

Windwalker



Once again you are the only hope of Khantun, a fantasy land with Oriental overtones. In this sequel to Greg Malone's *Moebius*, the Emperor has been overthrown, poisoned, and locked away by a malicious Alchemist and a power-mad Warlord. It's not enough to slay the Warlord, neutralize the Alchemist, and find the key to the Emperor's cell — only by acquiring the proper ingredients for the antidote can you save him from death. Incorporating a greatly improved version of the *Moebius* combat system, this one-character RPG combines the best of questing with a high quality, animated, martial arts game. During combat, the aerial-view map is replaced with a full-screen profile view of two opponents who whirl and leap at each other much faster and more realistically than before. Several new movements, such as cartwheels, are available, as well as a choice of combat modes: Concentration, in which the foe attacks only after you've made a move (which affords you time to study the situation), and Intuition, a real-time, no-holds-barred battle. And you'll hear digitized screams from the battlefield, rather than the beeps heard in *Moebius*. These aspects make *Windwalker* an excellent choice for kung fu fans, but the charm of the game's Oriental setting and magic system will appeal to most adventurers.

Type:
Fantasy Roleplaying

Difficulty:
Intermediate

Systems:
MS-DOS (256K, CGA/EGA/MCGA/VGA);
Apple (128K); C-64; Macintosh (512Ke);
Amiga (512K)

Company:
ORIGIN

The Solution

General Tips

The best attack is the High Kick. Guards can't avoid being hit with a high kick if they're coming at you with Scissor Legs at the time. To avoid the Guards' swords, use cartwheels.

To get out of jail, wait for a woman to bring your lunch, then speak to her. When she leaves, talk to your cell mate about the serving woman's husband. Wait for the woman to return and ask her about her husband. She will leave the door unlocked. Sneak out at night while the jailer is asleep. Move quickly — you have to elude or defeat the Guards to complete your escape.

Useful Items

These are the most useful items and their locations:

Antidote Ingredients:

Flowers (from Nubian Princess), Rhinoceros Horn (Warlord's Cabinet), Jade (behind Emperor's Throne), Gold Dust (Thieves' Cave), Peach Seed (secret valley behind the Oni's Cave)

Key to Warlord's Cabinet:
Emperor's Concubines

Key to Emperor's Cell:
Warlord

Talismans and Ingredients:
Shaman's Cave, Isle of the Dead

Eyes of Fire:
Shaman's Hut

Astral Gate:
Alchemist's House

Heron Feathers:

Islands east of Xiang Loh

Shoe:

Beggar outside Merchant in Puhn Tiang

Turtle:

Fisherman in Puhn Tiang

Robes and Staff of Righteousness:

Monastery on islands east of Palace

Xiang Loh and Islands East

At the Merchant's Shop, buy as much common incense as possible. Go to the Shrine and speak to the Priest about Incense. He'll turn it into Blessed Incense, which can be used to restore Body, Spirit, or Honor points.

Sail to the islands east of Xiang Loh and find the Explorer's Hut. Inside, open the cabinet and read the scroll. In this area is a heron. Get some of its feathers, which may be sold to Merchants in Xiang Loh and Puhn Tiang. To do so, follow the heron. When it lands, grab it twice to get feathers (you've got to have Quickness). Repeat until you have about 50 feathers.

Puhn Tiang

Go to this village, near the Royal Palace. Enter the Merchant's Shop and sell the feathers. Ask the beggar outside the shop about "shoe," and he'll offer to sell one of his. Buy it. The Fisherman in Puhn Tiang usually goes fishing in the morning. While he's in his boat, buy three striped turtles from him. You may have to keep trying until he has caught enough. Return to the Merchant and buy food and common incense if needed.

The Monastery

Go to the islands east of the Royal Palace and head for the Monastery. Enter the doorway east of the Tower. Wait until the Head Monk arrives to tell you it's time to rest the body and spirit. Tell him you'll follow the Day of Discipline. Sleep until the Head Monk wakes you, then follow him. Don't leave his side for any reason. If you've maintained perfect Honor, followed the Day of Discipline, and defeated your Inner Self, the Head Monk will give you the Robes and Staff of Righteousness. After you get them, go upstairs in the Monastery Tower and read the scroll on your immediate left. It's the one about Nubia. Save the game before proceeding.

The Isles of the Dead

Go north to these islands and find the Shaman's Cave. Avoid the Dragons, Onis, Waterbeetles, and Fire Elementals. If an Oni touches you, you'll awaken confused in the Oni cave, located in the Isles of the Dead. In the Shaman's Cave, ask him about turtles. He'll offer to make a Talisman for you. Have him make the Talisman of Invisibility, which requires the shoe from the Beggar. Find a Waterbeetle, but don't get near it until you activate the Talisman. If invisible when you approach the Waterbeetle, you'll get one of its mandibles. Return to the Shaman and have him make the Talisman of WaterWalking, using the mandible.

Now seek out a Dragon in the waters of these Isles. A good place to look is under the waterfall, but when you see it, invoke your Talisman of Invisibility. Then activate the Talisman of WaterWalking and approach the Dragon to get one of his scales. Take it to the Shaman and have him use it to divine the Talisman of Invulnerability.

The Royal Palace and the Warlord

Put on the Robe and Staff of Righteousness before entering the palace, or you'll be tossed in jail. (Be very careful going through doorways when you don't have Invulnerability activated — the Warlord often lurks on the other side.) Find the Warlord. Before confronting him, invoke the Talisman of Invulnerability. Defeat him (in battle, have your Quickness prayer — "Quicken my pace" — active). He'll drop the key to the Emperor's Cell. Go to the Emperor's Concubines, who'll congratulate you and give you a key to the Warlord's upstairs cabinets. Go to the Warlord's bedroom (upstairs on the left) and open the cabinet next to his bed. Get the Rhinoceros Horn, needed for the Emperor's antidote.

The Nubian Princess and the Emperor's Throne

Descend the stairs to the rooms on the west side of the Palace (the Nubian Princess' apartments). Answer the Nubian Guards with **Tbmbi**, and they'll let you in to see the Princess. Interact with her (but not while she's in the bath), uttering these words in this order: **Tbmbi**, **Qmrvngjs**, **Ubzjc**, **Nfojmb**. The Princess gives you some flowers to use in the antidote.

Enter the Emperor's Throne Room and bump into the back of the throne. You'll find some jade for the antidote.

The Thieves' Cave and the Famous Explorer

Go to the islands north of the Palace and enter the Thieves' Cave, found on the island in the northeast corner of this area. Here you must rescue the Explorer. First get close and interact with him to cut his bonds. He'll give you a bag of Gold Dust, another component of the antidote. Now buy copying tools (two Parchments, two Quill Pens, and two Ink Horns). If you don't have enough money (20 coins), fight aggressors to obtain more.

The Peach Seed and the Alchemist's House

Return to the Palace and go to the southeast corner of the courtyard (near the Alchemist's House). Use the Sleep command to wait until the fourteenth day of the month, the new moon. If the new moon has already passed, sleep until the first night of the full moon.

Quickly, go to the Isles of the Dead and, while invisible, enter the Oni's cave. Go to the northeast portion of the cave where you'll find an entrance to the Secret Valley. As soon as you enter this area, Shin Doh, the God of Luck will speak to you and give you the Peach Seed of Immortality. (Shin Doh is a panda most of the time, but takes on human form during the full moon. If you see a panda when you enter the area, wait until midnight comes, then continue as described above.)

When the screen flashes, indicating the Alchemist has crossed into the Astral Plane, enter his house. (If you do so before he crosses over, he'll teleport you to the Isles of the Dead.) From the cabinet, get the Eyes of Fire, which help combat the confusion caused by his demon guardians. Go upstairs and cast a Fireball at the Astral Gate, using the Exorcise prayer. This disables the Alchemist's means of possessing the Shrines. Go downstairs, then read and copy the Alchemist's scroll.

Lu Shang and Feng Shu

Ask Lu Shang about the Emperor. He'll say he needs some evidence about the drug used on the Emperor. Ask him about the Emperor again, and he'll read the Alchemist's scroll you copied. Then he will send you to Feng Shu with a Scroll of Introduction. Don't read this scroll unless you want to degrade your honor.

Proceed to the secret cave entrance to the Palace. Feng Shu will be here, hiding from the Alchemist. When you interact with him, he'll give you a key and tell you to bring him his list of ingredients for the antidote. (If you follow this solution, you will already have them.) Go to Feng Shu's hut. Open his cabinet and copy the scroll. If you don't already have the Peach Seed, sleep until the first full moon night and get it.

The Antidote and the Emperor

Return to the secret cave entrance to the Palace and ask Feng Shu about the antidote. He'll go to his hut to prepare it for you. Follow him and sleep there until he tells you it's ready. Return to the Palace, wearing the Robes and Staff. Enter the Jail and take the stairs to the cells. Watch out for guards while you go to the last cell, which is the Emperor's cell. Give the antidote to him.

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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