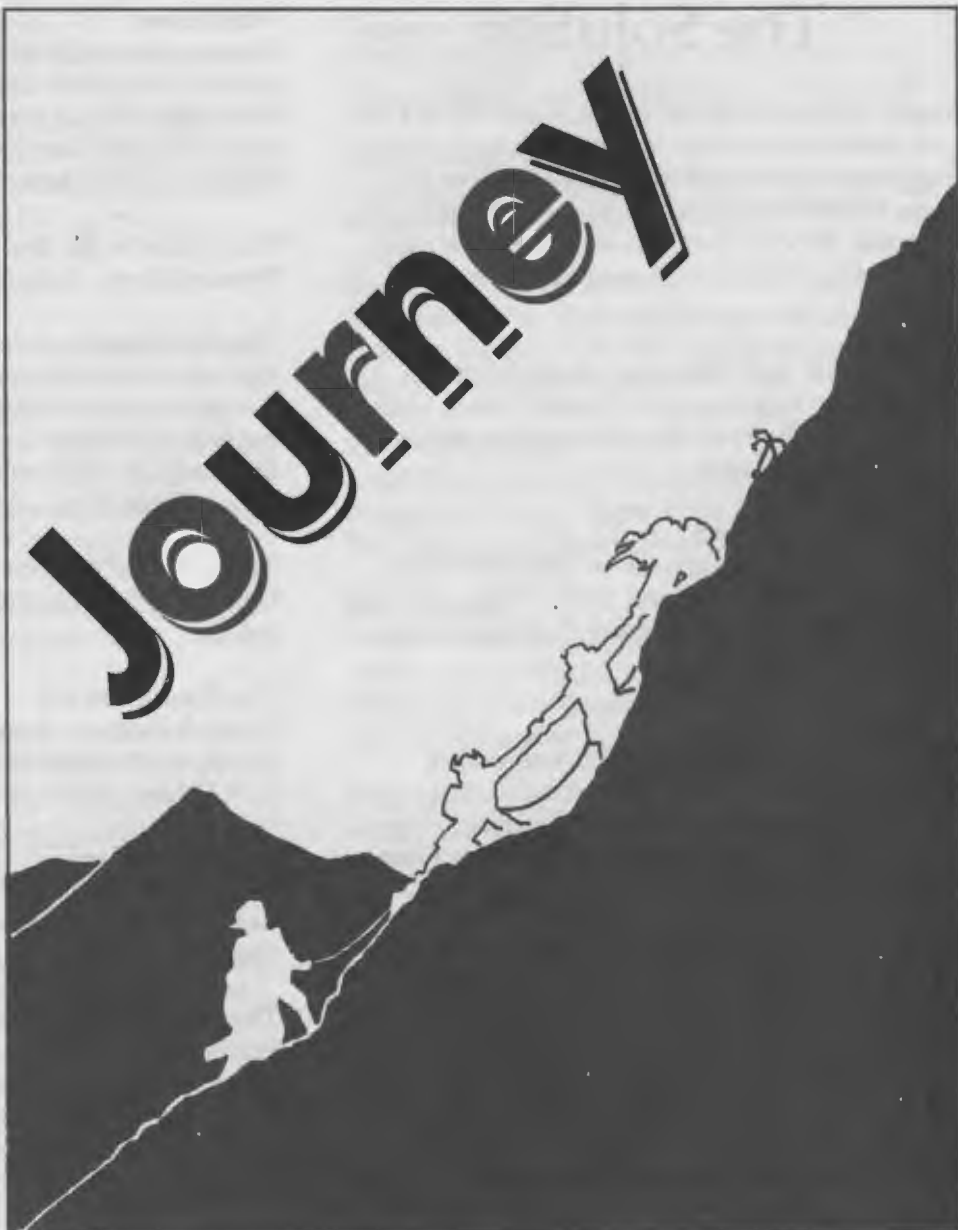


Journey was Infocom's first (and only) "roleplay chronicle." The experience is like roleplaying, for your character leads a group on a mighty quest; a couple of your compadres possess skills that come into play along the way; and you must win a few simple battles. But *Journey*, courtesy of a treasure trove of prose penned by Zorkmaster Marc Blank, emphasizes the story over hit points and maze-mapping.

As Tag, an apprentice food merchant, you are out to halt a five-year series of plagues, disease, and famine brought on by the Dread Lord. This compels you to round up the Seven Stones, magical gems that were scattered about the land long ago. From the top of Sunrise Mountain to the forest of the Elves and on into the depths of the caverns beyond the Dwarf Gate, every step of the way is brightly illustrated in a window on the left of the screen, while the text fills one on the right. Rather than type words into a parser, you choose commands with the mouse. The menus are context-sensitive, so their commands will reflect the different alternatives in each situation. Spells are cast by first mixing the proper essences of air, fire, and other elements. These spells often play a part in solving the raft of logical puzzles.

Journey's story is rigidly linear, and you can't even return to most locations once you've walked through the door to the next area. If you go astray and the quest fails, a friendly feature called Musings gives hints on what you did wrong or might try the next time. With its fascinating setting and simple interface, *Journey* offers first-time roleplayers a smooth introduction to the genre.



Type:
Roleplay Chronicle

Difficulty:
Novice

Systems:
MS-DOS (384K required, CGA/EGA/Tandy, mouse or joystick optional); Amiga (512K and RGB monitor required); Macintosh (512K required; color supported on Mac II); Apple (128K required, mouse/joystick optional)

Company:
Infocom/Activision

The Solution

Due to this game's linear structure and the fact that you usually can't return to a location, maps have not been included with this solution. There are three random elements: the color of the residue left by spells, the cave numbers assigned to the runes in the Magic Mill, and the name of a character.

Lavos

Background. Start. Get advice. Enter. Examine map. Reply. Buy map. Exit. Proceed. Enter. Look around. Examine customers. Buy drinks (twice). Exit. Accept. Proceed.

Going to the Hermit

Get advice. Scout. Right. Scout. Examine bodies (Esher and Praxix). Proceed. Scout. Follow smoke. Examine hut. Knock. Tell truth. Examine hermit. Look around. Exit.

The Coming Storm

Tell Legend of Wizards, Magic (note color of residue left by Elevation spell). Examine bag (Praxix). Examine lake. Proceed. Examine stream (Esher). Get advice. Find gold (twice). Cast Elevation at Tag.

Minar's Disappearance

Get advice. Enter lake. Dive. Scout. Proceed. Enter cave. Cast Glow on staff. Proceed. Examine pool. Get advice. Enter pool. Leave tube. Hide. Examine Minar.

The Blue Amulet

Wide Path. Left. Pick up torch. Back. Right. Examine blue amulet. Pick up blue amulet. Proceed. Pick up cover. Drop blue amulet. Junction. Smelly pool. Dive. Pick up blue amulet. Surface. Back. Back to cave. Tell Legend of Nymphs.

The River

Proceed. Scout. Upstream (twice). Build raft. Launch raft. Cross (four times).

Sunset Mountain

Scout. Cast Hmpx on map. Examine map.

The Caves of the Dwarves

Scout. Look around. Get help. Tell Legend of Dwarves, Gates, and Reth a-Zar. Enter. Proceed. Stand (twice). Parley. Tell truth. Accept. Tell Story of Gates, Caverns, Orcs, and Elves. Proceed. Tell Story of Sun Towers. Tell Legend of Elves and Bern i-Lan. Proceed.

The Runes

Examine Runes (Hurth). Enter. Scout. Left (or right). Cast Gmbsf. Cast Fmfwbujpo (on anyone). Scout. Right. Get advice. Examine Orcs. Fight. Flank (anyone). Cast Nve. Combat (three times). Return. Examine brown amulet.

The Terror at the End of the Road

Proceed (three). Back. Cast Usfnps.

The Sun Towers

Up. Left. Get advice. Cast Fmfwbujpo (on anyone). Cast Xjoe (again noting the color of residue and combination of essences used in the spell). Leave (anyone). Up. Look around. Pick up spyglass. Down. Right. Exit.

The Forest of the Elves (Bergon)

Get advice. Split up. Proceed. Examine trees. Return.

The Forest (Praxix)

Proceed. Examine stump. Save. Cast Mjhiuojoh (noting combination of essences used). Restore. Cast Usfnps. Down. Back.

The Forest (Tag)

Proceed. Stream path. Approach (twice). Examine woman. Talk to Elf. Speak Elvish. "Tag-la." Speak Elvish. "Agrith b'ran."

The Forest and the Fire

Praxix route. Down. Proceed. Examine walls (Praxix and Esher). Proceed. Left or right (four times). Up. Elf home. Get advice. Examine fire and Elves. Follow Elves. Examine fire and Elves. Cast Sbjo.

Back to the Caves

Scout. Get advice. North route. Enter. Confront. Tell Story of Agrith and Cedrith. Get advice. Down (twice). This level. Scout. Get advice.

Around the Orcs

Around Orcs. Right. Examine runes (Praxix). Speak. "Lorem." Left. Back.

Past the Orcs

Past Orcs. Cast Usfnps. Cast Fmfwbujpo (on himself). Proceed. Scout. Proceed. Cast Usfnps. Combat (twice).

Healing Bergon

Examine Bergon. Mix reagent with xbufs essence. Use mix on Bergon. Proceed.

The Mines

Scout. Enter tunnel. Scout. Left. Scout. Old mine. Examine walls (Praxix). Get advice. Back. New mine. Enter cleft. Examine walls (Hurth). Back. Enter cleft. Examine walls (Praxix). Examine miner (Esher). Examine miner's sack (Hurth). Ask miner about Orcs (twice) and mine. Pick up red rock. Back (twice).

The Tomb

Up. Right. Crude path. Get advice. Examine crack. Down. Hurth. Jump. Look around. Climb up. Examine key. Back. Ornate path. Examine door. Open door. Examine vault and runes (Hurth). Mix reagent with **gjsf** essence. Use mix on vault. Examine coffin. Examine white stone. Back (twice).

The Ancient Forest

Proceed (three times). Cast **Gmbsf** (noting residue color and combination of essences). Scout. Proceed.

The Magic Mill (Praxix)

Ask tree about paths and location. Examine talking tree. **Njmlz xbz**. Examine mechanism. Cast Glow on staff. Down. Left. Down. Up. Proceed (three times). Back (three times). Examine device. Save.

Teleporting the Pick-Axe

(This is a random puzzle in which you're trying to teleport the pick-axe in the second cave—counting away from the Control Room—into the first cave. The first dial means From; the second, To. There are six caves and six runes in all, but you have access to three. The runes can go clockwise or counter-clockwise.) Left dial set to (position). Right dial set to (position). Push button. Wait. (When you have successfully teleported the pick-axe, you'll see a glint through the Control Room window in the first cave; if you fail, restore and try again.) Back to Pits. Down. Pick up pick-axe. Mine rock. Control Room. Save. (Teleport yourself from cave one to cave three.) Left dial set to (position). Right dial set to (position). Push button. Back to Pits. Down. Follow light.

The Ruins

Examine water and bridge. Cross. Proceed. Tower. Up. Accept. Tell Story about Castle. Down. Examine stones. Mix reagent with **gjsf** essence. Use mix on stones. Back. Courtyard. Moat. Swim. Courtyard. Cast **Sbjo**.

Hurth's Toxic Allergies

Proceed. Examine Hurth (Esher).

Captured by Orcs

Proceed. Free him. Get advice. Follow Orcs. Get advice. Scout. Inventory. Use red rock. Run for it.

The Demon

Proceed. Examine shadow (Hurth). Hide. Mix **bjs** essence with **xbufs** essence. Proceed.

Umber and the Mudwargs

Stay. Ask Umber about mudwargs. Get advice. Examine Umber's sack. Mix **cmbdl** reagent with **gjsf**. Use mix on staff. Leave.

Zan's Curio Shop

Scout. Examine emporium and curio shop. Curio shop. Look around. Reply. Examine gray stone. Buy gray stone. Trade **tqzhmbtt**. Proceed.

Zan's Tavern

Tavern. Order meal. Examine other table. Get advice. Cast **Jowjtjcjmjujz**. Eavesdrop (twice, noting name of drunk mentioned, which is different each time). Exit.

Wharf

Wharf. Yes. (Give name of drunk mentioned in Tavern.) Get advice. Zephyr. Tell truth. Accept.

Inn

Inn. Check in. Accept. Exit. Camp out.

In Jail

Examine cell. Escape. Call Sheriff. Mix **hsbz** reagent with **gjsf** essence. Cast **Usfnps**. Examine Sheriff. Use mix on Sheriff.

On Ship

Scout. Examine Twin Isles (Esher). Examine sky and crew (Praxix). Relax. Climb mast. Examine boat (Esher). Cast **Fmfwbujpo** on Tag. Cast **Xjoe**.

Misty Isle

Examine Praxix. Pick up Praxix' pouch. Save. Using the colors from the residue left with certain spells that you noted previously, and combination of essences used each time, figure out the correct combination of colors and use the process of elimination to figure out coarse and fine: lightning equals **xbufs** essence plus fire essence and a pinch of earth essence. Mix (essence) with (essence). Add pinch of (essence). Cast mixture.

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.)