

OLDORF'S REVENGE (WIZARD I)

Company: Highland Computer Services

Suggested Retail: \$19.95

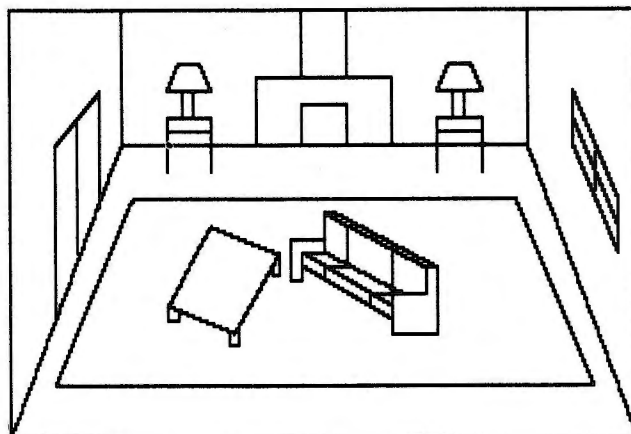
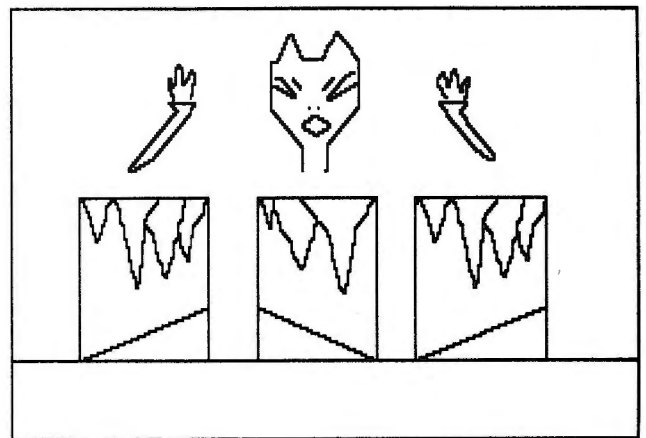
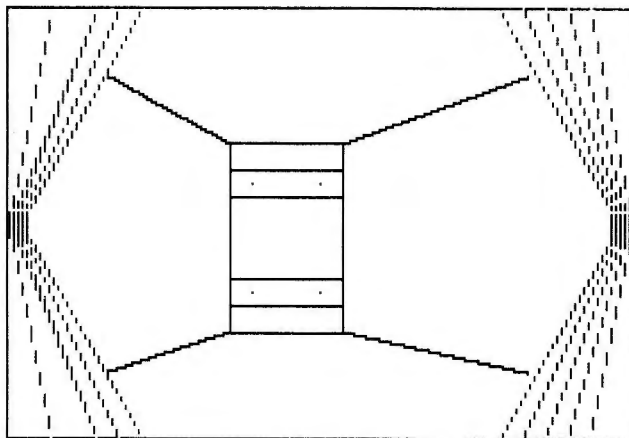
Type: Black and white Hi-Res adventure.

Description:

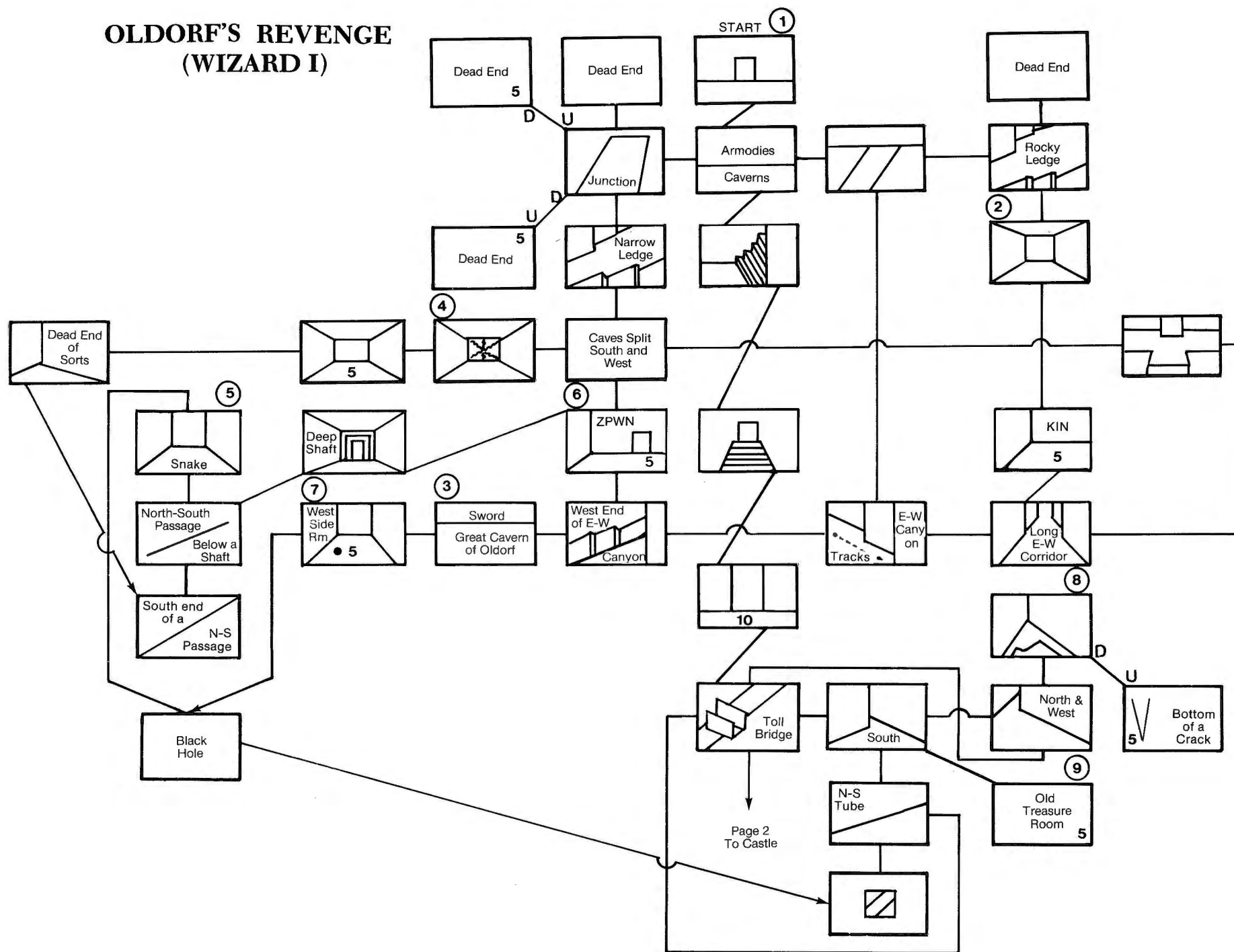
You simply need to find the fourteen scattered treasures that lie about in the four linked, but otherwise independent, game segments. You must choose which of the seven types of characters you wish to become in order to solve specific puzzles. The management of each character's limited "lives" makes up a large part of the challenge. The graphics are only average, but the text gets rather clever in places, especially at the end.

Playability:

A barely average adventure, but a good one for first time adventurers. It will serve the more experienced player as a pleasant way to pass time. After reaching the second segment of the game, you may save it. The vocabulary is not very good; in fact, it's very poor, but at least you don't get killed off at every corner.

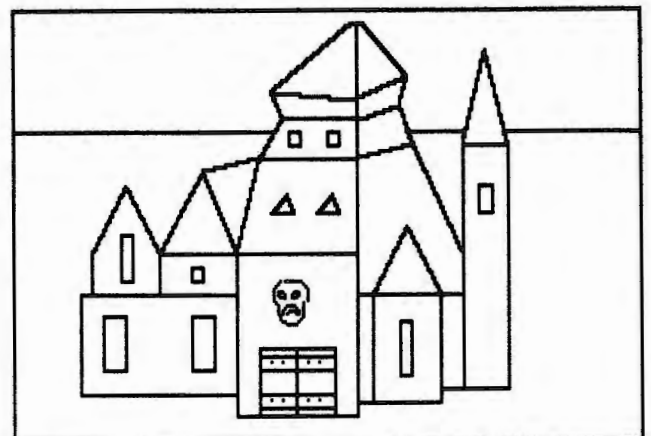
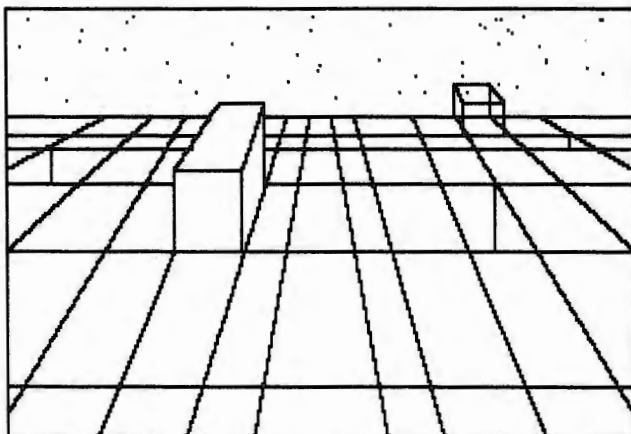
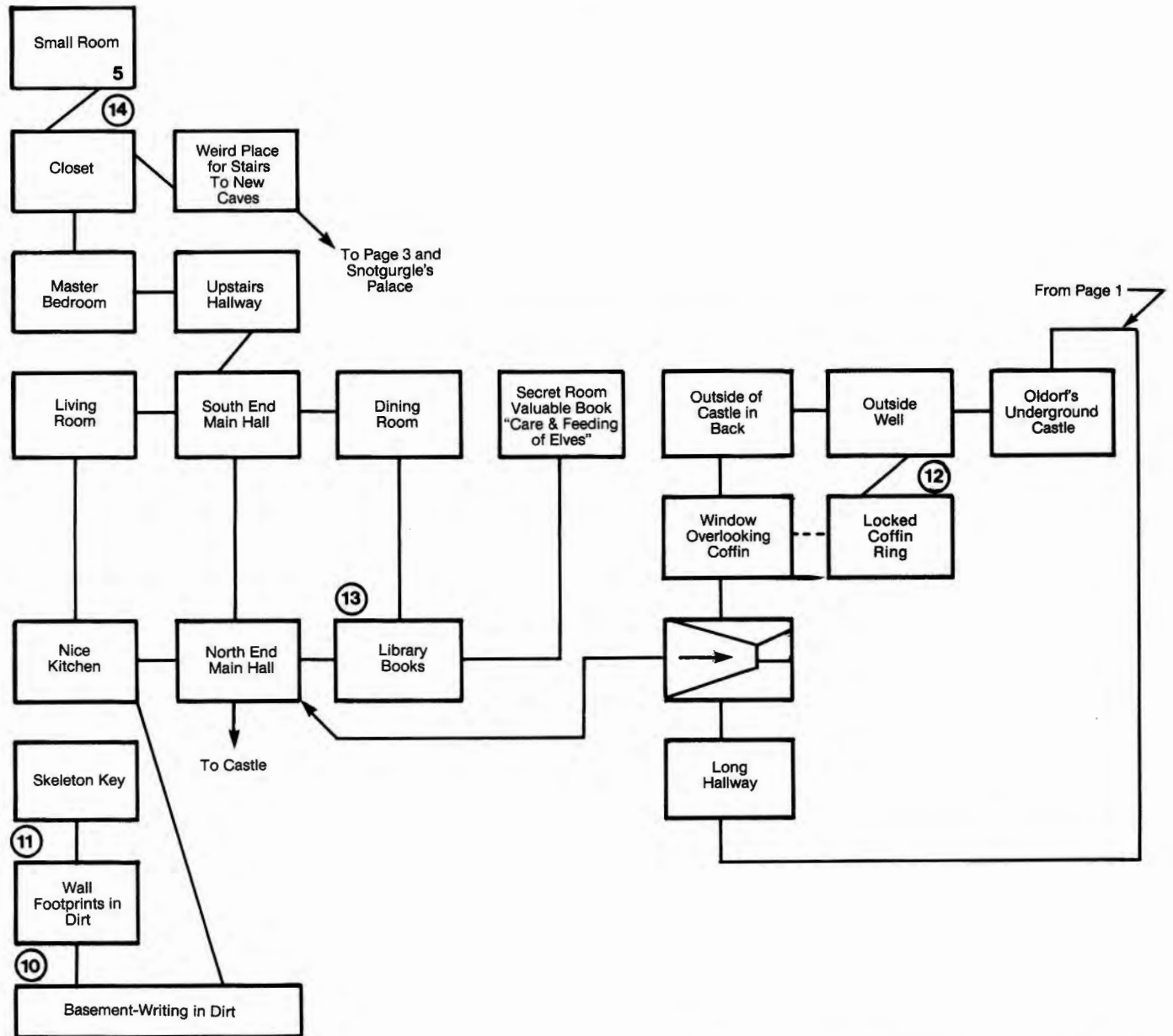


OLDORF'S REVENGE (WIZARD I)



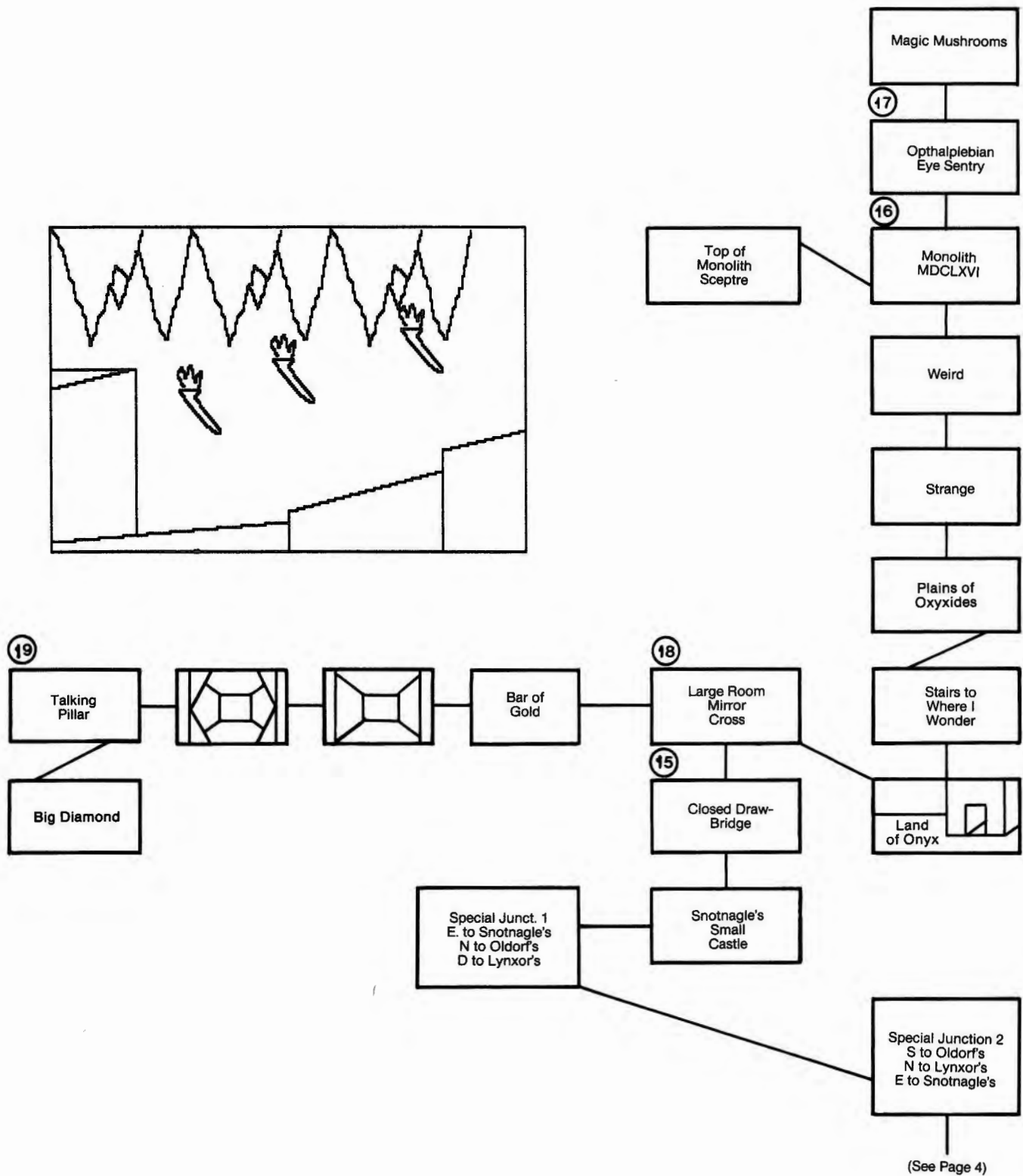
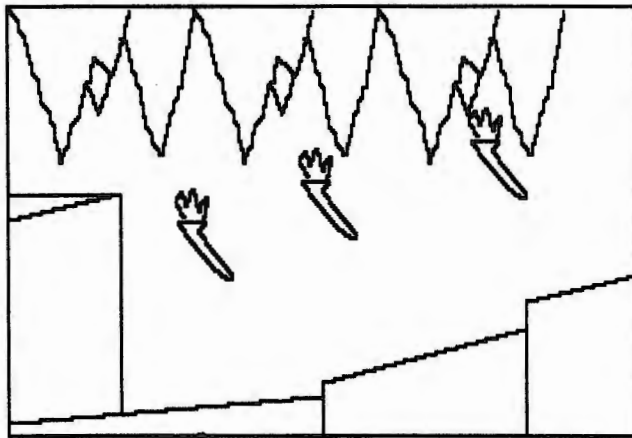
OLDORF'S REVENGE

Part 2



OLDORF'S REVENGE

Part 3



OLDORF'S REVENGE (WIZARD I)

1. Select a Thief as your original character. Unlock Door. Down. Get the ten gold pieces U and D from the Junction.
2. Change to an Elf. Down. As a Cleric, Translate. Gold. Get five Gold Coins.
3. As Wizard, Cast. Get Sword.
4. Still as a Wizard, Cast to open Spun Glass barrier.
5. Still as a Wizard, Cast away the Snake.
6. As Magician, ZPWW. Get five Gold Coins.
7. As Strongman, Move. Get five Gold Coins.
8. As Elf, Down for five Gold Coins.
9. As Gladiator, Attack (twice). Down for five Gold Pieces. You may now cross Bridge, but must have fifty Gold Coins to do so. Your count on remaining characters should be all fours, except for three Elves.
10. As Cleric, Read. Get word Shazam.
11. As Magician, Shazam. Get Skeleton Key.
12. As Thief, Unlock Coffin (need Key). Get Ring.
13. As Cleric, Read Books (need Ring). Malanthius. Get a Door and a Book.
14. As Strongman, (U)p. Get five Gold Coins. Go Down twice for next phase. Your character count should not be worse than 2,3,4,3,3,3,4.
15. As Wizard, Cast to lower Drawbridge.
16. 1666 (i.e., MDCLXVI in Roman numerals). Get Sceptre.
17. As Wizard, Cast to get rid of Sentry. You can go North and South three times to get all three Mushrooms, but you'd eventually regret it. Take only one, like the Possession Limit says.
18. As Strongman, Move Table. Move Chair. Get Cross. Bar of Gold is next door.
19. As Cleric, Listen. As Strongman, Move (repeat until it's gone). Down to Get Diamond. Go on to next phase. Your suggested character count should be no worse than 1,3,4,1,3,3,3.
20. Either as Gladiator, Kill, or as Wizard, Cast.
21. As Wizard, Cast. Then as Magician, Magic.
22. As Magician, Magic. Down and Get Tiny Key.
23. As Wizard, Cast. Get Lynxor's Treasure. Don't forget the fifteen Gold Coins.
24. As Cleric, ZELOT (Tolez, spelled backwards). Get ten Gold Coins.
25. As Thief, Unlock Door (need Small Key).
26. As Strongman, Move (repeat until all are moved). Get Necklace. Move (again), so you can get out later. As Elf, Down for ten Gold Coins.
27. As Wizard, Cast twice, and once more to the West. Get Ickyup's Ruby Treasure.

28. Still as Wizard, Cast to get the last of the Gold. At Special Junction 3, (X)it the game and be advised that you are a "Grand Exalted Whiz Bang All Time Poobah Wizard and a Nice Person!" You should also have 300 points from the following items.

55 Gold Coins
Valuable Book
Powerful Sword
Skeleton Key
Oldorf's Ring
Magic Mushroom
Valuable Cross

Large Diamond
Gold Bar
Onyx's Sceptre
Tiny Key
Ickypup's Ruby Fortune
Zit's Necklace
Lynxor's Treasure