

# Wasteland

Set in the radioactive deserts of the 21st Century, this post-nuclear war scenario story puts you in charge of a team of Desert Rangers who must waste hordes of mutants, robots and other monsters while solving lots of mini-missions and ultimately saving what's left of civilization from certain destruction. The main map of the land doesn't scroll, so you can't walk off the edge as in most RPGs. But there's still plenty to explore, for most towns and other locations open up to reveal yet more areas and rooms within rooms. The graphics scheme combines an aerial view perspective of the main map and icons for the party and monsters (like *Ultima*) with first-person illustrations and textual combat reports during encounters (like *Bard's Tale*), tosses in non-stop combat,

and slips in more logical puzzles than typical RPGs. There are dozens of skills—Demolition, Climb, Acrobat, special weapons—and you can directly “use” a skill on objects or people to solve puzzles. Attributes such as Strength and Confidence may also be applied directly to some puzzles, and alternative solutions abound for many others, which means *Wasteland* adheres more closely to the traditional concepts of paper and pencil role-playing. Stylistic graphics and a sense of humor contribute to the game's well-balanced design. Wargamers will appreciate the numerous types of weapons and ability to disband the party and wage tactically oriented battles, and hard core role-players will find the game system and story rich and rewarding.

**Type:** Science Fiction Role-playing

**Skill Level:** Intermediate

**Systems:** Apple (64K), C 64/128, IBM, Amiga, IIGS

**Company:** Interplay/Electronic Arts

## The Solution

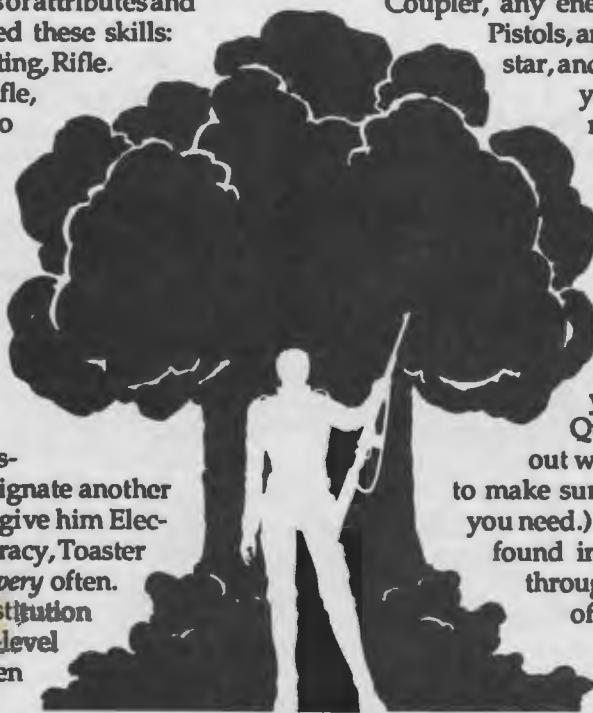
### Character Creation & Development

Trade Thrasher and Snake's gear to the others and delete these two. Create a new character with at least 16 IQ, 13 Agility and 13 Dexterity. Give him Clip Pistol, Assault Rifle and AT Weapon (all level two). Create another with the same stats, but add level two Bomb Disarm. When creating characters, keep those with well-rounded sets of attributes and highest IQ. All players need these skills: Climb, Clip Pistol, Knife Fighting, Rifle. Swim, Perception, Assault Rifle, Demolition. At least two to three people should have Medic, and several will want SMG and AT skills. Later you can add Doctor and Energy Weapon. Make one player your “James Bomb” character: give him Picklock, Acrobat, Silent Movement, Sleight of Hand, Forgery, Confidence, Alarm and Bomb Disarm, and related skills. Designate another your “Techno-Wizard” and give him Electronics, Cryptology, Bureaucracy, Toaster Repair and so on. Radio in very often. Besides getting more Constitution points, you'll also do a low-level game save (answer “N” when asked “Use last saved

game?”). There are lots of NPCs who will join along the way, but the most valuable are Christina in Needles, Mad Dog, Metal Maniac and Max.

### Equipment

Always keep Power Packs, Rad Suits, a Geiger Counter, the Proton Axe, Power Armor, the Plasma Coupler, any energy weapons except Laser Pistols, and the Quasar, Pulsar, Blackstar, and Nova keys. Be sure to train your characters in the skills necessary to use new weapons. The most effective projectile weapon is the Meson Cannon, the Proton Axe is the best melee weapon, and the RPG-7 is the best AT weapon. When you've collected a lot of weapons and ammo or other items you can't use, sell them in Quartz. (The solution points out when to do so at certain times to make sure you don't sell something you need.) Pseudo-chitin armor can be found in Darwin Village by going through the passageway due south of the village center. Once inside, go to the lower level and look for a bag. You'll need Secpases.



## Combat

Energy weapons should be used only at these locations: Darwin Village's New Earth area, Las Vegas (especially the sewers), Base Cochise and, to a certain extent, the Guardian Citadel. Some situations are best handled by disbanding the party completely, or into several smaller teams. Don't rock and roll too much with any kind of weapons, since ammo of all sorts is limited. When hiring NPCs be careful about how much ammo you give them. Many, especially Christina, are trigger-happy and will waste ammo. Remember the Desert Ranger's motto, "If it moves, shoot it. If it won't open, blow it up."

## Healing

To speed up the healing process, leave one character (strong enough to defend himself) outside while the rest of the party goes into a building. When you need to heal the party, view the outside character and have him wait (times passes faster outside) while the ones inside heal. The drawback on the Apple version is that this will auto-save the game when you answer "yes." (Other versions probably will too.)

## Into the Desert

### Agricultural Center

**Bwpje uif cppui.** Picklock the rooms directly north and south, then get the valuables. This is a good place for starting characters to build up points. (You can also visit the booth and check out the Root Cellar, but wait till your party is stronger.)

### Mine Shaft

Picklock the room to the **sjhiu pg uif fousbodf**. Fight the Scavengers and get the Pick Axe. Use it on the box. Distribute the Gas Masks and leave.

### Highpool

Go to the building west of the Infirmary and get the stuff on the bed. Sell it all at the PX (but they won't buy weapons). Keep **uisff spqft**. You can also see the boy in the southwest corner and get directions to the cave. Kill the dog and rescue the girl, but don't let her join the party.

### Quartz: The Waitress at Scott's Bar

Buy drinks for Riddler in upper left of bar. Answers: "R" for Australia and America questions, VSBCVUMO for waitress question. Go to bar and disband, have one character sit on stool and wait for waitress. Say VSBCVUMO to get key. Join others. Go to Stagecoach Inn on Greybear and Target and enter Room 18. Use key. Get all. Go to the Emporium and **tmm uif Nbohmfst**, extra guns and any agricultural items. Buy Bulletproof Shirts.

### Needles: The Ruby Ring & Christina

Go to the Ammo Bunker, approach the body and get

the Ruby Ring. **Tbwf hbnf**. Use Perception skill on the explosives in the third alcove from the left. If you get that far, use **Cpnc Ejtsn**. If they explode, restore your game. Get a TNT or Plastique, all the 7.62 mm clips (second alcove from left), and shells (right alcove.) Go to the Library. Have Hell Razor learn Assault Rifle, then go to Downtown #2, between Leroy's and the private club, and have Christina join.

### Savage Village

The password is **Sfeibxl**. Drop weapons when asked. Go to northwest corner of Village and Picklock north building. Get the guns and kill the guards. Picklock the building with the box in it. Picklock the box or use the Pick Axe on it. Get the Mac 17 and ammo. Walk along the west wall and **cfuxffo uif uxp ivut** you just raided. TNT the door away and leave.

### Quartz

At the Emporium, sell any non-weapons, extra pistols and primitive weapons you have. You need **gpvs fyqmpjtjwft** soon, so buy more if you didn't find enough in Needles.

### Needles: The Waste Dump

Enter the Waste Dump and go through the left stairs and right hall, then blast the door. Go through the stairs, blast two more doors and kill the Pit Ghoul. Avoid the barrel and blast the **tpvui epps** on the **xftu tjef** of the room. Get the Assault Rifles and Rad Suits.

### Savage Village: Loot and Kill, Kill and Loot

This time just kill everyone and take everything you can find. Breach the barn. Sell extra weapons in Quartz, but keep at least two extra NATOs and armors. Buy six TNT.

### Las Vegas: Covenant and the Mushroom Temple

Picklock Covenant's bonds and hire him. Give him a NATO and armor. Go to the Mushroom Temple and say OSD to get in (several other passwords also work). When asked about a gift, say **cmppetubgg**. Go to the Doctor at (1) and hire him; give him a NATO and armor. Blast doors at (2) and (3) on this map to get more guns and Rad suits.

### Quartz: Rescue the Mayor

Go to the **Dpvsuipvtf po Rvbjm** and use grenades or Manglers to breach steel doors. Free Citrine on level three before rescuing the Mayor (under bed in cell on level two). From Huey, Lewey and Dewey, get numbers from **ubuuppt** to open safe in Ugly's Hideout. If you run low on hit points in this battle, rest in the cell area.

### Quartz: Ugly's Hideout

Anyone with less than five AC should stay outside of town. Equip the best fighters with Rad suits. You need people with Bomb Disarm and Demolitions

Expert skills, plus one rope. Enter Ugly's Hideout and walk to the room's southwest corner. (The password is Lbqv.) Use rope south. Walk to southernmost part of the glass wall and blast the wall at that point. Kill the Pistoleros, making your way toward the south room. Kill the guard and Picklock the door. Walk onto the space between the wall and the south end of the table. If you don't see the safe, walk off, then return. Say fmfwfo-tjyuffo-uxfouz tfwfo (these are coded, but should be typed in as numbers, not words) Get the contents of the safe and save the game. Walk through the east door. Don't let Ugly leave. Kill him and his guards. Go to Felicia. Use Bomb Disarm on her. If the yellow light goes off, do it again. The red light should stop. (If any of the lights are still on, restore and try again.) Get everything there. Leave Felicia alone. Blast the door on her left. Get all. Cbdlusbd1 to the ibmmxbz where you foufsfe. Go to the small hallway on the right. Enter north door of this hallway and kill all the Pistoleros. Picklock all three lockers, getting only two fruits and two chemicals (don't worry if there aren't two). Leave Ugly's through the door right of the kennels on the north side of the whole hideout. If you found only one chemical, go to the Inn and break into the House-keeping Closet in the Inn's northeast corner. Get the chemical and the Servomotor. Go to the Emporium and sell extra items, pistols and clips (except 7.62 mms).

#### **Needles: The Holy Grid & the True Bloodstaff**

Leave Doc and anyone under four AC outside town. You need a Demolitions expert in the main group, plus the gas masks. Enter the Temple of Blood and go through room with all the people in it, just to the left. Go through the hall until you come between two doors. Enter and get the Armors. Go west to the square that teleports you onto the Grid. Follow the map and say uijssuz (typed in as a number, not a word) to robot.

#### **Below the Temple**

Equip masks to characters with low Constitution and go north until you hit the island. Re-equip weapons. View. Have the outside party wait and View (but not saying "Yes") to check periodically on the main party. When they're healed, View and have them walk around the island, killing the two Snipers as they go. Blow the gate off the north part of the island and jump across the plate. Make your way toward the south edge of the inner building. Blast the door and kill everyone. Get the Bloodstaff (never pick up another Bloodstaff after this, or things might get confusing). Take all the LAWS first, Rifles second, then shells, then clips. Return for the Power packs later. Cross the Blood River and go south. Go east through the missile and say npufljn to the man. Leave by going through the force field to the northeast. Give Doc an Assault Rifle and go to the Mushroom Church.

Bqqspbdi Cjtipq. Use Ruby Ring. Use Bloodstaff. Get things from Bishop. Go to Quartz and sell the Rifles, shells, clips and the engine.

#### **Las Vegas: The Password at the Altar**

Leave Doc outside town. The party needs a Demolitions expert and two TNT. Go to the Mushroom Temple and blast door (4). Walk along the wall, avoiding the core. Blast door (5) and walk to the altar (C). Reply: Yes. Reply: Gbsbo cszhp. Record the password. Leave temple. Kill Gundroids at (A) on main map of Vegas. Get the items. Kill Cyborg Commandos at (B) and get the items. View. Heal. View. Leave the Temple and walk around town, searching and killing enemies that have LAWs and RPGs. (Never sell these.) Avoid the Scorptron.

#### **Needles and the Bishop**

Go to the Mushroom Church and tell the password (from Charmaine) to the Bishop. Get the Bloodstaff.

#### **Las Vegas and Charmaine**

Enter the Mushroom Church and use the Bloodstaff in front of Charmaine.

#### **Darwin: Mad Dog and Metal Maniac**

Leave Doc outside and go to the Lab. Go to the table in the next room and use a difnjdbm on the table. Use a gsvju on the table. Get the antitoxin and repeat to make another one. Go to the Tavern and trade Angela Deth's and Hell Razor's gear to someone. Make sure they have nothing left. Send them out, have them get seriously wounded in combat, then have the main party get them back. Wait voujm uifz ejf, then bury them (this isn't necessary, but is a nice touch). Use the antitoxins on the two guys in the Tavern. Hire both. Give Angela's gear to Mad Dog, Razor's to Metal Maniac. Go to the Library and have Mad Dog learn Demolitions; Metal Maniac should study Assault rifle.

#### **Guardian Citadel**

Save frequently in this phase, and a back-up copy of this disk is a good idea. Leave Doc outside and equip your best AT weapon guys with LAWs and RPGs. You'll need Mad Dog, Metal Maniac, Covenant (or someone with equivalent Strength) and one TNT. Enter the Citadel. Staying ofbs uif fyju, align with the middle flag. Walk up to (1) and kill them. If seriously wounded, heal by Viewing Doc. If not, equip more AT weapons. Get the Pulsar key. Walk to (2) and blast the wall south of you. Walk in the hallway and Picklock the door. Make sure you're healed. Walk to the opening on your left. If down to half your Constitution, svo mfgu ps sjhiu. Heal with Doc. Reequip AT weapons and attack again. Keep doing this until you win. Walk to (3) and use Safe-crack on door. When you get the things inside, make sure you leave one Power Pack there. (Otherwise the

room will explode.) Heal up and equip RPGs to back up the Meson Cannon (4) (you must practice with it first). Walk north through the opening and kill the woman *immediately*. Send one person through the left opening, then bring in the others and kill Austin. Get the Ion Beamer at (5) and heal up. Walk to where you entered, then walk to the right hall. Go through the right opening that leads you to (A). Avoid Kenneth for now and go north to (6). Kill the three Sisters. Walk east, then north toward (7). Kill the Cook. Walk to (8), then through the door on your north. Walk through the hall where you see (10). First you'll see three distant attackers. Coax them into coming closer, while running to (9). When they're at *tjyuz gffu*, attack. Walk to (10), kill the girl, then walk along wall (see path on map) and across stairs to (11). Go through door to (12) and kill the three guys. If at any time Covenant is seriously wounded or the others go critical or worse, restore. Have Covenant use Strength at (13) toward the portcullis lever. Go up the stairs at (14) to the Inner Sanctum. Go to the computer next to the door. Say *Sptfcve*. Go in the room (15) and get the Power Armor and other gear. Go down the stairs and leave the Citadel the way you came in.

#### Las Vegas: The Scorpitron & the Sewers

Leave Doc and anyone with less than 14 AC outside. You need a Sonic Key. Kill the Scorpitron at (C). The trick is to disband and catch it in crossfire with LAWS and RPGs. Then walk through the city and kill any Warriods that appear. If anyone has 23 IQ and three skill points to spare, go to the Library and learn Energy Weapon. Arm these people with the Meson Cannon, Ion Beamer and Laser Rifles. You'll also need a TNT, Demolition expert and either Pickaxes or someone with at least 20 Strength. Go to the Mushroom Temple and *cmbtu epps* (6). Go through the southwest door to the hall, then through the hall until you reach a door with an "x" on it. Use the Sonic Key on the door, then exit through the "This Way Out" door. Go to (1) on the Sewers map. Get Servomotor. At (2), *ljmm uif spcpu* and get the Power Converter. Use rope (south) at (A). At (3), wipe out the 'bots and get the Fusion Cell. After going past (C), destroy more of them and get the items and the Rom Board at (4). At (B), use the rope (hit space bar for direction). At (5), wipe 'em out and get the Servomotor. Walk to the "\$" wall in the room to the south. Use Strength (must be at least 20) on that wall until you get through. (Pickaxes will also work.) Go until you reach the exit (right arrow on map). Go to the north exit (north arrow). Go to the room with all the "\$" walls. Use Strength on them. At (6), defeat the fiends and get Max's head. Go back through the passage you made. At (7), whomp on the steelheads and get the Servomotor. Go through the south exit (down arrow) and at (8), win again and get the ROM Board. At (9) you'll be rewarded with a Servomotor. Go to the Lab, the room marked with A, B, C, D and 10. Use the

Sonic Key on the Lab door. Kill the Hexborg at (10) and get the Rom Board.

#### The Lab: Fixing Max

At D : Press 1 and 2, use Servomotor, press 1 & 2, use Servomotor, press 3.  
 At C : Press 1 & 2, use Servomotor, press 3.  
 At B : Press 1 & 2, use Fusion Cell, press 1 & 2, use Power Converter. Press 1 & 2, use Servomotor, press 1 & 2, use Rom Board, press 3.  
 At A : Press 1 & 2, use Android Head, press 1 & 2, use Rom Board, press 3. Exit through the force field to the south. If possible, learn Energy Weapon at the Library.

#### Guardian Citadel: Looting the Place

Leave Doc and anyone with less than 14 AC outside. At (A), Picklock the case and get the Quasar Key. At (B) in the Outer Sanctum (purple walls), save after killing the enemy. Use Bomb Disarm on him. (Restore if you die.) Get the ring and Plastique. At (C), use Perception on the triptych and get the Blackstar Key. At (D), kill Jethro and get the Proton Axe. Kill the Cardinal at (E) and get his goods. Annihilate the "Sleeping Monk" at (F) and get the Nova Key. After entering (G), open up the *uisff eppst* and get the goods. Get the Energy Weapons at (H) and give somebody Clone Tech. In the Inner Sanctum (upstairs), use Perception on the tables and get the Secpass B at (I).

#### Sleeper Base: Send in the Clones

This is in the northeast corner of the map, but you can't find it until Max is activated. If the SecPass doesn't work at all places, don't worry, for you'll find more. Get SecPass 1 at (A) by using Strength on door. Secpass 3 is at (B). Go down to Level Two and get SecPass A at (C). Go to Level Three, then to (D) and Picklock the desk to get Secpass 7 and a Power Converter. Open up all the doors in the base. Go to (E) on Level Two and use TNT or Plastique on one of the crystal walls to get Pseudo-Chitin Armor, Meson Cannon and other items. At (F), get one jug and other gear. At (G), use the *Qpxfs dpowfsufs* on the Controller. Go to Level Three and turn the power on at (H). Return to Level Two. To make a clone: press 1 at (I). Use Clone Tech. Press 2. Press 3. Use jug. Press 3. Get fluid. Go to (J). Disband one person with the *gmve* to walk into a pod. Get the jug. Make three more clones, preferably of different characters, the same way. If one of the cloned people dies later, go to the adjacent terminal and Release him. If you want to clone someone else but the pod is occupied, Abort the clone.

#### Base Cochise: Max meets VAX

You need RAD suits to reach Cochise through a trail north, then west of Vegas. Leave Doc and a character with less than 10 AC outside. Fight your way north



to the gate. Picklock and use SecPasses on the gates. Enter. Take sjhiu escalator (A) up, then go north. At the terminal (B), say csfb1. Picklock out of the cell and go down the hall, not opening any doors until you reach the room with computers. Go to the computer on the far right, nearest the west exit. At the terminal (C), say svo. Pick "C" and View the outside party. Trade the second guy's gear to Doc and send him out to be killed; bury him. View. Go to robot (D) and hire him. Save the game. Go through the west hall. Send Covenant, VAX, Christina and Metal Maniac across the waste to fight the Xenon Cannons. If anyone goes Serious, restore immediately. Go to the terminal (E) and Extend the bridge. Bring the others across. Go north, then west and use Picklock or SecPass to enter the room. Walk onto the tusbohfvqsqmf gjfme (F) on the left, then walk south. Go to Vegas Hospital and cure the Radiation Poisoning.

#### **Base Cochise: Showdown at the Robot Corral**

Leave Doc outside. Carry the Pulsar, Quasar, Nova and Blackstar Keys, four Rad suits and six TNT. On level three, go to the terminal and enter tunnel, then to the last room in the hall (the one with all the loot). If heavily wounded, retreat to the hall until the Octotrons can't hit you, then heal and attack again. After killing all the Octotrons (there are some on the sides), get the loot. Go to the room with the purple field and go down the ladder. Send VAX to the room on the right. Have him walk to the terminal (A) and open vault door #1 (B). Rejoin the party and hp tpvui. Send someone with good Perception west; when he approaches a mine, it should appear so you can avoid it. Open vault door #2 (C). Rejoin and go south. Vanquish the Xenon Cannons (D) and send VAX east. He can just walk through and will seldom get hurt. Open vault door #3 (E). Rejoin and go south. Send your best fighters into the west room and walk along the south wall. Defeat the Xenons, then walk along the south wall and defeat the rest of the Xenons here. At the terminal to the north, open vault door #4 (F) and retrace your steps to exit. Rejoin and save the game. Go down the ladder and Picklock the door. On level four, kill the Particle Beams and follow the safe path on the map to the Robot Maintenance Room. Blow the door, then blow up the machinery at (I). Go to the Security Electronics Room and blow the door. Go to the OSHA Room and blow the door. Walk south to the robot. When uxp tqbdf bxbz, Encounter. Kill the Octotron and anything else that gets in your way. Go to the Reactor Room.

#### **Base Cochise: The Reactor Room**

Blow the door and send in a Demolitions expert xfbjsjoh b Sbe tvju. Have him blast the glass wall in the Reactor Room. Rejoin and rearmor him. Exit (the purple field takes you to the entrance) but not all the way into the desert. Outside the gates, go west and you'll see a battle-scarred wall. Ljmm uif spcpu on

the xftu tjef pg uijt xbm and get the Plasma Coupler (there are two other ways to do so, but this is the easiest). Leave and get Doc; make sure he has Power Armor. Save the game. Return to the Reactor Room. Split the party into gpvs hspvqt of equal fighting ability; VAX alone should be one of the groups. Give each party a key (Pulsar, Quasar, Nova and Blackstar) and a Rad suit. Give VAX the Blackstar Key, Plasma Coupler and a Rad suit. VAX should use the Coupler on the machine formerly surrounded by glass in the Reactor Room. Send him into the corner room there (A). Have the party with the Quasar Key enter the OSHA Room's corner room (C). Send the Nova Key party into the corner room of the Robot Maintenance Room (B). Dispatch the Pulsar Key party to the corner room of the Security Electronics Room (D). Have VAX use the Blackstar Key on the cylinder. The Nova team should use that key on their cylinder. The Pulsar party should use that key on their cylinder. The Quasar party uses that key with their cylinder. (Save the game before proceeding.) Press the space bar and have VAX enter sfe; Pulsar, zfmmpx; Quasar, hsf; Nova, cmvf. Send the Nova team to join the Pulsar team at (J) in the hall. VAX should join the Quasar team at (K) in the hall, then send VAX's team to join the others at the stairway entrance. (The entire party should be together now.) After the destruct sequence is activated, escape capsules appear above (H). Enter these and you'll wind up next to the computer on level one. Use Climb skills or blast a hole in the area, then exit and enter the desert. Get outta there before the whole thing explodes! Don't forget to Sbejp jo.

#### **Other Puzzles**

These are not necessary for solving the game, but may make it somewhat easier. They're also provided for people who finished the game and still want to know the answers.

#### **The Hobo's Camp & Quartz**

See the Brakeman for a mission. Then head for Quartz. Take the item from the Brakeman to Head Hunter, west of restrooms. Get password (dbufsqjmmbs). Enter men's room and defeat outlaws, get clues from body and boy. Check out all tables for clues. Go to Hobo's Camp and say password to guard at left tent. Follow instructions for treasure and tools, then return to Quartz. In the Cemetery, get the broken toaster.

#### **Finster's Mind**

Answers to riddles in Finster's Mind are: (1) uijssuz-uxp (type in the number, not the word) (2) gjwf ivoesfe uxfmwf (3) uxfouz (4) Gjotufs (5) opuijoh (6) jdfcfsh. In the fourth arena you have to go to the northwest corner and use IQ to get through teleportation spaces. IQ is also used when you hear friends

talking about you. Use Secpass 7, the password Qspufvt and Strength to get inside. Liberate the prisoners and go upstairs to kill Finster and hook his head up to the Mindlink. (The character who attaches the head should have a powerful weapon, plus high stats for that weapon's skill, Luck, IQ and Strength. After answering the first three riddles in arenas one-three, use IQ in the fourth arena's northwest corner. Slay the spider and break the web with strength. Use Luck if tossed into the showers while playing baseball. Break through the wall with Strength in the seventh arena, kill two more Finsters and break through the wall again. (After the second Finster dies, get the jug if you need one.) Get the Android head after killing it. Immediately after entering the next room, race back to the previous room, touch the wall and run to the place where the voice warns your friends will be killed if you go east, and you'll be ljmme if you go xftu. Then take one step east and one south. Use IQ in the next room until the exit opens, then enter the final arena and slay Finster. Get Secpass B and jump into the pit.

### Fixing the Jeep

Ace, in the basement in Quartz, can get the Jeep running, but it will only go to the garage in Needles. You'll need the other engine (one is sold in the Hobo Camp, another is awarded by the Mushroom Bishop in Needles when you return the Bloodstaff.)

### The Broken Toaster

After learning the related skill, you can get a VISA card and Power pack from the toaster. Use skill at the Toaster Repair Station in the Citadel.

### The Helicopter

This will take you to Base Cochise if you have the skill, which could save some time, since you could land on top of the building.

### Map Key: Wasteland

#### Quartz

- |                    |                                    |
|--------------------|------------------------------------|
| 1 : Emporium       | 5 : Leroy's Arms Counter           |
| 2 : Scott's Bar    | 6 : Christina                      |
| 3 : Stagecoach Inn | 7 : Gas station                    |
| 4 : Ugly's Hideout | 8 : Temple of Blood                |
| 5 : Courthouse     | 9 : Waste dump                     |
| 6 : Cemetery       | 10: Sand hills (practice climbing) |
| 7 : Dr. Quack      | 11: Church of the Mushroom Cloud   |

#### Needles

- |                    |               |
|--------------------|---------------|
| 1 : Ammo dump      | Las Vegas     |
| 2 : Police station | 1 : Library   |
| 3 : Library        | 2 : Informant |
| 4 : Doctor         |               |

- 3 : Hospital
- 4 : Spade's Casino
- 5 : Fat Freddy's Casino
- 6 : Hospital
- 7 : Jail (Covenant)
- 8 : Temple of the Mushroom Cloud
- A : Gundroids
- B : Cyborg Commandos
- C : Scorpitron

### Guardian Citadel

#### Map One

- 1 : Pulsar Key
- 2 : Blast hole in wall here
- 3 : Door (use Safecrack)
- 4 : Meson Beamer
- 5 : Ion Beamer
- 6 : Three Sisters
- 7 : Cook
- 8 : Door
- F : Flag
- A : Quasar Key

### Outer Sanctum

- 9 : Corner
- 10: Girl
- 11: To exit
- 12: Three foes
- 13: Portcullis lever
- 14: To Inner Sanctum
- B : Ring & plastique
- C : Blackstar Key
- D : Proton Axe
- E : Cardinal
- F : Nova Key
- G : Miscellaneous gear
- H : Energy weapon

### Inner Sanctum

- 15: Power Armor
- I : Secpass B

### The Sewers

- 1 : Servomotor
- 2 : Power Converter
- 3 : Fusion Cell
- 4 : ROM board
- 5 : Servomotor
- 6 : Max's head
- 7 : Servomotor
- 8 : ROM board
- 9 : Servomotor
- 10: ROM board
- A-D: The Lab

### Sleeper Base

#### Level One

- A : Secpass 1

- B : Secpass 3
- L & C: Library & Clones

### Level Two

- C : Secpass A
- E : Pseudo-chitin armor, Power packs, weapons
- F : Jug
- G : Controller
- I : Cone fluid
- J : Clone pods
- L : Library & Doctor

### Level Three

- D : Secpass 7
- H : Power switch
- IF: Info files
- PC: Plasma Coupler
- HS: Helicoptersimulator

### Base Cochise

#### Level One

- A : Escalator
- B : Terminal (break)

### Level Two

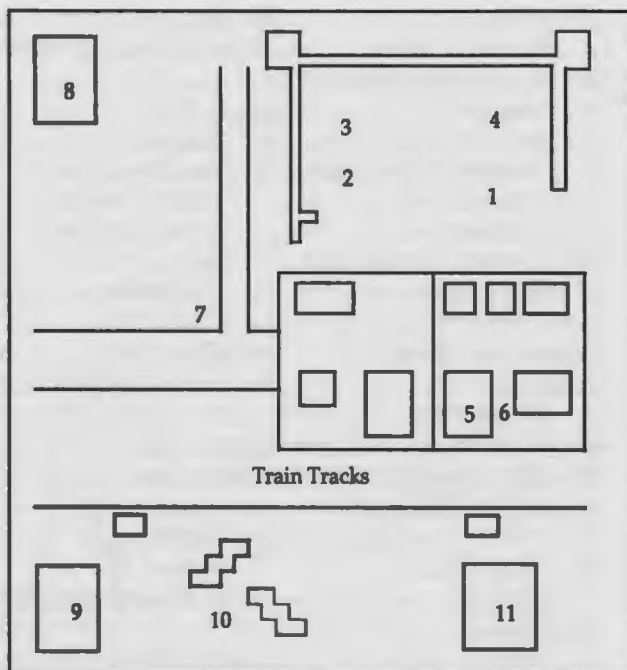
- C : Terminal (run)
- D : VAX
- E : Terminal (extend bridge)
- F : Purple field (exit)
- S : To Level Three

### Level Three

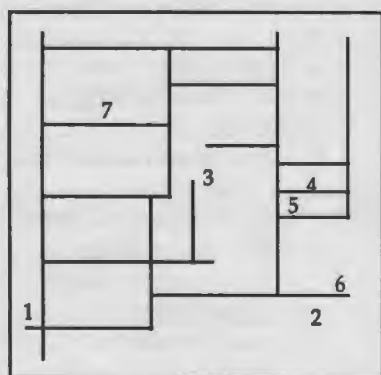
- A : Terminals
- B : Vault door #1
- C : Vault door #2
- D : Xenon Laser Cannons
- E : Vault door #3
- F : Vault door #4

### Level Four

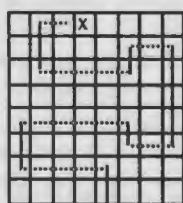
- A : Blackstar
- B : Nova
- C : Quasar
- D : Pulsar
- E : Machine requiring high I. Q.
- F : Glass wall
- G : Fusion Octron
- H : Stairs
- I : Conveyor belt control
- J-K: Rendezvous points for party during end game



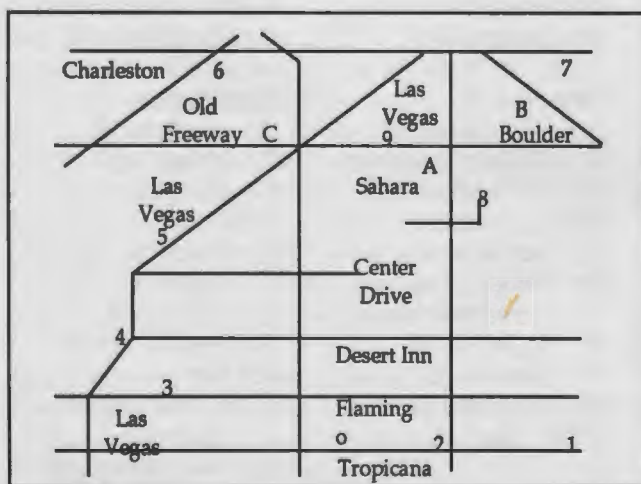
Needles



Quartz

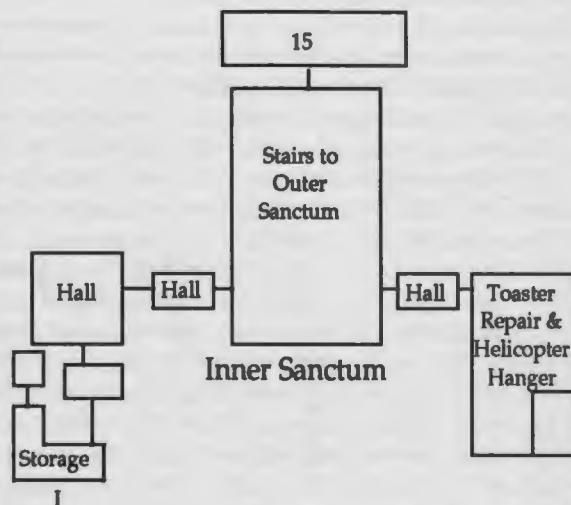


The Holy Grid

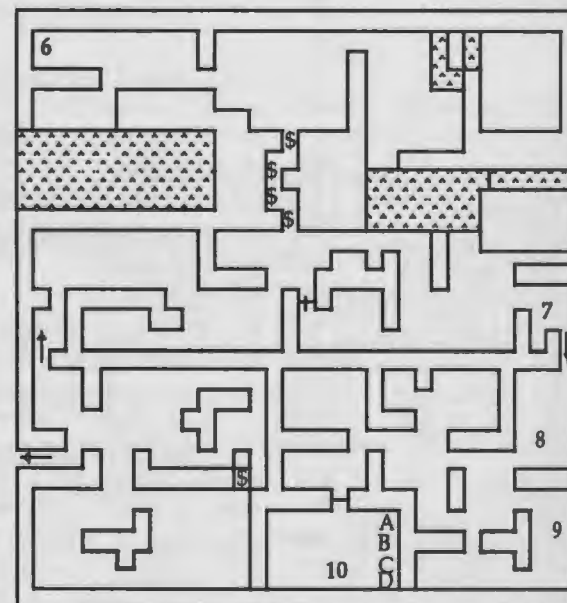
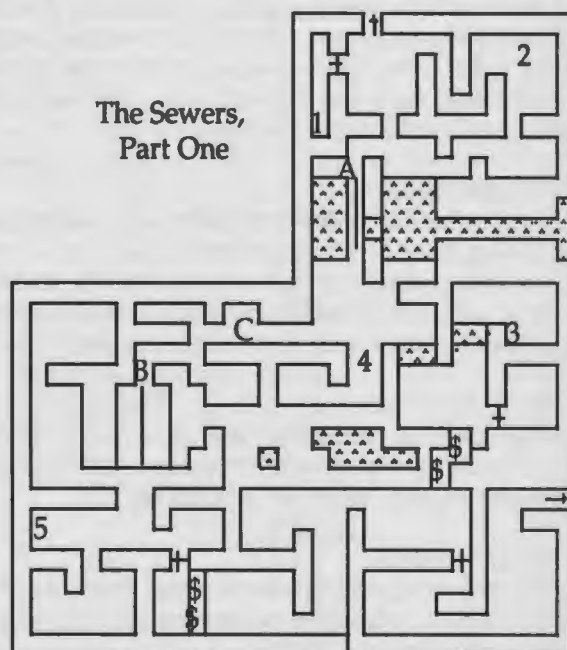


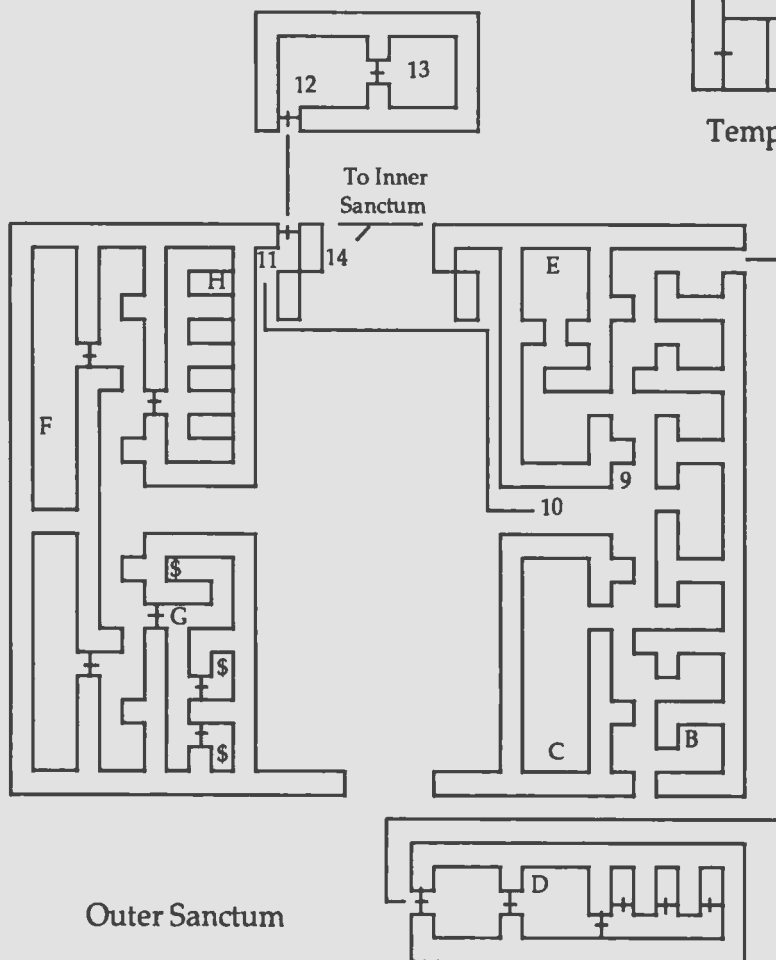
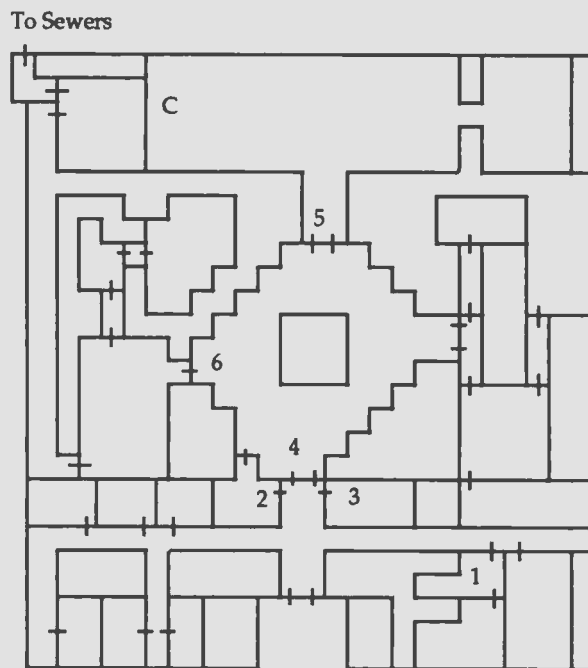
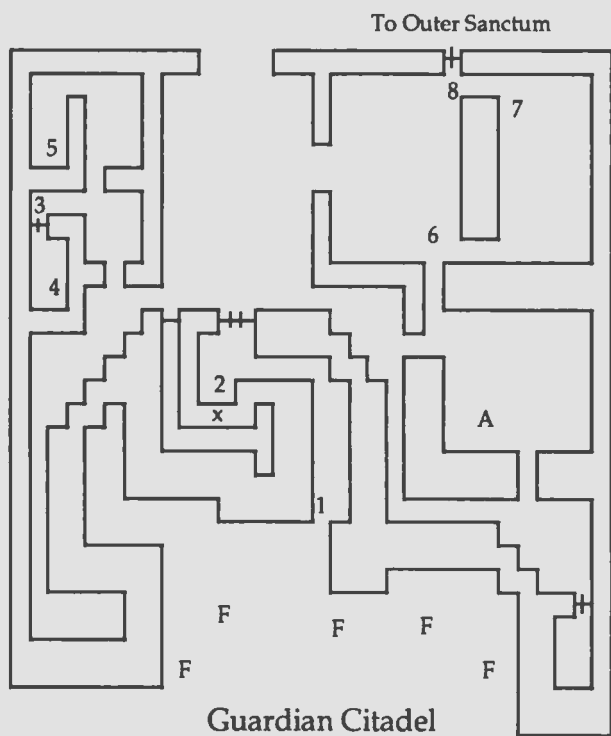
Las Vegas

The Sewers, Part Two

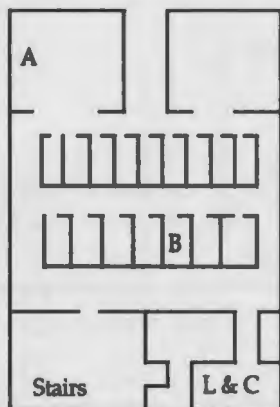


The Sewers, Part One

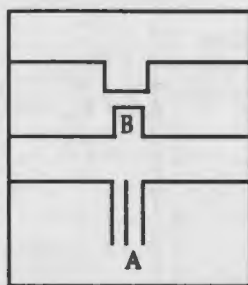




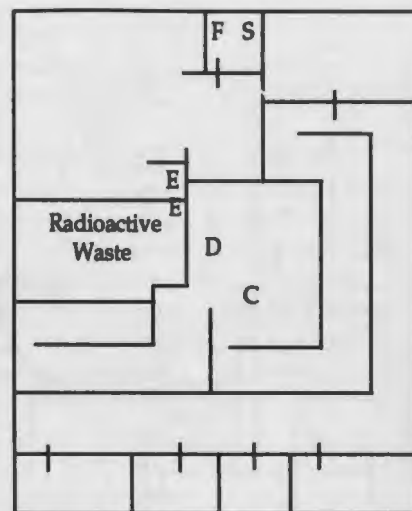




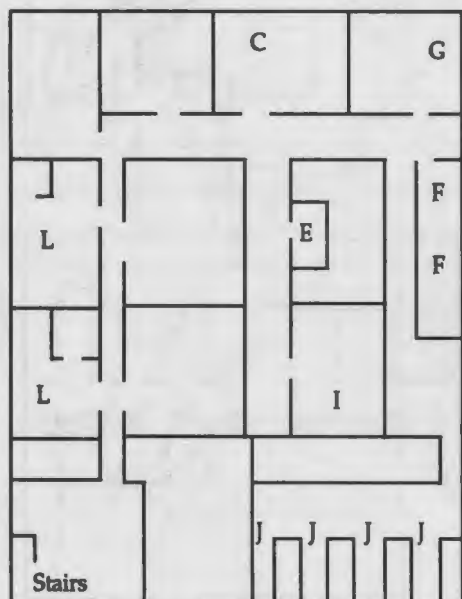
Sleeper Base: Level One



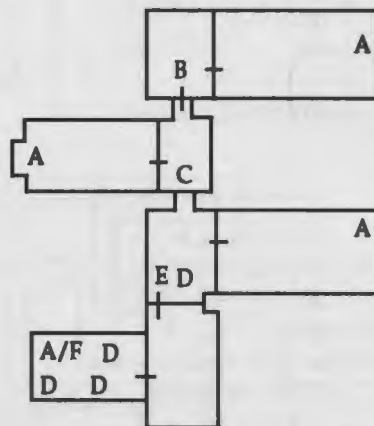
Base Cochise: Level One



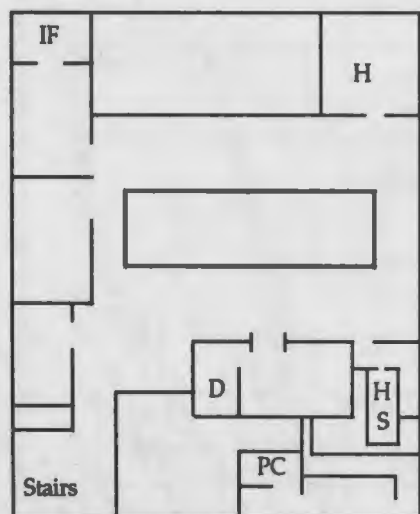
Base Cochise: Level Two



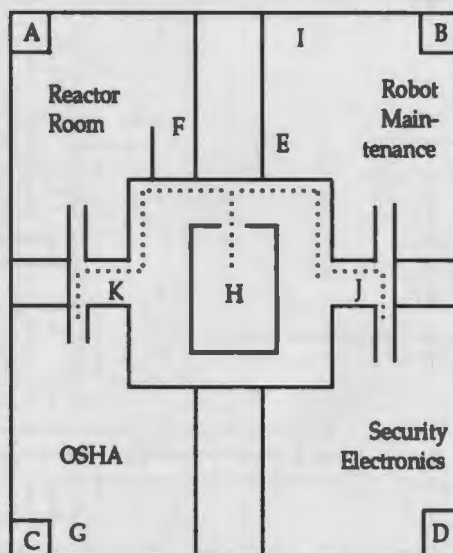
Sleeper Base: Level Two



Base Cochise: Level Three



Sleeper Base: Level Three



Base Cochise: Level Four

# 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.)