

WISHBRINGER

Infocom, Inc.
All-text adventure

Description

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

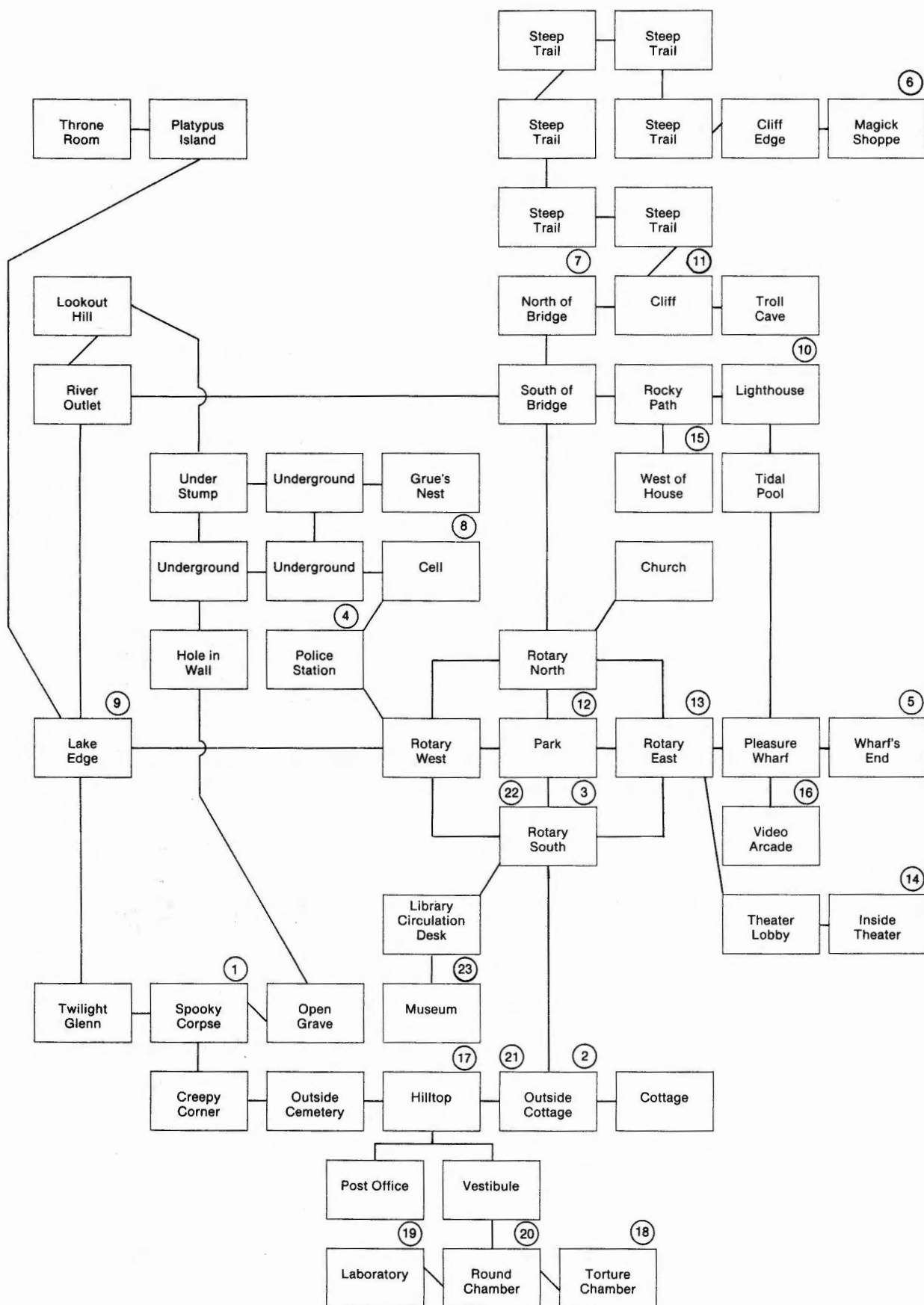
Playability

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

Compatibility and Price

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

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

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

Points for Wishbringer

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

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