

ENCHANTER

Company: Infocom Inc.

Suggested Retail: \$49.95

Type: An all-text adventure.

Description:

Zork lives, embodied here in the descriptions and puzzles accorded to you as the neophyte wizard, charged by your wizened mentor, Belboz, to seek and destroy the great evil wizard, Krill. Only an innocent fledgling can hope to succeed in this quest due to Krill's precognitive powers. It's tough to find some of the thirteen scrolls you'll need to achieve this goal. Find out what it's like to get sacrificed, and talk with frogs, turtles, and a shaggy adventurer.

Playability:

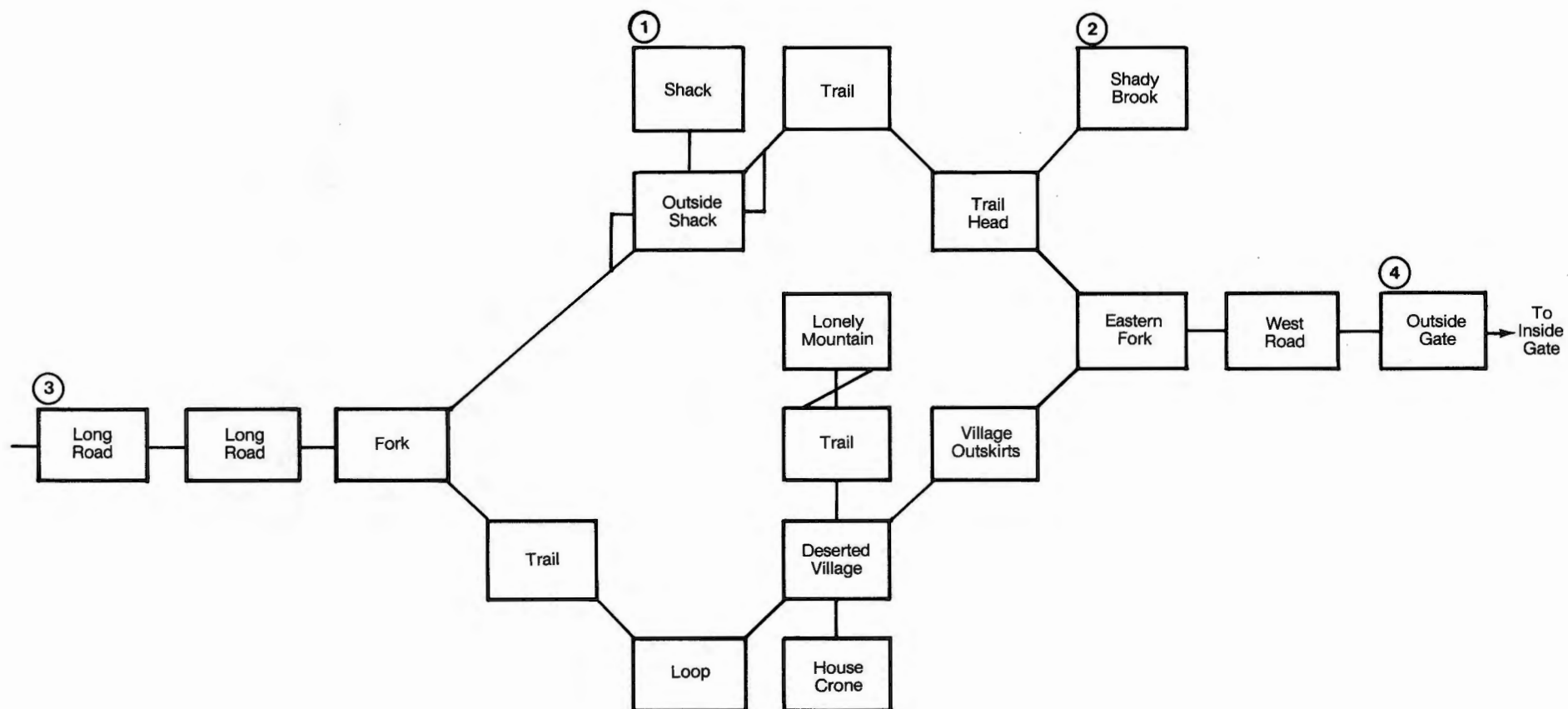
The game plays easily and smoothly and employs the excellent parser, vocabulary, and two-drive save-game capability that mark Infocom games. Lots of fun to play, with well anticipated wise remarks made to many inputs.

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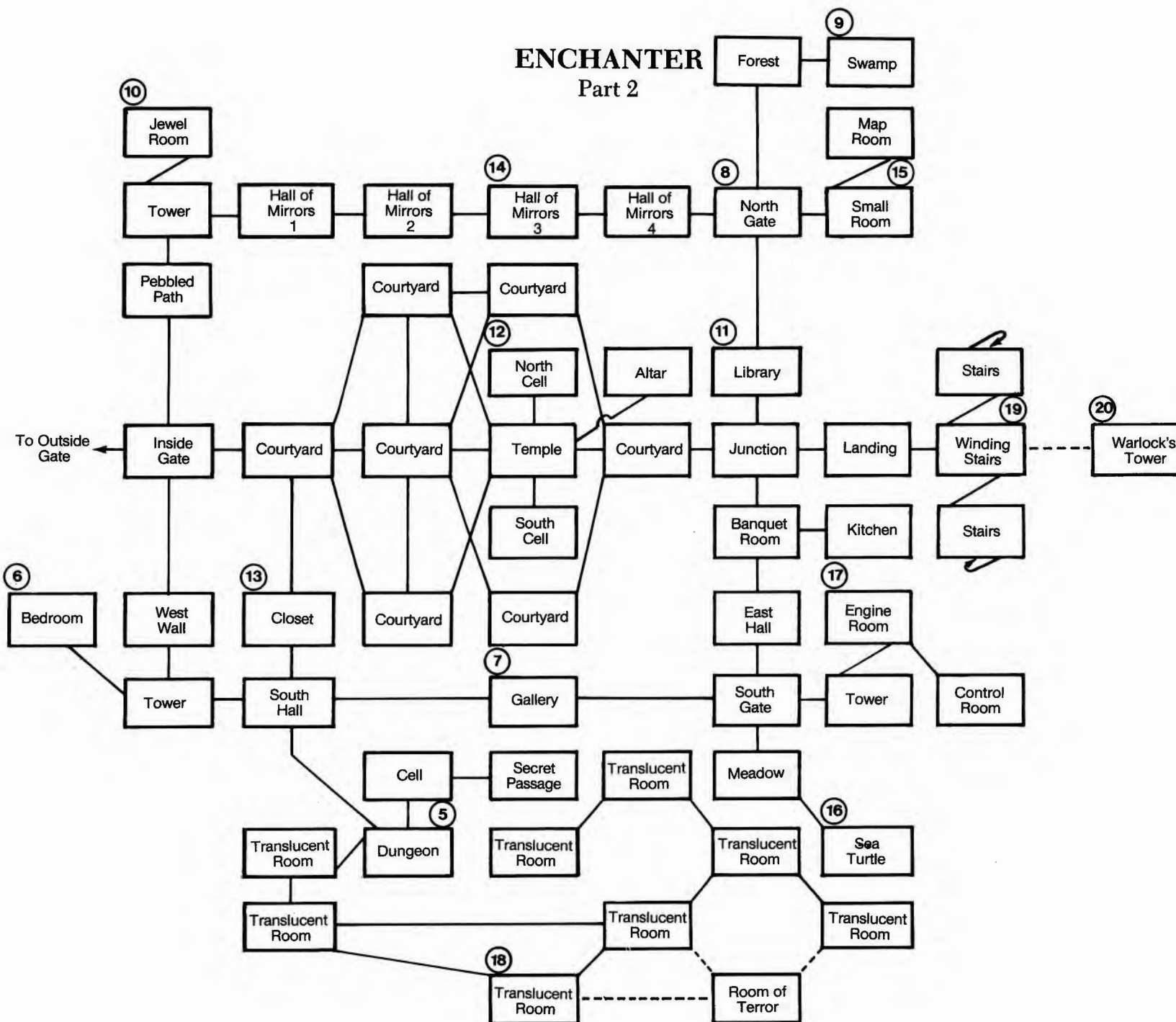
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Part 1



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Part 2



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1. Open Oven. Get Bread, Jug and Lantern.
2. Fill Jug. Good for four slugs—but then this game may drive you to drink.
3. Like the Signs say—Other Waayyyyyy!
4. Having gotten the Rezrov Spell from the Crone, Rezrov the Gate and Frotz the Lantern.
5. Open Door and Examine the Wall. Move the Block and get the Stained (Exex) Scroll. Read, Gnusto and Learn it, as you do with all (well, almost all) spells. Leave the Spoon.
6. Examine the Bedpost. Rezrov the Bedpost. Get Gold (Vaxum) Scroll. Clue is from dream that occurs if you're tired and sleep in the bed.
7. Leave Lantern (or your light source) outside. Take Lighted Portrait. Get Black (Ozmoo) Scroll.
8. Rezrov the Gate.
9. Nitfol the Frogs. Look Under Lily Pad. Get Damp (Cleesh) Scroll. Don't forget the Crumpled (Krebf) Scroll in the Forest. (You can sleep safely anywhere. Read your dreams carefully for clues.)
10. Rezrov the Egg. Take the Shredded (Summon) Scroll. Krebf the Shredded Scroll. Get the Faded (Zifmia) Scroll.
11. Save Game. Read the Dusty Book. Read Terror and Implementer for information. Examine Rat Tracks. Reach in Hole (rather fussy about syntax here). Get Frayed (Gondar) Scroll. If you have the time, Zifmia the Implementers, just for fun. Make sure that you know the Ozmoo and Rezrov Spells and head for the Temple.
12. When you're tossed in the Cell, Ozmoo Myself. Wait. Get the Ceremonial Dagger, the hard way. Down. Open South Door. You'll probably get flipped back up on the Altar, but your Ozmoo should still hold. Down. South. Get All. North. Head West.
13. Cut the Rope (with the Ceremonial Dagger). Open the Box. Get Vellum (Melbor) Scroll. Melbor Myself. You may now roam about with impunity.
14. Find the Adventurer in one of the Mirrored Halls. Zifmia the Adventurer. Vaxum the Adventurer. Show him the Egg (or Dagger) and he will follow you, at least for a while.
15. With the Adventurer lured there by the sight of your treasures, Adventurer, Open the Door. Get the Map, Pencil and Purple (Filfre) Scroll. Give the Adventurer the Egg, Dagger and Box if need be to lighten your load. Take the three objects from him if he has picked any of them up. Filfre the Room, just for fun, as you don't otherwise require it for the game.
16. Vaxum, Nitfol and Exex the Turtle. Turtle, Follow Me, and he will, for a while.
17. With the Turtle there, save the game. Turtle, SE and Get the Paper. Wave at the Turtle when he's in the Control Room. Get the Brittle (Kulcad) Scroll.
18. Save the game. Read the Map. Connect F and P. Erase F and P. Erase M and V. Connect M and P. Move to location P. Get Powerful (Guncho) Scroll. Drop Map and Pencil if necessary.
19. Make sure that you have learned the Vaxum and Gondar Spells. Save the game. Kulcad the Stairs. Read the Ornate (Izyuk) Scroll. Izyuk Myself.
20. Gondar the Dragon. Vaxum the Being. Guncho Krill. Congratulations on your 400 points and being admitted to the Circle of Enchanters.

The Spells of the Enchanter

Spell	Function	Description	Location
VAXUM	Make Hostile Creature Your Friend	Gold	Bedpost
ZIFMIA	Magically Summon a Being	Faded	Egg
OZMOO	Survive an Unnatural Death	Black	Gallery
EXEX	Make Things Move with Greater Speed	Stained	Cell
KREBF	Repair Willful Damage	Crumpled	Forest
CLEESH	Change a Creature to a Small Amphibian	Damp	Swamp
REZROV	Open Even Locked or Enchanted Objects	Some Sort	House
GNUSTO	Write a Magic Spell into the Spell Book	Initial	Spell Book
BLORB	Safely Protect a Small Object	Initial	Spell Book
NITFO	Converse with Beasts in their Language	Initial	Spell Book
FROTZ	Cause Something to Give off Light	Initial	Spell Book
KULCAD	Dispels a Magic Spell	Brittle	Engine Room
MELBOR	Protect Caster from Evil Beings	Vellum	Box
FILFRE	Create Gratuitous Fireworks	Purple	Map Room
GUNCHO	Banish Victim to Another Plane	Powerful	Terror Room
GONDAR	Quench Open Flame	Frayed	Library
IZYUK	Fly Like a Bird	Ornate	Falling