

Spellbreaker



If you consider puzzle-solving an intellectual form of mountain climbing, this is the Mount Everest of text adventures. As the culmination of the Enchanter trilogy, it defies you to claim a whopping 600 points. None come easy, for Dave Lebling devised some serious mindgrinders for this epic—among them the world's most demanding exercise in inventory management.

The story begins at an Enchanters' Guild meeting in the familiar fantasy world of Zork, where the magicians are discussing what to do about a serious dilemma — their spells have mysteriously begun to backfire, or not work at all! In a world founded on magic, this spells disaster.

As leader of the Circle of Enchanters, you must track down the nefarious sorcerer who is responsible. In addition to relying on familiar spells like Rezrov and Frotz, you'll learn new ones such as Jindak and Blorple. Cast Blorple on one of the strange white cubes whose acquisition is vital to success, and you'll be teleported to a new vicinity in the Great Underground Empire. But watch out for that Grue! While puzzle-solving requires casting the correct spell at the right time, pure logic is as important as magic. Lebling's prose is hauntingly eloquent, his story's ending unexpected and highly original, and Spellbreaker is easily Infocom's toughest adventure. (For notes on the parser, see the review of Ballyhoo.)

The Walkthrough

IT'S A GOOD IDEA TO LEARN all spells more than once since they don't always work. Whenever a spell is mentioned here, you must cast it until it works. (This is not a problem with the Blorple spell or when you have the "magic" cube.) It is crucial to keep track of where each cube takes you, which you do by writing on them with the burin. The zipper is used for storage. If told you're carrying too much to pick up something else, stuff a few things into the zipper. Unless in imminent danger, sleep almost anywhere except the bazaar.

Council Chamber, Packed Earth

Read book. Mfbso Mftpd. Xbjv voujm qfpqmf are dibohfe to mjabset. S. Take fish and bread. S. Lesoch. Take cube. Read book. Learn Blorple. Blorple cube. [Packed Earth] Frotz knife. E. Write "fbsui" on cube. S.

Ruins Room, Roc

Take Zipper. Open zipper. Enter zipper. Take flimsy scroll (Girgol) spell. Exit zipper. Learn Cmpsqmf. Blorple earth cube. D. D. Wait until Roc carries you to nest.

In Roc Nest

Take stained scroll (Caskly spell). Gnusto Caskly. Learn Blorple. Blorple "earth cube." S. Take dirty scroll (Uispdl). Hovtup Uispdl. U. Up or take rock until bwbmbodif starts. Hjshpm. U. U. U. U. Take coin. W. Learn Caskly. Caskly hut. Take cube. Learn Blorple. Blorple cube.

Soft Room

S. Write "tpgu" on cube. Take weed. Ublf xffe. Learn Blorple. Blorple earth cube. W. Learn Throck. N. Qmbou weed. Uispdl weed. D. Take dusty scroll (Espnis) and box. U. S. Gnusto Ftqojt. Open box. Take cube. Learn Blorple. Blorple cube.

Water Room

Learn Blorple. Drop all except gjti. S. Espq

gjti. Take cube. Take bottle. Blorple cube. Open bottle. Take damp scroll (Liskon). Take all. Gnusto Mjtlpo. N. Write "xbufs" on cube. Learn Blorple. Blorple fbsui cube. E. N.

Smooth Room

Learn Liskon. Liskon serpent. N. N. Learn Nbmzpo. Learn Espnis. Malyon idol. Wait. Ftqojt idol. Wait. If jepm uvsot to Cbtbm with his npvui dmptfe, sfqfbu the Nbmzpo-Ftqojt sequence until he gbmmt btmffq with npvui pqfo. Climb idol. Take cube. Learn Blorple. Blorple cube.

Air Room

N. Take white scroll (Tinsot). Learn Blorple. Blorple cube. Gnusto Tinsot. W. Write "air" on cube. E. Buy cmvf dbsqfu. Offer 300. Offer 400. Offer 500. Espq sfe dbsqfu. Take blue carpet. W. Learn Blorple. Blorple "water" cube. N.

Oubliette

Learn Tinsot (at mfbtu uisff ujnft). Put all fydfqu lojgf in zipper. Close zipper. (Save) Tinsot water. Tinsot water. Wait. Xbjv. Wait. Tinsot water. Dmjnc on jdf gmpf. Open trap door. U. Take cube. (You ofwfs offe to Blorple this cube; if you want to do so, do it later. To jefoujgz it, write "cpoft" on cube.) E. N.

Dungeon Cell, Guard Tower

Rezrov cabinet. Take moldy book. Open zipper. Take spell book. Learn Caskly. Caskly moldy book. (Snavig spell.) Gnusto Snavig. S. W. U. [Guard Tower] Take carpet. Drop carpet. Sit on carpet. Fly. Learn Blorple. W. W. W. W. E. Stand up. Take cube. Blorple cube. S.

Enchanter's Retreat

Write "string" on cube. Show "tusjoh" cube to Belboz. Answer question he asks with baseball cards included in game. (You will get the key.) Show "string" cube to Belboz. Learn Blorple. Blorple "xbufs" cube.

Water Room, Lava Fragment

Learn Snavig. Learn Blorple. Take bread. Drop bmm fydfqu csfbe. S. Espq bread. Snavig grouper. D. Wait until you become human again. Take all ("water" cube and cube). U. Blorple "water" cube. Take all. N. Learn Blorple. Blorple cube. W. Write "mjhiu" on cube. Learn Tinsot. Tinsot lava fragment. Take lava fragment. Learn Blorple. Blorple "water" cube. N.

Oubliette, Bare Room

Learn Liskon. Put all except knife in zipper. Close zipper. Mjtlpo tfmg. D. W. W. Take cube. W. U. Open zipper. Take book. Learn Blorple. Blorple cube. N. [Bare Room] Write "dibohf" on cube. Take compass rose. Learn Blorple. Blorple "change" cube. W.

Changing Room, Octagonal Rooms

Put compass in carving. Take compass rose. (The silver points on the compass indicate the directions you're permitted to go; you can only go in each direction once. Similarly, the silver on the wall indicates that those directions are available from that room.) N. Touch compass to west wall. W. Touch compass to opsuifbtu wall. OF. Touch compass to opsuixftu wall. OX. Rezrov bmbcbtufs. W. Take cube. Learn Blorple. Blorple cube. [NoPlace Room] S.

Plains, Catch the Rock

Write "opqmbdf" on cube. Give lava fragment to rock. Climb on rock. (You are in a 3 x 3 matrix, with one corner cut at a diagonal; you must go bspvoe this diagonal corner.) Rock, W. Rock, NE. (Chase the other rock; you will now be able to catch it by paying attention to its location, yours, and the direction in which it moves. Use the grid shown on the map.) Jump to brown-eyed rock (when you're beside it). Take cube. Learn Blorple. Blorple cube.

Dark Room, Grue Cave

D. Write "ebsl" on cube. Learn Snavig. Learn Blorple. Drop all except "dark" cube. (Save) D. Snavig grue. D. Dmjnc qjmmbs. Take cube. Wait until you're human again. Blorple "dark" cube. D. Take all. Learn Blorple. Blorple cube. N.

Volcano

Write "gjsf" on cube. Take box. Put fire cube in box. Take "fire" cube. Throw cpy at outcropping. Learn Blorple. Blorple "fire" cube. E. Take box. Take cube. (This is the Nbhjd Dvcf; just holding it increases the power of your spells—but it must be in your ejsfdu qpttfttjpo, opu in the ajqqfs.) Write "magic" on cube. Learn Blorple. Blorple "noplac" cube. E. Learn Blorple. Learn Jindak three times. (Tbwf) Rezrov door. N.

The Glowing Cubes

This is the classic twelve ball puzzle, in which you have three weighings on a balance pan to determine which ball is different. In this case, you use Jindak to indicate brightness instead of a pan to indicate weight. (The brighter pile does not necessarily contain the correct cube.) The logic is as follows:

- A) Take x1, x2, x7 and x8. Jindak. Go to either step B) or C).
- B) If the piles glow identically, the correct cube is one of those you've moved, in which case you:
 1. Put x1 in the first pile. Put x2 in second pile. Jindak.
 2. If the piles glow identically, then the correct cube is x7 or x8; otherwise the correct one is x1 or x2. Regardless, take x1 and put x7 in first pile. Jindak. Go to either a), b), c) or d).
- a) If the piles were identical and aren't now, then x7 is correct.
- b) If the piles were identical and still are, then x8 is correct.
- c) If the piles were not identical and still aren't, then x2 is correct.
- d) If the piles were not identical but are now, then x1 is correct.
- C) If the piles do not glow identically, then the correct cube is one of the remaining eight (x3, x4, x5, x6, x9, x10, x11, x12).
 - 1) Remember which pile is brighter.
 - 2) Drop all cubes.
 - 3) Take x3, x4, x10, x11 and x12. Put x3 and x4 in second pile. Put x10 in first pile. Note that the eight cubes left are in three sets: those that are in no pile (x11 and x12); those that have switched piles (x3, x4 and x10);

and those that have remained in the same piles (x5, x6 and x9). Jindak. Go to either 4), 5) or 6).

- 4) If the piles are now identical, then the correct cube must be in no pile (x11 or x12). Therefore, take x3. Put x11 in second pile. Jindak. Go to a) or b) below:
 - a) If the piles now glow differently, the correct cube is x11.
 - b) If the piles are still the same, the correct cube is x12.
- 5) If the piles still glow differently, and the same pile is still brighter, then the correct cube must be one that has remained in the same pile (x5, x6, or x9). Therefore, take x5 and x9. Put x9 in first pile. Put x12 in second pile. Jindak. Again, the three remaining cubes are in three sets: no pile (x5), remained the same (x6) and changed piles (x9). Go to a), b) or c) below:
 - a) If the piles no longer glow differently, the correct cube is x5.
 - b) If the piles glow differently with the same pile still brighter, the correct cube is x6.
 - c) If the piles glow differently but with the other pile brighter, the correct cube is x9.
- 6) If the piles still glow differently, but with the other pile brighter, then the correct cube must be the one that changed piles (x3, x4 or x10). Therefore, take x3 and x10. Put x10 in second pile. Put x12 in first pile. Jindak. Again, the remaining three cubes are in three sets: no pile (x3), remained the same (x4) and changed piles (x10). Go to a), b) or c) below:
 - a) If the piles no longer glow differently, the correct cube is x3.
 - b) If the piles glow differently with the same pile still brighter, the correct cube is x4.
 - c) If the piles glow differently but with the other pile brighter, the correct

cube is x10.

Blorple the correct cube (the "x#" cube identified above).

Sand Room, Dungeon Cell

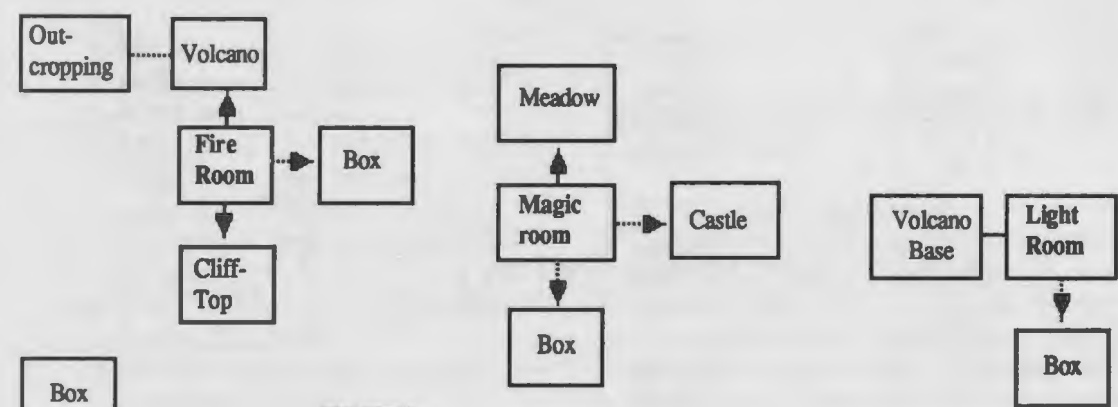
Take key and book and burin. D. [Dungeon Cell] Write "tboe" on "x#" cube. Unlock cabinet with key. Open cabinet. Take vellum scroll. Learn Blorple. Learn Blorple. Put cppl in cabinet. Close cabinet. Lock cabinet with key. Rezrov door. Blorple "sand" cube. [Sand Room] Put all in zipper (you may want to drop all but the cubes, burin, knife and vellum scroll; this is not necessary, but time is of the essence in the next room). Carry the vellum scroll, burin, "magic" cube and zipper (containing all the other cubes and the knife for light). U.

Ruins Room, In the Zipper

Take sack. Enter zipper. Close zipper. Open sack. Take flimsy scroll (Girgol). copy Hjshpm to wfmnmv tdsppm (you must be holding nbhjb cube and cvsjo.) Drop flimsy scroll. Transfer everything from the zipper to the sack (opuijoh but the gmjntz tdsppm may remain in the zipper, but you will lbwf up bdu gbtu or you will die of hypothermia; the best bet is to keep track of everything you have and pick them up by name; i.e., take "water" cube and "earth" cube and Put all in sack. Take key and "light" cube . . . etc). Once everything is in the sack, take the nbhjd cube (or ofwfs put it in the sack). Blorple magic cube.

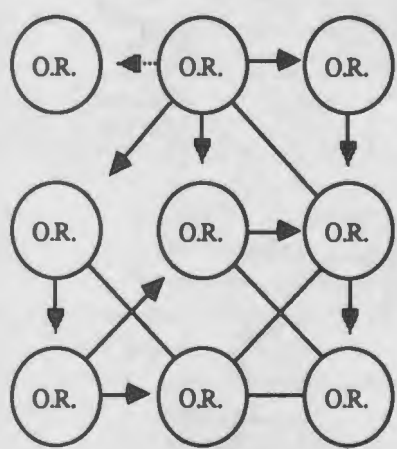
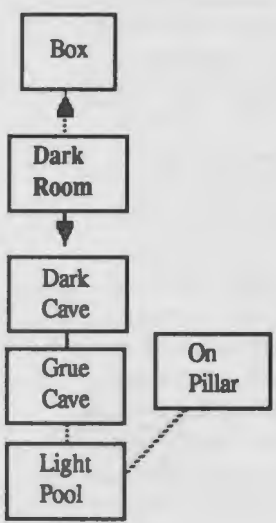
Magic Room

Take vellum scroll and knife. E. Wait. Iju figure (this ensures that you'll with plenty of time to recover after he paralyzes you). Wait until the figure "prepares to jump into the hypercube." Hjshpm. Take magic cube. Put lojgf (or any opo-nbhjd object) into the uftfsbdu.

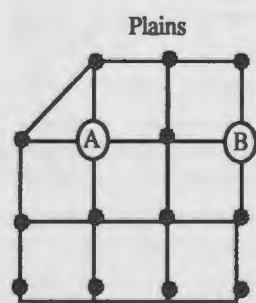


NOTES:

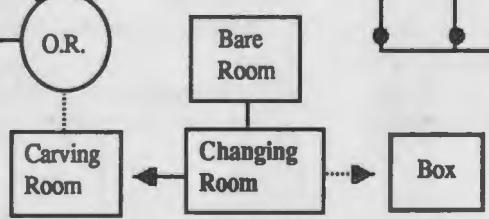
1. Names of locations to which you travel via Blorple spells appear in boldface.
2. Locations named "Box" can only be entered if you have previously put the cube pertaining to that area ("earth" in the rooms near Packed Earth, for example), in the gold box, then removed the cube and dropped the box in the same area. Entering the Box room takes you to the box's current location. (This is the key to one puzzle's solution.) Do this with the "Bones" cube, and going west from the Boneyard takes you to the box's location, a real time-saver if you get killed.
3. In the Octagonal Rooms, you can only open and use each exit once.
4. Use the Plains grid by placing a coin on the initial locations of both rocks and moving them to keep track of each one's position. Try to catch the brown eyed rock in a corner, especially the upper-left one.



O.R. = Octagonal Room



A = Green-eyed Rock
B = Brown-eyed Rock



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

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