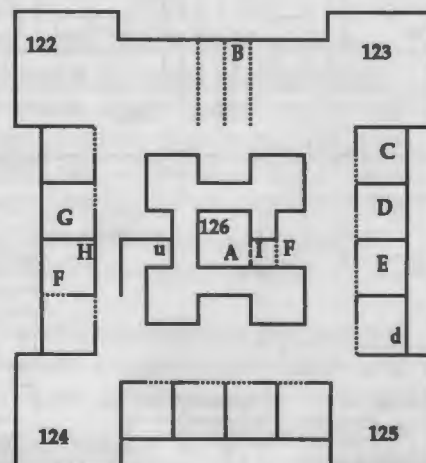
Lansk



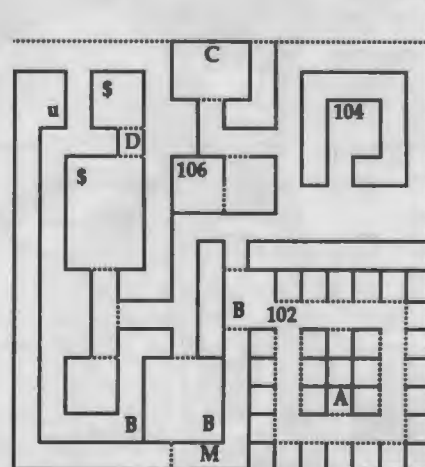
Phoebus



Ruins of Tars

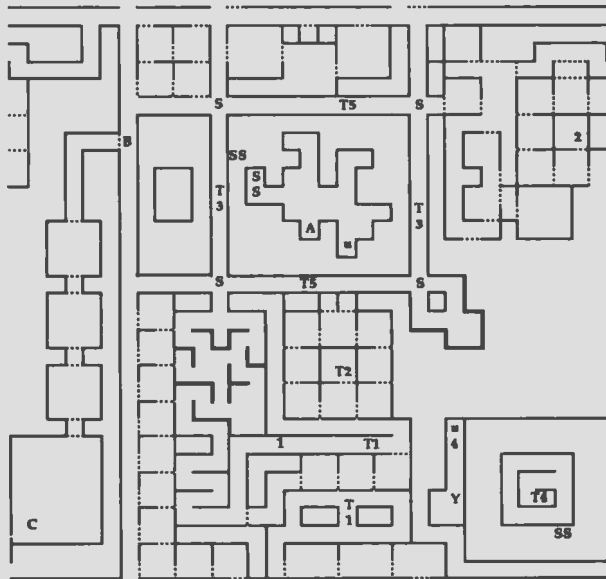


Lansk Undercity



Phoeban Dungeon

## Dragon Wars

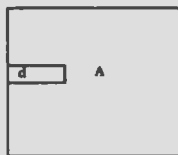


Nisir

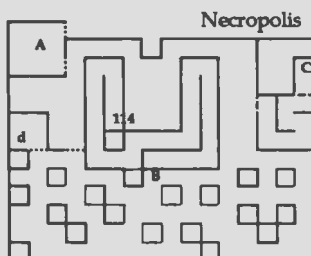
### Nisir

S: Spinners  
A: Start  
B: Locked Door  
C: Door (exits to east side of map)

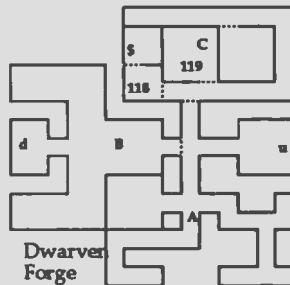
T1: Teleports to 1 (after you slay Mystalvision)  
T2: Teleports to 2  
T3: Teleports to T3  
T4: Teleports to 4  
T5: Teleports to T5  
Y: Nantar



Dwarf Ruins



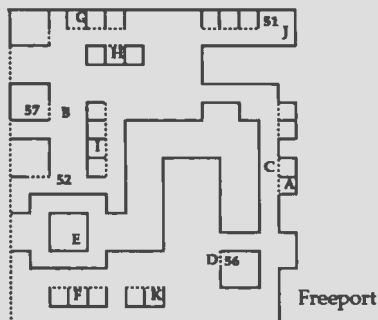
Necropolis



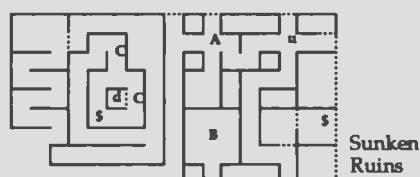
Dwarven Forge



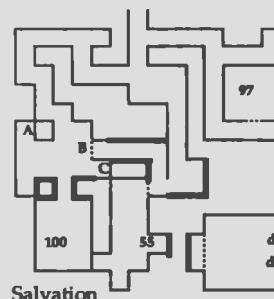
Dragon Valley



Freeport



Sunken Ruins



Salvation

### Dwarf Ruins

A: Statue (needs eyes to make walls disappear)

### Gorgon Forge

A: Gorgon  
B: Forge  
C: Use Soften Stone spell before going for treasure

### Dragon Valley

S: Dragon Teeth

### Necropolis

A: Stone Trunk  
B: Secret Door  
C: Teleport to random location outside (if you don't have a ship of your own)  
114: Silver Key

### Freeport

A: Tavern  
B: Freeport City Council  
C: Order of the Sword  
D: Tars City Council  
E: Trap (cast Detect Traps before touching; after doing so, you'll empty out the town)  
F: Dragon Stones  
G: Healing  
H: Armor  
I: Weapons  
J: Ship  
K: Magic

### Sunken Ruins

A: Spinner  
B: Clam (Skull)  
C: Locked Doors

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)