

CD-ROM GAMES

SECRETS

TIPS, STRATEGIES, AND INSIDE SCOOPS ON

THE BEST CD-ROM GAMES

VOLUME

1



HOT GAMES INCLUDE:

- ▼ **Myst**
- ▼ **The 7th Guest**
- ▼ **Dracula Unleashed**
- ▼ **Iron Helix**
- ▼ **Indiana Jones and the Fate of Atlantis**
- ▼ **Return to Zork**
- And Many More!**

THE CONDOR

ISBN 1-55958-526-9



0 86874 00526 6

CD-ROM Games Secrets

Volume 1



SECRETS OF THE GAMES

Now Available from Prima Publishing

COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide
Harpoon Battlebook: The Official Strategy Guide
JetFighter II: The Official Strategy Guide
The Official LucasFilm Games Air Combat Strategies Book
Sid Meier's Civilization, or Rome on 640K a Day
Wing Commander I and II: The Ultimate Strategy Guide
Chuck Yeager's Air Combat Handbook
Ultima: The Avatar Adventures
Ultima VII and Underworld: More Avatar Adventures
A-Train: The Official Strategy Guide
PowerMonger: The Official Strategy Guide
Global Conquest: The Official Strategy Guide (with disk)
Falcon 3: The Official Combat Strategy Book (with disk)
Gunship 2000: The Official Strategy Guide
Dynamix Great War Planes: The Ultimate Strategy Guide
SimLife: The Official Strategy Guide
Populous: The Official Strategy Guide
Stunt Island: The Official Strategy Guide
Prince of Persia: The Official Strategy Guide
X-Wing: The Official Strategy Guide
Empire Deluxe: The Official Strategy Guide
F-15 Strike Eagle III: The Official Strategy Guide (with disk)
Lemmings: The Official Companion (with disk)
Secret of Mana Official Game Secrets
The 7th Guest: The Official Strategy Guide
Myst: The Official Strategy Guide
Return to Zork Adventurer's Guide
Microsoft Flight Simulator: The Official Strategy Guide
Strike Commander: The Official Strategy Guide
Might and Magic Compendium: The Authorized Strategy
Guide for Games I, II, III, and IV
Computer Adventure Games Secrets
SimCity 2000: Power, Politics, and Planning
Dracula Unleashed: The Official Strategy Guide & Novel

How to Order:

For information on quantity discounts contact the publisher: Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677-1260; (916) 632-7668. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase. For individual orders, turn to the back of the book for more information.

CD-ROM Games Secrets

Volume 1

The Condor



Prima Publishing
P.O. Box 1260BK
Rocklin, CA 95677-1260

Secrets of the Games is an imprint of Prima Publishing, Rocklin, California 95677.

© 1994 by Rick Barba.

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Library of Congress Catalog Card Number: 93-87196

ISBN: 1-55958-526-9

Executive Editor: Roger Stewart

Managing Editor: Neweleen A. Trebnik

Creative Director, Secrets of the Games: Rusel DeMaria

Project Editor: Stefan Grünwedel

Cover Production Coordinator: Kim Bartusch

Book Design and Production: Marian Hartsough Associates

Copyeditor: Mary Jane Douglass and Judith Abrahms

Interior Illustrator: Scott Saavedra

Cover Illustrator: Kenneth Spengler

Special Image Processing: Ocean Quigley

Cover Design: Page Design, Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Important: Prima Publishing, Inc., has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

94 95 96 97 RRD 10 9 8 7 6 5 4 3 2 1

Printed in the United States of America

Table of Contents

Introduction	viii
1 The 7th Guest.....	1
2 Alone in the Dark.....	23
3 Companions of Xanth	43
4 Day of the Tentacle	61
5 Dracula Unleashed	79
6 Dragonsphere	97
7 Eric the Unready	115
8 Freddy Pharkas: Frontier Pharmacist.....	127
9 Gabriel Knight: Sins of the Fathers.....	143
10 Inca.....	165
11 Indiana Jones and the Fate of Atlantis	177
12 Iron Helix	215
13 King's Quest VI: Heir Today, Gone Tomorrow	225
14 The Koshan Conspiracy.....	245
15 Myst.....	257
16 Return of the Phantom	291
17 Return to Zork	303
18 Sam & Max Hit the Road.....	323
19 Sherlock Holmes, Consulting Detective: A Sampler	339
20 Space Quest V: Roger Wilco in the Next Dimension.....	351
21 Star Trek 25th Anniversary	367

Acknowledgments

The Condor would like to express deepest gratitude to all the fellow cheaters who helped make this cheat book possible. In particular, thanks to Eugene Evans and Dave Marsh at Viacom New Media; Sue Seserman at LucasArts; Vinny Carrella of Drew Pictures and Judy Viletnikoss at Spectrum HoloByte; Melinda Mongeluzzo at Accolade; Bill Linn at Sierra On-Line; Matt Fick at MicroProse; Mary Lynn Slatery and Sean Mylett at UBI Soft; Craig Owens at Activision; Laurie Strand and Matt O'Hara at Brøderbund; Kevin Horn at Interplay; Elizabeth Olsen at Virgin Games; and Thibault Lepoutre and Marie Atake at I•Motion.

Thanks also to Bruce C. Shelley for donating a nice little sampler from his upcoming book for Prima Publishing, *Sherlock Holmes, Consulting Detective: The Official Strategy Guide*.

Finally, I'd like to round up the usual suspects at Prima, take them out, line them up against a wall . . . and give them each a peck on the cheek. Special thanks to the ones I harass with frequent bird calls—Roger Stewart, Diane Pasquetti, and my remarkably patient project editor, Stefan Grünwedel.



Introduction

Hello. I'm the Condor. Welcome to my cheat book. If you're interested in CD-ROM games—and you are, I can see it in your eyes—you've come to the right place. And just in time, too. My guided tour of the hottest CD-ROM games of the past year is just about to begin.

You're looking at me strangely.

OK, so I'm a bird. A rare, incredibly ugly bird, I might add. You didn't expect this, I see. But the point is, I'm a CD-ROM nut of the first magnitude. I have an Apple 300 double-speed drive for my Mac, a NEC MultiSpin 2X for my PC, and I'm thinking about a leap to quad-speed for my next upgrades. I have enough shiny disks lying around to tile a good-sized aviary. See my point? I'm a fanatic, is what I'm saying.

Still not convinced? Perhaps a runthrough of my story is in order. Of course, I could speak of my origins—the Andes, the subsequent sojourn in California, the early real estate successes, the public offering, the DeLorean, and so on. But Jeebs has suggested not. For though it's a good story, the fact is that you're here for other stories. You have all those expensive CD-ROM games that you never finished. It's a sad, sad thing.

I understand this.

Who's Jeebs, you ask? He's my butler. The human. Over there, by the Belgian crystal.



How to Use This Book

This book contains reviews and simple solution “walkthroughs” for recent CD-ROM games, arranged in alphabetical order—A to Z. If you know the alphabet, this volume couldn’t possibly be any easier to use.

As for the contents: As I mentioned earlier, this is a *cheat book*. The “buyer’s guide” (Word from the Bird) reviews of each game are nice and helpful. But that’s not why you’re here. No, you want *answers*. You want them *now*.

So the Bird has given you answers. For each game, you get a step-by-step solution path. If there’s a particularly gnarly maze, I may throw in a map. But that’s it.

More specifically, I provide the following for each game:

Word from the Bird. This is a highly subjective overview, featuring personal bias, petty invective . . . and, of course, an intimate look at the game. This section includes The Story—a simple summary of each game’s central premise and plotline, and The Verdict, which is the Condor’s final judgment.

General Tips. Occasionally I’ll also pass along a technical tip, an overall strategy, or a tactical approach to a certain section of the game.

The Flythrough. This is a straightforward, no-frills solution path that allows you to successfully complete the game. In most cases it’s not the *only* solution path—it may not even be the *best* solution path—but it’ll get you where you want to go in an efficient manner.

I can see you’re getting restless. I understand—after all, I’m a mythical bird. I’m restless by nature. Indeed, I hop around a lot for no apparent reason. It drives Jeebs nuts. If he wasn’t indentured to me, God knows what he’d do.

Let’s go, shall we?



1

The 7th Guest

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



This amazing experience ran in a three-way tie with Activision's *Return to Zork* and Brøderbund's *Myst* as the Condor's Best CD-ROM Game of the Year.

Indeed, the only area in which *The 7th Guest* fails to shine is the Gameplay category. While the dramatic scenes are spooky, stunning and original, they are strung together by a bunch of irrelevant puzzles. Don't get me wrong—puzzles can be fine if they have narrative relevance. But few of the ones in *The 7th Guest* actually help move the story along. They're merely devices, disconnected from the plot, for moving you from scene to scene. Few of them reveal pertinent story information or enlighten you in any way.

The Story

The 7th Guest takes place inside the haunted mansion of millionaire toymaker Henry Stauf. The premise is kind of neat and grisly—50 years ago, six invited guests disappeared in the mansion, never to be heard from again. A TV journalist doing a story on the mystery for *Case Unsolved* has met an untimely demise. We know this because a local finds his severed arm floating merrily down the Hudson River. (Being a vulture, well . . . I drooled.) Meanwhile, blood-chilling screams and such emanate from the old mansion. Now you too have received an invitation to enter the place. You are *The 7th Guest*.

What you find is gothic horror, remarkably rendered. Your goal is to solve a series of 23 diabolical puzzles spread throughout the rooms of the house. Each puzzle, when solved, triggers a ghostly, ghostly video sequence featuring previous guests . . . and accompanied by some of the creepiest music and SFX you'll ever hear. Ultimately, you unravel the mystery by piecing together the clues you get in these video segments.

The Verdict

Before seeing *The 7th Guest*, the Condor knew it was widely considered the hottest CD-ROM game of the year. Thus I examined it with a tough, skeptical eye, holding it to the highest standards of interactive gaming . . . and I was *still* blown away. Look, there can



be no doubt—*The 7th Guest* is one of those benchmark products that future CD-ROM titles will be measured against for a while. It's brilliantly original, stunningly conceived, and loads of fun.

* * *

General Tips

And Speaking of Puzzles . . .

Several of the puzzle-solving strategies below are provided courtesy of Rusel DeMaria, whose book *The 7th Guest: The Official Strategy Guide* (Prima, 1993) also includes a highly entertaining narrative tour of *The 7th Guest*; the game's original script, as written by Trilobyte, the design team; an interview with Graeme Devine and Rob Landeros, the game's two principal developers; a reprint of the original design document; and a helpful index of rooms and puzzles.

So if you find yourself caught up in the deliciously gruesome world of Stauf Mansion, and want to explore it in more depth, pick up a copy of DeMaria's book.

* * *

The Flythrough

As in many interactive CD-ROM games, there is no single correct solution path through *The 7th Guest*. There is, however, a rough chronology to the game, based on a logical narrative order. So we'll begin our flythrough with a chart of the rooms and their puzzles, listing what you need to accomplish before each room becomes available.

Rooms, Puzzles, and Availability

#	Room	Puzzle	Availability
1	Library (1st)	Telescope	Any time
2	Dining	Cake	Any time
3	Kitchen	Cans	After 1-2
4	Basement	Grate	After 3
5	Maze	Maze	After 4



#	Room	Puzzle	Availability
6	Basement	Crypt	After 5
7	Front Door	Spider	After 6
8	Game	Queens	After 1-2
9	Heine	Blood Flow	After 1-2
10	Martine	Bedspread	After 1-2
11	Knox	Bishops	After 1-2
12	Library (2nd)	(none)	After 1-11
13	Dutton	Coins	After 12
14	Chapel	Pit	After 13
15	Laboratory	Microscope	After 14
16	Music	Piano	After 14
17	Bathroom	Knights	After 12
18	Temple	Cards	After 12
19	Portrait	Stauf's Face	After 14
20	Toy Room	Flip	After 12
21	Doll House	Blocks	After 12
22	Hallway	Knives	After 1-21
23	Attic	Skyscraper	After 22

1. Library (First Visit)

After viewing the opening scene at the stained-glass Front Door, go left to the first door, the Library. Enter and click on the telescope. After solving the puzzle, click on the statue of a woman's torso in the back left corner of the room. (Note: There's a secret passage in the fireplace that leads to the hallway outside the Attic door.) Go back, past the Front Door, straight ahead to the Dining Room.

Puzzle Solution: Telescope

This one's relatively easy. Click on letters to spell (in order) the following sentence: *THERE IS NO POSSIBLE WAY*. Each letter must be connected to the previously selected letter by a canal. You start with the "T" at the very bottom of the puzzle.

2. Dining Room

Click on the cake. (After you solve the puzzle, five new rooms are available: the Kitchen on the first floor; on the second floor, the



Game Room and the bedrooms of Julia Heine, Martine Burden, and the Knoxes. The Spiders puzzle at the Front Door is activated as well.) Exit the Dining Room and go left into the Kitchen.

Puzzle Solution: Cake

Each of the six guests must get a 5-square portion of cake. Each portion must contain two stones, two skulls, and one plain piece of icing. The grid below represents the cake. Click on all the 1's first, then the 2's, the 3's, the 4's, the 5's, and the 6's.

5	5	4	4	3	1
5	5	5	4	3	1
6	6	4	4	3	1
6	6	6	3	3	1
2	2	2	2	2	1

3. Kitchen

Click on the cupboard. After solving the puzzle, click on the door to the right of the cupboard to be transported into the Basement.

Puzzle Solution: Cans

Rearrange the cans so they form the sentence: *SHY GYPSY SLYLY SPRYLY TRYST BY MY CRYPT.*

4. Basement

Click on the grate. After solving the puzzle, go through the grate and move forward to the Maze.



Puzzle Solution: Grate

Move the six grate parts until the two half-circle openings line up to form a full circle to crawl through. Below, I've numbered the six spaces of the puzzle.

1	2	3
4	5	6

There are many ways to solve this puzzle. One solution is to click on the spaces in the following order: 5, 6, 3, 2, 5, 6, 3, 2, 1, 4, 5, 6, 3, 2, 5, 4, 1, 2, 3, 6, 5.

5. Maze

You can use the cheat map below to work your way through the Maze, or you can have some integrity and go upstairs to the Knoxes bedroom first. There's a map of the Maze on their carpet. After negotiating the Maze, you'll come to the Crypts puzzle.

Puzzle Solution: Maze

Look on the carpet in the Knoxes Bedroom (see "11. Edward and Elinor Knox's Bedroom"). There you'll find a map of the basement maze. Use that, or cheat with the map shown below:





6. The Crypts

After solving the puzzle, you'll move down the winding staircase to view the cut-scene. When it's over, click on the casket to return to the beginning of the Maze. Return to the Kitchen, click on the pot on the stove to view the scene with Julia Heine, then go back to the stained-glass Front Door.

Puzzle Solution: Crypt

Kind of tricky—the idea here is to get all nine coffin lids closed. But the puzzle is different each time you try it, so there's no single solution. However, there is a method you can use to open or close any single coffin while keeping the others in their current states at any given point.

Example: You want to close Coffin #1 without changing any of the other coffins. Look at the chart below and find Coffin #1 at the far left. Now click on the coffins indicated by X's in order from left to right—in this case, coffins 1, 2, 3, 4, 5, and 7. Although lids open and close throughout this process, you end up with every coffin the same as when you started, except for Coffin #1, which is now closed.

Check out the chart below:

To Change Coffin #:	Click on these in order (L to R)								
	1	2	3	4	5	6	7	8	9
1	x	x	x	x	x		x		
2		x		x		x	x		x
3	x	x	x		x	x			x
4		x	x	x				x	x
5		x		x	x	x		x	
6	x	x				x	x	x	
7	x			x	x		x	x	x
8	x		x	x		x		x	
9		x			x	x	x	x	x



7. Front Door

After solving the Front Door puzzle, return to the Library and use the secret fireplace passage to get to the second floor. Move down the narrow corridor to the main hallway, turn left, then go to the first door dead ahead. Enter the Game Room.

Puzzle Solution: Spider

Cover all but one of the eight purple circles around the edge of the star with spiders. Spiders move to an open circle when you click on them; if two open circles lie a spider's path, you must click on the one you want the spider to cover.

Strategy: To start, move any spider to a circle. Now move that spider to another circle—that is, click on either of the circles at the end of the two possible paths. Now move another spider to the circle left open by the one you just moved. Continue this process until only one circle remains open.

Here's one possible solution sequence. Using the diagram below, do the following:

Click on 8; send that spider to 5.

Click on 3; send that spider to 8.

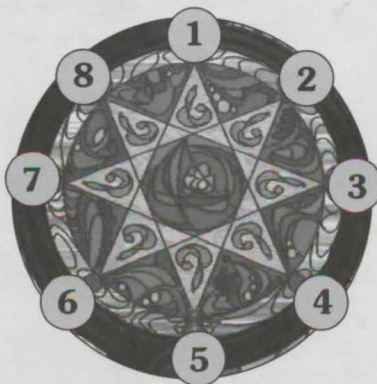
Click on 6; send that spider to 3.

Click on 1; send that spider to 6.

Click on 4; send that spider to 1.

Click on 7; send that spider to 4.

Click on 2; send that spider to 7.



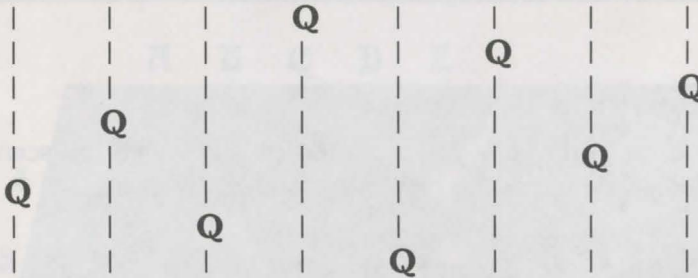


8. Game Room

Click on the chessboard, then solve the puzzle. (Note: The corner pocket of the billiards table is a secret passage to the stove in the Kitchen.) Exit the room, then enter the first door on the right, Julia Heine's bedroom.

Puzzle Solution: The Queen's Dilemma

This one's tough. Position eight queens on the chessboard so that no queen can capture another queen. Put the queens in the following positions: KR3, KK5, KB2, K8, Q1, QB7, QK4, QR6. (If you don't know chess placement lingo, then use the diagram below, placing a queen on each Q.)

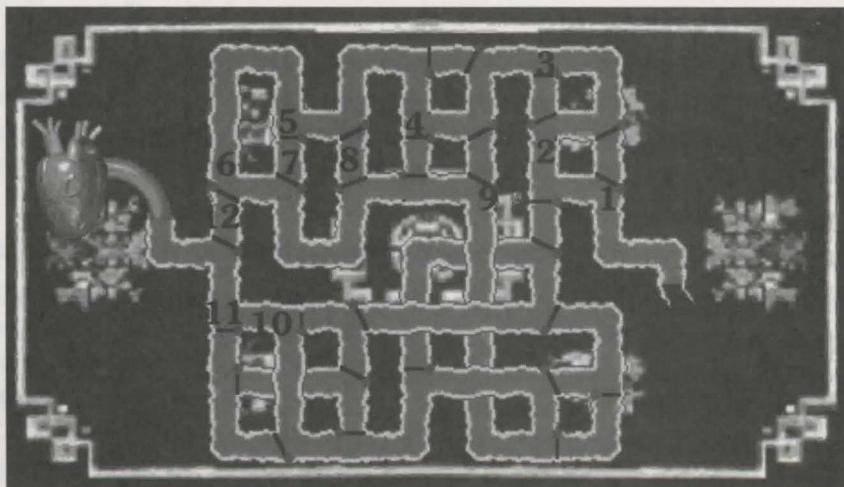


9. Julia Heine's Bedroom

Click on the mirror to view the scene, then click on the rug. After you solve the heart puzzle, exit and walk back toward the main stairway. After you view the scene with Edward and Martine, follow them into Martine's bedroom (first door on the left past the stairs).

Puzzle Solution: Blood Flow

Open and close the correct valves to let blood from the heart flow through the arteries. Click on the valves indicated in the screen shot below, in order from 1-12. Then click on the heart when the puzzle is solved.



10. Martine's Bedroom

Click on the bed. After you solve the puzzle, watch the scene, exit, and go directly across the hall to the Knoxes' bedroom.

Puzzle Solution: Bedspread

Use the letters on the bedspread to form this sentence: *THE SKY IS RUDDY, YOUR FATE IS BLOODY!* You can select only letters that are either three or five spaces from your previous selection.

For the following solution sequence, note the arrow in the first daisy on the upper left part of the bedspread. Based on the direction in which that arrow is pointing, + means to move along the daisy chain *in the direction of the arrow*, - means to move *against the direction of the arrow*.

First, click on the *T* (center-right of rug). Go ahead five daisies (+5) and click on the *H*. Now go -3 to *E*, then -3 to *, +5 to *S*, -3 to *K*, +5 to *Y*, +3 to *, +3 to *I*, +3 to *S*, -5 to *, +3 to *R*, -5 to *U*, +3 to *D*, +3 to *D*, +3 to *Y*, +3 to *. You've now spelled *THE SKY IS RUDDY*.

Now go +5 to *Y*, -3 to *O*, -3 to *U*, -3 to *R*, +5 to *, +3 to *F*, +3 to *A*, +5 to *T*, +3 to *E*, -5 to *, +3 to *I*, -5 to *S*, -5 to *, +3 to *B*, +3 to *L*, +5 to *O*, -3 to *O*, +5 to *D*, and finally +3 to *Y*.

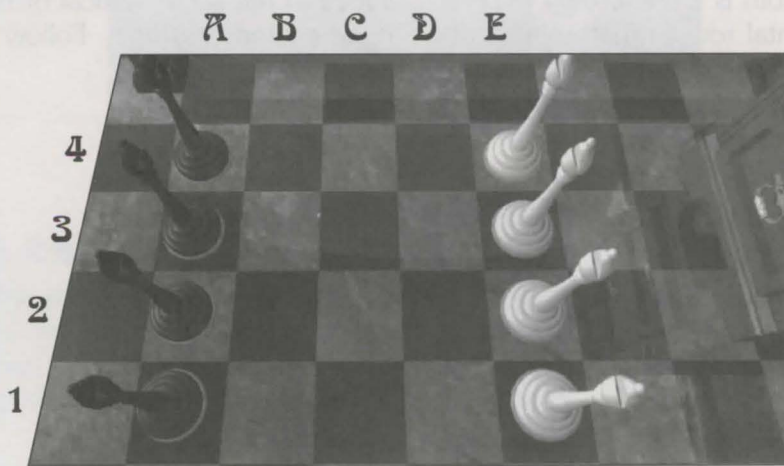


11. Edward and Elinor Knoxes' Bedroom

Click on the checkered floor just above the rug. (Note: As I mentioned earlier, the rug is a map of the basement maze.) After solving the chess puzzle, exit, go down the main stairway, and return to the Library for an extended scene.

Puzzle Solution: Bishops

Swap the row of black bishops with the row of white bishops. Bishops, of course, only move diagonally. There is no set order of movement; you can move any bishop at any time. In the solution sequence, refer to the graph below for the labels for each square on the board:



Start by moving the white bishop from E2 to D3. Then make the following moves: A2 to B3, D3 to B1, B3 to C4, A4 to D1 to E2, B1 to C2 to A4, E4 to C2, C4 to A2, E2 to C4, C2 to D1, A2 to B1 to E4, C4 to D3, D1 to B3 to A2, D3 to E2, E3 to D2, A3 to B2, D2 to B4, B2 to C1, A1 to D4 to E3, B4 to C3 to A1, E1 to C3, C1 to A3, E3 to C1, C3 to D4, A3 to B4 to E1, C1 to D2, D4 to B2 to A3, D2 to E3.



12. Library

View the scene. Then enter the fireplace and take the secret passage back upstairs. Go through the door that lies straight ahead across the hall.

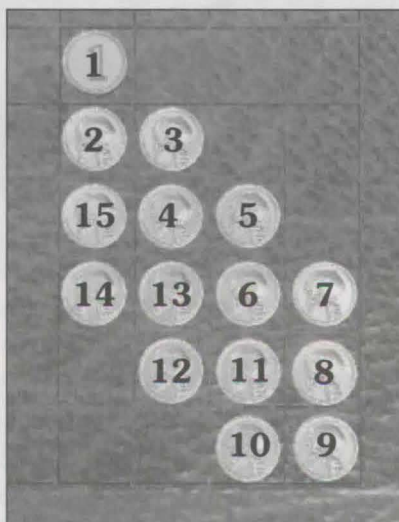
13. Brian Dutton's Bedroom

Click on the briefcase (on the bed) with the coins on top. After you solve the coin puzzle, view the scene. Then follow Dutton through the secret door at the left.

Puzzle Solution: Coins

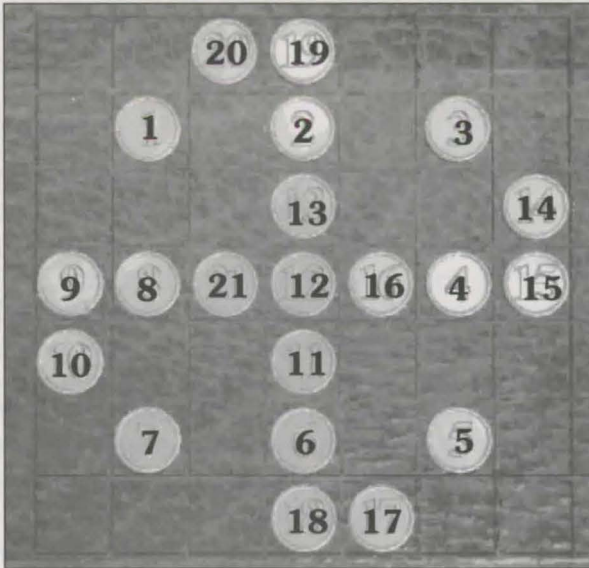
The objective is to turn over all the coins on the briefcase. But once a coin is flipped, only the coins aligned in the same vertical or horizontal row as that coin can be flipped on the next turn. Follow the numbered order in the following two patterns:

First Pattern





Second Pattern



14. Chapel

After you solve the puzzle of the floor flagstones, you'll reach the altar and view the scene with Stauf and Dutton. Go into the confessional to the right of the altar. You'll pass through a secret doorway into the laboratory.

Puzzle Solution: Pit

Cross the bricks from the lower left to the top right. *Rules:* Every third brick you step on must be purple. Also, your last step must be the third move in a sequence. There is actually more than one solution path here, but I'll give you the one that I discovered (in groups of three).



Beginning at the arrow brick on the lower left, go:

1. NE, NE, NW
2. N, N, NW
3. NE, NE, NW
4. NE, SE, SE
5. N, SE, NE

15. Laboratory

Click on the microscope in the back of the lab and play the microbe game. If you can't win the game, you can go back to the Library to get hints. But forget the door—it's locked! You have to go through a secret passage—the barred gate to the left of the microscope. After you solve the puzzle (or it solves itself after three trips to the Library for hints), go back to the Library, then exit the Library, turn right, and enter the Music Room.

Puzzle Solution: Microscope

According to the designers, there is no consistent strategy yet for beating Stauf at this game. Fortunately, it is not necessary to win here to advance in *The 7th Guest*. Remember, if you return to the Library three times to consult the book of hints, the puzzle will be solved automatically.

Here's how it works:

You control blue cells; Stauf controls green. Your goal is to capture a majority of the squares. Cells moved one square will split in two. Cells can also leap a space, moving two squares, but then they don't split. Whenever your blue cell lands next to one of Stauf's, his green cell will turn blue. The reverse, of course, is true as well.

16. Music Room

Click on the piano to activate a scene, then click again to get a keyboard close-up. After solving the puzzle, click on the plant next to the bookcase to be transported to Dutton's room. Exit into the hallway. Then enter the Bathroom, across the hall and to the right.



Puzzle Solution: Piano

Repeat the notes that Stauff plays until you can play the song (all 18 notes) all the way through.

17. Bathroom

Click on the checkered floor tile. After you solve the puzzle and view the scene of Martine in the bathtub, click on the sink to take a really spidery secret route to the Library, then climb back up the main stairway. Turn right at the top of the stairs and go down to the end of the hall, then turn right into Hamilton Temple's bedroom.

Puzzle Solution: Knights

Swap the positions of the white and black knights. There are many ways you can complete this puzzle, some shorter than the solution in this book. (Try to beat my solution if you can.) Refer to the diagram below. Good luck!

	A	B	C	D	E
1	B	B	B	B	W
2	B	B	B	W	W
3	B	B		W	W
4	B	B	W	W	W
5	B	W	W	W	W

Here's the solution, with moves in sets of five for your visual convenience. Click on the knights in the following spaces:

A2, C1, B3, A1, C2,
 E3, D5, B4, C2, A3,
 C4, E5, D3, C5, E4,
 C3, B5, D4, C2, E1,
 D3, C1, B3, A5, C4,
 A3, C2, E3, C4, E5,
 D3, B2, A4, C5, B3,
 D2, E4, C5, B3, D2,



B1, C3, E2, D4, B3,
D2, E4, C3, D1, E3,
D5, C3, D1, B2, A4,
C5, E4, C3

18. Hamilton Temple's Bedroom

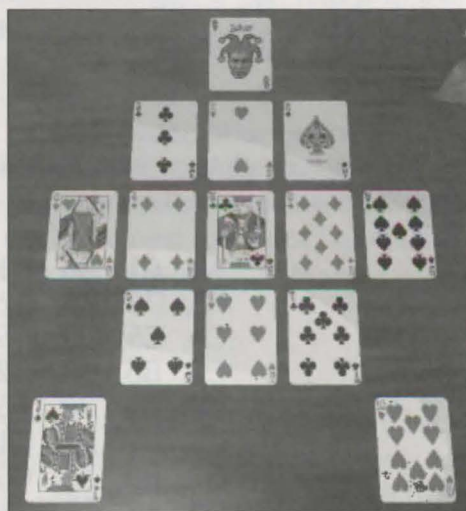
Click on the cards that lie on the table next to the bed. After solving the puzzle, view the scene and turn to leave. You'll see that Temple's bedroom has three exits. The left door takes you into a secret passage through the oven into the Kitchen. The center door takes you back to the hallway. The right-hand door takes you into a secret passage through the floor into the Library.

Take the right-hand door into the Library. Then go out to the stained-glass window and turn around to face the staircase. Click on the floor between the stairs and the window when the "beckoning hand" cursor appears.

Puzzle Solution: Cards

Same principle as the coin puzzle in Dutton's room. In each pattern, flip over all the cards in order, from 1 (ace) to 14 (joker). After you turn a card, the next one you select must be in the same vertical or horizontal row as the last one.

First Pattern





Second Pattern



19. Portrait Gallery

For fun, examine the various portraits. Then solve the puzzle in the portrait of Stauf's face—three faces, actually. After that, click on the painting of the grand piano to return to the Music Room. Exit and go up the stairs. Turn left, view the scene with Temple and Elinor Knox, then enter the room at the end of the hall.

Puzzle Solution: Stauf's Face

The portrait is actually a 3×3 grid exactly like the coffin puzzle back in the Basement—only this time, each square cycles through *three* different states (red to green to flesh-color) instead of two. As a result, it's a bit more complicated.

Here's a numbered diagram of the portrait's grid:

1	2	3
4	5	6
7	8	9



Now here's the solution:

1. Click on each of the following squares until they turn flesh-color: 5, 2, 4, 6, 8. Be sure to do them one at a time, in the listed order.
2. Now use the "How to Change Stauf's Face Color" table, shown below, to change the remaining squares (1, 3, 7, 9) to flesh-color. Again, do them one at a time, but you can do them in any order, since each one's "color change" sequence below will keep all the other squares the same.

Important note: If a square is red, you'll need to run its sequence *twice*, because the first time through the sequence, the square will change to green.

How to Change Stauf's Face Color

To Change Square #	Click on These Squares (in order, L to R)
1	7, 8, 3, 9, 6, 5, 8, 1, 9, 6
3	1, 4, 9, 7, 8, 5, 4, 3, 7, 8
7	9, 6, 1, 3, 2, 5, 6, 7, 3, 2
9	3, 2, 7, 1, 4, 5, 2, 9, 1, 4

20. Doll Room

Click on the table, then on the small box that sits there. After you solve the flip puzzle, view another scene with Temple and Elinor. Then click on the small marionette stage against the wall.

Puzzle Solution: Flip

Very complex, though it *looks* simple enough. The objective is to push the side buttons until the box depicts Stauf's mansion. When pushed, each button reconfigures the squares in that button's row. Like several other puzzles in *The 7th Guest*, this one configures itself differently each time you play it or reset the puzzle. There is no



single strategy that works *every* time; you may have to click on the bottom of the screen to completely reset the puzzle a few times. But here's one strategy (courtesy of Rusel DeMaria, from his fine strategy guide for *The 7th Guest*) that will work sooner or later if you're patient:

1. Reset the whole puzzle (click at screen bottom) over and over until *any two* of the vertical columns are the same.
2. Click on the button above the remaining vertical column—again, over and over, probably many times—until it matches the pattern of the other two.
3. Click on the button to the left of horizontal row 1 until it matches row 3.
4. Click on the button to the left of horizontal row 2 until it matches rows 1 and 3. Now all squares should show the same picture.
5. Here it gets tricky, so read carefully: Click on the button above vertical column 2 until it displays the picture that is *one increment before* the picture in vertical column 3. (Obviously, you'll have to pay attention to the incremental sequence as you click on the button.)
6. Now click on the button above vertical column 1 until it displays the picture that is *one increment before* the picture in vertical column 2.
7. Click on either button (left or right) in horizontal row 3 until it displays the correct arrangement.
8. Click on either button (left or right) in horizontal row 2 until it displays the correct arrangement.
9. Click on either button (left or right) in horizontal row 1 until it displays the correct arrangement. Done!

21. Doll House: Nursery

Click on the bottom drawer of the chest of drawers at the right. After you solve the puzzle and view the scene, click on the toy chest. You'll enter yet another secret passage to the Library.



Puzzle Solution: Blocks

Rearrange the blocks to spell *GET BOY TAD*. Using the diagram below, click on 2, 7, 4, 10, 2, 7, 11, and 6.

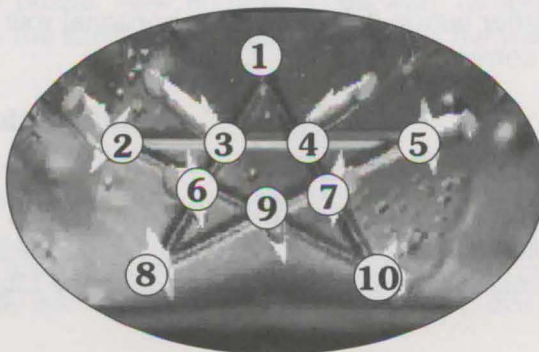
	1	2	3	
12	D	A	T	4
11	Y	O	B	5
10	T	E	G	6
	9	8	7	

22. Door Knocker

From the Library, go through the secret passage in the fireplace, then turn around and click on the door behind you. A knocker with a pentagram will appear. After you solve the puzzle, click on the door to enter, then climb the staircase to the Attic.

Puzzle Solution: Knives in the Star

Remove the knives until only one remains. To remove a knife, you must jump over it with another knife. Using the diagram below, make the following moves: Jump from 6 over 3 to 1. Jump from 5 over 4 to 3. Jump from 2 over 3 to 4. Jump from 9 over 7 to 5. Jump from 1 over 4 to 7. Jump from 5 over 7 to 9. Jump from 8 over 9 to 7. Then jump from 10 over 7 to 4.





23. Attic

Click on the model tower at the right. After you solve the puzzle, go through the door at the far end of the attic for the final scene.

Puzzle Solution: Skyscraper

Get to the top of the tower. Click the window sixth from the left on the first (bottom) row. In the second row, click the sixth window from the left, then the seventh. In the third row, click the seventh window from the left. In the fourth row, click the fifth window from the left.

To solve the next (middle) level, click the window third from the left on the bottom row.

To solve the final (top) level, click the window second from the left on the bottom row.

Publisher: Virgin

To order, contact:
Virgin Interactive Entertainment
18061 Fitch Avenue
Irvine, CA 92714

For direct orders, call:
1-800-VRG-IN07



2

Alone in the Dark

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



The Condor still has gooseflesh from this haunting French import. If Jeebs, my butler, hadn't consented to do his Barney imitation after our gaming sessions, I might never have gotten any sleep.

Indeed, from the hellhound in the attic to the killer worm in the caverns, *Alone in the Dark* offered more adventure than I bargained for. Some moments literally knocked me senseless. Manipulating a mouse with one claw while covering one's face with another leaves, alas, no claws for clinging to one's perch.

Yes, you have to battle a lot of beasts all *Alone in the Dark*. But, I must admit, the arcade feel is pretty cool. Because while the 3-D polygon technology makes the creature renderings kind of blocky and ludicrous, it also creates a realism of movement that is nothing short of spectacular.

The Story

The story here is entirely history—i.e., what story there is has already happened. Jeremy Hartwood has committed suicide in Derceto, the legendary Louisiana mansion where an evil power is rumored to dwell. A local antique dealer, apparently drooling over the stash of valuable furniture and collectibles left behind by Hartwood's estate, hires you to catalog everything in the old place.

The game begins in the attic. Your goal is to literally get to the bottom of the strange doings in Derceto as you work your way downstairs. Now, to be perfectly honest, *Alone in the Dark* violates The Condor's Rule of Successful Adventure Game Design, which is: *Get a good writer to tell a great story*. Fact is, there's almost no story development here. Seriously, all you do is go downstairs and battle things. You do get some interesting (though occasionally deadly) reading material, but nothing you meet talks, and your guy has no personality whatsoever.

But it's still fun. Why?

Maybe it's the cinematic feel of the camera angles, combined with the hideously single-minded nature of your quest: *Get out alive!* What's gonna collapse under me next? What will jump out if I walk through there?



In any case, your ultimate destination is shockingly original—that's right, *the catacombs*. (Condor Observation: 85 percent of all computer games inevitably contain The Catacombs.) But again, the 3-D graphics give an entirely new sense of depth and menace—the giant worm, for example. At first glance, it looks kind of laughable, like some big, huggable polygon goof. But when it comes for you . . . hey, I nearly laid an egg. Really, screen shots of this game don't do it justice.

Conclusion

The bird is duly impressed with I*Motion's entry in this year's horror derby. Indeed, *Alone in the Dark's* truly unique blend of arcade and adventure pushed it into almost everybody's top ten list for 1993. In fact, just before this book went to press, *Alone in the Dark* was named "1993 Game of the Year" by *PC Entertainment* magazine.

* * *

General Tips

Moving Your Character

Action in many of the rooms was filmed from multiple angles (up to nine) by virtual cameras placed in the 3-D environment. You don't have to understand what that means. I don't. All you need to know is that the on-screen view of your chosen character (Edward or Emily) will suddenly change perspective at times.

This can be confusing at first, particularly if you're in the middle of combat with some slavering beast risen from the bowels of Derceto's netherworld. But in terms of visual drama, it's best this way—believe me—so just get used to it.

Look, you want your brain to grow 10 percent, don't you? That's what happens to lab rats when you change their maze environments regularly. Think of yourself as a rat. (Why not? All your friends do.)



Totally Superfluous Combat Tip

The Condor feels a little foolish deigning to offer any kind of tip even *remotely* related to hand/eye coordination. The Condor is just not an arcade kind of bird. But Jeebs can pluck three flies from the air in one kung fu swipe, and he agrees with me on this one. It seems best to thrust or slash with your weapon *just as your opponent begins to lunge*.

The zombies, for example, were easy once I got their rhythm. They will slowly approach, then growl as they lunge at you. Thrust your weapon just as that growl begins, and you'll land a good bloody blow every time. Another example: That pesky pegleg pirate you meet about mid-game has a similar weak moment. You have to let him get close and thrust at you first, then hack him as he lunges. (A right-arrow slash seems to work best.)

Jeebs reminds me that, of course, all machines run at different speeds. He also reminds me that I'm a bird, I'm nervous, I'm twitchy, squirrels scare me. So don't listen to my combat tips. If you want combat tips, talk to your local ten-year-old.

Books

Condor's Quick Tip: Save your game before opening any book. What you read *can* kill you.

* * *

The Flythrough

The Places

1. Attic

You must move quickly here. Turn and go immediately to the left side of the wardrobe closet, then push it in front of the window. (Keep pushing until it won't go any farther; or the hellhound will still get in and maul you.) Then hurry to the chest and push it over the trapdoor to cut off the zombie.



Hellhounds don't like you. If you didn't push the wardrobe in front of the attic window immediately (like I told you to!), you'll have to battle the slobbering beast. It's best to use the rifle stashed in the old chest.

Now open the chest to get the rifle, then take the oil lamp from the table. Open the wardrobe closet to get the old Indian cover, then go past the barrels (right of wardrobe) and go down the stairs

2. Storeroom

At the bottom of the stairs, go straight ahead into the storeroom. Take the bow from the corner near the door, then search the shelves on the right to get the oil can. Use the oil can to refill the oil lamp, then walk through the doorway on the left.

3. Upstairs Hallway

Walk to the first door on the right (your character's left) and enter. Don't proceed down the hallway! It will collapse, and you'll fall to your death.

4. Desk Room

Search the rolltop desk in the corner to get the key to the chest. Use the key to open the chest in the corner next to the door and take the old cavalry saber. Then brace yourself for your first combat. Open the door and use the saber to battle the zombie that walks in.



After you dispatch the zombie, exit the room and open the door directly across the hall.

✖ **Hint:** The old cavalry saber will break after limited use.

5. Dressing Room

Walk into the room, turn around, and use the saber to kill the zombie that follows you in. If the saber breaks, keep chopping away with it.

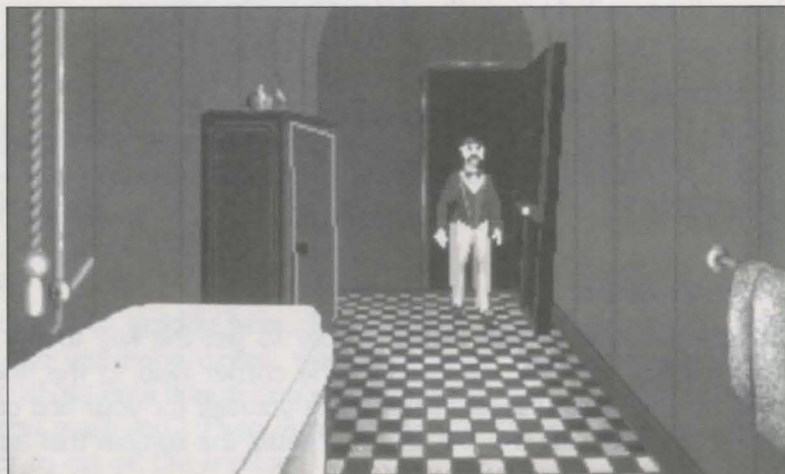
✖ **Hint:** Be sure to pick up the broken saber blade after the battle. You'll need both the saber handle and the blade later.

Then exit the room through the door near the window.

6. Bedroom

Go to the nightstand on the left side of the bed (side opposite the window) to get the vase. Turn back quickly, because a hellhound will bound through the window to fight. Use your saber or rifle to kill the beast. Throw the vase and get the key to the dresser inside. Use the key to open the dresser (teddybear on top) and get the two small mirrors.

A bathroom can be a place of respite in a hectic world. Always check the cabinets for healing first aid potions.





Exit through the door near the bed, then go through the door directly across the hall.

7. Bathroom

Open the cabinet to get the first aid kit, then open the first aid kit to get the flask. Drink the flask to gain more health points. Throw or drop unnecessary items—first aid kit, empty flask, chest key, dresser key, empty oil can.

Exit the room and go through the door at the end of the hall.



Hint: Don't go back down the hall; remember the collapsing floor!

8. Upper Lobby

Put one small mirror on each of the two small statues at either end of the hall. Avoid any contact with the winged monsters by staying close to the wall farthest from them. Once the mirrors are in place, you can walk downstairs.

9. Lower Lobby

Don't touch the suit of armor yet. You need to get something else first. Walk to the door on the right-hand side of the stairs and enter.

10. Sitting Room

Don't touch the ghost figure on the chair. Get the gramophone from the table behind the chair, then search the cabinet to get cartridges. Use the cartridges to reload the rifle. Get the matchbox from the fireplace mantle. Exit the room and go through the door straight ahead on the other side of the stairs.

11. Hallway

Walk to the second door. This is a very good place to save your game.



12. Bathroom

This is a tough one. Run into the room and get the jug next to the cabinet. Forget about the tub monster—it's invincible, and you'll have to take some hits in order to get what you need. Get directly in front of the cabinet and open it to get the first aid kit. Open the kit to get the flask, then drink the flask. (If you hit your Inventory key fast enough, you'll minimize your monster encounter.)

Exit as fast as you can. Continue down the hall, then enter the next room.

13. Dark Bedroom

Use the matchbox to light the oil lamp. Get the very heavy statuette from the table. Exit the room and select Open/Search from your Actions menu to put the lamp away.

Go back up the hall to the lower lobby. (See #9 on map.) Stand right in front of the suit of armor, then throw the very heavy statuette to smash the armor. Get the sword, and leave the statuette. Walk to the other side of the stairs and enter the dark opening.

14. Front Lobby

Drop the gramophone at the bottom of the stairs for later use. Turn your character to his/her left and enter the right-hand door of the two in the corner next to the stairs. (The left one is locked.)

15. Enclosed Porch

Search the back side of the statue to get the three arrows. Now leave the room quickly to avoid the attack of the falling spiders. (They won't follow you out.) Walk to the door on the other side of the stairs (to the right of a narrow hallway).

16. Kitchen

Go through the dark brown door next to the door you just entered. Get the key hanging on the wall, then search the shelf to get the box of biscuits. Eat the biscuits to get more health points, then drop unneeded items—empty box, empty first aid kit, empty flask. Exit the small room.



Kitchen zombies are a problem anywhere, but particularly so in Derceto. Be ready to fight this goon right after you open the coal closet (seen here just behind the creature).

Search the large cabinet near the table to get a knife. Now go past the table and enter the second, smaller brown door—but back out immediately and turn left to face the zombie. Use your knife to kill him, then re-enter the coal closet.

Search the pile of coal to get the box of shoes. Open the box to get the revolver. Get the oil can in the other corner, then use it to refill the lamp. Walk to the barrel of water and use the jug to fill it.

Again, drop unneeded items—empty oil can, empty shoe box, knife. Get the pot of soup from the fireplace, then exit the kitchen through the door next to the coal closet. Go directly across the hall into the door there.

17. Dining Room

Walk to the far side of the table and put the pot of soup on the table. Wait until the walking zombie sits, then walk around the table to the door next to the large cabinet on the left. Go through the door.

18. Smoking Room

Run to the table and take the lighter. Then use the water jug to douse the smoking ashtray. Exit through the double door to your character's left, then turn him/her left and return to the stairs in the front lobby. Go upstairs and return to the hallway outside the dark



room where you got the heavy statuette. (See #13 on map.) Continue down the hall to the end and open the door.

19. Hallway of Paintings

Walk up to the first painting (man with ax) and put the old Indian cover on it. Walk halfway down the hall. (Be careful! If you go too far, you will be shot with arrows.) Use the bow to fire arrows at the painting at the far end of the hall; when you hit it, it will turn to purple smoke. Enter the door at the far end of the hall.

20. Jeremy's Bedroom

Get the false book from the table. Walk across the room and push the grandfather clock aside to reveal a hole in the wall. Search the hole to get the key. Exit the room and enter the dark room through the double doors halfway down the hall on your character's left.

21. Library

Save your game! You have to move quickly here, because you've disturbed a relentless monster who can't be killed until you get a special weapon. Use the oil lamp and put it down. Run as fast as you can down the aisle directly to the character's left. Follow the corridor to the character's right until you see an indentation in the wall of books.

Walk just past this indentation and search the books next to it. When you find the hidden mechanism, put the false book in the wall to open the secret room behind the indentation. Enter quickly!

22. Secret Room

Get the talisman from the shelf. Search the bookshelves across from it to get the dagger with the curved blade. (Forget the other daggers.) Now go back out of the room and use the dagger on the monster in the library. Walk back to the library entry, get the oil lamp, then walk across the room to the closed double doors and go through.

You need to return to the gramophone now. Walk to either dark opening (left or right) to take the stairs back down. Get the gramophone.



Get ready. Your visit to the library will not be pleasant. There's a nearly indestructible monster just waiting for you to mess with his books.

phone, then turn left and use the silver key to unlock the door next to the Enclosed Porch (the room with the spiders).

Finally, go back to the stairs, turn left down the main hall and go back to the Smoking Room (see #18 on map). Use the gold key to unlock the double doors.

23. Jeremy's Study

Put the old cavalry saber on the coat of arms. (If the saber is broken, put *both* pieces—handle and blade—on the coat of arms.) Search the bookcase in the corner to get the record. Then exit back through the smoking room into the hall. Go through the double doors directly across the hall.

24. Pirate's Room

Use the sword to kill the pirate. (You can't shoot him, and he's an incredibly tough swordsman; you can't hit him until he gets close enough, and then you risk getting hit yourself. I had my best luck with my right arrow key slash.) Get the key to the dance hall from the dead pirate, then use the key to open the double doors.



Swordplay with pesky peg-leg pirates can be difficult unless you figure out their rhythm. Wait until this one lunges, then hack him with a right-to-left slash.



25. Dance Hall

Walk to any corner and use the record. (You must have the gramophone with you.) Watch the ghosts dance, but don't let any touch you! Wait until you can slip past the twirling couples to get the key from the fireplace mantle. Exit the room and go straight across the hall back the Smoking Room again to Jeremy's study. Walk down the stairs in the floor.

26. Bottomless Chasm

Run across the collapsing bridge. Follow the tunnels until you see the giant worm behind you. Run away from the worm until you can branch to the right into another tunnel.

27. Cave

Fight or shoot the monster that waits for you in this cave. Continue down the tunnel until you see the giant worm ahead of you. Then quickly turn and run back to the entrance of the cave, exit, and turn right down the tunnel (newly created by the worm). If the worm is still there you can repeat this process until you make it to the wooden dock.



28. Underground Dock

Step down onto the dock and walk screen right until you come to a lighter-shaded brown section of the wood. Jump over this section. (It will collapse if you walk on it.) Avoid or kill the monster in the water, then climb up the ledge to the opening.

29. Tunnel

Fight or shoot the spider monster. Continue down the tunnel.

30. Rock Pillar Cavern

Stand near the edge of the opening and shoot the flying monster. Note his flight pattern, then fire just before he passes nearest to you. After you hit him, jump from pillar to pillar, always jumping to the next pillar that is furthest to the character's right. Keep jumping until you get to the opening on the other side.

Follow the tunnel until it forks, then go right.

31. Large Cavern (Planks)

Walk to the right side of the rock plateau. Jump over the light colored wooden planks onto the darker ones. Jump and climb up rock pillars until you reach the far side of the cavern. Shoot or avoid the flying creature in the middle of the cavern. Go to the chest.

32. Pirate's Chest

Use the key you got in the Dance Hall to open the chest and get the gem. Push the rock behind the chest to one side, then enter the dark opening and follow the rock corridor. Step down the ledge and continue forward until it goes black.

33. Dark Maze

Use the oil lamp. See the maps for exact route through the maze, but in general, work your way west until you can't anymore, then work south, then east until you come to a stone door with a hole in it. Put the gem on the door to open it, then walk through.



34. Final Confrontation

Select Open/Search from your Action menu to put the oil lamp away. Jump off the rock steps and run through the water to the stone altar. You must dodge fireballs and the swamp monster in the water. (Best course for me: Start straight ahead, quickly veer left, and when the camera angle changes, cut right and head straight for the altar.)

At the altar, get the hook. Then use the lighter to relight the oil lamp and throw the lamp at the tree. When things start crumbling, run toward screen right, then climb the rock plateau (not the one you entered on). Use the hook to open the rock door, then turn your character to his/her left and go back into the maze. It will be well-lit now.

In the maze, turn right and use the hook on the stone door. Turn to your character's left to the Underground Dock (see #28 on map). Follow the wooden docks and climb to the opening on the other side. Now turn right, follow the tunnel straight ahead to the small black opening, and go in.

35. Basement

Walk around the wine racks to the other side of the room and climb the stairs to the front lobby. Walk down the main hall and open the double doors at the end.





Publisher: I•Motion

To order, contact:

I•Motion

1341 Ocean Avenue

Box 417

Santa Monica, CA 90401-1066

For direct orders, call:

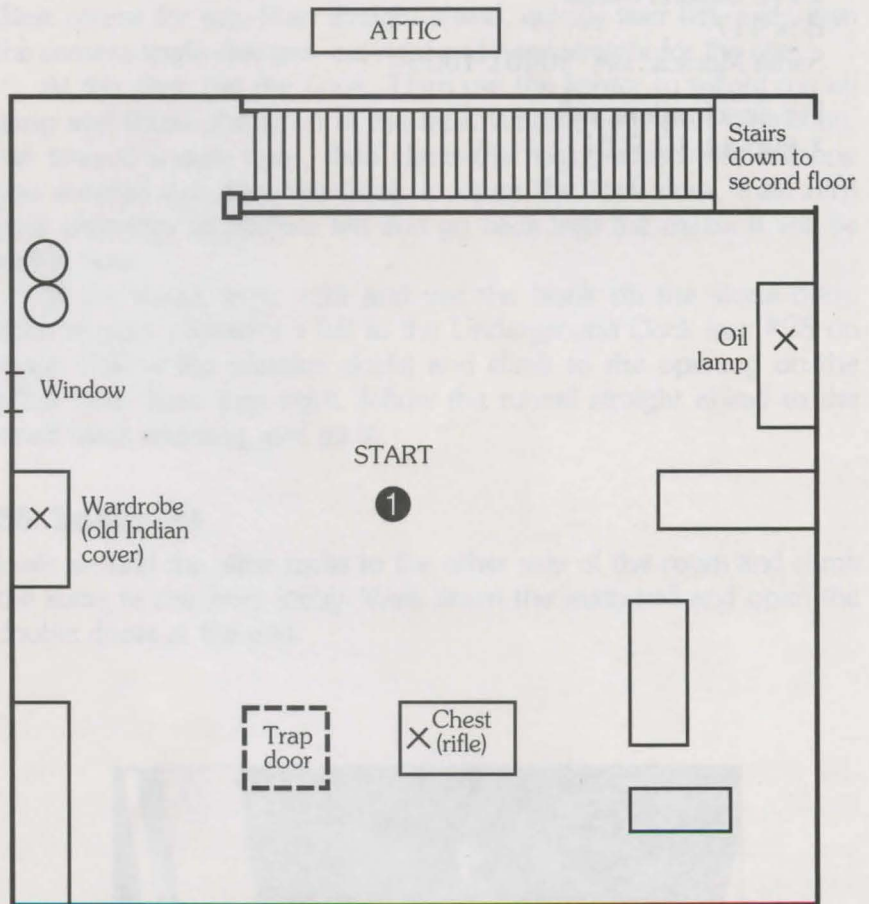
1-800-44-3D-FUN



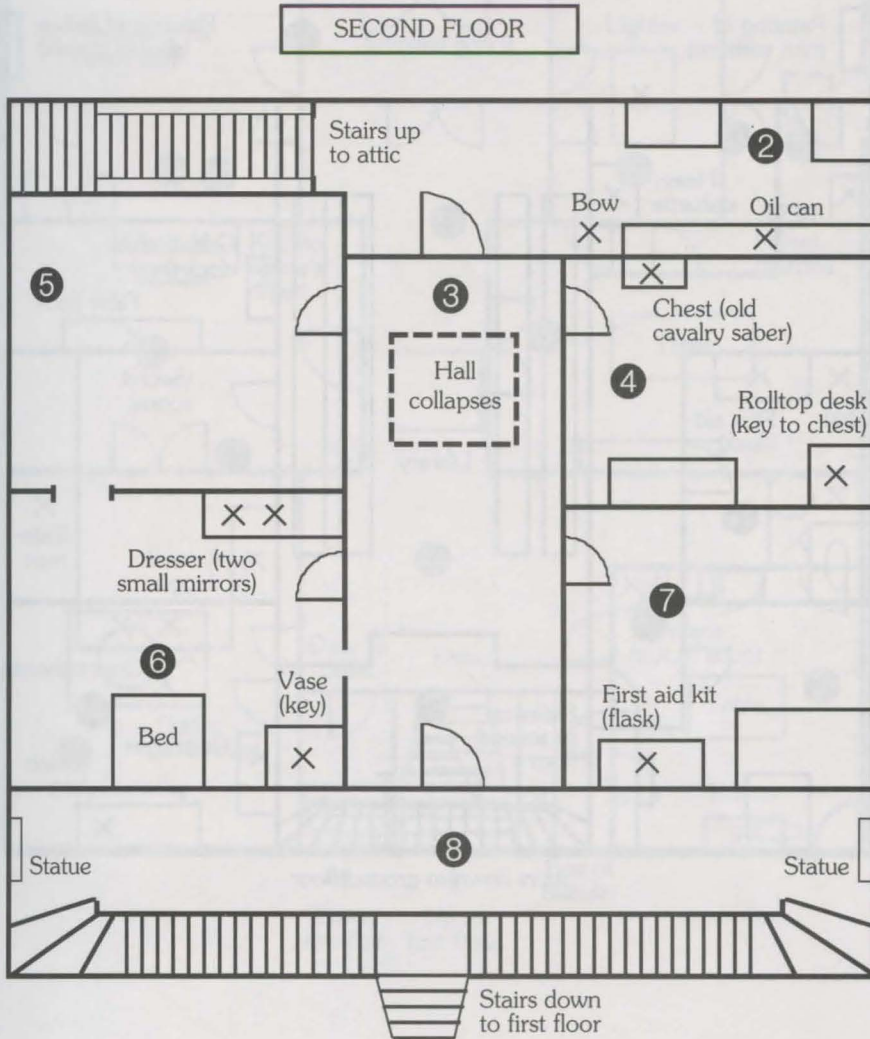
Note: The numbers in the floor plan correspond to the numbers in the text.



Maps

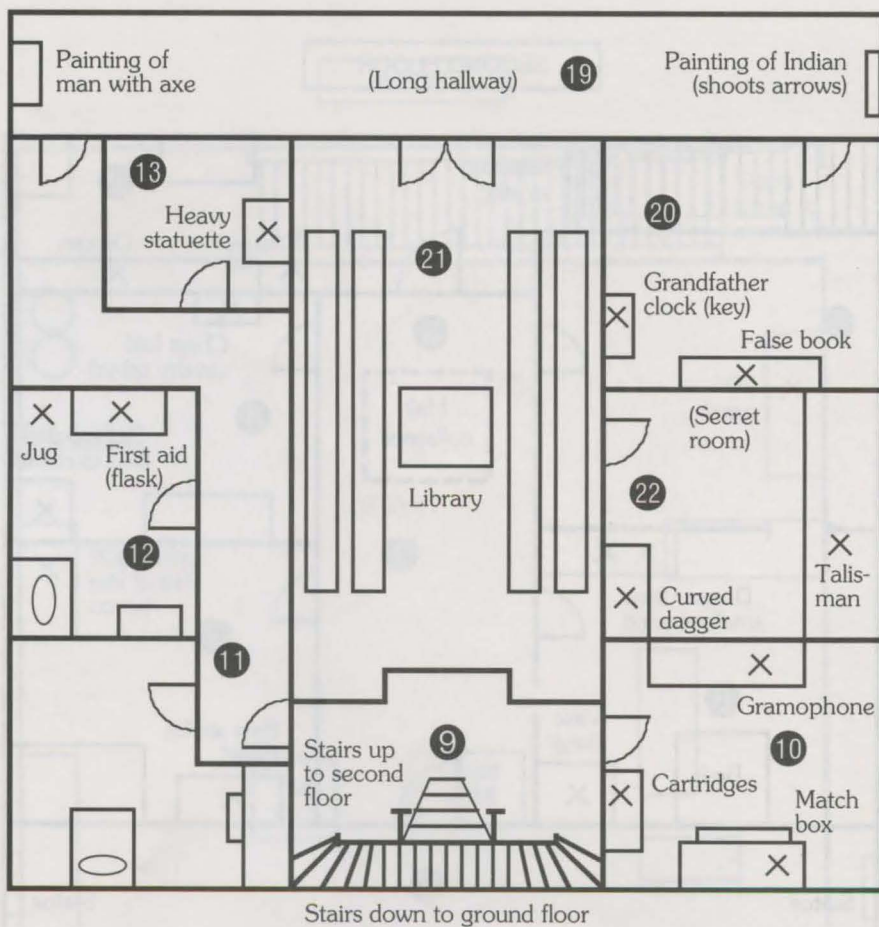


Note: The numbers here refer to the section numbers in the Flythrough.





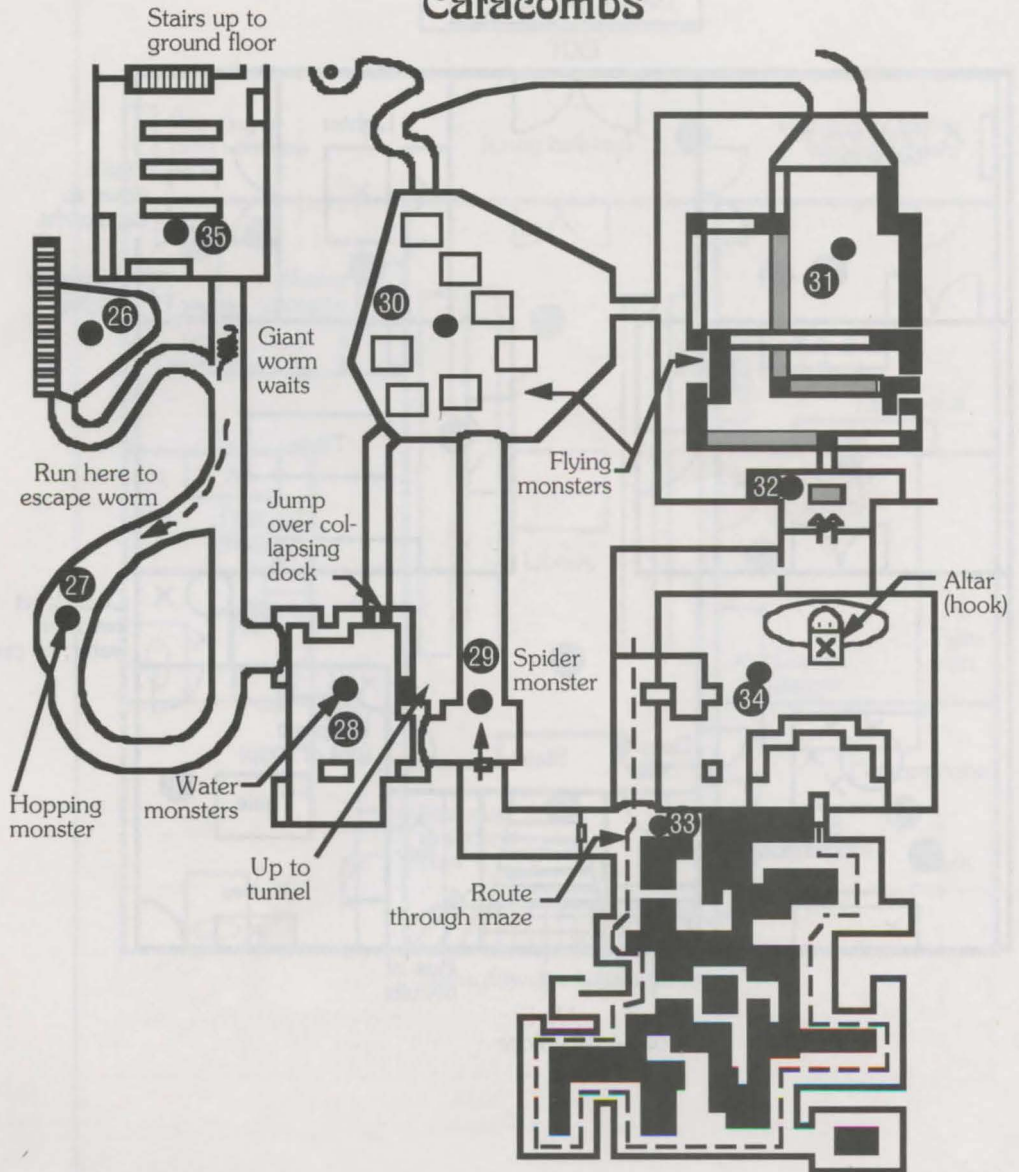
FIRST FLOOR

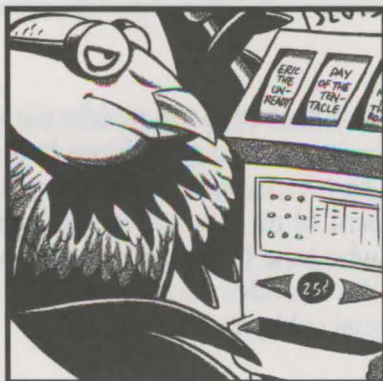






Catacombs





3

Companions of Xanth

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Ah, Legend! Irreverence is thy middle name. From the Gateway and Spellcasting series to *Eric the Unready* to its latest endeavor, *Companions of Xanth*, Legend seems to delight in administering the digital equivalent of an atomic wedgie to all those geekwad fantasy-gamer types who take their genres a bit too seriously.

Indeed, the Condor is so fond of Legend games that they occupy a special cubby in my aviary.



The Story

Based on the Piers Anthony book *Demons Don't Dream*, this adventure starts in the realm of Mundania, a familiar world that lies adjacent to Xanth. As the name implies, Mundania is the distinctly non-magical place that you and I—well, *you*, anyway—inhabit. (I'm a mythical bird, remember?)

As the game begins, you are a kid named Dug Mundane sitting in your bedroom on a rainy day. A bet with a friend leads you to load his new computer game into your rig. The game? *Companions of Xanth*, of course.

Soon you're sucked into a competition to acquire a mysterious prize goblet. You race against another human, a teen girl named Kim who seems to be one step ahead of you wherever you go. The quest features the usual puzzle-solving—which, as in most Legend games, has a distinctly whacky, bizarre, and pun-happy quality to it. You deal with beings named Fairy Nuff, Ma Anathe (get it?), the



dreaded Loc Pic monster, and the evil Com-Pewter. You also get to insult a storm cloud named Cumulo Fracto Nimbus, which is kind of fun. There's a troll under the bridge, of course—he's carnivorous, but his condo is pretty sweet.

And then there's this pail in the road. Can you get beyond it? Beyond the pail? Get it? Ha ha ha ha ha!

The Verdict

Companions of Xanth is a goofy, fun little game with an auspicious development. Legend games, you see, are not particularly known for their scintillating visual qualities. But this game's rudimentary use of digitized video sequences finally pushes Legend into the 90s. While it can't compete with, say, *The 7th Guest* in terms of sizzling production values, at least *Companions of Xanth* attempts to hitch Legend's traditional good storytelling to the "new cinema" that is revolutionizing adventure gaming.

* * *

The Flythrough

Mundania

Bedroom (Opening Scene)

Take the envelope, then open it. Look at the letter. Go northwest to get to the front hall.

Front Hall

Turn on the light switch (next to the door), then go west into the kitchen.

Kitchen

Answer the ringing phone. (If it isn't ringing yet, do something else until it does.) Say "Hi, Edsel," then follow dialogue path 1, 2, 2, 3.



You might want to flip on that power switch. Pop your game diskette into the floppy drive, too. You didn't forget to close the drive, did you?



You are sitting at your desk, watching the gathering storm through your window.

(He'll send the computer game via courier.) Take the teabag from the table. Open the icebox and take the mustard.

Front Hall

Open and close the front door. Open the door again, take the package, and close the door. Open the package, then open the game box that's inside. Go southeast, back to your computer.

Load the Game

Flip the power switch on the right side of the computer. Put the game diskette in the floppy drive, then close the drive.

Choosing a Companion

Look at the computer screen. Talk to the tiny man (Grundy Golem). Ask him everything you can about the game, its rules, Xanth, companions, et cetera. Choose Nada Naga as your companion.

Welcome to Xanth

The Cavern

Wear the 3-D glasses. Wait a few turns until Nada opens the coffin-shaped door. Go north through it. (Don't worry about being a screen. It'll pass.) Go northeast to the crossroads.



The Crossroads and the Village

Go east, then southeast to the village gate. Take the rock on the ground. Take both lamp covers. Talk to the headman at the gate. Agree to help rid the town of the censorship. He'll give you a key; click on the gate, unlock it with the key, then open it. Go north to the pier.

Pier

Take the scrap of sailcloth. Ask Nada to get the rope for you. She'll get the anchor too. Now go south, northwest, then west to the crossroads.

Crossroads

Click on the anchor, then pry the log with the anchor.

Beyond the Pail

Making a Catapult

Go east, then southeast to the village gate. Talk to the headman; ask him to make a thin flat board. Wait a turn or two. He'll return with the board. Now go east one screen, and put the board on the boulder, put the rock on the board. Talk to Nada and ask her to whack the catapult with her tail. Go northeast. Take the pail. Go northeast twice more, to the screen door.

The Eye Screen

Talk to the eye on the screen door. Keep talking until you can ask to see Fairy Nuff. After the eye closes, open the screen, then the door. Go north, then take the tee. Go north, then take the egg. Go northeast to the booth of Fairy Nuff.

Fairy Nuff

Talk to Fairy Nuff. Tell him about the problem in Isthmus Village. When he asks about the number of censors on the ship, tell him, "Two." Read the solution recipe. *Note:* Use the pail to collect ingre-



dients for the solution. Go back to the dark misty forest just northwest of the village. (If you haven't taken the egg, the pail, or the lamp covers yet, you should grab these items on the way back to the forest.)

Fairy Nuff's Solution

Cough Drops

Talk to Nada, ask about the bush, then ask her to get a cough drop. Wait. Ask Nada to get another one. (You need two cough drops.) Put the cough drops in the pail. Go west to the crossroads.

Crossroads Ingredients

Put the pail in the brook three times to get three pints (six cups) of fresh water. Take a buttercup and empty it to get butter. Put the butter in the pail. Click on the empty sticky buttercup, then on the fireflies to catch one. Put the firefly into the pail. Now go back to the "eye screen" doorway.

Eye Screams

Take the eye scream nearest you on the right side of the path and put it in the pail. Repeat. (You need two dashes of eye scream.) Finally, put both the egg and the scrap of sailcloth (from the pier) into the pail. The solution is ready. Take it to Fairy Nuff.

Douse the censors with a double dose of Fairy Nuff's secret sauce. Dump a lamp cover full of solution on each of the foul smokepots.





Use the Solution

Talk to Fairy Nuff. If you've taken the two lamp covers from the village, he'll divide the solution into two equal portions. Go back to the censor ship and put one portion of the solution on each censor.

The Fairy's "Shortcut"

After the cut-scene, go back to the village headman. He'll give you a sword. Then return to Fairy Nuff. Talk to him to find the shortcut through the regions. Then take the path to the northwest

The Void

Click repeatedly on any direction in the compass rose. Watch the picture closely — a shimmering door will appear, then disappear. Every time it does, talk to Nada and strongly affirm that you saw it. After several appearances, the door will appear permanently. Open the door and enter.

The Region of Earth

Metria the Demoness

Walk southeast past the barrow. Keep talking to Metria and turning down her offers to drink from the pool; if she avoids conversation,



Hey. Did you see that door? If so, be very assertive about reporting it to Nada Naga.



just keep looking at the pool. Eventually she'll give up in disgust and open the door to the barrow. Go northwest, then north to the barrow door.

The Barrow

Open the barrow door and enter the darkness. (Explore using your map screen; switch back to picture mode whenever something interesting is indicated by the text window.) When the lights go out, Nada will disappear for a moment. Wait a few turns. When she returns and the lights come back on, she'll drag you to the spring.

Back to the Spring

Refuse to drink; Nada is actually Metria in disguise! When Metria finally admits her trickery, she'll give you a "finder" to help locate Nada. Her instructions are bogus—actually, the *lower* the reading, the closer you are to finding Nada. Be sure to turn on the finder. Go back into the barrow maze and start exploring.

The Maze (Lower Level)

In this level of the maze you'll find a stone pestle, a mirror room, a plaque room, a switch room, and a metal pad room. You can get to the upper level of the maze through the metal pad room (find out how below).

Mirror Room

Look into the mirror to see how Kim's doing.

Plaque Room

Click on the plaque, then touch it. Flatten the paper you've been carrying around; put the paper on the plaque.

Switch Room

Click the metal switch, then flip it. Keep flipping each new switch that appears (16 in all). Then flip all of the switches off. When the



big glowing reddish button appears, push it. A descending staircase will appear. Don't go down until you've finished exploring the rest of the maze, upper and lower levels.

Metal Pad Room (Passage)

Click on the pad. Then get onto it. It will zap you to another level of the maze. You'll find the stone mortar and the "door ajar" on this level.

The Maze (Upper Level)

In this level you'll need to find a stone mortar and a room with a door that is ajar.

"Door Ajar" Room

Take the door. (It reverts to its real form—a jar.) Take the jar. You can't get past the ironwood tree unless you have some blue agony moss. You'll find that in the Dungeon (reached via the Switch Room).

Dungeon

Go to the Switch Room and go down the staircase. (If you haven't opened the passage to the staircase yet, see "Switch Room" above.)



Nada Naga is quite a sight to see, but Dug had better not look. Talk to the manacles . . . and don't forget to "jar" some of that blue moss on the wall.



Select only dialogue choices that keep you looking away from Nada. Then talk to the manacles. After Nada is free, open the jar (see “‘Door Ajar’ Room,” above). Put some of the blue agony moss (on the wall just left of Nada) in the jar. Now go back to the “Door Ajar” Room and put the moss on the ironwood tree. Exit north.

The Region of Fire

Molten Lake

Click on the tunnel end, then go to it. Go southeast to the room with the hot dog and the fireman. Talk to Nada, tell her she looks uncomfortable, and convince her to put her hair up in a bun. She’ll do so and give it to you. Open the mustard (from your refrigerator back home) and squirt it on the bun. When the dog disappears, go northeast.

Wall of Fire

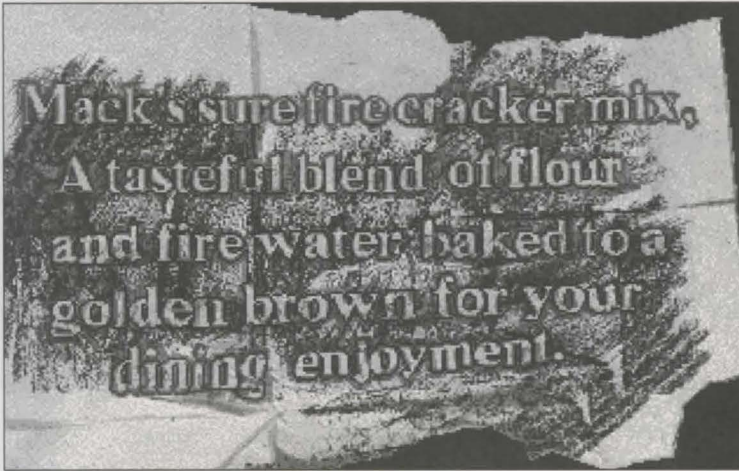
Take the charcoal on the path. Now you must return all the way to the Plaque Room, in the lower level of the barrow maze.

Back to the Barrow: Plaque Room

Click on the paper you put over the plaque, click on Rub, then click on the charcoal. Take the paper and look at it. (See the screen shot on this page.) Return to the room with the fireman.

Firecracker Mix

You can talk to the fireman if you want, but if you try to put lava in your jar, the fireman will give you a wineskin full of firewater. Put the buttercup into the mortar. Put the firewater into the mortar. (If the fireman takes away the wineskin, don’t worry—he’ll give it back soon enough.) Then use the pestle with the mortar. Put the mortar into the opening in the rock (a natural oven) at the left. Look at the mortar. When the dough has risen and is golden brown, take the mortar; it will yield Mack’s cracker. Now go northeast to the firewall.



Tack that paper to the plaque, rub a little charcoal over it, and voilà! Mack's recipe could make Texas chili seem mint-flavored in comparison.

Blast the Firewall

Throw the firecracker at the wall. Wait a few turns until it blows up. Go north to the opening in the ceiling.

The Opening

Now tie the rope to the anchor. Throw the resulting grappling hook into the opening. Now go up.

Region of Water

Troll Bridge

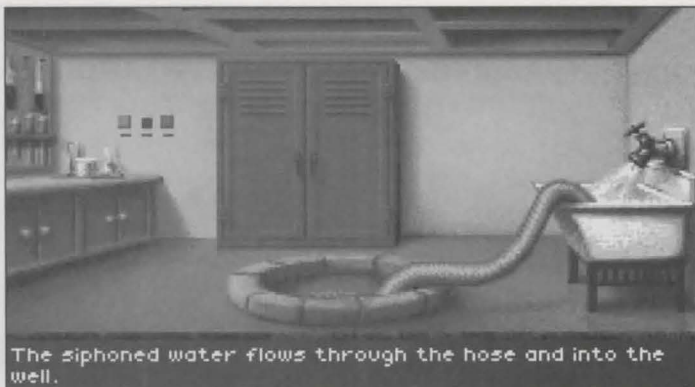
Go north toward the bridge. Be respectful to the troll and agree to perform a free service for him. Go north across the bridge to the three-pronged fork in the road.

Fork in the Road

Close the hydrant, then take the hose that's connected to the faucet at the left. Go south, back over the bridge, then go down into the troll's cushy living room.



Need a key? Get that hose from the fork in the road, run it from the sink to the well, turn on the faucet, and do a Lloyd Bridges into the drink.



Troll's Digs

Go west into the troll's lab. Put the hose in the sink on the right. Push the blue (middle) button on the back wall, left of the metal locker. Turn on the sink faucet and enter the well to retrieve the troll's key. Go east into the troll's living room and tell him you have the key.

Troll's Puzzle

Take any of the three puzzles. If you try a puzzle and fail three times, the troll will simply let you go! Go up, then cross the troll bridge. At the fork, go northeast to the cave entrance.

Com-Pewter

Com-Pewter's Lair

Go east to enter the evil machine's cave. You'll have to play Com-Pewter's game. Whatever you do, *don't resign*.



Com-Pewter's Game: Round One

To play, open the metal door on the cylinder at the right after each of Com-Pewter's questions, then put the appropriate letter tile in the cylinder and close the metal door again. The answers to the first round of the game are:

s to make the word *spears*

d to make the word *dates*

p to make the word *pecans*

e to make the word *steer*

a to make the word *lamia*

Com-Pewter's Game: Round Two

Same rules as Round One. The answers are:

o to make the word *moose*

b to make the word *cobra*

f to make the word *fleas*

e to make the word *panties*

t to make the word *tangles*

Of course, you don't have a *t* in your tray. But you can use one of two other "T"s you've picked up in the game—either the golf tee from the fairway or the teabag from your kitchen table.



Tee, anyone? How about you, disk-lips? Com-Pewter's last word riddle requires a "letter" you'll have to provide yourself. ("Tea" will also work.)



Disabling Com-Pewter

Open the metal door again. Put the virus you got from Grundy into the cylinder. Close the metal door. After the various cut-scenes, exit to the northeast.

The Region of Air

Ma Anathe's Shack

Enter the shack and talk to Ma Anathe. Take the windsock from the wall at the upper left. Exit to the west. Go southeast to the ogress.

Ogress & Son

After your dialogue with the ogress, go northeast to the Ogre Boy. Put the windsock on the vent. The grateful Ogre Boy is now one of your companions. (His face appears beneath Nada's.) Go northwest to the long and winding road.

Long and Winding Road

Take the windbag lying on the ground at the intersection. Go southwest to the shack.

Fix the Cart

Now that you have Ogre Boy's help, attach the cartwheel to the broken cart. Click on the cart, then select Push. Take the sail and go northeast, then north into the strange cave.

Sailboat

Put the sail on the boat, open the windbag, then untie the line.

Guardian of the Mountain

The answers, in order, to the knight's questions are: *error*, *airedale*, *window*, *air conditioning*, *errand*, *windbag*, *airplane*, *airbag*, *windmill*, *breeze*. Go northeast to the bottom of the staircase, then



go up three times until you come to the “Mountain Closed” sign. Take the sign and retrace your route back to Ma Anathe’s shack.

Good, Bad, and Ugly

Give the sign to Ma. After she gives you the ugly potion, exit the shack and go southeast to the ogress. Give the ogress the potion. She’ll let you pass to the southeast now.

The Gap Chasm

Gap Animals

Keep talking to the gap animals—deerfly, copperhead, the yakking yak—while working your way northeast into the chasm. (They’ll all let you pass eventually.) Eventually, the game will force you to switch companions. Go with the change; you’ll now travel with Jenny Elf and Sammy Cat.

Gap Dragon

Talk to the shimmering cloud, Cumulo Fracto Nimbus. If you insult him enough, he’ll dump snow on you and Stanley Steamer, rendering the dragon harmless.

Outside Humfrey’s Castle

Front Gate

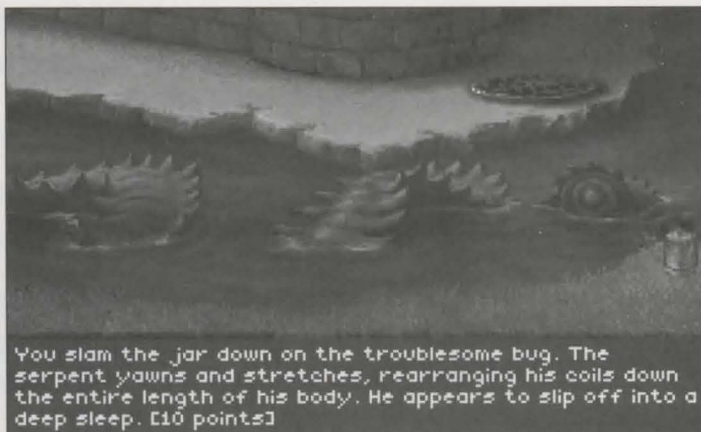
After the cut-scene and the dialogue with Jenny, move your cursor up the wall directly above where Sammy scratches the ground until you find the *loose brick*. Press the brick and flip the switch. Go north to the moat.

Drawbridge

Click on the bridge, then select Draw and click on the moat. Keep repeating this until the bridge is completely *drawn* over the moat. Go north to the front door.



Pop the jar on that annoying cricket, and help the poor Loc Pik monster catch a snooze. When sleeping, he's your bridge to the castle.



You slam the jar down on the troublesome bug. The serpent yawns and stretches, rearranging his coils down the entire length of his body. He appears to slip off into a deep sleep. [10 points]

Front Door

Unfortunately, you cannot enter through the front door. Knock or open the wee door, talk to the eye, then exit south. Go northwest to the moat serpent's head.

Loc Pic Monster

Click on the jar in your inventory, then select Fill and click on the cricket (the tiny black + hopping around near the serpent's snout). When the serpent falls asleep, go east to its tail. Go northwest to cross the moat on the serpent's coils. Then use the crowbar (from the troll) on the grate and go down.

In the Tunnel

Click on the end of the tunnel, then select Go to. Remember the clue from the voice at the front door? (He said, "For one to gain entrance . . .") Push (in this order) the switches numbered four, one, and two. (Get it?)



Inside the Gourd

Humphrey

After your conversation with the wizard, look at the hypnogourd he gives you. Then go northeast to the mansion.

Cellar

You can't get past the zombie. Go northwest to the cellar door. Click on the door, select Unlock, then click on the lok pic (from the serpent). Open the doors and go down into the cellar. Go north to the closed door, then move your cursor around until you find the skeleton key. Take it. If you find the twine, take that as well. Then look for the door, click on it, select Unlock, and click on the key. Now open the door and go north through it.

Sliding Stairs

Tie the twine (from the cellar) to the lever on the balustrade. Go north up the stairs.

Top of Stairs

Press the red button on the wall to the left.

Skeleton's Study

Take the bottle of pills by the chair. Look at the third book from the left on the mantle.

Get the Cane

Use the *Pain-B-Gone* pills on the pane of glass. Take the cane. Go north up the stairs, then use the cane on the hook of the ceiling trapdoor. Go north through the trapdoor.

Attic

Click on the sword, then move the cursor to the prize goblet and click again. You'll throw the sword at the goblet.

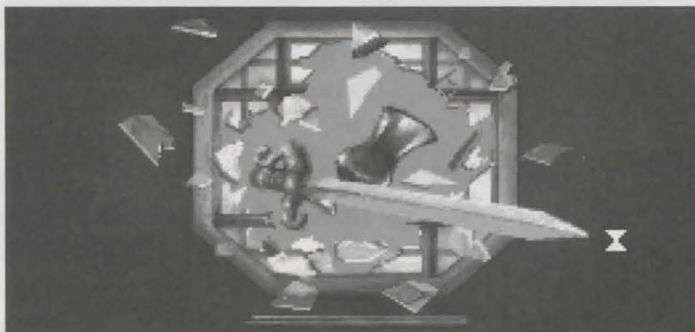


It's brutal, but hey, you're a player, man. Throw your sword at Kim as she reaches for the prize goblet . . .



Kim's hand is reaching toward The Prize.

. . . and you'll knock the blasted thing out the window.



Bedroom

After the cut-scene, answer the telephone.

Publisher: Legend Entertainment

To order, contact:
Legend Entertainment
14200 Park Meadow Drive
Chantilly, VA 22021

For direct orders, call:
1-800-658-8891



4

Day of the Tentacle

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Okay. This game was dangerously amusing. True confession: At one point—it was during Hoagie's flag-design suggestions to Betsy Ross, I believe—the squawking grew so painful that Jeebs had to intercede. We're talking gullet stones—projectile. I laughed, is the point.

Yeah, *Day of the Tentacle* is a cartoon, but only in the same sense that *The Simpsons* or *Beavis & Butt-head* are cartoons. Indeed, the Hollywood pitch on this one would be something like "Matt Groening meets Chuck Jones." Not quite as dark and twisted as *Sam & Max Hit the Road*, but still pretty far from your standard Saturday morning pablum. Jeebs agrees with me here. *Day of the Tentacle* wins wingsdown for Best Cartoon Animation of the Year!

The Story

As the action begins, Purple Tentacle has sipped toxic waste spewed into a stream by crazy Dr. Fred Edison's Sludge-O-Matic. Now the appendage is an evil, unstoppable genius who will enslave the world—unless Bernard and his buddies, Hoagie and Laverne, can travel back one day in time and halt the toxic contamination.

Unfortunately, Dr. Fred's time machine malfunctions (due to a cheap, imitation-diamond component), sending Hoagie 200 years into the past, Laverne 200 years into the future, and Bernard right back to the present. You control all three characters, switching back and forth by clicking on their faces by your Inventory.

The three adventurers have to combine efforts over this 400-year timespan to get a new diamond for the time machine (cost: \$2 million), get everyone back to the present, then try again to get just one day into the past.

The Verdict

LucasArts is pushing adventure gaming where it needs to go. Sure, everybody everywhere is doing something innovative with graphics, animation, art, digitization, and so on. But writing and storytelling remain the twin pillars of the computer adventure game genre.

Clearly, the best writers and storytellers are finding a home in LucasWorld.



* * *

General Tips

The Condor is big enough to admit when he's made a serious error of omission; I didn't read the whole manual, okay? I plunged into the game.

Please read the manual always. Or, in this case, at least be aware that in *Day of the Tentacle* you must teleport items through time from character to character. You do this by flushing each item through the Chron-O-John time machine. You do it and you do it, again and again, a lot.

There are two ways to do it:

1. *The Formal, Incredibly Slow Method.* Direct both the sending and receiving party to the Chron-O-John. Take control of the sending party. Click on the verb Use, click on the item in the sending party's inventory that you wish to send, then click on the Chron-O-John toilet.

Now switch control to the receiving party. Click on the verb Pick Up, then click on the Chron-O-John toilet to transfer the item into the receiving party's Inventory.

2. *The Incredibly Easy and Fast Method That I Didn't Use.* Click on the Inventory item you want to send, then click it on the face of the person (at right of Inventory) to whom you want to send it. It's so easy, it makes me ill.

* * *

The Flythrough

The opening segment takes place with all three heroes—Bernard, Laverne, and Hoagie—at Maniac Mansion. Your job: do nothing. When the show's over, you have control of Bernard.



Bernard rockets through the space/time continuum to arrive back in the present.



Now open the grandfather clock. After the animated sequence, pick up the battery plans hanging in plain sight on the bulletin board next to the Sludge-O-Matic. When gameplay returns with Hoagie in the past, click on Bernard's face next to Inventory to continue in the present (First Bernard section).

* * *

First Bernard

Lobby

Go upstairs to the lobby. Pick up the dime from the pay phone, the "Help Wanted" sign from the front window, and the George's Hardware flier from the rack in the lobby's foreground. Walk to the office door, open it, and go in.

Dr. Fred's Office

Look at the Swiss bankbook on the desk. Open the desk drawer and take the Booboo-B-Gone. Exit into the lobby.

Rovelty Convention Room

Open the double doors under the "Welcome" sign and walk through to the convention room. Open the grating on the floor by the fireplace. Walk to the chattering teeth exhibit, then chase the teeth into the grating that you opened. Pick up the trapped teeth and walk through the swinging door to the left of the grating.

Kitchen

Pick up both pots of coffee, regular and decaf, at the right. Take the fork from the table, then open the knobbed door just left of the microwave oven. Next, walk into the laundry room.

Laundry Room

Open the cabinet next to the dryer and pick up the funnel. Walk back to the lobby, then go up the stairs at the far right.



Room W

Open the door to Room W and go in. For fun, use the TV and then the phone. Use the dime from your Inventory with the FickleFingers coin slot. Close the door and pick up the keys in the door's lock. Exit into the hall.

Room R

Open the door to Room R and walk in. Pick up the disappearing ink. Exit into hall.

Room F

Open the door to Room F and walk in. Talk to Green Tentacle about Purple, his band, etcetera. Pick up the videotape sitting atop the stereo, then use the on/off button on the stereo. Push the speaker that sits on the carpet at the right. Walk out of the room and go down the far hall to the up stairway.

Video Room: Nurse Edna

Up on the next landing, open and enter the door on the left. Talk to Nurse Edna for information about Fred's sleepwalking. For fun, try pushing her. Exit and go to the door across the hall.

Weird Ed's Den

Open the door and go in. Pick up the hamster, then use the disappearing ink with his stamp album. After Ed explodes, pick up the stamp and stamp album.

Top Floor and Roof

Walk up to the top of the stairs. Open the door at right and go into the attic. Walk to the window. On the roof, pick up the crank by the flagpole at left. Walk to the chimney. After you get to the convention room, go back into the lobby.



The Safe

Pick up the fake barf (now on the floor) and walk to the grandfather clock so that you can go back down to the lab. Use decaf coffee with Dr. Fred's mug. If you follow the sleepwalking Dr. Fred to his office, you'll see him open and close his safe, but he does it too quickly for you to take the contents or see the combination.

Crowbar and Gum

Walk out to the parking lot and give the keys from your Inventory to the man in the ski mask; he'll give you the crowbar. Walk back to the lobby and use the crowbar with the gum/dime on the floor. Use the gum to get the dime.

Room W: The Sweater

Now walk back upstairs to Room W and use the dime in the Fickle-Fingers coin slot. If this is the second dime you've used, then the sleeping man will roll off the bed. When he does, pick up the sweater. Exit.

Candy Machine

Use the crowbar on the candy machine in the hallway. Pick up the quarters. Walk upstairs to the Video Room. You need to change that statue's arm somehow so that Nurse Edna won't have anything to grab next time you push her.

Flush Stuff to Hoagie

Use the "Help Wanted" sign on Hoagie's face next to Inventory. Then click again on Hoagie to switch to his adventure into the past.

* * *

First Hoagie

Inn Foyer

You are now directing Hoagie. Walk left to the inn, open the door, and walk in. Open the grandfather clock and walk in.



Red Edison's Workshop

Give the patent application (battery plans) and the "Help Wanted" sign to Red Edison. Then pick up the lab coat hanging at right and the left-handed hammer on Red's work table. Walk up the stairs.

Main Hall

Open and walk through the double doors, talk to the Founding Fathers, and walk through the swinging door next to the fireplace into the kitchen.

Kitchen

Pick up the spaghetti and oil from the pantry next to the swinging door. Open and walk through the door at right.

Washroom

Pick up the bucket. Open the cabinet at left and pick up the brush. Then go back to the kitchen and use the bucket with the water pump to fill it. Walk back to the inn foyer, past the grandfather clock, and up the stairs.

Washington's Room

Open the first door and enter. Use the bed, then pull the cord on the wall to the right of the door. Exit and take the soap from the maid's cart. Walk to the next room.

Betsy Ross's Room

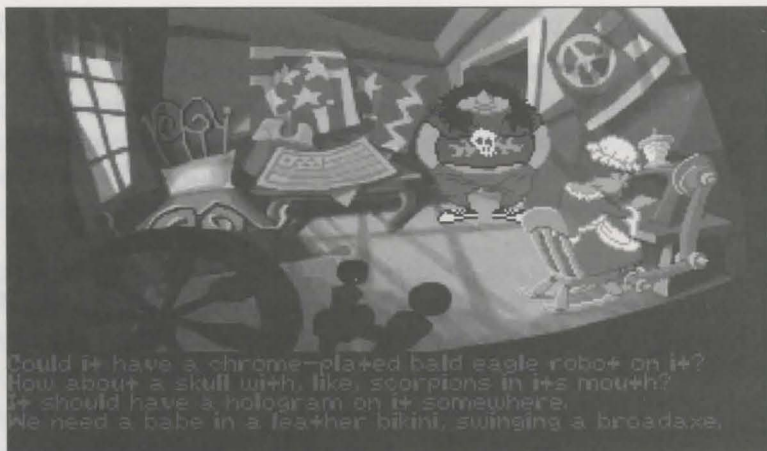
Open the door and enter. For fun, talk to her a bit, then exit. Walk to the next room.

Ben Franklin's Room

Open the door and enter. Pick up the wine bottle, then exit. Go down the far hall and go upstairs.



Here are Hoagie's flag design suggestions to Betsy Ross.



Could it have a chrome-plated bald eagle robot on it?
How about a skull with, like, scorpions in its mouth?
It should have a hologram on it somewhere.
We need a babe in a feather bikini, swinging a broadaxe.

Edison Brothers' Room

Talk to the horse. Open the door and go in the room across from the horse. When Ned (the sculptor) puts down his right-handed hammer, pick it up. Then use the left-handed hammer on the table to replace it. (This triggers the reversal of the statue in the Video Room, which helps Bernard back in the present.)

Exit and go upstairs to the attic.

Attic

Take the red paint and send it with the letter to Bernard.

* * *

Second Bernard

Video Room

You are now directing Bernard. Push Nurse Edna again. Use the blank videotape with the VCR, then look at the monitor.

Click on the Record (red) button. After the IRS grabs Fred, click the Rewind (<<) button. Click on the switch at far right to change speed from SP to EP. Then click on the Play (>) button and note the combination—101, 999, 57.

Go downstairs to the office.



Record Dr. Fred on the VCR, then play it back on EP speed to get the safe combination.

Safe

Open the safe. (Bernard will automatically use the combination he just discovered.) Pick up the contract. Go to the laundry room.

Dryer

Use the sweater in the dryer and the quarters with the dryer, then walk to the fireplace in the convention hall.

Fireplace, Roof, Attic

Walk to the fireplace to get to the roof. Walk in the open window at the right and pick up the rope that binds Dr. Fred. Go back out on the roof. Use the rope on the pulley, then go down the chimney. Walk outside.

Dead Cousin Ted

Use the dangling rope with Dead Cousin Ted. Go back in the fireplace to the roof, then pull the rope. After you fall, go back in the fireplace again to the roof and walk to the open window. Use the red paint on Ted. Then use Ted with Doctor Fred. Finally, use the



rope with Doctor Fred (his feet), go out to the roof again, and pull the rope.

The Lab

Use the funnel on Dr. Fred. Use the regular coffee with the funnel. Use the contract with Dr. Fred, and take dialogue path 4, 4. Use the stamp with the signed contract. Send the signed, stamped contract to Hoagie. Switch briefly to Hoagie.

* * *

Second Hoagie

Walk to the front of the inn and use the contract on the mailbox. Switch back to Bernard.

* * *

Third Bernard

Go upstairs to the office and use the phone. Send the red paint back to Hoagie. Switch to Hoagie.

* * *

Third Hoagie

Kumquat Tree

Walk to the kumquat tree just left of the outhouses. Use the red paint with the kumquat tree. Go to the inn's main hall.

Main Hall

Give the wine to Jefferson; talk to Washington about cherry trees. If you suggest that he's "lost it," he'll give you a demonstration (thus freeing Laverne in the future). Switch to Bernard.

* * *



Fourth Bernard

Dwayne's Room

Go upstairs to Room R and give the letter (that you got from Hoagie) to Dwayne. Pick up Dwayne's flag gun. Go back out into the hall.

Hamster on Ice

Use the hamster in the ice machine. Go downstairs to the convention hall.

Exploding Cigar

Use the flag gun with the cigar lighter to switch them. Talk to the cigar salesman and use dialogue path 2, 1. Send the chattering teeth, cigar lighter, and exploding cigar to Hoagie. Switch to Hoagie.

* * *

Fourth Hoagie

Main Hall

Give the exploding cigar to Washington. Then give him the chattering teeth. Pick up Hancock's blanket, go up to the attic, and climb out the window.

Roof

Use the blanket on the chimney. Go back downstairs to the main hall.

Quill Pen

Pick up the gold-plated quill pen.

* * *



First Laverne

First Kennel Escape

Talk to the tentacle guard and tell it you're not feeling well. It'll take you to Doctor Tentacle.

Doctor Tentacle

When Doctor Tentacle leaves, take the tentacle chart from the right-hand wall. Exit, go through the big door on the back wall, then walk to the kennel (door on back wall).

Second Kennel Escape

Talk to the guard and tell him you have to go to the bathroom. Send the tentacle chart to Hoagie. Send the scalpel to Bernard. Switch to Bernard.

* * *

Fifth Bernard

Oozo the Clown

Use the scalpel on Oozo the Clown. Pick up the Box o' Laughs. Send the textbook and the flier to Hoagie. Send the Box o' Laughs, the crank, the fork, the Booboo-B-Gone, and the fake barf to Laverne. Switch to Hoagie.

* * *

Fifth Hoagie

You are now directing Hoagie. Go up to Betsy Ross's room and talk to her, then use the tentacle chart with the stack of patterns on the table. Send the can opener to Laverne. Switch to Laverne.

* * *



Second Laverne

Third Kennel Escape

Walk back to the tentacle guard. In the kennel, talk to the guard again. Tell him you feel lousy. He'll take you to the doctor's office again.

Tentacle Disguise

Walk out the infirmary door into the entryway, then go through the big door on the back wall. Walk into the fireplace. On the roof, use the crank (from Bernard) with the crank box, then turn the crank. Pick up the flag, then use it. Go back down the chimney, then walk one screen right to the blue tentacle.

Blue Tentacle

Talk to the blue tentacle. After entering the contest, go out to the entryway and walk past the grandfather clock.

Frozen Hamster

Walk upstairs to the ice machine and pick up the frozen hamster (the one Bernard put there). Walk into Room W.

Room W

Use the can opener (from Hoagie) with the time capsule. Pick up the vinegar from the capsule. Send the vinegar to Hoagie. Switch to Hoagie.

* * *

Sixth Hoagie

Super Battery

Go down to Red Edison's workshop and give him the oil, vinegar, and gold-plated quill pen. Pick up the battery when it's completed and sitting on the shelf. Go upstairs and out to the carriage.



Carriage

Use the soap with the bucket of water, then use the brush with the bucket of sudsy water. Follow Ben Franklin up to his room.

Kite

Give the lab coat to Ben. Use the battery with the pocket on the kite. Quickly now, click on the Push command, then move the cursor over the kite. Click to push the kite when Ben says, "Now!" After the kite-flying sequence, pick up the fully-charged battery and take it to the Chron-O-John.

Chron-O-John

Use the battery with the plug which is on the path to the left of the Chron-O-John. Switch to Laverne.

* * *

Third Laverne

Room R: Mummy

Walk into Room R. Use a contest entry badge on the mummy. Use the roller skates (on shelf at right) with the mummy, then push him. Go upstairs.

Human Contest

Walk to the highly restricted judging area. Talk to Doctor Tentacle at the far right to learn that sick humans are disqualified. Talk to the judges. If you ask them to get on with any of the categories, you'll soon learn that Harold (the contestant next to the mummy) is the odds-on favorite to win. Use the fake barf on Harold.

You still need to make the mummy more acceptable as a contestant. Switch to Hoagie.

* * *



Seventh Hoagie

Go upstairs to the talking horse. Use the textbook on him. When he falls asleep, pick up the dentures from the glass. Send the dentures and spaghetti to Laverne. Switch to Laverne.

* * *

Fourth Laverne

Human Contest

Use the soggy noodles, dentures, and Box o' Laughs on the mummy, then use the fork with the mummy's head. Talk to the judges. Get them to judge Best Hair, Best Smile, and Best Laugh. (You have to talk to them each time to get them to judge each category.)

Room R

Pick up the extension cord. Go downstairs to the kennel.

Kennel

Give the dinner certificate (won in the Human Contest) to the guard after your conversation. Push the switch on the wall to turn off the



Dress up Dead Cousin Ted with spaghetti, horse teeth, and Box o' Laughs to win the Best Human Contest.



force field. The humans won't escape yet, so go outside to the place where the black cat is rubbing its back on the fence. Switch to Hoagie.

* * *

Eighth Hoagie

Go up to the attic. Use the mattress on Jed's bed (near). Notice the squeak and the cat? Now use Jed's mattress on Ned's bed (far), then sit on (use) the squeaky mattress again. While the cat is occupied, quickly pick up the squeaky mouse toy. Send the squeaky mouse toy to Laverne.

* * *

Fifth Laverne

Fake Skunk

Walk toward the cat under the fence. Use the Booboo-B-Gone with the fence. After the cat jumps onto the roof, use the toy mouse with the cat. Now go to the kennel.

Kennel

Use the cat. Walk to the kitchen door (just right of the kennel), then use the frozen hamster in the microwave. Walk through the door on the right to the laundry room.

Laundry Room

Open the dryer, pick up the sweater, and use it on the cold, wet hamster. Then walk to the grandfather clock in the entryway, open it, and go down to the lab.

Lab

Use the toasty warm hamster with the generator. Switch briefly to Hoagie.



* * *

Ninth Hoagie

Go down to the main hall. Use the flier in the suggestion box.

* * *

Sixth Laverne

Lab

Use the built-in shop vac with the mouse hole to suck out the hamster. Open the hatch and pick up the "dust ball." Use the dusty warm hamster with the generator again. Use the extension cord with the outlet near the floor (on right side of generator), then use it again with the window. Go out to the Chron-O-John.

Chron-O-John

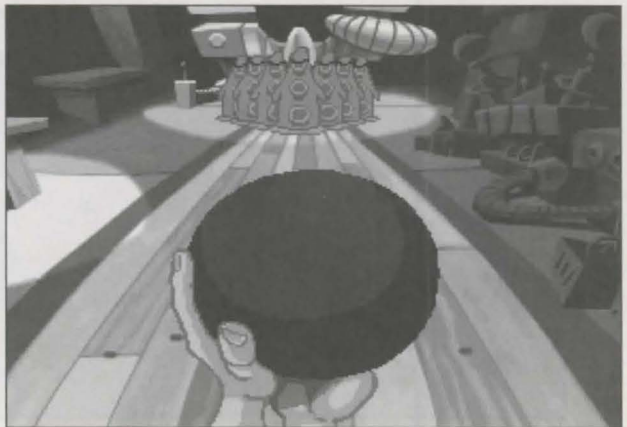
Use the extension cord with the Chron-O-John plug.

* * *

Bernard, Hoagie, Laverne: Together Again

Room R (Dwayne's Room)

Go out into the hall and open the door to Room R. When Old Purple shrinks you, go into Room R. Walk to the mouse hole in the back wall.



Bowling for Tentacles!



Room F

After you grow back to normal size, pick up the bowling ball from the table. Go down to the lab.

Lab

Use the bowling ball with the purple tentacles. After Old Purple shrinks you again, talk to him. Convince him to use the shrinking ray on Dr. Fred.

Publisher: LucasArts

To order, contact:
LucasArts
P.O. Box 10347
San Rafael, CA 94912

For direct orders, call:
1-800-STAR WARS



5

Dracula Unleashed

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Look out, babe! Here comes Hollywood. Viacom New Media was formerly ICOM Simulations, a true pioneer in interactive CD-ROM entertainment. As the new name implies, the Viacom entertainment conglomerate now owns ICOM, and CD-ROM will never be the same.

You may or may not recall that ICOM's classic *Sherlock Holmes, Consulting Detective* series set the early standards for CD-ROM games. In any case, *Dracula Unleashed* incorporates all the lessons of the Sherlock Holmes series while raising the genre's production values to new levels.

By the way, *Dracula Unleashed* is a pretty faithful sequel to the original Bram Stoker novel, *Dracula*. Although it helps to be familiar with the Dracula legend, you don't have to read the book in order to complete the game. As *Dracula Unleashed* progresses, you get enough background that you can figure out what's going on, what's at stake, et cetera.

The Story

The year is 1899, 10 years after Dracula was supposedly destroyed by an intrepid band of vampire hunters. You, the player, direct the actions of Alexander Morris (brother of Quincey Morris, the gallant Texan who lost his life at the end of Bram Stoker's elegant Victorian novel). Alexander, who never learned the exact circumstances surrounding his brother's death, has received a cryptic letter from a Romanian priest imploring him to go to London and investigate.

Once there, Alexander falls in love and becomes engaged to the lovely Annisette Bowen. As the story begins, however, he receives a bit of bad news: her father, Andrew, has passed away. This sad message arrives while Alexander is being introduced to the members of London's prestigious (and *snotty*) Hades Club by Quincey's old friend Arthur Holmwood, the honorable Lord Godalming. Shaken, Alexander returns home, retires . . . and faces the first of a series of shocking nightmares that will haunt his sleep throughout the game. The next morning he rushes to comfort Annisette. Andrew's death mask is not a pretty sight.



Alexander eventually meets the rest of Quincey's old compatriots—Arthur Holmwood, Dr. John Seward, Jonathan and Mina Harker . . . and Professor Abraham Van Helsing. Gradually, he comes to learn the truth about his brother's death—and the even more horrifying truth about a new terror that stalks the London night streets and threatens the very soul of civilization.

The Verdict

Dracula Unleashed is the closest thing to a true “interactive movie” that I've seen so far. The video clips run smoothly, even on a relatively mediocre machine. (I used a Dell 386DX/33 MHz with only 4 megs of RAM.) The acting is competent, the soundtrack is inspired, and the overall atmosphere is wonderfully eerie. The only real drawback is the time-management structure of the gameplay, which forces you to do so much backtracking (and reviewing of old scenes) that some have found it exasperating at times.

* * *

General Tips

The London “Times”

OK, it's a bad pun. Some locations are unavailable to Alexander at certain times during the day. You may have already noticed that maids and butlers will turn you away because somebody is not home, or is gone for the day, or is resting, or whatever. These times of availability can change from day to day.

As a general rule, however, the locations in *Dracula Unleashed* are open to visitors at 7 A.M. except the Saucy Jack Pub, which opens at 10 A.M. and closes at 2 A.M. The cemetery always closes at 8 P.M.



The Flythrough

Day One:

December 28, 1899

After viewing the opening scene (Alexander at Quincey's grave, and so on), exit Alexander's room, take a carriage to Annisette's house, then click on her door to enter.

1. Annisette's Home

Alexander comforts Annisette and finds the cloth in Andrew's hands. Write in your journal, then click on the door icon to exit. (You can move the cloth you took from Andrew Bowen's hand into your Satchel, though you don't have to—the game automatically moves objects into inventory as you acquire new things.) Now take a carriage to the Hades Club.

2. Hades Club

View the scene with the arrogant Goldacre, then write in your journal. Exit.

3. Holmwood Home

Learn the fate of the Holmwoods' poor carriage driver; pick up the Harkers' address. Write in your journal, then exit.



Here's the headline of the Daily Times for December 28, 1899.

4. Newsstand

The newspaper vendor talks about the murders, then mentions the Saucy Jack Pub. (Note: If you don't get a paper today, you won't learn about the Saucy Jack.) Write in your journal to read the articles you clipped from the paper, then exit.

5. Telegraph Office

Before entering, open your Satchel and move the calling card from Father Janos into the



“At Hand” box so that you can send a telegram to him. Now enter the office and view the scene. Afterwards, write in your journal—you’ll see the telegram you sent.

6. Harker Home

Meet the Harkers and watch their reaction to your dreadful news, then write in your journal. Exit.

7. Saucy Jack Pub

Meet Rebecca and hear the legend of the eerie Bloofer Lady, then write in your journal. Exit.

8. Bookstore

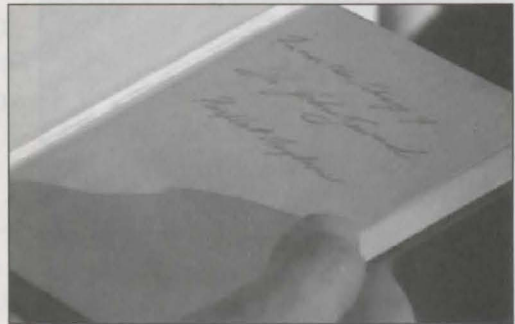
Meet the odd Alfred Horner and acquire the book on the Bloofer Lady. Write in your journal. Exit.



A pub regular tells the story of the eerie Bloofer Lady, claiming he read about it in a book he delivered to the Goldacre & Horner bookstore.



Horner recalls the Bloofer Lady legend with remarkable accuracy . . . and great enthusiasm.



This book once belonged to Dr. John Seward of the Purfleet Asylum—could he be worth a visit?

9. Asylum

Thwart the “loonie” attempting to escape. Write in your journal, then exit.



Regina Holmwood is lovely, gracious, and full of sympathy for poor Leopold Stransokowski, who lost his wife in a "carriage accident" at a place called Borgo Pass. (Do you know where that is?)



In exchange for Alexander's delivery, Harker gives this gift for Annisette. Important: Deliver it to her before 10 P.M.

10. Holmwood Home

You can't get past the stuffy butler until after 3 P.M., so "pass time," if necessary until then. Talk with Regina about Leopold Stransokowski's tragedy. Afterward, write in your journal and exit.

11. Hades Club

View the scene with the pathetic Leopold, who believes his wife is still alive. Write in your journal, then exit.

12. Harker's Office

Open your Satchel and move the Holmwoods' gift to Quincey Harker into your "At Hand" box. Then enter and watch the icy Jonathan thaw a bit. Write in your journal; exit.

13. Annisette's Home

Open your Satchel. Move the cross necklace into your "At Hand" box. Alexander gives the necklace to Annisette and listens to the



Juliet's dream about Andrew and the "angel in white" can be interpreted as comforting . . . but really, doesn't it give you the creeps?



strange dream of Juliet Adams, who gives Alexander a red rose. (Note: If you don't get the necklace to Annisette by 10 p.m., she will become a vampire bride and kill you in the street.) Write in your journal, then exit.

14. Saucy Jack Pub

Listen to the chilling story of the *Demeter* wolf. Write in your journal, then exit.



The sailor recalls the Demeter wolf's reappearance in the graveyard at Whitby . . .



. . . and its attack on his old mate Swales—"I swear that wolf reached for Swales with two arms as human as yours or mine!"

15. Asylum

If it's not 10 P.M. yet, "pass time" until it is—Seward's aide will turn you away until then. Enter and view the scene with the amiable but somewhat overworked doctor. Write in your journal, then exit.

16. Bookstore

Spy on Horner as he conducts his suspicious activities. Write in your journal; exit.

(Note: There's a good chance you'll be detained for questioning by a police officer at



A secret room? Looks suspicious as hell . . . and really, I wouldn't rephrase that any other way.



this point. You'll lose some time, but that shouldn't hurt your game yet.)

17. Home

Read the telegram from Father Janos; he also sent you Quincey's knife. Then sleep for the night. When you awaken from your nightmare about the woman/wolf, write in your journal. Exit.



Alexander suffers another unsettling nightmare. Is it just weird dream logic, product of the day's odd revelations? Or is there something to be learned? Here, a white-clad Blooferish sort of Lady transforms into a killer wolf of the Demeter variety.

Day Two: December 29, 1899

1. Annisette's Home

Miss Culpepper will turn you away until 7 A.M. When you get in, listen to Juliet's latest dream about Andrew. Write in your journal and exit.



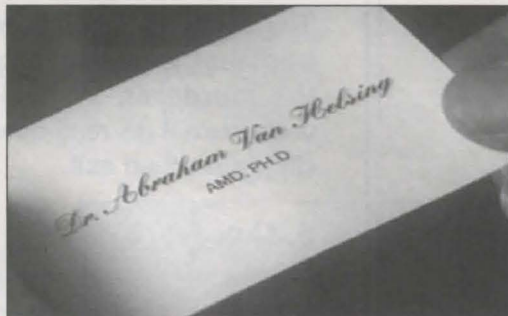
Juliet has another dream about Andrew. Again, the message is meant to be comforting . . . but Juliet's trance doesn't look too healthy.

2. Asylum

Meet the delightful Renfield with Dr. Seward. Seward also gives you Van Helsing's card. Write in journal; exit.



Alexander finds tracks of the lupine variety on the floor.



Seward, clearly unsettled and overworked, can't help you now. But he passes you the card of his old mentor in Amsterdam.

3. Harker's Home

Move the rose into your "At Hand" box. Talk to Mina Harker; she'll ask to speak with you at Andrew's funeral tomorrow. Write in journal; exit.

4. Telegraph

Move Father Janos' card into your Satchel's "At Hand" box before you enter. View the scene, then exit. Write in your journal to see the telegram you sent. (You can also send a telegram to Dr. Van Helsing at this point, but that isn't necessary.)

5. Bookstore

Horner is excited by your little accident. He certainly seems interested in the old cloth, too. Write in journal; exit.

6. Harker's Office

Move the knife into your "At Hand" box. Alexander finally loses his temper with the chilly Jonathan Harker. Write in journal; exit.



7. Newsstand

The vendor believes Scotland Yard is closing in on the murderer. Write in your journal (to read news clippings), then exit.



Here's the headline of the Daily Times for December 29, 1899.

8. University

Before you enter, move the piece of cloth (from Andrew Bowen) into your "At Hand" box. Then watch Dr. Briarcliffe's interesting reaction to it. Write in journal; exit.

9. Hades Club

Goldacre confirms that he owns the Bookstore, then flips you a coin. Write in your journal, then exit.

10. Holmwood Home

Listen to Arthur Holmwood tell his version of Quincey's death. Write in journal; exit.

11. Harker Home

If you arrive before 7 P.M., you'll be turned away by the Harkers' maid. If you're early and you've completed the previously listed ten steps for today, then "pass time" until 7 P.M. and enter. Meet Van Helsing and hear his long story of vampires, Quincey's death, et cetera. Write in journal; exit.



Juliet has the wounds of the nosferatu!

12. Annisette's Home

Van Helsing examines Juliet, who gives Alexander a letter for Devlin Goldacre. Be sure to write in your journal before exiting this time!



13. In the Street

This scene happens automatically. After you are attacked by the Bloofer Lady and saved by Dr. Van Helsing, write in your journal. Then take a carriage to the Hades Club.

14. Hades Club

Move Juliet's letter to Goldacre into your "At Hand" box. Enter and watch Alexander deliver it to the pathetic Goldacre. Write in your journal; exit.

15. Bookstore

Move Goldacre's keys into your "At Hand" box and enter. Alexander will discover Horner's bloody little secret, as well as an old manuscript. Write in your journal, then exit.

16. Saucy Jack Pub

Listen to the cheery song about the Bloofer Lady. Write in journal; exit.

17. Home

Check for telegrams. (There should be a second one from Father Janos, mentioning the knife and vampires.) Sleep. You'll have a gruesome dream about Quincey in the Pub. When you awaken, write in your journal.

Day Three:

December 30, 1899

1. Annisette's Home

Juliet is worse, thanks to Annisette's concern about odor. Goldacre is his usual charming self. Write in journal; exit.



Keep Goldacre's keys "At Hand" when you try the bookstore at night. If you do, Alexander will discover Horner's bloody little secret and this old manuscript of Middle European origin.



Annisette offers her gift from the Harkers to Juliet, who reacts violently by knocking the cross necklace to the floor. Not a good sign. Is it too late for poor Juliet?



2. Newsstand (you should have time before the 10 A.M. funeral).

View the scene, then write in your journal (to read the clippings). Exit.

3. Harker's Home (if you have time before the 10 A.M. funeral).

Move Harker's journal "At Hand" and enter.

Alexander returns the journal to Jonathan Harker. Write in your journal, then exit.



Here's the headline of the Daily Times for December 30, 1899.

4. Cemetery

The ceremony begins at 10 A.M., but you can be late as long as you arrive before 11 A.M. (Note: If it's just a few minutes before 10:00 A.M., open your watch and click on "Pass Time" to move ahead. If it's an hour or more before 10 A.M., go visit someone else.) View Alexander's meeting with the Reverend. (This only happens if you gave Mina Harker the rose back on Day Two.) Write in your journal, then exit.

5. Asylum

Move the blackjack into your "At Hand" box and enter. Alexander will use it to save Van Helsing from Renfield's attack. Write in your journal; exit.

6. Holmwood's Home

View the uneventful post-ceremony gathering. Write in journal; exit.

7. Saucy Jack Pub

Move the Romanian manuscript "At Hand" and enter the pub. Watch Alexander inspire the dejected Van Helsing. Write in your journal, then exit.



8. University

The Romanian manuscript should still be “At Hand.” Enter and watch Briarcliffe examine it. Write in journal and exit. Then move the gold coin “At Hand” and re-enter. Again, Briarcliffe examines it. Write in your journal; exit.

9. Bookstore

Alexander asks Horner about vampire books. Write in journal; exit.

10. Home

View your telegrams. (There should be one from Briarcliffe that includes a package containing the old burial cloth.) Write in your journal, then exit.

11. Hades Club

Move the burial cloth “At Hand” and enter. Stransokowski recognizes it and loses his composure. Write in journal; exit.

12. Harker Home

The meeting won’t begin until 6 P.M. or later. Move the Romanian manuscript “At Hand” and enter. Van Helsing announces the return of Dracula. The others have trouble believing it until Alexander produces the manuscript. Write in your journal, then exit.

13. In the Street

(This happens automatically when you leave the Harker home.) Alexander and Van Helsing are nearly attacked by a wolf. Write in your journal, then take a carriage to Annisette’s home.

14. Annisette’s Home

Don’t be depressed by the fact that you “failed” Annisette—this is *supposed* to happen. Write in your journal, then exit.



Uh-oh. Looks like Annisette forgot to wear her cross necklace to bed.



Day Four:
December 31, 1899

Hint: Avoid the Bookstore today! You'll only get knocked unconscious by Horner and lose a good deal of precious time.

1. Harker Home

After 7 A.M., enter and view the scene with Mina; she'll give you a cross blessed by Reverend Jenkins. Write in journal; exit.

2. Telegraph

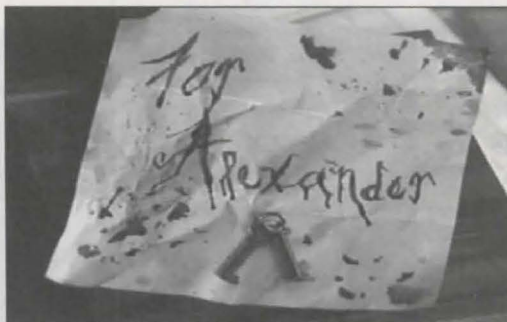
Move Father Janos' calling card "At Hand" and enter. After viewing the scene, write in your journal to see the telegram you sent. Exit.

3. Harker's Office

At the meeting, Seward learns of a fire at the asylum. Write in journal; exit.

4. Home

Check your telegrams. There should be two. Read the one from Briarcliffe first; it concerns the old manuscript. Write in journal, then click on the Telegram icon again. Now read the one from Dr. Seward; the delivery includes a Dictaphone tube as well. Write in journal; exit.



At the university in response to Briarcliffe's telegram, Alexander finds a note, some keys . . .



. . . and Briarcliffe. Well, some of Briarcliffe, anyway.



5. University

Alexander gets a gruesome shock. Write in your journal, then exit.

6. Asylum

Alexander takes a stake and a mallet from the smoky asylum. Write in journal; exit.



Larceny for a good cause: Alexander finds a stake in the ruins of the smoky asylum and takes a mallet from a nearby tool box.



Alexander must arrive at the cemetery between 12 noon and 1:00 P.M. for Juliet's funeral service. Here, Devlin Goldacre places a crushed white rose on Juliet's crypt.

7. Cemetery

The funeral for Juliet begins at 12 noon; you can be late as long as you arrive by 1 P.M., but time is so tight today that you'd best arrive as early as possible. Enter and view the ceremony. Write in journal; exit.

8. Annisette's Home

Van Helsing calls for a rendezvous at Juliet's tomb. Write in journal; exit.

9. Saucy Jack Pub

Alexander gets a note from Arthur Holmwood. Write in your journal, then exit.



Here's the headline of the Daily Times for December 31, 1899.

10. Harker's Office

Move the Dictaphone tube from Seward into your "At Hand" box, then enter. Listen to the recording of Renfield raving, "life after life after life . . ." Write in journal; exit.

11. Newsstand

Pick up the latest edition of the *Times*, then write in your journal to see the articles Alexander found most interesting. Exit.

12. Holmwood's Home

View Alexander's conversation with Regina Holmwood. Write in journal; exit.

13. Hades Club

Alexander overhears a conversation between Goldacre and Horner. Write in journal; exit.

14. Harker's Home

Mina speaks of her psychic connection with the Count. Write in your journal, then exit.

15. Cemetery

You must get here at dusk—that is, after 5 P.M., but before the gates are locked at 8 P.M. (Note: If Juliet is not destroyed by 8 P.M., she will find, seduce, and kill Alexander.) Don't forget to move the stake and mallet into your "At Hand" box before you enter the



Van Helsing saves Goldacre with his cross, forcing Juliet to levitate back into her crypt.



cemetery. View the scene in which Alexander, Van Helsing, and Harker face Juliet. Write in journal; exit.

Note: Do not go to the Holmwoods' home anytime around 9 P.M.! Dracula awaits and will kill Alexander.

16. Saucy Jack Pub

Alexander finds a napkin full of odd drawings left by Goldacre. Write in your journal, then exit.

17. Annisette's Home

Van Helsing discovers that Annisette has been attacked again. Write in journal; exit.

18. Home

Check for telegrams. There should be one from Father Janos explaining Dracula's "resurrection." Write in journal; exit.

19. Annisette's Home

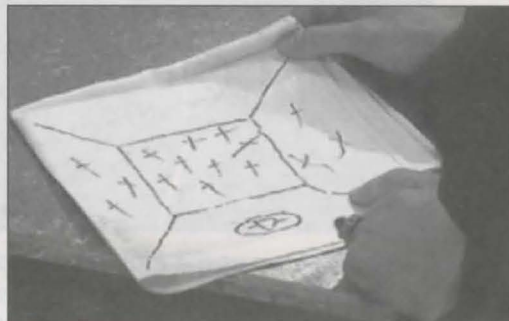
If it's not yet 9 P.M., open your watch and "pass time" until then. Enter and meet Dracula himself at last. Write in journal; exit.

20. Harker's Home

Mina arrives unexpectedly. Write in journal; exit.

21. Annisette's Home

Annisette is gone! Write in journal; exit.



The sketch appears to depict many crosses hung on several walls of a room.



The Count changes quickly to his wolf form and leaps to escape over the outside wall.



22. Holmwood's Home

Alexander discovers Regina's stony fate. Write in your journal, then exit.



A quick stop at the Holmwood home reveals Regina standing stiffly in a dark room.



She tumbles to the floor and shatters into a thousand pieces.

23. Hades Club

You can't get in until 12 midnight, so "pass time" if you have to. *Important:* Move the blessed cross to your "At Hand" box. (If you don't have the cross, Dracula will literally tear your heart out.) Enter and view the destruction of the Foul Fiend. Afterwards, click on the door icon to see the Epilogue.

Publisher: Viacom New Media

To order, contact:
Viacom New Media
648 S. Wheeling Road
Wheeling, IL 60090

For direct orders, call:
1-708-520-4440



6

Dragonsphere

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



OK, this game *does* have a dragon in a sphere (though you don't *do* anything with it). There's a spirit world, too. There's magic. Shamans. Enchanted lands. Shapeshifters. Faeries, sprites. Guys with butterfly wings. And *beasts*. Don't forget the beasts, man. Beasts with tentacles. Big frogs. Things like that. Meanwhile, the plot features an evil sorcerer, a brave king, and a conniving royal brother.

Sound familiar?

Yeah, it sounds familiar. If you're even a casual computer adventure gamer, you sit up and say: "Geez, another? Already?" Well, frankly . . . although I'm actually reviewing a MicroProse game called *Dragonsphere*, I couldn't truthfully answer "No" to that question.

Are You a Good Clone . . . or a Bad Clone?

In the manual, *Dragonsphere* designer Doug Kaufman actually admits it: "There's no sense in trying to deny that the fantasy AGA [animated graphic adventure] market is a dangerous one. The fine *King's Quest* series from Sierra virtually defines the state of the art." So what does he do? He goes out and designs *Son of King's Quest*. I wouldn't exactly call it plagiarism or a ripoff. Yet somehow, "derivative" isn't a strong enough word to describe *Dragonsphere*.

But wait, don't stop reading yet! Because darned if *Dragonsphere* isn't a pretty decent clone job. Despite its lack of originality,





it's a remarkably competent adventure. All aspects of the standard AGA package as defined by the *King's Quest* series—kings on quests in whimsical worlds, clever puzzles, stunning graphics and animation, atmospheric music and sounds—all of that is done quite well in this game.

But the story . . . well, except for one clever mid-point plot twist, there's not an original bone in *Dragonsphere's* body.

The Story

You begin the game as a fellow named Callash. The good news is that you're the newly crowned king of Gran Callahach. The bad news is that a powerful sorcerer named Sanwe hates your guts. Sanwe was imprisoned in his Hightower retreat by your father's court wizard, Ner-Tom. The entrapment spell, known as *Dragonsphere*, has a shelf life of 20 years. You were a 13-year-old boy when the spell was cast. You're 33 now. Do some subtraction. Guess what time it is!

Off you go to confront the evil. You seek powerspheres, one in each of your kingdom's three lands. The red one's in Brynn Fann, land of mischievous faeries and sprites. The yellow one's in the desert region of Soptus Ecliptus. The blue one's in Hightower itself, well guarded by Sanwe. You need a sphere from the weird, shapeshifting land of Slathan ni Patan—where every rock and tree has eyes. Or maybe an ear.

Back home, your jealous brother MacMorn is stirring things up with Mom. You know the score: dark palace intrigue, stunning betrayals—your standard dysfunctional royal family. Meanwhile, you outwit things. You teleport things. You hop across chasms, turn into snakes and such. Yeah, it's a wild, whacky, king's-questing kind of world, burning off the screen in 256 blazing colors. Man, you even get to make a *ratsicle*.

The Verdict

Alright, maybe I slapped this game around a bit . . . but overall, I honestly enjoyed *Dragonsphere*. In fact, I liked it a bit better than *King's Quest VI*. I just wish it didn't feel like *King's Quest VII*.



Maybe next time the MicroProse design team can attach its competence and true love for the fantasy genre to a story that feels slightly less worn.

* * *

General Tips

Dialogue

The MicroProse adventure-game engine generally expects you to ask everything you can ask of every character you meet.

The Signet Ring

Invoking the signet ring will automatically transport you to the Waystation just outside the castle. If you play the game right, you'll never need to do this. Nice of the designers to drop it in as an all-purpose escape route.

* * *

The Flythrough

Note: The following solution path is for *Dragonsphere* in its Challenging mode. To find solutions for Novice mode, you might want to check the Infant Intelligence section of your local bookstore.

The Castle (First Time)

King's Bedchamber

The game begins in the King's Bedchamber, with Callash lying on his bed. Click anywhere to get him going; he'll wash up and put on his travelling clothes. Open the book on the nightstand. Go through the door at the far right into the Queen's Bedchamber.



Queen's Bedchamber

Try to take the Queen's diaries from the lower bookshelf on the far left wall. Go through the door at the bottom of the screen to enter the hallway. Walk directly across the hallway into the Ballroom.

Ballroom

In the Ballroom, take the goblet from the table on the left, then take the bone on the floor near the table on the right. Then walk through the door into the Throne Room (at bottom of screen).

Throne Room

Say anything to MacMorn. When he leaves, look at the Dragonsphere sitting on the table between the two thrones. You'll get a close-up look; touch the sphere and go back to the throne-room wide shot. Go through the door on the back wall at the left to enter the Meeting Chamber.

Meeting Chamber

In the Meeting Chamber, look at the bookshelf, then pull the books. (Place the cursor at the middle of the lower bookshelf to find the books.) Now pull the large tapestry at the far right to reveal the secret door. Forget about the door for now; go back through the Throne Room into the Council Room at the bottom of the screen.

Council Chamber

After the Queen and the Queen Mother "gift you" and exit, take the sword and the shieldstone from the council table. If you want, you can read the two documents on the left side of the table. Return to the Throne Room, then exit through the far right door into the Courtyard.

Courtyard

Walk through the castle gate into the Waystation.



Welcome to Callahach. It's not exactly Oz, but then again, it's not exactly Cleveland either.



Waystation

Talk to the shapechanger sitting to the left. Talk to the Soptus Ecliptus, who is standing to the right, at the merchant's stall. Then talk to the faerie sitting to the far right. Now go east until the map screen of the Kingdom of Callahach appears. Click on Slathan ni Patan, in the upper right.

Slathan ni Patan: Land of the Shapeshifters (First Visit)

Guard Post

To get past the border guards, keep demanding to get in until you get the option of giving them something. Select that option, then give them anything except the shieldstone. Tell the guards it wasn't a bribe; they'll let you go. Walk down the path to the east until you reach the pool monster.

Pool Monster

Throw the shieldstone at the pool monster. Take the tentacle remnants that appear, then walk east down the path to the bearded shifter sitting on the rock.



Wise Shifter

Talk to the bearded shifter to get the polystone. (If you don't get it the first time, talk to him again.) Ask him everything; he's loaded with information. After you exit the Cave of Shifting Dreams with the doll, you can talk to the wise shifter again and ask more questions. Or you can just go west on the path until you return to the Guard Post.

Guard Post

Talk to the guards and ask to get back the item you gave them upon entering Slathan. After the cut-scene, you'll return to the map screen. Click on Brynn Fann.

Brynn Fann: Land of the Faeries (First Visit)

Maze Entrance

Talk to the faerie guard on the rock. Take the nicest, most courteous dialogue path to get past him into the maze.

Sprites

The sprites are mischievous little liars. Keep talking to them until the first letter of the sprite's name matches the first letter of its color—for example, a yellow Yvonne, a red Ralph, a blue Bart, etc. Then



Your mom told you to never trust a sprite, and darned if she wasn't right.



Sure, the Butterfly King is gorgeous . . . until he starts asking those ugly questions.

ask if it's safe to cross. Ignore their response and go. It may *not* actually be safe, but try anyway. Sooner or later you'll make it.

The Butterfly King

Talk to the Butterfly King. When he gives you the first quiz, give the following answers:

1. Anyone.
2. I don't know.
3. Home.
4. I don't know.
5. I won't like it.

He'll give you the red powerstone. Thank him. Then, when he gives the second quiz, give the following answers:

1. They like to test their limits.
2. The Race of the 500 Chariots.
3. Because he ravages and destroys the land.

After you pass, ask the Butterfly King everything you can, saving the question about the oracles for last. He'll give you a carved bird. Forget the toads for now and go back east to the map screen.



Soptus Ecliptus (First Time)

The Trader

Take a bone from the pile at the right (if you don't already have the one from the ballroom). Talk to the trader. Answer "No" to his first question, then "Yes" to his second question. He'll give directions (in Soptus) to the Caliph's tent. Shab is north; Falla is south; Ecliptus is west. Popo just means *and*. Follow his directions to the oasis.

Outside the Caliph's Tent

Talk to the shaman to get the yellow powerstone. Talk to the Caliph's guard to get inside the tent. (Be respectful; it will mean fewer gem games to earn prizes inside.)

Inside the Caliph's Tent

If you are effusive in your praise, and not too eager to get down to business, you will get to see the belly dance. More important, you'll also have to win fewer games to get prizes. When the gem game begins, play until you've won three prizes. Then exit the tent, go east to the map screen, and click on Hightower.

The Mountain (Going Up)

Base of Mountain

Talk to the stranger peeking out from behind the boulder. Choose the nicest path to get the amulet. (If you don't get it here, you can still get it later.) Climb up the rough stone at the right to the next screen—the shak nest.

Shak Nest

Take the black feathers on the rocks just to your left. For fun, you can use the sword to carve up the bird figurine, then "make noise" with it. Talk to the shak, but don't admit you're the king! Then continue climbing up.



*Oh, those whacky shaks!
This one blocks passage to
its nest, where valuable
adventure-game inventory
items await.*



The Monster

At the next level up, use the sword to attack the monster (after you converse with Llanie.) Go west to the other side of the waterfall. Take mud from the dark spot on the ground right next to the waterfall, then go back east one screen and climb up again to the base of the tower.

The Tower

Base of Tower

Take the path around behind the tower. When the vines grab you, give these answers to their questions:

1. Red
2. Leg
3. Beef stew

Walk in through the tower door.

The Eye Chamber

Throw mud at the eye guardian on the far right wall. Go through the east doorway.



Room of Magic

Take the music box on the pedestal at the left. Take the vortex stone from the dresser in the back left corner. Go through the east door into the Science Room.

Science Room

Use the vortex stone to take the magic from the rope/snake. Take the rope. Take the flask on the lab table and put it on the metal plate in the middle of the table. Open one of the petcocks at the top of the bubbling glass-ball retorts, then take the flask full of acid. Open the rat cage at the bottom right of the screen, take the dead rat, put it in the freezer, then take the contents of the freezer (click on Take, then on the freezer window). Go west until you reach the elevator shaft.

Elevator Shaft (Middle)

Go through the back doorway into the Dungeon Room.

Dungeon Room (First Visit)

Take the torch from the wall, back left corner. Pour the contents of the acid flask on the floor. Tie the rope to the manacles on the wall (near the hole). Go south, back to the elevator shaft, and push the top button to go up.

Elevator Shaft (Top)

Put the ratsicle on the door frame. Then put the tentacle parts (from the Slathan pool monster) on the door frame. Push the button to go down. At the middle level, push the lower button to go down again.

Elevator Shaft (Bottom)

Go through the doorway into the Stone Pedestal Chamber.



Stone Pedestal Chamber

You'll automatically put the torch into the wall. Exit south and take the elevator back up to the middle level.

Dungeon Room (Second Visit)

Go into the Dungeon Room and use the GO-arrow to go down through the hole and get the blue powerstone. Go back to the elevator shaft and push the top button.

Waterfall Machine

Walk through the machine room doorway on the back wall. Put the teleport door in the window. Go back to the elevator shaft and walk through the east doorway.

Long Corridor

Walk across the iron-floored corridor, then walk through the dragon doors.

Sorcerer's Room

During the first pause, use the polystone to mimic the blue powerstone. During the second pause, throw the blue powerstone at the circle of the spheres. After the cut-scene, take the black sphere on the floor near the bottom center of the screen. Take the map on the back wall just above the bookshelf. Then, from the chest at the far right, take the crystal ball and the spirit bundle. Walk out through the doorway to the west.

Base of Tower

Walk down the path around the tower, then down the path to Hightower.



Here's poor Pid on pillars, plunging. His scream and the splattering-body-sack SFX really add zest to the whole experience.

The Mountain (Going Down)

Middle Level

When you arrive at the ledge, walk west past the waterfall. Continue west past the shak until you reach the stone pillars.

Pillar-Jumping

Follow the directions on the map (from the Sorcerer's Room) to get to the other side. For your convenience, here's the jumping pattern, step by step: First, jump to the pillar at the upper right corner, then jump W, S, E, S, S, W, S, W, N, N, N, N, W, W, S, E, S, S, S, W, N, N, then W to the other ledge.

Shak's Rest

Take the belt.

Bottom Level

Walk east past the waterfall to the cave behind it, then go in.



Hermit's Cave

Put the spirit bundle on Llanie, then use the doll to heal Llanie. When it fails the first time, talk to Llanie and build the following poem: "Thou art a rose—but no! For no rose as fair did ever grow in any land." Then use the doll again to heal Llanie. She will recover and give you the parchment. Walk out through the cave entrance (at the bottom of the screen) and go back east, then south to the map screen. Click on Soptus Ecliptus.

Soptus Ecliptus (Second Visit)

The Desert

From the trader's tent, go in any direction except east to get to the oasis.

Outside the Caliph's Tent

Talk to the Caliph's guard. Tell him you wish to continue the game of sands.

Inside the Caliph's Tent

Tell the Caliph that, yes, you are a friend of King Callash, so that you'll only have to win one game per prize instead of two. Then play until you win two more prizes. After you drink the Soptus Soporific, heal yourself with the doll; you'll end up outside the tent. Go east until you hit the map screen, then click on Slathan ni Patan.

Slathan ni Patan: Land of the Shapeshifters (Second Visit)

Guard Post

To get past the border guards, admit that you're a plain shifter who wants to go home, tell them they've "got the wrong guy," offer to go only as far as they can see, then offer them a gift. Give them the Soptus Soporific. After you all drink, heal yourself with the doll, then go east down the path.



Cave of Shifting Dreams (Optional)

You can go inside the cave and see a new dream/prophesy, if you want. After you exit, go east one screen.

Green Monster

When you reach the green monster, use the doll to heal the monster. Walk through the newly created arch into the shifter village.

Shifter Village

Talk to the sitting woman. She'll return your shifter ring. Go down the path to the south. Return all the way to the map screen, then click on Soptus Ecliptus again.

Soptus Ecliptus (Third Visit)

The Desert

From the trader's tent, go in any direction except east to get to the oasis.

Outside the Caliph's Tent

Put the feathers on the bone, then put magic into the "partial bundle" with the vortex stone. Talk to the shaman and give them the spirit bundle.

Spirit Plane

Go east to the floating disks.

Floating Disks

Again, jump from disk to disk, following the map, but this time mirror the route. First jump onto the disk at the upper left corner, then jump E, S, W, S, S, E, S, E, N, N, N, N, E, E, S, W, S, S, S, E, N, N, then finally E to the far ledge.



If you got this far with the roc, congratulations . . . but you're only halfway home. To get what you need, execute a sphere switcheroo.



Snake Pit

Use the shifter ring to shift into a snake.

Roc's Rest

Use the vortex stone to take magic from the grapes. Wait until the roc eats the grapes and they don't reappear, then throw the dates (won as a game prize from the Caliph) at the roc. Take the soul egg from the nest. Put the black sphere (acquired in the Sorcerer's Room) into the nest. Go west, talk to the shaman, and ask to return.

Return from Spirit World

Once you're back, head east to the map screen, then click on Brynn Fann.

Brynn Fann: Land of the Faeries (Second Visit)

Maze Entrance

Go west until you reach the toads.



Toads

Give the flies (won as a prize from the Caliph) to the toads. After you snatch the key-crown, go east to the map screen and click on Gran Callahach.

The Castle Return

Waystation

When the guard captain confronts you, tell him you've done only good for Callahach, admit you're a shapechanger, but explain that you didn't kill the king. Try to explain what has happened, then point out the Queen Mother's evil and ask if there is something you could give him to let you go. Use the doll to heal the guard captain. After the cut-scene, jump down the well.

Bottom of Well

Take the rare coin near you on the bank. Use the shifter ring to shift into a seal. *Optional:* You can swim down the river to the left and talk to the Queen in the dungeon. Swim to the far bank and gaze into, then invoke, the crystal ball. Take the emerald, then walk to the trapdoor.



*Hey! What are you
doing to that guy's eye?*



Stair Trap

Before stepping off the stairs, put the statue on the stairway. Then walk down the passageway to the west.

Darkness Beast

Speak the words on the parchment, then go down the passageway to the west.

King's Soul Chamber

Shift into a bear, then pull the king. Give the soul egg to the king. Walk through the door to the north.

Stairway

Push the wall switch, then put on the key-crown. (If it doesn't work the first time, try again.)

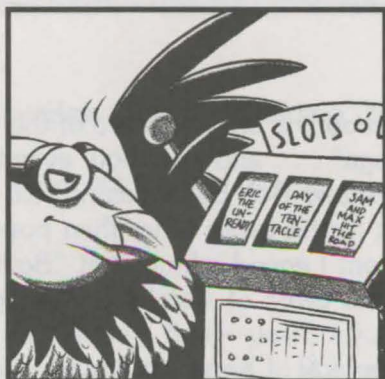
Meeting Chamber

Shift into a bear, then use the sword to attack MacMorn. Invoke the amulet.

Publisher: MicroProse Software

To order, contact:
MicroProse Software
180 Lakefront Drive
Hunt Valley, MD 21030-2245

For direct orders, call:
1-800-879-PLAY



7

Eric the Unready

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Eric the Unready is a brilliant satire of the well-worn fantasy adventure game “saga” . . . and just about everything else, come to think of it. True, designer Bob Bates has no real focus as a writer, and no specific target for his satire other than popular culture. The *Official Hint Book* from Legend admits that “Both Bob and his family are relieved that his years of watching late night TV have finally paid off.”

But *Eric*’s lack of narrative flow is offset by its hilariously subversive attitude. Bates is a master of line-by-line comedy writing. It pays off hugely, again and again. Game shows, *Star Trek*, Clearinghouse sweepstakes, beer commercials, Hollywood agents, the islands of Fantasy, Gilligan, and Monkey—everything takes a few deserved shots to the head.

In fact, the best grenades are lobbed at the badly overripe medieval sword-and-sorcery genre itself; for example, a wizard named Bud sends Eric on a quest for such mythical items as the Crowbar of the Apocalypse, the Pitchfork of Damocles, and the Raw Steak of Eternity.

The Story

After a prologue in a barnyard, Eric meets the lovely princess Lorealle (of the great hair), who is subsequently kidnapped by her wicked queen stepmother and stashed away in the castle of an ugly, evil witch. (Story consultant: Susan Faludi.) A saviour is needed, and when Eric pulls Excalibanana from the stone, he proves he is worthy of the task.

So Bud the Wizard lays out the requirements, and Eric braves a number of amusing situations—including a rendezvous with the Swamp Trek crew. (Kirk pilots a log raft; Bones is but a skeleton of his former self; Mister Zulu points the way with his spear.) He also has to deal with the God of Short Term Memory and a bunch of other stuff that, now that I think of it, doesn’t sound funny out of context either. Trust me.

Once you gather the requirements (the Bolt Cutters of Doom, *et al.*), you confront the witch (who looks remarkably like Margaret



Hamilton), solve some puzzles, stop the wedding, blah blah blah, and then you win.

Oh yeah. In the end, there is a duck.

Verdict

The graphics are fine, the sound's fine—yeah, Okay, Okay! The hell with all that, though. Put the beeps of a PC Internal Speaker behind stick people on the screen, and *Eric the Unready* would still be one of the Top Computer Adventure Games of 1993–1994. Because despite its disjointed, episodic plot, its total lack of character development, its klunky and cluttered interface, *Eric the Unready* features the funniest computer adventure game writing I've ever read.

* * *

General Tips

The Torus Inquirer

A new edition of the newspaper appears each day. Be sure to take it and read it when you come across it; lots of useful and amusing stuff.

The Wedding Ceremony

This is a must. Save your game in the Witch's Castle before you carry out the necessary actions with the chandelier. Then forget the chandelier, get into the wedding cake and enjoy the text of the complete, uninterrupted wedding ceremony.

My favorite parts are the ritual Exhumation of the Groom's Great-Grandparents, followed by the exchange of vows ("Do you, Beast, take Lorealle to be your chattel . . . ?") and the traditional Beheading of the Best Man.

* * *



The Flythrough

Day One: The Farm

If you aren't a software pirate and actually *bought* the game, you probably have an *Eric the Unready* game manual. On page 26 of the manual, you'll find the game's opening moves. But here's a quick-start version:

Enter the barn. Open the chest and take all. Exit. Enter the privy, take the newspaper, tie the rope to the hook, and go down the hole and give the Hog-Wild to the pig. Go up, exit, kiss the pig, then go back in the barn.

* * *

Day Two: The Quest Begins

Keep trying to take the card that sits on the bed until your squire frees you. Get off the bed, take the helmet, and exit the Barracks into the Courtyard. Do anything; the Sergeant-at-Arms will drag you to the Union Hall. After you're assigned the quest, go west into the Village Square.

Go to Ulric's. After Ulric gives you the torch, go to the Feasting Hall and take the kindling from the fireplace. Go to the Ice Cream Shoppe, put kindling in the fireplace, and light it with the torch. (Bobbin will give you his earmuffs.)

Go to the Armoury and give Giovanni the card. (If you don't have it yet, go back to the Barracks and get it.) When he asks for measurements, look them up on page 2 of your *Eric the Unready* game manual or steal them from here:

Gorget	16	Helmet	14
Cuirass	1	Pauldron	5
Vambrace	6	Gauntlet	Gothic
Tasset	99B	Cuisse	Brown
Poleyn	25	Greave	22
Sabatons	6E		



Pull Excalibanana from the stone to prove your worthiness, then Bud the Wizard will lay out your quest. Can you find the Raw Steak of Eternity, et al.? Don't forget to throw the banana in the duck pond when Bud leaves.

Put on the cloak Giovanni gives you and look in the pocket. Take the packet, open it, and take the bean. Go to the Village Green and get water with your helmet. Now go to the Courtyard, plant the bean in the garden, water the bean, then climb the beanstalk. When you hit the ground after your encounter with Bud the Wizard, go to the Ice Cream Shoppe and buy the root beer float with the coin. A new coin will appear. Give that coin to the Bard in the Village Square. (Coins will continue to appear.) To keep awake, put on the earmuffs.

Go to the Feasting Hall. Ponce will follow and put all the knights to sleep, including the guard. Go upstairs. When you return to the Hall, try to exit until Bud appears. After he transports everyone to the Village Green, pull Excalibanana from the stone. After Bud fills you in on your quest, throw the banana in the duck pond.

* * *

Day Three: The Cemetery, The Forest, and the Cavern

Take the newspaper from the sepulchre and read it. Then go west through the forest. Pour root beer on the roots of the tree blocking your path. Go west one screen, and at the foot of the tallest tree,



move the branches, open door, go down stairs. You'll come to the front porch of the small white house. Open the mailbox, take the mail, and read it.

Go west into the cavern and enter Fran's Rock Emporium. When you leave, Fran will give you a pickaxe. Go back to the door of the white house, pull the board with the pickaxe, and enter. In the Living Room, roll up the rug and open the trap door. Use the key to open the trophy case, then take the beard.

Go upstairs. If you try to take the pile of bones, you'll discover Fondor Bindlecrank's driver's license. Now you can claim that sweepstakes prize. Go to the Clearinghouse. Of course, you need to look like a 3-foot, 6-inch dwarf, so put on the beard and get on your knees *before* you go in. Give the mail to Ed McDwarf and show him the license when he asks for ID.

At the ferrous wheel, stand up and take off the beard. Wait until somebody gives you a 20-Zonkmid piece. Go to Fran's and buy the starter rock (he'll give you a free bungee cord too), then go to the Card Game booth west of the ferrous wheel to win the slingshot.

Go back to the ferrous wheel and pull the lever. Sit in the chair, put the starter rock in the slingshot, then press the green button. When you get to the top, shoot the lever (or the red button) below with the rock to stop the wheel. Stand, then take the pitchfork. Now tie the bungee cord to the branch and jump.

Take the headrest rock that Fran gives you to the upstairs Bedroom of the white house. Drop the rock and stand on it to pull yourself into the attic. Once there, your next move must be to push the stone slab. (Otherwise, you will be eaten by a gnu.)

* * *

Day Four: HoJo Tavern and Blicester Castle

Go into the Tavern, take the newspaper and read it. Take the coupon from the book in your backpack and offer it to Bruce. Order the Mead Lite from the menu, then exit. Go west to Blicester Castle. Climb the rungs. When the bush burns away, take the roddenberries



(you'll need them on Day Seven) and follow the new northwest path until you reach the open back of the castle.

Go east to the stables. Give Mead Lite to the oaf, then take the branch. Return to the Keep and give your Tort-Ease to the turtles. Go northwest around to the front of the castle, climb the rungs, then dip the branch in the flaming pitch to make a torch. Go downstairs to the Keep. Melt the wax seal with the torch, then press the key into the blob of wax. Take the wax, go northwest around castle, then east to the Tavern. Give the wax to Howard. He'll make a key that you can take back to the Keep. Open the door with the shiny key.



Order the Mead Lite from the menu at HoJo Tavern . . .



. . . then give it to the obnoxious oaf in the Blicester Castle stables. When they have their "less taste/more filling" argument, grab that branch.



Wheel of Torture Answers

(in order from 100 to 400)

Religion	1, 3, 1, 3
Potpourri	3, 2, 3, 1
Weapons 'B'	2, 3, 1, 2
More Weapons 'B'	1, 3, 2, 3
Legal	2, 3, 2, 1
Famous Sayings Bjorn	3, 3, 3, 3
Places to Avoid	2, 3, 3, 1
Mythology	2, 2, 3, 3
Geography	1, 1, 3, 3

* * *

Day Five: The Fair and the Dragon

Go to the Pavilion of Tomorrow and pull the shade. Take the rubber band and put it around the viper's mouth. Tie your bungee cord to the aardvark, then stand on the loose floorboard. First, take the leech, then take the black marble from the catapult. You'll end up with the chamberpot exactly where you need it.

Go to the Shooting Gallery and shoot the crossbow at a target to win a chicken or a whoopee cushion. Then go to the Fool's Pavilion east of the Stockade and "hit" the judges with the chicken (or sit on the whoopee cushion) to earn your fool's cap. Be sure to put on the cap.

Go to the Amphitheatre and watch the shows. When the Jugglers Vain appear, throw the leech at them, then take the gloves left behind. Put on the gloves and climb the maypole in the Fairgrounds. After either of Lily's shows, take the invitation note to her "dwessing woom" and give her the boa. She'll give you a "weed" and another task to perform.

Ignore Lily's second task. When you leave her room, the "weed" becomes a "reed" for the musician who frequents the shell game. Go to the Shady Area, wait until the musician appears, and give him the reed. He'll give you his sunglasses. Put them on. Their magic will allow you to play the shell game and win.

Take the woodcuts to the Shooting Gallery and give them to the barker. Exit while he's preoccupied. You now have the crossbow.



Ignore the dragon's "vulnerable spot" bull's-eye. Shoot at the part of the dragon that corresponds to the last part of your own body that got flamed by the beast.

Spit. (That's right. I said, "Spit.") After you're pilloried, look at the crowd until the angelic boy appears. Make a face (or stick your tongue out) at the boy to get his apple.

Go back to the Fairgrounds and give the apple to the cook. He'll drop his apron. Take the apron and put it on. Now you can face the dragon. Ignore the "vulnerable spot" target and shoot at the part of the dragon that corresponds to the part of your body the dragon last tried to flame.

* * *

Day Six: Temple of Virgins and Palace of the Gods

Temple of Virgins

Moon the unicorn, then take the eucagum leaf from the branch and get down from the tree. Approach the Temple and put on the robe. Ring the fourth bell to enter. Read today's paper to the virgin, then offer her your hanky. Put the leaf in the tears you've collected. A gummy blob will form. Give the blob to the virgin.

Go north into the Sanctuary. Get in the vat, then put on the ring to become entirely invisible. When the sacrificial virgin appears, give her the boring book about the tale *Baldur*. When Molochi



opens his mouth, enter it. Ride the escalator up to the top, then approach the Palace of the Gods.

Palace of the Gods

To get in the Palace, explore until you find the Windy Cave. The God of the North Wind will not talk to you until you leave. Then he will give you a note. Call 1-800-DOMINUS and wait until the delivery boy brings the cake. Take the dragon from your backpack and light the candles. Give the cake to the God of the North Wind. When he freezes everything, take the key in the Glade (from which the Goddess of Beauty has fled).

Go to the Palace. In the Lobby, show the God of the North Wind's note to Clio, then wait until Morty takes you into his office. Show Morty the note; he'll give you a token and call in Clio. Leave and take the costume from the case in the Lobby. Clio will return and put a jar of woad on her desk.

Find the library, talk to Emily the Librarian to get the book list, then choose *Setting Up Sodom/Gomorrah*. She'll give you the wrong book, which is actually the right book. Take the book to the Scriptorium and give it to Richard; he'll have his guys make a perfect copy that you can keep. Go then to the Laboratory and turn the crank on the plague machine. Take the slimewig that remains.

Go to Agora outside the palace. Take the dropped pigeon note. Show it to Clio, then wait until Morty takes you into his office. Show him the pigeon note as well. When he calls in Clio, go out to the Lobby and take the woad.

Now go to the Promontory and give the nectar to the God of Short Term Memory several times until he leaves. Take the Egg of Oblivion.

Go back to Agora. Now follow the instructions from the book: first, put on the costume and the woad. Drop the egg and stand on it. Eat the slimewig, turn around twice, then squawk. When the golden staircase appears, climb it. At the top, unlock the lock with the golden key and take the Crowbar of the Apocalypse. Wait until the mountaintop cork pops.

* * *



Day Seven: Swamp Trek Voyages of the Swampship Enterprise

Get on the raft. Give the roddenberries (the berries you got back on Day Four) to Zulu. After your encounter with Kahn, take the raft to Milligan's Island, the first island just north of Phantasy Island on the swamp map screen. Take the umbrella from the beach and the bottle floating in the water.

Take the matchbook out of the bottle, examine it, then connect the dots. (No trick here. Just click on numbers in ascending order from 1 to 17.) Put the matchbook back in the bottle and throw the bottle in the water. Wait until it returns, then take it out of the water again and take the certificate.

Go to Monkey Island (at middle left of the swamp map screen). Say "yoohoo," then give Excalibanana to the four-headed monkey. Take the coconut and sit in the Captain's Chair again. Now raft to Treasure Island, which is due north of Monkey Island on the swamp map. Open the gate. To get the bottle of rum, answer *anything* to the questions in the Pirate Quiz.

Raft to Lilliput, which is north of Milligan's Island. Put the coconut and the umbrella on the conveyor belt. (Be sure the lever is set to Import first.) Then double-click on the lever to set it to Export and put the dragon on the conveyor belt.

Once you've deminiaturized the dragon, go to the iceberg (at lower left on map screen.) After the dragon melts the iceberg, sit and raft to Gnoll Island just ahead. Get off the raft and go east down the path. Put the coconut in the guillotine, and the rum and the umbrella in the now-severed coconut. Then return to the raft and sit.

Go back to Phantasy Island and give the drink to Daddoo.

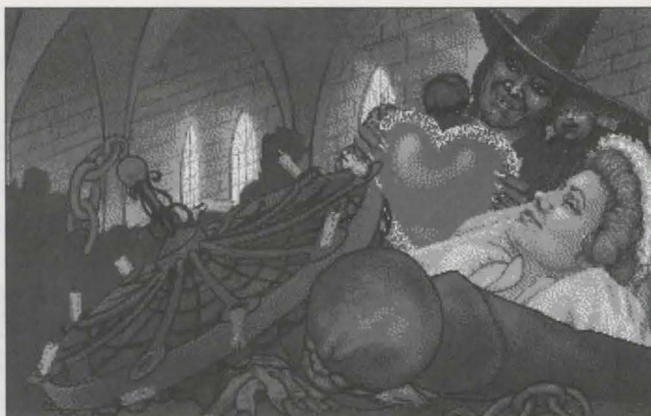
* * *

Day Eight: The Witch's Castle

Remove the pitch with the pitchfork. Remove the crow with the crowbar. Put the steak on the black eye that stares from the gate. Cut the lightning bolt with the bolt cutters. Then turn the crescent moon with the crescent wrench to open the gate. Look in the crystal ball first, then read the spellbook.



The final moment of truth. Give the candygram to the witch, and she'll literally melt in gratitude.



Hint: The witch gives you ten minutes to live. If you run out of time, just turn over the hourglass. (Or just turn it over right away and forget about the time.)

Take the eyeballs from the jar and put them in the skull. Then hoot—this is the “word from the wise.”

Enter “IIIVX” to answer the mirror puzzle. (Confused? Remember, both the puzzle and solution are *mirror* images.) Enter the passageway that is revealed and go west past the chain to the Witch’s Bedroom. There, take the makeup and the broomstick, then open the window. Go back to the chain in the passageway, wait until 10:30 (but before 11:00!) then apply the makeup to the chain. Return to the bedroom and get on the broom.

In the Crawlspace, open the trap door and go up into the cake. Wait until 11:00. The ceremony will begin. After the chandelier falls on the beast, give the Candygram to the witch. Pick up Lorealle and go out. Blow the whistle and get on the duck. (As you might imagine, I am quite fond of this particular plot device.)

Publisher: Legend

To order, contact:
Legend Entertainment Company
14200 Park Meadow Drive
Chantilly, VA 22021

For direct orders, call:
1-800-658-8891



8

Freddy Pharkas: Frontier Pharmacist

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Al Lowe cracks up the Condor. The creator of the *Leisure Suit Larry* series, Lowe is notorious for his lowbrow humor—and nobody has a lower brow than the Condor.

I have to admit, I was looking forward to *Freddy Pharkas*. Then, when I saw that Sierra head-writer Josh Mandel co-created the game, my anticipation soared. Mandel is the maniac genius behind much of Sierra's documentation over the years. If you play Sierra games, you know that the writing in your game box's "additional material" is often funnier than the writing in the software itself.

So I was ready. When Jeebs returned from Software Etc. with the goods, he had to fend me off with the barbecue fork until he got the shrink-wrap off the box. (I don't do shrink-wrap well.) Feathers were everywhere.

Anxiously, I sat down at my Dell 486 with a Coke and a platter of carcass balls. I installed, booted . . . and then, there it was.

Hey. All I can say is: *Hoot!*

The Story

Freddy Pharkas opens with a show-stealing, western-style ballad. There are a lot of funny things in this game, but nothing better than "The Ballad of Freddy Pharkas." Unfortunately, it's immediately followed by the copy protection task of mixing a bunch of boring prescriptions, which brings what little story there is to a screeching halt.

Eventually, though, the plot gets back in gear. The early going seems pretty episodic at first (a string of good satiric jokes), until you realize that all of it—the deadly horse flatulence, the outbreak of dysentery, the snail stampede—is all part of a grand conspiracy to empty the town.

Soon, Madame Ovaree convinces Freddy that he needs to dust off the old gunslinger gear of his youth. This proves more difficult than you'd think and becomes the amusing basis for more puzzles. Freddy has to find a bunch of keys, rob a grave, steal Mom's apple pie, and expend many megas of energy fashioning a false ear made of silver.



Once Freddy is finally duded up, you get the pleasure of exchanging gunfire with a cheatin' card shark, a bunch of rowdy cowboys, the dreaded Lever Brothers, and finally, Kenny the Kid himself. The grand finale—with its revelation of the shadowy Mister Big behind the conspiracy—is fun and action-packed. (Thank god, no more prescriptions to fill.)

The Verdict

Reviewers, who tend to be jaded, loved this game. More than one pointed out the obvious debt *Freddy Pharkas* owes to “Blazing Saddles.” One critic in *Computer Gaming World* went so far as to compare the game’s “coprophilic glee” with that of Jonathan Swift or Laurence Sterne, declaring: “All great satirists play in the muck. That’s their job.”

Whoa, easy now. Rein in that English degree, fella. *Freddy Pharkas* is a satire, yes, but its humor has no agenda other than cheap yucks. Swift? Sterne? Mel Brooks, maybe. Look, don’t think this bird is on a high horse here. I like cheap yucks. But let’s get it straight. Al Lowe (here with Josh Mandel) is a satirist, but it’s soft satire—no edge, no ax to grind. As the same critic put it: “They’re just jokes, folks.” And in *Freddy Pharkas*, they just keep on coming, one after another, in perpetuity.

* * *

General Tips

Cursor Hot Spots

Cursor hot spots are a welcome addition to object manipulation. Each cursor in *Freddy Pharkas* has a little red “hot spot” to indicate the active part of the cursor icon. For example, if you want to pick up an object, click the Hand icon’s red dot on that object, eliminating the old frustration of clicking 80 times till you hit the right part of the cursor.



Filling Prescriptions

Filling prescriptions is, frankly, a tedious activity—the kind that seems to be an entrenched tradition in computer adventure gaming. Many gamers apparently like to manipulate little things on top of other little things and accomplish little tasks. Unfortunately, software piracy also inspires copy protection schemes of this sort. Ah, well.

In any case, *Freddy Pharkas* requires you to fill a number of prescriptions. The one for Penelope opens the game. Read the Penelope's Prescription section of the Flythrough. You'll find a step-by-step guide on how to take things off the shelf, mix things, put things back, and so on.

After that, the Flythrough is more of a summary about how to fill prescriptions.

* * *

The Flythrough

Act 1: Living the Coursegold Dream

Penelope's Prescription

Go down the street to Pharkas Pharmacy. Click the key (in your inventory) on the door to unlock it, then click the Hand icon on the door to open it. Walk to the back of the store and click the Hand icon on the left edge of the counter to go behind it to the Back Room. After Penelope gives you her prescription, read it by clicking the Eyeglass icon on it in your inventory.

Go into the laboratory by clicking the Hand icon on the door behind the counter. Click the Hand icon on the shelf of medicinals on the back wall.

Here's how to make Penelope's prescription:

1. Click the Hand icon on the Graduated Cylinder, then click the cylinder on the work table below.
2. Click the Hand icon on the bottle of Pepticylmachine Tetra-



zole (the fifth bottle from left on top shelf) to pick it up, then click the icon eight times on the Graduated Cylinder to get 40 milliliters. (Increases five milliliters, or ml., each click.)

3. Click the bottle of Pepticlymacine Tetrazole on its place on the shelf.
4. Click the Hand icon on the Medicine Bottles to pick one up, then click the bottle on the work table to place it there.
5. Click the Hand icon on the Graduated Cylinder, then click that on the Medicine Bottle to pour the 40 milliliters of Pepticlymacine Tetrazole from the cylinder to the bottle. Click on the cylinder's original spot on the first shelf to put the cylinder back again.
6. Click the Hand icon on the pile of corks to pick one up, then click the cork on the Medicine Bottle (40 ml.).

To give the prescription to Penelope: Exit the lab, then take the bottle from Inventory and click it on Penelope.

Helen's Prescription

Put the Graduated Cylinder on the table. Pick up the Bismuth Enterosalicyline (first bottle, top shelf) and click it three times (15 ml.) on the cylinder, then put it back. Put the Beaker on the table, then click the Graduated Cylinder on it. Put the cylinder back on the shelf.

Pick up the Phenodol Oxytriglychlorate (fourth bottle from the right, middle shelf) and click it six times on the Balance (on the table, right side), then put it back. Click the Balance on the Beaker (which now reads 45 ml.) Put the balance pan back on the scale. Pick up a glass rod and click on the Beaker to stir, then toss it in the waste receptacle.

Click the Beaker on the Pill Machine at the far left of the table, then put the Beaker away. Pick up a Medicine Bottle and click it seven times on the Pill Machine. (Each click takes a moment, so be patient.) Put the Medicine Bottle (21 pills) on the table, then cork it.

Now exit the lab and give the pills to Helen.



Sadie's Prescription

Go down to the Saloon. Pick up Doc's glass and click it on Sadie's prescription to read it. ("Testosterate, 25 ml./day.") Obviously an incorrect prescription, so click the prescription-under-glass on Doc. He'll change it to Estrosterane.

Now go out the back door of the Saloon and take the yellow bottle of Elixir on the seat of the wagon. While you're there, take the ice pick stuck in the barrel by the Saloon door—you'll need it later. And heck, mosey on into Mom's Cafe and take that empty can of beans in the foreground, too. Go back to the Pharmacy lab. Click on the Elixir in your inventory, then click the Hand icon on the medicine shelf. Now click the Elixir icon on the Alcohol Lamp to fill the lamp.

To make Sadie's prescription, pick up the Bimethylquinoline, click three times on the Balance to get 15 milliliters, then put it back on the shelf. Put the Mortar & Pestle on the table. Pick up the Balance pan, click on the Mortar & Pestle, then put the empty pan back.

Pick up the Metyraphosphate (top shelf, far right), click three times on the Balance to get 15 milliliters, then put it back. Again, pick up the Balance pan and click it on the Mortar & Pestle, then put the empty pan back. Click the Hand icon on the Mortar & Pestle to grind up the powders, then pick up six Medicinal Papers (one at a time) and put each on the table.

Pick up the 5-gram Measuring Spatula, click on the Mortar & Pestle, then click on an empty Medicinal Paper. (A pile of powder appears.) Do this for each of the six papers. Put the spatula back. Pick up a green Prescription Box from the middle shelf and put it on the table. Click on the Medicinal Papers one at a time and put each in the box.

Smithie's Prescription

Pick up the tube of Prep G on the front of the left table in the Pharmacy. Give it to Smithie.



Act 2: The Plot Sickens

Gas Mask

Go to Smithie's Blacksmith Shop on West Main Street next to the Bank of Bob. Take the leather strap hanging just to the left of the doors. (Take the rope next to it as well; you'll need it later.) Also take a lump of charcoal from the forge. If you already got the tin can from Mom's Cafe and the ice pick from behind the Saloon, click (in this order) the ice pick on the tin can, then the charcoal on the tin can, then the leather strap on the tin can.

You now have a ridiculous gas mask. Click it on Freddy frequently to keep him alive in the midst of the horse flatus epidemic. Go to Chester Field's Mercantile and take a complimentary paper bag from the counter in the back. Now find a horse. Take a breath from the gas mask, then make the paper bag the active item in your Inventory window. When the horse's tail lifts in the methane breeze, click the Paper Bag icon on the horse's rear end to collect a sample of horse flatus. Go to the Pharmacy lab.

Now you can either do a full analysis of the gas to determine its type or cheat and jump ahead and mix the treatment medication.

Gas Analysis

Be sure the bag is the active Inventory item when you click on Freddy's work area. Now, if you filled the alcohol lamp with the Elixir in Act 1, do the following: Pick up the Matches from the first shelf and click on the Alcohol Lamp to light it. Move the Gaseous Spectroscope in front of the lamp, then click the paper bag full of horse gas on the spectroscope. The tintype matches with Lentils on page 39 of the Manual. Treatment: Aminophyllic Citrate.

Anti-Flatulence Prescription

Put the Beaker and Graduated Cylinder on the work table. Measure out 40 grams of Sodium Bicarbonate (far right, middle shelf) on Balance; put in Beaker. Measure 15 milliliters of Furachlordone (fourth from left, top shelf) in Graduated Cylinder; pour into Beaker.



Measure 45 milliliters of water (next to Medicine Bottles on middle shelf) in Graduated Cylinder and pour into Beaker. Measure 5 grams of Magnesium Sulfate (far left, middle shelf) on Balance, and dump into Beaker.

Now stir the Beaker with a Stirring Rod and toss the rod in the waste receptacle. Put a Medicine Bottle on the table and click the stirred solution on the bottle. Cork the bottle and go.

Cure the Horses

Go out and click the Medicine Bottle on the horses right outside the Pharmacy.

Snail Stampede

Go to the Saloon and give money to Sam the Bartender (i.e., open Inventory, click on the Arrow icon, click that on the Money icon in your Inventory, click that on OK, then click on Sam). He'll give you Loebrau beer in return.

Go to the Church on Bluff Street and open the door. First, take some of the candle wax from the candles on the inside; you'll need it later. Then look at the right-hand doorknob. When the closeup appears, take the key. Now select the key in your Inventory and click it on the beer. This opens all the beer bottles.

Now go across the bridge to Robertson Cliff and click the Open Beer Bottle icon on the snail stampede.

Srini and the Anthill

Go to the Schoolyard. To get Srini off the anthill, you need to take the ladder from the school playground slide. Wait until Sissy is not on the ladder, then take it. Go back to the anthill and click the ladder on the spot between the anthill and the rock to its left.

Go back to the Pharmacy lab and mix up a batch of Bisalicylate Antitoxidene. Here's the bowel purification prescription:

Put the Graduated Cylinder, Test Tube, and a Medicine Bottle on the table. Light the Alcohol Lamp with the Matches. Measure 25 milliliters of Bismuth Subsalicylate (sixth from left, top shelf) into the Graduated Cylinder, then pour that into the Test Tube.



Measure 5 milliliters of Orphenamethihydride (sixth from right, top shelf) into Graduated Cylinder, then pour that into the Test Tube. Click the Test Tube on the Alcohol Lamp. When the message appears telling you it's reached a full boil, pour it into the Medicine Bottle and cork it.

Administering Bowel Relief

You need to retrieve the ladder you left at the anthill. Also, if you haven't already gotten the rope from the front of the Blacksmith shop, get it now.

Open your Inventory and click the Hand icon on the rope to make a lasso. Put the ladder at the right-hand base of the tower, climb it, pick up the ladder, put it against the water tank, and climb again. Click the lasso on the very top of the tower, then climb up to the roof. Open the hatch (large shingle at right). Pour the Medicine Bottle into the tank.

Assay Office Fire

Go downstairs to the front porch and take the sacks of baking soda. Go to the schoolyard and put the sacks on the right-hand side of the seesaw. Get on the swing, click on it a few times to get fully swinging, then click on the school roof during your forward swing motion. After you land on the roof, click on the left side of the seesaw.

Now go down to the 'Orehouse. Take the French postcards on the coffee table. Talk to and/or touch some of the girls until Madame Ovaree arrives.

* * *

Act 3: Guns and Neuroses

Fred's Bedroom

Open the drawer of your dresser (right wall), look in, then take the claim check for your boots. Open the drawer of your nightstand (back wall), look in it, then take the roll-top desk key. Open the trunk at the foot of the bed, look in it, and take the gunslinging outfit.



Go downstairs to the roll-top desk and use the key to unlock it. Open it, then use the key again to unlock the small desk drawer. Open the drawer, look in it, then take the letter. Read the letter. Leave the Pharmacy.

Horse Plop Diversion

Pick up the steaming, fly-laden horse plop in the street. Go into Mom's Cafe and pour yourself a cuppa joe from the coffee machine at the back. Then drop the horse plop on the floor. Go through the Saloon to the back of Mom's and take the apple pie. (If Hop Singh catches you, you'll have to try again from the beginning.)

Grave Robbing for the Box Key

Go to the cemetery. Walk to the freshly-dug grave of Philip D. Graves, take the shovel there, and click it on the grave to dig it open. When finished, click the Hand icon on the open grave to get the safe-deposit box key. Take a handful of the clay you dug up. Then click the shovel on the grave again to refill it.

Safe-Deposit Box

Go to the Bank of Bob. Give the safe-deposit box key to the banker. When he brings the box, open it, open the neckerchief, take the guns, then take the neckerchief and exit.

Cleaning and Loading the Guns

Go to the Sheriff's Office. Give him the coffee; he'll give you some .45 caliber bullets. Give him the pie; he'll give you a gun-cleaning kit. Open your Inventory, select the cleaning kit, and click it on the guns. Then do the same with the bullets.

Target Shooting

Go to the fence on West Bluff Street. Put the empty bottles from your Inventory on the fence. Simply use the gunsite and shoot whatever Srini tells you to shoot.



Getting Your Boots

Go to the Barber Shop and give the claim check (from your dresser) to Salvatore the Barber for your boots.

Making a False Ear

Go to the Pharmacy and take the silver medallion hanging on the rear wall (just right of the counter). If you've got the clay from the cemetery or the wax from the church, go to Chester Field's Mercantile and give either of those objects to Whittlin' Willie.

After Willie's lecture on lost-wax castin', exit the store, then go right back in. Willie will be gone, but his whittling knife will be where he was sitting. Take the knife.

Go to the Pharmacy lab. Open your Inventory and click the knife on the candle wax. Click the clay on the wax ear. Light the Alcohol Lamp with the matches, then click the wax-filled mold on the lamp. After the wax melts, put the crucible on the table. Take the medallion from Inventory and click it on the crucible, then pick up the crucible and click it on the Alcohol Lamp.

When the silver melts, set the crucible on the table. Take the mold from Inventory and click it on the crucible. Finally, open up your Inventory and click the Hand icon on the silver-filled clay mold to scrape away the clay. Exit the lab closeup screen.

Put everything on by dragging any part of the disguise from Inventory and clicking it on Freddy.

* * *

Act 4: Showdown at the Hallelujah Corral

Aces Hall

Go into the Saloon and look at Aces (at the table, in black, facing you). Select your Hand icon and keep an eye on Aces. When you see his third hand appear with a card, you have to click on it to catch him in the act of cheating.



After Freddy gets behind the table, open your Inventory and select the guns. Click the gunsite on the bar foot-rail behind Freddy for a ricochet shot.

Rowdy Cowhands

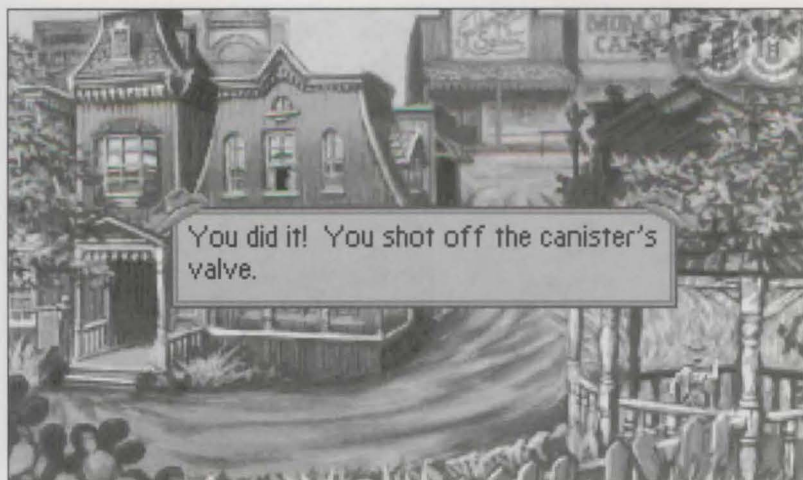
Don't go out the Saloon front door. If you appear anywhere on the street of East or West Central Main, the rowdy cowhands will gun you down. Go out the Saloon back door, then out to Bluff Street. Go east one screen, then head south when you hit the dripping spigot at the base of the water tower. You'll enter the Barber Shop through a back door.

Give the naughty French postcards to Salvatore. He'll give you a tank of nitrous oxide in return. Be sure to exit by the back door. If you go out front, the rowdy cowhands will plug you every time. Go to the area behind the Saloon, Mom's, and the hotel. Go up the stairs to the hotel balcony, then put the nitrous oxide cannister on the railing.

Go back out to Bluff Street, then west and around past Bank of Bob to the 'Orehouse gazebo. Stand just left of the gazebo's center, open your Inventory, and select your guns. Put the gunsite on the nitrous oxide cannister that you can see on the balcony railing at the top right of the screen, just below the tree branch. Click to fire the gun.

Watch carefully for Ace's third hand. When it appears, quickly click the Hand icon on it.





To lay the rowdy cowhands to rest, put the cannister of nitrous oxide on the hotel railing, then shoot it from the gazebo.

Lever Brother Arcade Game

After you dispose of the cowhands, head north to Main Street. After the Lever Brothers confront you, start shooting. Your primary targets are the Lever Brothers; they have bulls-eyes on their chests and they shoot back. Keep an eye on the rope at the bottom of the screen. Everytime you get hit, it frays. If it breaks, you die.

Kenny the Kid

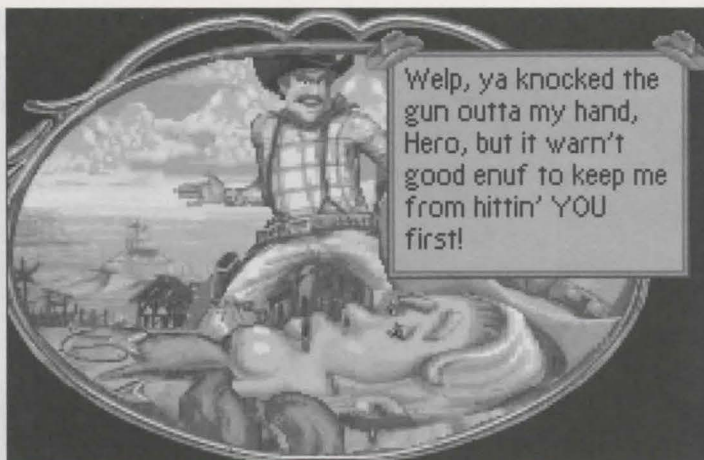
Right after your school yearbook comment, get ready. Your gunsite is frozen until the moment Kenny moves. You can't beat him, but you must hit him with a shot or the game's over—you're dead. If you hit him, wait until he's finished talking to you and leaves you for dead. Then click the Hand icon on your neckerchief, then click that on your bleeding ear.

Penelope

When Penelope tells you to "drop 'em," do it. Click the Hand icon on yourself to drop the guns. In the pause before she shoots you, grab the chalk slate right next to you on the school desk.



Kenny the Kid will get you every time—but if you manage to hit him too, you'll only take an earshot. When he exits, use your neckerchief to stem the bleeding.



Freddy Unbound

After she leaves you tied up in the basement, click the Hand icon on yourself to get yourself rocking back and forth (just as you did on the schoolyard swing). When you fall over, click on the silver ear. After you get the ear, open your Inventory, take the ear, and click it on the floor next to you. Then click the sharpened ear on the ropes to escape.

Fencing with Schoolteachers

Open your Inventory and click the Hand icon on the sword. Now simply parry the thrusts. When Penelope goes high, click high on her; when she thrusts low, click low on her. If you're successful, you'll back her up until she trips.

If you wish, you can click on the double-arrow-right button on the menu bar, which is the Fast Forward function, and skip the swordplay.

Kenny the Kid Again

Open your Inventory, select the sharpened ear, and click it on Kenny.

Chapter 8 Freddy Pharkas: Frontier Pharmacist

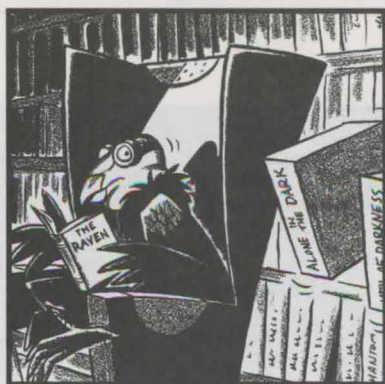


After Penelope leaves you to fry, rock the chair until you fall over. Then click on the silver ear (here at the fingertip of the cursor) to scoot to it. Use the ear to cut your bonds.

Publisher: Sierra On-Line

To order, contact:
Sierra On-Line
Sales Department
P.O. Box 978
Oakhurst, CA 93644-0978

For direct orders, call:
1-800-326-6654



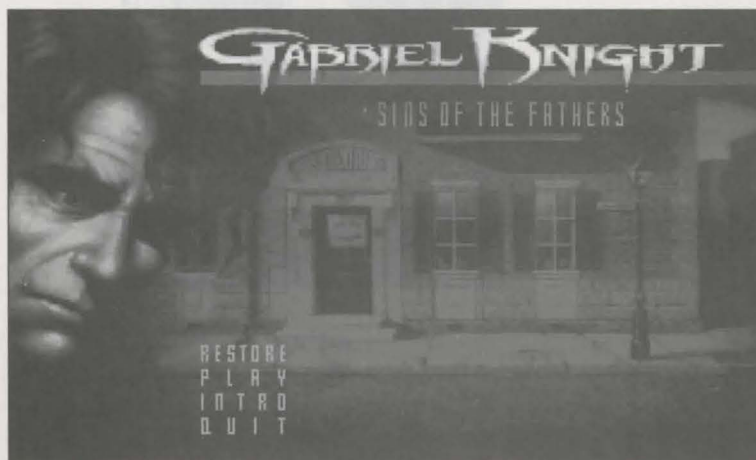
9

Gabriel Knight: Sins of the Fathers

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Wow! The Condor cannot stop thinking about this game! Just as Gabriel Knight, the main character, is haunted by weird voodoo dreams, so now am I. *Sins of the Fathers* is a truly engrossing experience. A truly magnificent effort, it is also a *collaborative* effort in the same sense as good films are. This first installment of the new Sierra series brings good writing together with visionary art and some of the best voice acting work I've ever heard in a computer game.

Indeed, casting Tim Curry as Gabriel Knight was a stroke of genius; he makes a growlingly macho yet immensely likable hero. Leah Remini's witty, sarcastic Grace is Gabriel's perfect foil . . . I mean *perfect*. And it's kind of interesting to hear Mark Hamill do someone other than Luke Skywalker. His gritty Detective Mosely drawls with the best of them.

One more thing I have to mention: the lip-synching. Sierra's cartoon technology has become state-of-the-art with all of its latest CD titles, but most impressive is the lip-movement/sound synchronization in the animated character close-ups. It's remarkably clean and accurate.

The Story

There's a lot of back story that's presented in an eery, graphic little comic book that accompanies the game. Suffice it to say that our



hero Gabriel is the last in a long line of *shattenjagers* (shadow hunters) whose duty is to hunt down supernatural evil. He doesn't know this, of course . . . which lends itself to some juicy plot twists, revelations, et cetera.

Set in modern-day New Orleans, *Sins of the Fathers* opens with Gabriel investigating a series of grisly, ritualistic voodoo murders. Why, you ask? No, he's not that cliché of clichés, a private detective. Actually—he's writing a book! Yeah, cashing in on the gore and sensation. So you've gotta like this guy right away. He's so . . . American.

From his base of operations—St. George's Bookstore, a charming but failing enterprise run by his assistant, Grace—Gabriel hounds his buddy on the force, Mosely, for information. As the investigation continues, Knight is increasingly sucked into the bizarre voodoo subculture of New Orleans. At a particularly bloody crime scene, he happens to meet wealthy socialite Malia Gedde. Their first exchange of looks says it all: Love! Destiny! That kind of thing.

With the help of Grace, Gabe uncovers more and more information about voodoo, the occult . . . and, eventually, his own family history. Soon he comes to realize that his fate and Malia's are entwined together by supernatural forces that seem beyond their control.

The Verdict

Okay, I'm a bird. My brain is small. But, fortunately, this one's a no-brainer: The CD-ROM version of *Sins of the Fathers* is probably the most satisfying computer adventure I've ever seen. The story is deep, rich, clever, intelligent, and well paced. The mood and atmosphere are pure New Orleans, voodoo and all. Gabriel, Grace, Malia, Mosely and the rest are the most fully developed characters ever created for a computer game.

Many kudos to designer/director/writer Jane Jensen, whose *King's Quest VI* screenplay was mere bird droppings compared to this masterpiece. And congratulations to Tim Curry, Mark Hamill, Efrem Zimbalist, Michael Dorn, and Leah Remini for having the good sense to expand their repertoire into a genre that bodes well for the future of acting.



* * *

The Flythrough

Day 1

St. George's Book Shop

Interrogate Grace to get all your messages. (Mosely's message puts the Police icon on your map; Grandma's puts her icon on your map.) Open the cash register and take the gift certificate. Take the tweezers and the magnifying glass (both sitting near the far right edge of the table). Pick up the book on Heinz Ritter (top left shelf in the back) to read it; then pick up the one on snakes (top right shelf in the back). Pick up the newspaper on the table. Now open the door to go to the French Quarter map, then click on the To New Orleans Map. From that map, select Grandma's house.

Grandma's House

Interrogate Grandma, then ask her about the Knight family, then about Harrison Knight, Philip Knight, and Margaret Templeton Knight. (Remember to keep clicking on the same topic name until Grandma says "I don't know what else to tell you, dear.") Keep asking questions until she suggests you visit the cemetery. (You can also get this reference from Dr. John on Day 2.) Go up the stairs into the attic.

Attic

Operate the clock to get a close-up of the clock then do the following: Push the hands to 3:00, push the outer circle until the dragon is at 12:00 (top), operate the windup key, pick up the photo and the letter in the secret drawer, then read the letter in inventory. (This adds *Heinz Ritter* to the list of topics you can discuss with Grandma, and adds *Schattenjager* to your global topic list.) Pick up the sketch book, then look at it in inventory to read it. Exit the attic.



Grandma Again

Ask Grandma about Heinz Ritter. Open the door to exit to the map screen, click on the French Quarter icon, then click on the Police Station.

Police Station Lobby (First Visit)

Ask the desk sergeant about Detective Mosely. He'll refer to the crime scene. Ask about the photographs, then open the photo envelope in inventory and look at the two photos. Exit to the map screen, then click on Jackson Square (the square itself, not the over-look).

Jackson Square

Go to the northwest corner of the square and walk next to the mime. He'll follow Gabriel. Go to the southeast corner of the square and walk next to the cop. When the mime distracts the cop, operate the cop's motorcycle radio. (Lake Pontchartrain will appear on your map.) Exit on the street running south from the park to the map screen, select the New Orleans Map, then select the Crime Scene.

Crime Scene

After the long cut-scene, look at the pattern marks on the ground. (This adds *Patterns* to the list of topics for when you interrogate Mosely later.) Use the sketchbook on the pattern, then use your magnifying glass on the marks in the grass near the tree. (You may have to click on the grass a few times until you find the marks.) When the close-up screen of the marks appears, use your tweezers on the snake scale. (This also adds *Snakes* to Mosely's topic list.) Pick up some clay from the darker ground near the water, then go back to the Police Station.

Police Station Lobby/Mosely's Office (Second Visit)

Ask the desk sergeant about Mosely, open the swinging door, then open the door to Mosely's office. Interrogate Mosely and ask about the pattern around the bodies, then about the other six patterns.



(This adds *Pattern File* to Officer Franks's topic list.) Open the door; return to the lobby.

Talk to Officer Franks, the woman typing at the desk. Select "get a file" from the topic list, then take the file from inventory and put it in Franks's in-box (next to her on her desk). Open the door to Mosely's office again, ask Mosely about the photographs, suggest a cop/author photo for the book, then select the "go check my hair" dialogue.

Back in the lobby, pick up the file from Franks's in-box and use it on the copy machine. Put the file back in the in-box, open Mosely's door, then, after the cut-scene, open the door again. Exit the lobby and click on the Dixieland Drug Store.

Dixieland Drug Store (First Visit)

Look at the sign on the counter to add *St. John's Eve* to your global topic list. Then use the murder photo on Willy to add *Cabrit Sans Cor* to the topic list. Exit the shop and click on St. George's Book Shop.

St. George's

Ask Grace to research Malia Gedde. When you exit the dialogue, the day's end cartoon will play.

Day 2

St. George's

Automatic: After you get Malia's address from Grace, it appears on the map. Pick up the newspaper, then go to the Police Station

Police Station Lobby (Mosely's Office)

Open the swinging door, then operate the temperature control (small box next to Mosely's door). Move the temperature control to 75 degrees or more, click to set it, then exit. Open Mosely's door. Ask Mosely for coffee, then pick up his jacket while he's out to get his badge. Exit and go to Jackson Square.



Jackson Square

Go to the northeast quadrant of the square. Leave that quadrant, then return to watch the artist lose his picture. Now go to the southwest quadrant. Use the gift certificate on the Lucky Dog vendor to get a hot dog. Give the hot dog to the boy dancer. Talk to the boy and select the “fit through the bars” dialogue option.

Go to the northeast quadrant of the square and use the following items from inventory (in order) on the tech artist: the technical drawing (from the boy), the six patterns photocopy, then Gabriel's sketch of the partial pattern from the crime scene. Exit to the map screen, click on To New Orleans Map, then click on the Gedde Estate.

Gedde Estate

Operate the door knocker, ask to see Malia. Say you're on official business. Use Mosely's badge on the butler. When Malia appears, interrogate her. Ask about voodoo twice; ask about Lake Pontchartrain once. Then select the Flirt With Her option to get thrown out. Click on the French Quarter, then on the Voodoo Museum.

Historical Voodoo Museum

Ask Dr. John about voodoo, then ask about current voodoo until you get repeat answers. (This puts Moonbeam's residence on the



Flirt with Malia Gedde after you ask about voodoo (twice) and Lake Pontchartrain. You'll get thrown out, but that's OK . . . you're used to it, man.



map.) Do the same with historical voodoo, then with Marie Laveau. Now exit, click on the French Quarter, then go to St. Louis Cemetery #1.

St. Louis Cemetery #1

Ask the watchman about Marie Laveau until he tells you to go out and buy a book. Then ask him about other voodoo-marked tombs. Use the sketchbook on the tomb wall's crosses. (This puts a sketch of the crosses into inventory.) Exit to the map and go to Moonbeam's house.

Moonbeam Residence

Ask Moonbeam about voodoo, then about St. John's Eve. (This puts *Animal Masks* on the topic list.) Ask about snakes, then about Grimwald. Ask her to show you how she handles Grimwald. Pick up the snakeskin in the open cage. Use the crosses sketch on Moonbeam to get a translation. Open inventory and use the magnifying glass on both the snake skin and the single snake scale (from the Crime Scene) to see that they don't match. Now exit and go to the Dixieland Drug Store.

Dixieland Drug Store

Watch Madame Cazaunoux in the shop. Ask Willy about animal masks, then about Willy Jr. (After you do this, Gabriel can sell his father's painting.) Exit and go back to St. George's.

St. George's

Ask Grace to do research on Madame Cazaunoux.

Day 3

St. George's

If Bruno tries to buy the painting, ask how much, tell Grace to stay out of this, then say "Fine, it's yours." (Bruno gives you \$100 for it.)



Now ask Grace for messages *twice*, then ask for Wolfgang Ritter's phone number. Pick up the newspaper—important, because it adds **Tulane University** to your map. Go through the curtains, back into Gabe's bedroom.

Gabriel's Bedroom

Pick up the hair gel from the cabinet above the sink in the bathroom. Look at the phone page in inventory to get Madame Cazaunoux's phone number (555-1280). Also, make a note of the number for the Cajun Critters Veterinary Clinic (555-6170). Operate the phone and call Madame Cazaunoux, then call the Clinic. Select the question about Madame Cazaunoux, then say you're worried about Castro. (You'll get her address.) Finally, call Wolfgang Ritter (49-09-324-3333). Now exit the shop and go to Jackson Square.

Jackson Square

Go to the northeast quadrant of the square and talk to the artist; you'll get the reconstructed vèvè from him. Go to the northwest quadrant of the square and wait until the fortune teller dances, click the "pick up" cursor on her *while* she dances, then pick up the veil on the ground. In your inventory, use the magnifying glass on the veil, look at the veil close-up, then use the magnifying glass to look at the "snake scale" again. Aha!

Exit the close-up and use the tweezers on the veil. Compare the two snake scales in inventory. Use the veil on the fortune teller; she'll tell Gabe's fortune. Exit and go back to the bookshop.

St. George's

Ask Grace to research the vèvè pattern, then exit and go to the Dixieland Drug Store.

Dixieland Drug Store

Give the \$100 to Willy; you'll get the crocodile mask and a free bottle of gambling oil. Exit and go to the Police Station.



Sure, the lecture's a little boring. But you're a student of life, and you know that brown-nosing afterward is usually good for some extra credit.



Police Station

Open Mosely's door. Watch the interview of Crash. Exit the station and go to St. Louis Cemetery #1.

St. Louis Cemetery #1

Go two screens to the right. Watch the scene with Malia at the Gedde tomb. Exit, select the New Orleans Map, then go to Tulane University.

Tulane University

Sit through the lecture. Open the door on the left side of the stage to enter Professor Hartridge's office.

Hartridge's Office

Use the reconstructed v  v   on Hartridge, then use the murder photo on him as well. Ask him about Cabrit Sans Cor and Black Voodoo. Exit and go to St. Louis Cathedral.

St. Louis Cathedral

Open the door at the back right of the cathedral. In the priest's closet, pick up the priest's white collar from the bottom right shelf. Then pick up the priest's black shirt hanging on the right side of the closet. Exit to the map and go to Madame Cazaunoux's residence.



Casaunoux Residence

Use the priest's shirt and collar on Gabriel, then use the hair gel on Gabriel. Operate the door knocker and say you're Father MacLaughlin. Once inside, ask the Madame about Cabrit Sans Cor, then select "goat without horns." Ask about human sacrifice, then about real voodoo queens, and finally about voodoo hounfour. When she gives you the bracelet, wait until after Gabriel says "Let us pray"—then quickly use the lump of clay on the bracelet close-up. (If Madame takes the bracelet before you make your mold, you can ask to see it again.) Exit to the map and go to the Napoleon House.

Napoleon House

Ask the bartender about voodoo, then *twice* about bar patrons, then about Sam and voodoo. Use gambling oil on Sam. After Sam wins the chess game, use the clay impression of the snake bracelet on Sam. Exit to the map screen.

Day 4

St. George's

After getting the vevé clipping from Grace, pick up the newspaper. Exit and go to the Napoleon House.

Napoleon House

Sam will automatically give you the bracelet. Exit and go to the Jackson Square Overlook (just south of the square itself on the map).

Jackson Square Overlook

Operate the first pair of binoculars on the far left. Follow Crash as he talks with the drummer. Exit and go to the Cathedral.

St. Louis Cathedral

Use the snake bracelet on Crash. Ask Crash about the drummer, then ask about voodoo hounfour. After Crash dies, look at him to



This important Day 4 overview of Jackson Square reveals a jittery Crash in action . . .



. . . but the view in the St. Louis Cathedral afterwards is somewhat less kinetic. Be sure to open the poor kid's shirt and get that tattoo in your sketchbook.



get a close-up. Open his shirt, and then use the sketchbook on the tattoo. Exit to the map screen.

Day 5

St. George's

After getting the mail package from Grace and the phone call from Hartridge, pick up the newspaper. Then go into inventory and read both Wolfgang's letter and Gunter's journal. Ask Grace to do research on rada drums, then exit to the map screen. Select the New Orleans Map and click on Tulane University.

Tulane University

Pick up Hartridge's notes from his desk. Exit to the map screen; click on the French Quarter, then on the Voodoo Museum.



Historical Voodoo Museum

After Gabe is attacked by the snake, quickly operate the fan switch next to the door. Click on the book shop.

St. George's

After Grace puts the snake scale in the ashtray on her desk, use the tweezers on the ashtray. Use the magnifying glass on the scale from the museum python. Aha! It matches the one from the crime scene! Exit and go to St. Louis Cemetery.

St. Louis Cemetery

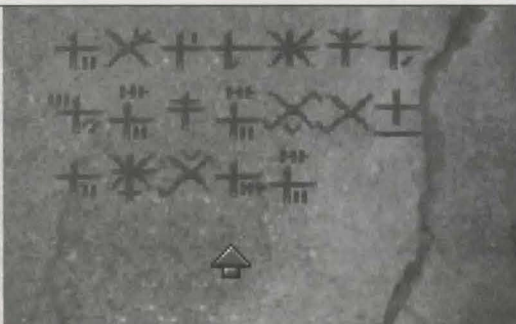
Use the sketchbook on the new voodoo message. In inventory, use the new voodoo message on the translated voodoo message. (The missing three letters are, in order: Y, U, M.) Pick up the piece of red brick from the ground at the front corner of the tomb, then take it from inventory and click it on the tomb wall.

By clicking on the letters from the two previous messages, make the following message: "DJ bring sekey madoule." (This tells Dr. John to bring the small ritual coffin from his museum to the ceremony.) Exit and go to Jackson Square.

Jackson Square

Go to the northwest quadrant and talk to the fortune teller. Exit and go to the Police Station.

D	J	E	O	N	E
L	A	V	E	T	O
N	I	G	H	T	E
R	I	N	G	F	W
E	T	K	A	S	H



Here's the encoded message you need to etch in red brick on the tomb wall. Translated, it means: "DJ bring sekey madoule."



Police Station

Open Mosely's door. Ask Mosely to reopen the case, then use the following items on Mosely, in this order: the reconstructed vévé, Hartridge's notes, the 1810 news clipping, then the two snake scales. After Mosely reopens the case, exit the station.

Day 6

St. George's

After getting the drum book from Grace, pick up the envelope that's delivered, open it, then read it. Pick up the newspaper. Use the tattoo tracing on Grace. In the resulting dialogue, select the "costume party" and "if you're jealous" choices. Exit and go to Jackson Square.

Jackson Square

Go to the southwest quadrant and talk to the beignet vendor. You need to get him over by the Police Station to distract the desk sergeant. In the resulting dialogue, select the following dialogue choices: "haven't I seen you before," "Royal and Conti," "why don't you go back there," and "I definitely think you should." Exit and go to the Police Station.

Police Station

After the desk sergeant leaves, open the swinging door. Use Mosely's key on his office door. Open the lower-left desk drawer, then pick up the tracker from the drawer. Exit to the map screen and go to Jackson Square.

Jackson Square

Go to the northeast quadrant and use the rada drum book on the drummer. Then construct this drum message: "*call conclave, tonight, swamp.*" Exit and go to the Voodoo Museum.



Historical Voodoo Museum

Use one of the signal devices on the *sekey madoule* (ritual coffin). Exit, click on the New Orleans Map, and go to Bayou St. John.

Bayou St. John

Use the tracker on Gabriel. The activated tracker appears now in the bottom right corner of the maze. Follow the signal to get to the ritual—that is, Gabriel's position is always represented by the center of the crosshairs on the tracker screen, so walk him in the direction of the flashing dot. Once you get to the ritual entrance, use the crocodile mask on Gabriel. Now select the following dialogue choices: "Damballah" and "Ogoun Badagris."

Day 7

St. George's

After talking to Grace, pick up the flashlight. Operate the phone and call Wolfgang Ritter (49-09-324-3333). Ask Wolfgang about Tetelo, about talisman *twice*, about Tetelo's remains, then about Africa homeland. Exit and go to the St. Louis Cemetery.

St. Louis Cemetery (Gedde Tomb)

Go two screens right to the Gedde tomb. Operate the red button under the raised plate. In the tomb, take the flashlight from inventory and click it on the room. Click the flashlight wherever you want to shine light. There are nine crypt drawers; shine the light on the center one, then open it.

After the automatic sequence, open the center drawer again. Pick up the wallet. In inventory, open the wallet. Finally, operate the glowing red button at the right to open the tomb door. Exit the cemetery and go to the book shop.

St. George's

Go into the bedroom and *operate* the phone. Call a travel agent (585-1130), ask about a trip to Rittersberg, Germany, then charge



it. Exit the shop; click on the New Orleans Map, then on the Airport. (Automatic sequence kicks in.)

Wolfgang's Bedroom

Go to the top of the stairs. Look at the ornate lintel above the elaborate wooden door (look just beneath the lion's head). Exit the room to the hall. From the bottom of the stairs, walk past Gerde one screen to the right, to the chapel.

Chapel

Look at the panels on either side of the chapel, then exit to the hall.

Hall

Ask Gerde about the portal poem, the chapel panels, then the initiation ceremony. Go back up to the bedroom.

Wolfgang's Bedroom

Open the window, then *operate* the snow outside. Pick up the scissors from the cabinet at the far right of the room, then use the scissors on Gabriel. Pick up the chamber pot (next to the scissors), then pick up the scroll from the scroll case on the wall behind the cabinet. Now exit to the hall.

Hall

Pick up the knife from the wall above the lion's head (by the banister at the far left). Pick up the salt from the floor next to the couch where Gerde sits. Go to the chapel.

Chapel

Use the chamber pot on the altar. Use the salt in the chamber pot. Use the knife on Gabriel. *Operate* the altar. Use the scroll on Gabriel.

Chapter 9 Gabriel Knight: Sins of the Fathers



Though Gabriel brings the correct items to the chapel (chamber pot, knife, salt, scroll) and performs the correct ritual, nothing seems to happen . . . until he sleeps. Then Gabriel faces a harrowing initiation rite that includes talking tyrannosaurs who administer brutal trials by fire.

Day 8

Wolfgang's Bedroom

Pick up the key from the foot of the bed, then use the key on the locked door at the left to enter the library.



Library

You need to find five separate books in the following order:

1. Look at, then pick up, the first book (*People's Republic of Benin*) from the lower shelf of the center bookcase on the back wall.
 2. Look at, then pick up, the second book (*The Primal Ones*) from the top shelf of the right-side bookcase on the back wall.
 3. Look at, then pick up, the third book (*Ancient Roots of Africa*) from the top shelf of the left-wall bookcase.
 4. Look at, then pick up, the fourth book (*Sun Worshippers*) from the top shelf of the left-side bookcase on the back wall.
 5. Look at, then pick up, the fifth book (*Ancient Digs of Africa*) from the lower shelf of the right-side bookcase on the back wall.
- Now go back through the bedroom to the hall where Gerde sits.

Hall

Use the snake mound book on Gerde. Select the response that refers to the credit card.

Day 9

Snake Mound (Outer Ring)

Walk down to the snake mound. You need to go from room to room, picking up 10 snake tiles that are distributed throughout various rooms and in various positions (some on the floor, some in the wall slots). Then do the following:

Pick up the snake rod in room #9. Put all snake tiles in the correct rooms. (Each tile has a certain number of snakes, from 1 to 12. These match the 12 hourly positions of the clock. Using the two tiles still in position as reference point, place the other 10 tiles in numerical order as you go from room to room.) Use the snake rod on tile #3. Quickly now, avoid and outrun the guards by moving clockwise to the room with snake tile #6. Quickly again, operate the hanging vines. (Wolfgang appears.) Use the snake rod on the hole inside the secret passageway.



Nice view, isn't it? Jackson Square, the cathedral . . . does it look familiar? If it doesn't, you should be flogged. At the very least, you should make a confession . . . in a logical place.

Snake Mound (Inner Ring)

Go east one screen. Look at the carvings on the side of the stone table, then look at the top of the table. Pick up the iron bars on the wall twice; Gabriel and Wolfgang will slide the bars into place. Then pick up the top of the stone table. Follow Wolfgang's instructions and go west one screen. Use the Ritter dagger on the dead guard. Watch the automatic sequence in which Wolfgang dies a grisly death and Grace is kidnapped. When the sequence ends, go to St. George's.

DAY 10

St. George's

Pick up the newspaper. Pick up Malia's note by the cash register. After you join Mosely in the bedroom, ask him to help you make a plan. Where to next? Remember the view from the airplane on your New Orleans approach? Exit the shop and go to the cathedral.

St. Louis Cathedral

Enter the far-right confessional on the left-side wall. Use the snake rod on the knothole, then on the bench. Use the remaining signal device on the bench and exit the confessional to enter the hidden voodoo hounfour.



Elevator and Hall

Operate the control pad next to the door on the right. Go down the hall to the next room, Room #7. (Check for the *seven snakes* sign above the door to be sure it's the right room.) Operate the control pad by the door to enter.

Room #7

Pick up both masks (wolf and boar); pick up the hanging robes *twice*. Exit to the hall, then walk Gabriel toward you until you find Room #4. (Again, look at the signs above the doors to check.)

Room #4

Pick up the black record book from the the desk in-box at the back right. Operate the control panel by the door to exit into the hall.

Hallway to Ceremonial Room

Walk Gabriel toward you to the next screen, outside Door #3. Then go to your right down the hallway. Continue to the right until you reach the ceremonial room in the center of the hanfour.

Ceremonial Room

Operate the drums. Using the pages of the rada book, create the message *Summon Brother Eagle*. Exit by any hallway except the one you came through.

Hallway

You need to avoid Dr. John. To do this, go to his room, Room #2. Operate the control panel to enter.

Dr. John's Room (#2)

Pick up the key card hanging on the left wall. Exit by operating the control panel and go to Room #1.



Money Room (#1)

Use the key card on the keypad of Room #1. Pick up stacks of money *three times*. Then exit by operating the control panel and go to Room #11.

Corpse Storage Room (#11)

Use the key card on the keypad of Room #11. Enter, then exit immediately and go to Room #8.

Guest Room (#8)

Use the key card on the keypad of Room #8. Use the talisman on Grace. Use the boar mask/robe on Mosely, then use the wolf mask/robe on Gabriel.

Ceremonial Room

Use the talisman on Tetelo. When the cursor turns into the talisman, click it on Mosely. When Tetelo/Malia has the knife to your throat, pick up the stone idol. Finally, you can do either of the following:

1. To betray Malia, use the knife on her (or do nothing). If you do this, Gabriel dies with Malia.
2. To avoid betraying Malia, pick her up while she's in the pit. If you do this, Gabriel survives.



*To betray, or not to betray?
That is the question. (You
can do either, but it's
always best to follow your
heart.)*



Publisher: Sierra On-Line

To order, contact:

Sierra On-Line

Sales Department

P.O. Box 978

Oakhurst, CA 93644-0978

For direct orders, call:

1-800-326-6654

Fax 1-209 683-4297



10

Inca

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Hey, ever wondered if the ancient Incas were actually time travelers who communicated with alien beings and now maybe fly around in Tumi fighters battling 15th-century Spanish galleons in space?

Me neither. But it's a darned good concept for a graphic adventure, isn't it? So those fine, fine French folks at Coktel used the idea to put together a truly original little game called *Inca*. Part space-combat simulator, part arcade dungeon/battle game, part puzzle-solving adventure, *Inca* is probably the most unusual CD-ROM title to appear in the past year.

The Story

You are El Dorado, a gold-skinned god of a guy, chosen by an ancient Incan prophecy. Your goal is to restore the Incan empire by finding three Jewels—Time, Matter, and Energy—and then eliminating the evil Aguirre. Problem is, Aguirre's kind of invincible, and he's got those galleons. They're *big* honkers and they're loaded for bear. Oh, sure, you've got five lives to spare, but Aguirre's conquistadors fly a mean loop.

Now, as the Inca Warrior of Prophecy, you have to pilot your Tumi fighter through harrowing planet trenches, battle squadrons of speedy Spanish starships, then solve perplexing puzzles and mazes after each combat encounter.



El Dorado awakens. But is it really you? I don't know, man . . . can you pilot a starship and blow up things real good?

Conclusion

Inca is a very neat idea. Unfortunately, there's not much story or character development after the adventure kicks off. Just lots of high-tension killing, many satisfying explosion fireballs, and some of the most polished graphics I've ever seen. (*Inca* won the Best Graphics award at the 1992 Paris Supergames Show.) Overall, I found it quite fun. Limited, maybe . . . but fun.

* * *

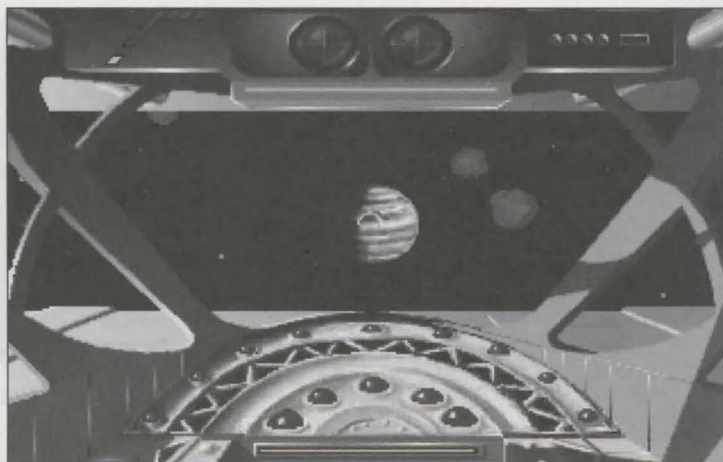
The Flythrough

Asteroid Belt

Exit through the door at the far left, then navigate your way through the asteroid belt and head toward the planet. In general, it's best to avoid asteroids rather than blast them, because blasting takes up precious energy. Fly full throttle and keep as far away from the rocks as possible; their gravity will pull you off course. Once you arrive at the planet, prepare to battle your way through the trench.



Your first goal is to reach that planet up ahead. This isn't a particularly difficult run, but it's best to conserve power, dodging asteroids rather than blasting them.



Planet Trench

You need to outrace all the enemy fighters to the end of the trench. The problem is that if you zoom past one, it tends to nail you from the rear. So you'll probably have to destroy most or all of the fighters. Check your long-range radar screen—you're the red dot. Stay at full speed and blast all the fighters in front of you. If you pass a fighter, slow down just a bit and let it get back in front, then blast it and zoom to full speed again.

Underground Cavern

Click on the following in this order: the left angular stone, the right angular stone, the ship's control cover, twice on the right control key, then once on the left control key. When the colored Inti balls appear, put them in inventory. Now click on the hole in the floor until the line pattern on the golden sun (at left) matches the one on the floor. Now put the sun in the hole.

Put the red ball in the left melting pot, the green one in the middle pot, and the blue one in the right pot. Put the sacred tumi in inventory. Click on the door to enter the Jewel of Time maze. Be prepared for combat.



Jewel of Time Maze

Battle your way south to the third door on the left. Enter that door, then take the first door that you can take on the right, going south. Use the sacred tumi on the left knot, then the right knots, then on the bamboo pole. Pick up the gold coin and the bamboo pieces, and click on the wall dead ahead. Now click on the central wall stone, then use the bamboo on the notches. Click on the golden star. Use the sacred tumi on the golden corn in the basin, then jot down the mummy's verse. Pick up the corn. Finally, click the gold coin on the stamp behind the mummy. Move forward until you reach the antechamber.

Antechamber

Click on the golden plaque (two clicks left), take the golden star, then click on the mark of the star to close the plaque. Click the star on the columns (they will open) until you find the one with Quipu, the rope. Take the rope, click on the hook, then take the stone star.

Go back to the golden plaque, open it again, and click the stone star on the mark of the star. Put the corn on the golden ball. Finally, click on the arrows in order according to the mummy's instructions (matching the order and number of knots on the Quipu rope, left to right) using this code:

My first is of the morning (east) = 3 clicks on the right arrow

My second is of the zenith (north) = 1 click on the up arrow

My third is of the evening (west) = 5 clicks on the left arrow

My last is of the night (south) = 2 clicks on the down arrow

Statue Room

Click on the center of the floor to make an altar rise. Click on the left statue (a ball will emerge), then immediately on the right statue—an egg (red or blue) will form on the altar. Now click on the left statue until a ball of the opposite color from the first egg (red if blue, blue if red) appears, then click immediately on the right statue. A second egg will form on the altar. Now click on the vase to combine the eggs.



Cute couple, eh? Click on the floor, click on the guy (take a close look and figure it out), then have a ball. Hey, have two—one red, one blue.



Space Battle #1

You need to land on the planet below, but squadrons of enemy fighters will try to stop you. You must destroy all of them in order to land. After you land, battle the Spanish warriors. View the scene with Aguirre.

Spanish Galleon

Click on the cork, the label, and the powder. Put the powder in the label, then put the resulting petard (fuse) under the hole in the barrel. Pull the chain twice to get the beam of light. Pick up the cork and click on the rat, then pick up the cork again and put it back in the hole. Put the cup in the beam of light. Then, after the auto-sequence, move right once, click on the top barrel, and take the gold nuggets and key, and close the barrel cover. Move left once and exit the room.

Move right once and click on the barrel. Pick up the precious stones and the key, close the barrel, and move left. Click on the large key on the cupboard. Take the hatchet and toiletry bag, then close the cupboard door. Go back through the door to the first room of the hold.

Use the hatchet on the cover of the lone barrel (the one with chain and powder) to open it, then click on the cover to take it.



Your Tumi fighter is a marvel of precision and power, but its armaments are limited. Stick to your Plasma Bolt guns early on. You need to save your Jaguar Missiles and Sun Stars for the deadly green squadrons and the dreadnaught-like space galleons later in the game.

Drop the toiletry bag on the ground. Click on the cup on the barrel to get some powder, then click on the cup (with powder) on the toiletry bag. Repeat this step to fill the bag. Now pick up the bag and go back through the door.

Move to face the cupboard on the right. Click on the small key on the cupboard, then put the bag on the plank. Pick up the cannon sponge and close the cupboard. Now go back through the door again and use the cannon sponge on the single barrel (by the chain). Click on the trapdoor.

Battling Maze Warriors

Before you shoot at the soldiers, destroy their red blasts. You can't hurt them if they're facing you. You have to time your shots so they hit while the soldiers turn sideways to fire their blasts. As soon as you vaporize the first soldier, get ready for another one to leap out from the other side.

Galleon Maze

After battling the soldiers, turn around and go south through the hall until you reach a room where you can turn again. From there, go



east to the next room, then north. Finally, go east to the Gateway to Heaven Puzzle.

Gateway to Heaven Puzzle

Click on the door rings three times. Put the candelabra and the crucifix in inventory. Put your gold nugget in the left wall hand and the precious stones in the right wall hand. After you pass through the doors, put the candelabra on the pedestal and the crucifix on the shell. Take the censer from the shell and put it on the pedestal. Put the cup in the holy water (in the shell), then take the candle and click it on the censer. Give the cup to St. Peter, then quickly take the key and click it on the door. Make a Sign of the Cross—touch north, south, west, then east.

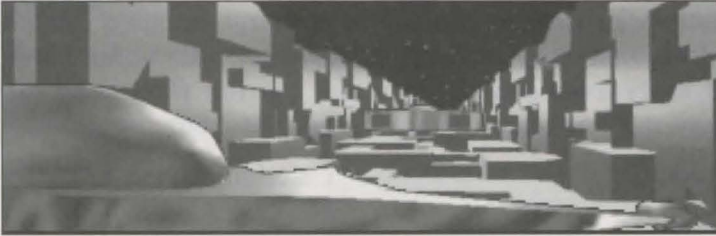
Another planet trench run . . . but the red fighters are faster now. Then battle the deadly green squadron, then three Spanish galleons. This is very difficult combat. With the galleons, it's best to hit them head-on before they turn broadside on you.

Sacred Eggs Puzzle

Click on the three suns from top to bottom and put the eggs into inventory in this order: blue, red, green. Quickly click on the lower

Holy Aclla! You snuck one by St. Peter! Now you get a blue jewel. But does it matter? No, it is matter . . . the Jewel of Matter, that is.





*This trench run is no picnic.
The Spanish fighters are
faster, more furious . . .*



*. . . and they really dislike
you, quite a bit.*

left symbol, then on the upper right symbols. Put the red egg on the blinking eye. Click on the lower right and upper left symbols, then quickly put the green egg on the blinking eye. Now click on the two middle symbols and put the blue egg on the blinking eye. Take the golden disc and click on the three suns, top to bottom. Go through the door into the maze.

The Mayan Maze (Part 1)

Go north to the first room where you can turn. Go west to the next room, then west again.

Musical Puzzle

Put the tumi blades in inventory. Move the quarry stones on the wall until a beam of light appears. Put the golden sun on the stone, then pick up the crystal. Click on the stone again and pick up the golden sun again. Put all of the tumi blades on the stone. Click the crystal on the stone (pentagram).



Match each color pattern blinking in the large hanging crystals by clicking on a matching pattern on the floor. But note: *Every color above represents a different color on the floor.* Use the equation below:

blue = yellow

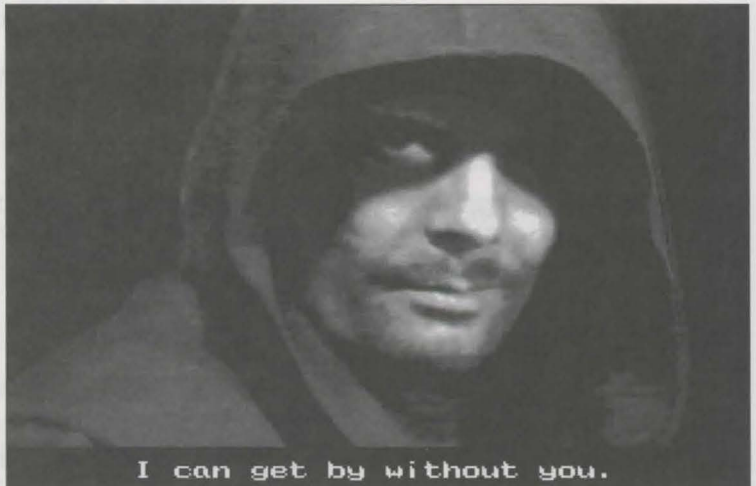
red = purple

green = green

So if the crystals blink green and red, you should click on green and purple on the floor, and so on. Match three patterns in a row. When the lava bridge and door appear, use them to exit.

The Mayan Maze (Part 2)

Go north to the next room where you can turn. Go east to the next room, then north two rooms. Go east one room, go south one room, then pick up the bamboo piece on the left side of the next door to the south. Now go through that door.



You probably know by now that Aguirre's not your biggest fan.



Dial Puzzle

The object of this puzzle is to leave only one stone, and that must be in the bottom hole of the dial. For the following procedure, the holes numbered 1 through 8 counterclockwise from the very top:

Put stone 5 in hole 7

Put stone 8 in hole 6

Put stone 3 in hole 5

Put stone 1 in hole 3

Put stone 6 in hole 4

Put stone 3 in hole 5

Click on the earth until the stone is at the top. Take your golden sun from inventory and put it on the sun. Take the red gem and the disk.

The Mayan Maze (Part 3)

Go east to the next room, then north to the Gem Room.

Gem Room

Click on the green gem on the supreme star until the room turns green. Click on the blue gem on the supreme star. Click on the bamboo on the water, then click the golden sun on the bamboo. Click on the green gem on the supreme star again until the room is green. Click on the red gem on the supreme star. Now click on the green gem on the supreme star until the room turns yellow. Exit the room.

Aguirre's Ship

Go south to the next room, east to the next room, then east to Aguirre. Shoot and kill Aguirre.



Publisher: Sierra On-Line

To order, contact:
Sierra On-Line
Sales Department
P.O. Box 978
Oakhurst, CA 93644-0978

For direct orders, call:
1-800-326-6654



11

Indiana Jones and the Fate of Atlantis

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



The Condor worried before playing this game. A lot. Seriously. Really, I lost feathers over it. I mean, I got these little fever blisters on my talons. I didn't know why at first, but then it hit me. Jeebs once pointed out that, in a character sense, *Raiders of the Lost Ark* is the greatest action film ever made. Why? Because Harrison Ford as Indiana Jones is one of the most perfect natural pairings since—I don't know—Lincoln and Gettysburg.

So here I was, about to move this little digitized Jones guy around a little digitized world, and it made me clammy. I'd rather see Joe Montana get old and do Milk of Magnesia commercials than see the Indiana Jones myth diminished.

But I'm here to tell you that all this *angst* was for naught. From the opening sequence, I was hooked. Hal Barwood's Indiana was . . . well, *totally* Indiana. Indeed, *Fate of Atlantis* features interactive character writing at its finest.

As Herr Jones himself would say, "Trust me."

Oh, one other thing. This game, with its three different paths (Team, Wits, Fists), is one of the very few I've actually enjoyed playing more than once. That, in itself, is an achievement of truly heroic proportions.

The Story

Fate of Atlantis lets you play the role of Indiana Jones as he matches wits (and fists) with Nazi agents in a deadly race to discover the legendary lost city of Atlantis. The Nazis, of course, want to harness the awesome power of the Atlantean machinery to enslave the world.

You start at Barnett College, where Indy is a professor of archaeology, then sojourn to New York City for a reunion with ex-colleague Sophia Hapgood, a fiesty psychic with a direct line (she claims) to Nur-Ab-Sal, ancient Atlantean king/deity. From there, you choose one of three paths—team up with Sophia, or go it alone with either your wits or your fists.

Each of the three paths features different solutions to the same puzzles; and better yet, some puzzles are entirely unique to each path. All three take you to exotic locales—Algiers, Monte Carlo, Crete, and Thera.



There are multiple interfaces that put you in charge of a wild car chase and a literally breathtaking deep-sea dive. You can also pilot a balloon, a submarine, and a massive Atlantean digging machine.

Needless to say, it all ends up in the ancient underwater city of Atlantis, a cunning circular maze laced with Nazi guards, molten lava, and lots of cute little crabs.

The Verdict

Barwood is a Hollywood screenwriter, and it shows. He also has a firm grasp of the Indiana Jones character. His Jones cracks wise with the best of them, digitized or no. You can truly hear Harrison Ford in the lines. The voice actor on the CD-ROM version does a heroic job of recreating Ford's Indiana as well.

Puzzle-wise, *Fate of Atlantis* is just hard enough to make you buy this book, unless you're one of those goofy little guys who sits around at lunch speaking in DOS programming languages while playing multiple-board modem chess with six other guys who get charged up for all-nighters by drinking Coke syrup straight like B. F. Skinner used to do.

Oh, you are? Geez, I'm sorry. Don't get me wrong. Some of my best friends are nerds. Even Jeebs has that quality about him, though his days on the professional kickboxing circuit neutralized it somewhat.

But let's not swing too far out on a tangent. The point is this: *Fate of Atlantis* is a damn good game; and, thanks to the superb writing of Barwood, it's a more-than-worthy addition to the Indiana Jones oeuvre.

* * *

General Tips

Maps: The Labyrinth and Atlantis

I'm not big on mapmaking. Hate it, in fact. Even though this is a cheat book, I still think it's your job to put pen to paper and keep track of your aimless wanderings. But mazes and such can be maddening, I suppose—and anyway, Jeebs insisted—so at the end of



this section is a pair of maps: one for the labyrinth at Crete, the other for Atlantis itself. Use them if you must.

And don't thank me, thank Jeebs.

* * *

The Flythrough

Part One: The Lost Manuscript

The Opening

Simple cinematic opening, very clever. Click on the peculiar statue at the left. In the next room, click on the rope behind the open trap door at the right. In the library, click on the "books on statues" at the far left. In the next room, click on a couple of cats. Finally, in the furnace room, click on each of the three lockers at the right. (The horned statue will always be in the third one you pick.) Now click on the statue and watch the show.

New York

The Theater

Take the newspaper in front of the building, then go down the alley. There are three ways to get in, each corresponding to one of the three paths (Team, Fists, Wits) you will eventually take. But don't worry. Choosing one way to get in the theater now does not obligate you to select that path later. The three ways are:

1. Go to the back door and open it. When the doorman emerges, make the following choices from the Dialogue menus: 1, 2, 1, 3, 3. Sophia will later suggest the Team path.
2. Insult the doorman until he throws punches, then fight. If you beat him, Sophia will later suggest the Fists path.
3. Forget the doorman altogether. Push crates in the alleyway until you can walk to the fire escape. Later, Sophia will recommend the Wits path.



The Stagehand

Once inside, say anything when confronted by the stagehand, then watch Sophia's presentation. Keep trying to talk to the stagehand. When he finally responds, choose a Dialogue path of 3, 1, 1, then give the newspaper to the stagehand. Now go to the prop machine and push the left lever, then the right lever, then push the button.

Sophia's Room

Once you get into Sophia's room, follow any Dialogue path you want in order to receive necessary information.

Iceland (Part 1)

Dr. Heimdall

Go into the old dig site and talk to Dr. Heimdall. Use Dialogue path 3, 3, 1 to find out about Sternhart and Costa. Then use the truck to head for the airport. At the map screen, click on Tikal.

Tikal

The Snake

Walk into the jungle entrance. Use your whip on the jungle rodent until you drive it onto the path that leads to the giant anaconda. (It's the dark path near the middle of the screen, furthest back and just to the left of the thick tree branch.) Now follow it to the chasm. Walk to the snake's tree to get across.

Dr. Sternhart

Walk to the kerosene lamp at the Trinkets stand. When Sternhart appears, ask who he is. Then go through the Dialogue tree until Sternhart asks you the question about the Lost Dialogue. Admit you don't know the answer, then ask the parrot. ("Title?") Now walk to the Temple. When Sternhart reappears, give him the correct answer, "The Hermocrates."



The Temple

Look at the darkened spiral in the spiral design on the left. Talk to Sophia; ask her to keep Sternhart occupied. Then go pick up the kerosene lamp from the Trinkets stand outside, and return. Open the lamp, then use it with the spiral design. Pick up the spiral design and use it with the animal head on the left wall, then pull the nose. After Sternhart leaves, pick up the shiny bead of orichalcum that he overlooked in the tomb.

Exit the temple, walk to the path around the jungle at the far right. Use the truck to get back to the airport, then click on Iceland.

Iceland (Part 2)

The Eel Figurine

Walk into the old dig site to the eel figurine. Use the orichalcum in the exposed eel head. Now pick up the figurine. Use the truck to get to the airport, then click on The Azores.

The Azores

Cranky Old Costa

Open Costa's door to knock on it. He won't talk with you, so talk to Sophia and suggest she do the talking. After Costa offers a trade and goes back in, have Sophia talk to Indy and suggest he take over again. Suggest a trade, and offer the eel figurine for the information.

Barnett College

Finding the Lost Dialogue

There are actually three different places where the Lost Dialogue of Plato can be hiding in *Fate of Atlantis*. You may have to try more than one place to find the manuscript. After Sophia goes to your office:

1. Go across the street to Indy's office. Open the office door and walk in. Open the ice box and pick up the jar of mayon-



naise, then return to the Main Building where you started. Go upstairs to the library, walk to the rope, and use it to climb up to the room with the totem pole.

Use the jar of mayonnaise with the totem pole, then pull the pole until it's under the hole in the ceiling. Use the totem pole to climb to the top floor. Open the urn, then pick up the ashes. Walk to the trap door to climb back down. Push the big crate to reveal the dusty old chest. Use the key in the chest.

2. Go downstairs to the cellar and take the dirty red rag sitting on the crate at the right. Now go upstairs to the Library and use the rope to climb into the totem pole room. Take the arrowhead from the middle shelves in the back. Go back down to the Library. Use the rag with the arrowhead to form a crude screwdriver, then use that to unscrew all five screws in the tipped-over bookcase. Open the bookcase.

✖ **Hint:** If the manuscript is in the bookcase, you can also pick up a lump of coal in the cellar, then take it up the chute to the storage room and throw it up through the hole in the ceiling at the book.

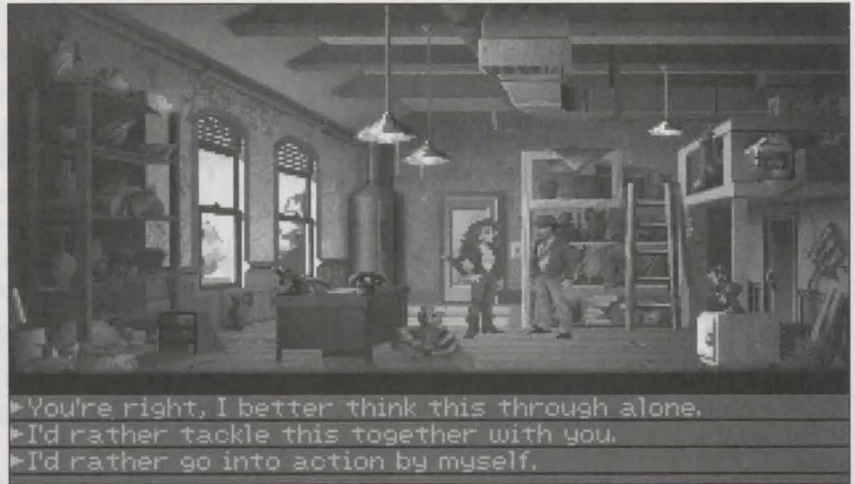
3. Go upstairs to the Library. First look at the old school desk. You'll see a wad of gum. Pick up the wad of gum. Now go downstairs to the cellar and use the gum with the coal chute. Walk up the chute to the next room. Take the first cat idol (the only one you can pick up) and go back down the chute to the cellar. Open the furnace. Then use the wax cat with the furnace.

Choosing Your Path: The Decision Point

Once you have the manuscript, go back to Indy's office and talk to Sophia. At some point in the conversation, Sophia will read your fortune, and then you will face a three-branched Dialogue path that lets you choose how you want to proceed through the rest of the adventure:



Decision Point.
Here's where you choose one of the three paths: Wits, Team, or Fists (in order from the top).



- If you choose to think this through alone, you take the Wits path.
- If you choose to tackle this together with Sophia, you take the Team path.
- If you choose to go into action by yourself, you take the Fists path.

* * *

Part Two: The Team Path

Algiers (Part 1)

Omar Al-Jabbar

Go west across the town, then walk into the back alley. Omar won't talk to you unless you have a stone disk—which you don't at this point. Pick up the spooky mask that hangs at the back of the shop and leave.

Knifethrower

Talk to the knifethrower and comment on his nice knives. Talk to Sophia to get her to volunteer as his assistant. Choose Dialogue



path 3, 1, then push her when she walks over to watch. (Do it quickly, before she turns back to Indy!) Now walk the long, dusty path back to the airport and fly to Monte Carlo.

Monte Carlo

Finding Trottier

After Sophia goes up to her room, look for Trottier.

✖ **Hint:** Be sure you've read the Lost Dialogue of Plato before you look for Trottier!

Trottier has gray hair, a big nose, and a flower in the lapel of his brown suit. When you find him, talk to him using Dialogue path 1, 2, 1, 3. Then answer his question about Atlantis; again, the answer can be found in the Plato manuscript. Ask him to follow you. Madame Sophia will read his fortune. When he balks, prod him to take a chance.

The Séance

Here's another challenge that you can do two ways. Either let Sophia do her thing, or let Indy try something.

If Sophia does the work, follow this Dialogue path: 3, 1, 2, 3. When Trottier asks you about his fingers, you have a one-in-five chance. If by chance you guess right, say anything—he'll give you the stone key and leave.

If you try it Indy's way, Sophia will keep Trottier occupied. Hurry, though; you have limited time. Open the cabinet behind the partition, then pick up the flashlight. Open the fuse box and use the circuit breaker. Use the bedding, the mask (the one you got from Omar's shop in Algiers), and the flashlight.

After Getting the Sunstone

Open the room's door, walk out, then use the first taxi to get to the airport. Fly back to Algiers.



Algiers (Part 2)

Omar's Trade

Go to Omar's shop and talk to him. Reiterate your interest in Atlantis and show him the Sunstone. Get any information you can about the dig site in the Atlas Mountains. When he asks about the mask, tell him you have it, and make a trade for anything he offers. (You have quite an extensive list of choices.)

The Grocer

Take the trade item to the grocer and try to trade him for the squab-on-a-stick. If he refuses, pay attention to his reply. You'll get a clue as to what he does want. Then go and trade with Omar for an item that fits the grocer's conditions. It may take a number of trades with Omar, but be patient.

The Beggar

Once you finally get the squab, give it to the beggar. He'll give you a free pass for a balloon ride.

The Balloon Ride

Go upstairs (behind the beggar) to the balloon man. Give him the balloon ticket. Then walk to the balloon. Once you go up, use the blood-stained knife on the rope to break free.


The Desert

Flying the Balloon

Guiding the balloon is a real joy. Here's how to control your flight:


1. *Altitude.* Drop Ballast (click right mouse button) to raise altitude or Vent Hydrogen (click left mouse button) to lower altitude.
2. *Direction.* To change direction, click to lower or raise your altitude. Each click will change your bearing by 45 degrees. Click the right button (Drop Ballast) to alter your compass direction clockwise; click the left button (Vent Hydrogen) to alter your compass direction counterclockwise.



 **Hint:** As long as you don't alter your altitude, you'll continue floating in the same direction.

Finding the Dig Site

Land at the nomad camps and talk to the nomads for directional clues. Show them the map. "Far to the [direction]" or "considerably to the [direction]" means two screens in that direction. "To the [direction]" means one screen in that direction. "Slightly to the [direction]" or "a little to the [direction]" means the dig site is somewhere on the current screen.

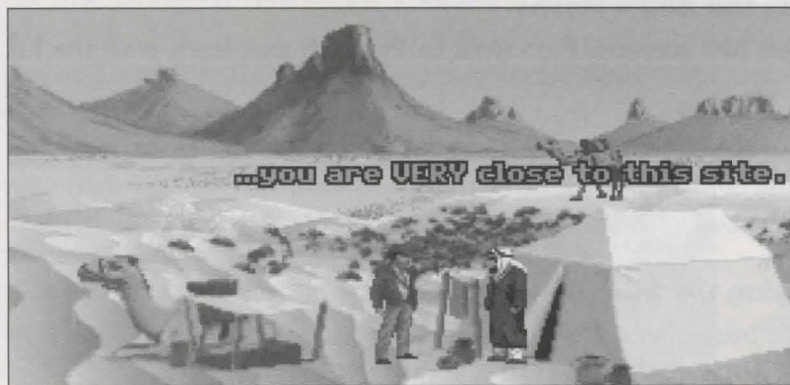
 **Hint:** Once you're on the right screen, look for the red X to appear below. Then land on the X.

After you land on the rifle sentryman, walk west to the dig site.

Working Underground

After Sophia falls in the hole, walk to the ladder leading down into the trench at the left of the screen. When you get underground, pick up the long tubular thing (hose) and the clay thing (jar) and walk back to the ladder. Walk to the truck in the foreground.

Open the truck's gas tank. Use the hose with the gas tank, then use the clay jar with the end of the hose. Walk to the ladder. Open the gas cap on the generator, then use the gas-filled clay jar with the



In the Algerian desert, the nomad campers will direct you to the dig site. Pay close attention to their subtle directional clues.



cap. Finally, use the little metal thing (on/off switch) to turn on the generator.

Finding Sophia

Go one screen to the right. Pick up the ship rib and use it on the crumbling wall at the far right. You'll uncover a map of Crete. Pick up the wooden peg from the table and use it with the wall. Now use the Sunstone with the peg.

Setting the Sunstone

Look at the Lost Dialogue of Plato in your inventory and click on the third paper clip, then read the last paragraph on the left-hand page—"if darkness concealed the tall horns." Look at the Sunstone. Move the cursor over the four etchings and note their labels. Click on the disk until the "darkness" lines up with the "tall horns" at the top, then click on the peg.

Starting the Truck

In order to escape, you'll need a spark plug. Turn off the generator (use the button on the front) and open it, then pick up the ceramic thing (spark plug). Walk to the ladder. Walk to the engine of the truck. Use the spark plug and the distributor cap with the engine, then use the truck to get to the airport. Fly to Crete.

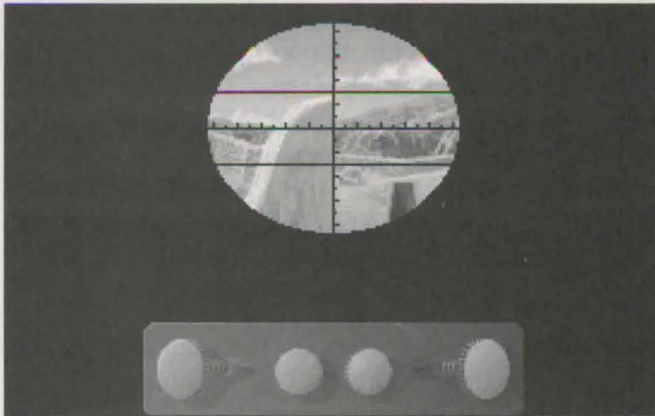
Crete

Finding the Bull's Horns

Walk left two screens, then walk to the path that leads over the hill to the dig site. There, go over the footbridge and follow the path until you get to the surveyor's transit. Pick it up and go back across the footbridge. Now go left until you reach the center of the town. Push the two piles of stones that are closest to the tall horns to reveal the bull's head and bull's tail statues.

Surveying the Situation

Use the transit with the bull's head statue. Align the crosshairs on the left horn of the tall horns, then click on the picture. If you've



If you've sited the second bull's horn correctly through the surveyor's instrument . . .

sited correctly, a dotted line will extend past the horn. (If not, keep trying, making minute adjustments left or right.)

Once the dotted line appears, pick up the transit and use it on the bull's tail statue. Repeat the process, this time siting on the right horn. When you've got it, an X will mark the spot where the survey lines triangulate. Walk to that spot and use the ship's rib (from the underground dig site in Algeria) on that spot. You'll recover the Moonstone.

Aligning the Moonstone

Go back to the pedestal where you first arrived. Use the Sunstone with the pedestal, then the Moonstone. Look at the Plato manuscript in your inventory, click on the third paper clip, and read the first para-



. . . a dotted line will reveal the spot (marked by an X) where the lines triangulate. There you'll find the Moonstone.



graph on the right-hand page—“sun dying as a new moon is born.”

Now look at the Moonstone. Align the Sunstone as before in Algiers, “darkness” at the top by the tall horns. Then click on the Moonstone until the “new moon” aligns with the “setting sun.” Click on the spindle. Walk into the secret entrance.

The Labyrinth

The Godly Busts

In the first room, pick up the first two busts on the shelf (Apollo and Ares), then walk through the right doorway. Use the whip with the remaining statue head (Zeus) in the next room. Go upstairs, walk through the right door, then the far left door into the Minotaur room.

The Minotaur Elevator

Position Indy on the floor at the base of the stairs so that Sophia joins him, then ride the elevator down. Pick up Sternhart’s staff and the Worldstone. Look at the waterfall; you’ll see a chain. Use the chain to climb back up.

The Bronze Gate (Upstairs)

From the Minotaur room, take the left door, then go to the closed bronze gate. Use all three busts on the shelf to open the gate, then walk through. Go upstairs, then go right to get to the top of the stone shaft.

The Gold Box

Use the staff with the chock to free the counterweight. Go back down the stairs, walk to the right doorway, then through the next doorway as well to reach the bottom of the elevator shaft.

Use the staff in the statue’s mouth. When the platform reaches the top, take the gold box. If you open the box, then look at it, you’ll see it has a lead lining. Use the two orichalcum beads from your Inventory in the box, then close it.

The Bronze Gate (Downstairs)

Go back to the Minotaur room (downstairs, left door; upstairs, left



door) and use the whip on the statue's head. Walk to the head and ride back down to Sophia. Now walk back through the door to the bronze gate. Talk to Sophia and convince her to climb through the hole using Dialogue path 2, 2, 1, 4, 2.

The Map Room

If you haven't done so already, put your orichalcum beads in the gold box. Use the orichalcum detector (fish on string). Then convince Sophia to put her necklace in the gold box using Dialogue path 2, 2, 1, 1, 1. Now use the orichalcum detector again in each room. When it reveals the hidden door, push the door until it opens into the Map Room.

The Passage to Atlantis

Look at the Plato manuscript, third paper clip, right-hand page—"darkest night soon to rule the western sea." Set the Sunstone and Moonstone as you did before ("darkness" equates to north and "new moon" equates to west), then rotate the Worldstone until the "west sea" is facing west. Click on the spindle. Walk to the open door.

Another Nazi Moment

You have no choice but to hand the stones over to Kern. Use the ship rib on the rock wall at the right of the cave. When you emerge, walk to the submarine at the dock.

The Submarine

Getting Below

Climb the conning tower and open the hatch. After dispatching the captain, pull the depth control level; it will break off. Talk to the intercom on the wall, just ahead of the ladder. Order "All hands to the bow." Now climb down one level.

Saving Sophia (Again)

Walk to the aft section (left) one screen. Pick up the porcelain mug, bread, and cold cuts. Open the trapdoor on the floor at the far right of the galley. Walk down the galley ladder, then talk to Sophia,



using Dialogue path 3, 2. Use the mug with the battery acid leaking just left of the ladder. Now go back up the galley ladder and walk to the main ladder. Climb down and walk up behind the guard. When he turns to you, say anything except the line with "leather jackets."

Retrieving the Stones

Go forward (right) to the next room and eavesdrop on Kerner and Ubermann. While you're there, take the plunger. Climb up one level and walk forward to the trapdoor on the floor at the far right of the bunk compartment. Open the trapdoor and climb down. Use the acid-filled mug on the strongbox.

Taking Control of the Sub

Climb up the ladder and go aft to the control room left of the galley. Push the switch to activate Reverse Engines control. Pull the lever to activate Engine Speed control. Use the small key to unlock the emergency rudder control in the room where Sophia waits. Pull the control to activate Steering control. Go up to the conning tower and use the plunger with the broken depth lever to activate Depth control.

Steering the Sub

See your game manual for more details on operating the four controls on the submarine. Steer the submarine into the opening in the sea bed at the right of the farthest right screen. You can back the sub in if you need to.



Hint: Using the rudder wheel can be frustrating. Turn right, then left in *alternating succession* to keep the sub moving in the same direction nearer or farther from you. If your alternating turns are taking the sub farther away but you want it to *cruise* toward you, turn right *twice*, then alternate left, right, left, right again. This reverses the pattern and brings the sub toward you on each turn.

Now go to Part Five: Atlantis, where all three paths—Team, Fists, and Wits—converge again.



Part Three: The Fists Path

Monte Carlo

Finding Trottier

You need to talk to Trottier, but be sure to read Plato's Lost Dialogue first. Trottier has gray hair, a big nose, and a flower in the lapel of his brown suit. (You can ask some of the passing pedestrians about him.) When you find him, use Dialogue path 1, 2, 1, 1. Then answer his question about Atlantis; again, the answer can be found in the Plato manuscript. After he gives you his card, use the taxi to go to the airport. Fly to Algiers.

Algiers

Finding Al-Jabbar

Go down the back alley to the Artifacts shop. Talk to his servant, Paul Abdul (ar! ar! ar!), using Dialogue path 1, 1, 1. Give him Trottier's business card. After he leaves, exit and come back in. He'll reappear with bad news. Ask him if he'll see Al-Jabbar again. When he leaves again, follow him. Keep walking to the right until you get the overhead city shot. Continue clicking on Paul's red fez (the red dot) to follow him through the crowded streets. When he ducks into Omar's house, click on that house.

Omar's House

Use your whip with the hanging crockery over Horst's head. After your conversation with Omar, pick up the pole in the barrel at the lower left, then use it with the hanging laundry at the upper left to get the map. The camel is right outside the window. Use it.

The Desert

Finding the Dig Site

Click on the spot to which you want to ride. Avoid trouble if you can, but there's nothing like a good fistfight to get the adrenalin flowing, eh? Stop at the nomad camps and talk to the nomads to get directional clues.



Here's how: Show them the map. "Considerably to the [direction]" or "far to the [direction]" means two screens in that direction. "To the [direction]" means one screen in that direction. "Slightly to the [direction]" or "a little to the [direction]" means the dig site is somewhere on the current screen. After your conversation, use the camel again to move on.



Hint: Once you ask a nomad for directions on the correct screen, look for the red X to appear. Then simply click on it.

The Dig Site

Once you arrive, walk west one screen and walk to the ladder. In the dark, use the little metal thing to turn on the generator and get light. Go to the table at the right. Pick up the clay jar to get a bead of orichalcum. Pick up the wooden peg. Walk to the painting on the left wall and push the painting of round object. When the secret door opens, take the stone disk.

Now pick up the ship rib (the last one on the right) and use it with the crumbling wall. Use the wooden peg with the mural, then use the Sunstone with the peg. Look at the stone disk. Click on the disk to rotate it until the "darkness" is due north, next to the tall horns. Then click on the peg.

Walk into the secret passage. When you find yourself at gunpoint, use your whip on the gun-toting Nazi. Now beat the hell out of him. Walk to the rope ladder on the left side of the dig site, then use it to get to the balloon.

Flying the Balloon

Click on Vent Hydrogen until you're heading due north. Then just wait. Once you get to the sea, you'll go automatically to Crete.

Crete

Finding the Bull's Horns

Walk over the hill behind the balloon to the dig site. There, go over the footbridge and follow the path until you get to the surveyor's transit. Pick it up and go back across the footbridge. Now go left until you reach the center of the town. Push the two piles of stones



that are closest to the tall horns to reveal the bull's head statue and the bull's tail statue.

Surveying the Situation

Use the transit with the bull's head statue. Align the crosshairs on the left horn of the "tall horns," then click on the picture. If you've sited correctly, Indy will say "I see the left horn," and a dotted line will extend past the horn. (If not, keep trying, making minute adjustments left or right.)

Once the dotted line appears, pick up the transit and use it on the bull's tail statue and repeat the process, this time siting on the right horn. When you've got it, an X will mark the spot where the survey lines triangulate. Walk to that spot and use the ship's rib (from the underground dig site in Algeria) on that spot. You'll recover the Moonstone.

Aligning the Moonstone

Come back past the balloon to the foreground, then walk two screens to the right. Use the Sunstone with the pedestal, then use the Moonstone on it. Look at the Plato manuscript in your Inventory, click on the third paper clip, and read the first paragraph on the right-hand page—"sun dying as a new moon is born."

Now look at the Moonstone. Align the Sunstone as before in Algiers, "darkness" at the top by the tall horns. Then click on the Moonstone until the "new moon" aligns with the "setting sun." Click on the spindle. After you knock out the Nazi guard, walk into the secret entrance.

The Labyrinth

The Godly Busts

In the first room, pick up the first two busts on the shelf (Apollo and Ares), then walk through the right doorway. Use the whip with the statue head (Zeus) in the next room. Follow this path: upstairs, right door, then left door (the Minotaur room).

The Minotaur Elevator

Use your whip on the Minotaur statue's head, then walk to it. Ride



the elevator down. Pick up Sternhart's staff and the Worldstone. Look at the waterfall; you'll see a chain. Use the chain to climb back up.

The Bronze Gate (Upstairs)

From the Minotaur room, take the left door, then go to the closed bronze gate. Put all three busts on the shelf to open the gate, then walk through. Go upstairs, then go right to get to the top of the stone shaft.

The Stone Shaft

Use the staff with the chock to free the counterweight. Go back down the stairs, walk to the right doorway, then through the next doorway as well to reach the bottom of the elevator shaft. Use the staff in the statue's mouth. When the platform reaches the top, take the gold box.

If you open the box, then look at it, you'll see it has a lead lining. Put the two orichalcum beads in the box, then close it. Go back to the Minotaur Room, walk *around* the elevator platform (or else you'll go down again), and go out the right doorway. Push four times on the stone slab in the middle doorway until it opens.

The Chasm: Hans and Franz

Use your whip with the stone outcropping above Indy. Walk through the middle door (facing you) to the next room. When Hans sees you, walk behind the slab on the right. Push the slab when he's in front of you. (Do it quick; he'll move soon.) Save your game here, then go down the hallway and fight Franz. (He's tough, very tough.) After you win, go through the door up the stairs.

More Fun with Nazis

The first two doorways lead to Otto; he's easy to beat. The third door leads to Kurt. Knock him out, then do the same to Karl through the far left door. Now go through the left door to Anton. Anton is extremely tough to beat, so walk to the hanging column of rock over his head and push it. Walk back past Karl and Kurt, then take the far left door. Walk to Anton and pick up the stalagmite. Walk through the door at the right.



Singing Arnold

Go to the far right door. Use the ship's rib with the boulder. When it lodges, go down to face Arnold. When he asks for drinking tunes, say something like "My Blue Heaven." Now go to the right-hand doorway and use the stalagmite on the boulder. Go back and look at the squished Arnold to get the fish on a string.

Saving Sophia

Start retracing your path, using the orichalcum detector (fish) in each room. When it points down, you'll know it is detecting Sophia's necklace. Walk to the pit, then talk to it. Use your whip with the pit. Sophia will climb up.

Setting the Stones

Look at the Plato manuscript, third paper clip, right-hand page—"darkest night soon to rule the western sea." Set the Sunstone and Moonstone as you did at the pedestal near the dock, then rotate the Worldstone until the "west sea" is at the left. Click on the spindle. Walk to the open door. Look at the stone pointer. Walk to the labyrinth exit, then fly to Thera.

Thera

How to Get to Atlantis

Talk to the captain of the salvage boat at the dock until he agrees to take you where you want to go. Tell him "18 miles from here."

✖ **Hint:** In Plato's manuscript, the second paper-clipped page mentions the "tenfold error" and the third paper-clipped page says the Lesser Colony (Thera) is 180 miles northwest of Atlantis. 180 divided by 10 is 18 miles away to the southeast.

The Mountain Dig Site

The captain has a diving suit, but you need to fix it. Walk to the path away from the dock up into the mountains. Then walk to the notch



When Kerner cuts the airhose to Indy's diving suit, you have three minutes to find the undersea entrance to Atlantis.



in mountains until you come to the abandoned dig site. Pick up the tire repair kit and return to the salvage boat. Tell him you can fix the suit, and give him the destination again.

The Dive

When you arrive at the spot, open the boat's storage locker and use the tire repair kit on the diving suit. Use the air hose (at the back of the boat) with the suit. Then use the suit.

When Sophia takes over, use the hoist with Indy in the diving suit. Now is an excellent time to save your game. After Kerner cuts the air hose, you have only three minutes to find the correct cave entrance to Atlantis.

Now go to Part Five: Atlantis, where all three paths—Team, Fists, and Wits—converge again.

* * *

Part Four: The Wits Path

Monte Carlo (Part 1)

Trottier

You need to talk to Trottier, but be sure to read Plato's Lost Dialogue first. Trottier has gray hair, a big nose, and a flower in the lapel of his brown suit. (You can ask some of the passing pedestrians about him.) When you find him, use Dialogue path 1, 2, 1, 1. Then answer his question about Atlantis; again, the answer can be



found in the Plato manuscript. After he gives you his card, use the taxi to the airport. Fly to Algiers.

Algiers

Finding Al-Jabbar

Go down the back alley to the Artifacts shop. Talk to his servant, Paul Abdul, using Dialogue path 1, 1, 1. Give him Trottier's business card. After he leaves, exit, come back in, walk to the pots. He'll reappear with bad news. Ask him if he'll see Al-Jabbar again. When he leaves again, follow him. Keep walking to the right until you get the overhead city shot.

The Red Fez

Keep clicking on the red dot to follow it through the crowded streets. When it returns to the market, talk to the man in the red fez using Dialogue path 4, 3, 1, 3, 1, 2. Now go back to Omar's shop in the back alley. When Paul returns, talk to him. Ask about the pots, then give him the fez. When he asks why, tell him, "It'll make you look taller." Talk to him again, and ask him to see Mr. Al-Jabbar again. Follow him out.

Go to the city streets again and keep clicking on the red dot (Paul's fez). When Paul ducks into Omar's house, click on that house.

Omar's House

After your conversation with Omar, go to the closet at the right rear of the house. When he follows you in, walk out and close the closet door. Pick up the pole in the barrel at the lower left, then use it with the hanging laundry at the upper left to get the map. Pick up the statue and the blackbird statue. Use the camel (just outside window).

The Desert

Finding the Dig Site

Click on the spot to which you want to ride. Avoid trouble if you can, but if you do get stopped, use Dialogue path 1, 1, then give either of the statues you picked up at Omar's house to the officer.



Stop at the nomad camps and talk to the nomads to get directional clues.

Here's how: Show the map to the nomad. "Considerably to the [direction]" or "far to the [direction]" means two screens in that direction. "To the [direction]" means one screen in that direction. "Slightly to the [direction]" or "a little to the [direction]" means the dig site is somewhere on the current screen. After your conversation, use the camel again to move on.



Hint: Once you ask a nomad for directions on the correct screen, look for the red X to appear. Then simply click on it.

Working Underground

Walk left to the dig site, then to the ladder leading down into the trench at the left of the screen. When you get underground, pick up the long tubular thing (hose) and the clay thing (jar) and walk back to the ladder. Walk to the truck in the foreground.

Use the hose with the gas tank, then use the clay jar with the end of the hose. Walk to the ladder. Open the metal cap on the generator, then use the gas-filled clay jar with the gas filler pipe. Finally, use the little metal thing (on/off switch) to turn on the generator.

Taking the Statue

Walk to the painting on the left wall and push the painting of round object. When the secret door opens, take the statue.

Starting the Truck

In order to escape, you'll need a spark plug and a battery. Turn off the generator (use the button on the front) and open it, then pick up the ceramic thing (spark plug). Walk to the ladder.

Walk to the engine of the truck. Open the hood. Use the spark plug with the engine, use the orichalcum bead with the statue you found in the mural, then use the statue with the spark plug. Now use the truck. After you read the telegram, fly to Monte Carlo.



Monte Carlo (Part 2)

Trottier's Trap

When you see Trottier, talk to him. Tell him he's in trouble. After the Nazis nab him, chase their red car. Click on the streets to direct Indy's car. You'll need to ram the red car, probably several times. After the car wreck, talk to Trottier until he gives you the telegram with the cross streets. Write them down.

Look at the street signs above the car wreck. Now start walking. The streets in either direction (*Boulevard* one way, *Rue* the other) are arranged alphabetically, so keep walking until you find the intersection Trottier mentioned. Then look in the drains. To get the Sunstone, open the drain. Walk back to the hotel (identified by moving your cursor over it). Use the taxi. Fly to Thera.

Thera

The Mountain Dig Site

Walk up the path away from dock, then to the gap in mountain (not the cleft or notch). Look at the crate at the dig site, close it, and take the invoice. Walk to the entrance of the dig, go into the inner room, and close the door at the far left.

Setting the Sunstone

Look at the Lost Dialogue of Plato in your inventory and click on the third paper clip, then read the last paragraph on the left-hand



Looks like you've wasted poor Trottier. Have you tried talking to him yet?



page—"if darkness concealed the tall horns." Now look at the Sunstone. Move the cursor over the four etchings and note their labels. Click on the disk until the "darkness" lines up with the tall horns at the top, then click on the peg.

Digging Out of the Dig

Open the door and pick up the carved sign. Close the door again and pick up the Sunstone. Pick up the entrenching tool. Walk back to the blocked door. Open the entrenching tool. Now use the tool with the blocked door.

Building a Balloon

Talk to the port authority and claim the balloon. Open the crate, then use the large rubber balloon with the fish net hanging at the left. Use the netted balloon with the very large basket. When the port authority objects, offer him the ancient sign, then try again. Once the basket is connected, use the hose (from the Algerian dig site) with the deflated balloon.

Go back up to the mountain dig site and use the balloon with the vent at the upper right.

Flying the Balloon

Your goal here is to find the submarine and land as close to it as you can. Here's how to control your flight:

1. *Altitude.* Drop Ballast (click right mouse button) to raise altitude or Vent Hydrogen (click left mouse button) to lower altitude.
2. *Direction.* To change direction, click to lower or raise your altitude. Each click will change your bearing by 45 degrees. Click the right button (Drop Ballast) to alter your compass direction clockwise, click the left button (Vent Hydrogen) to alter your compass direction counterclockwise.



Hint: As long as you don't alter your altitude, you'll continue floating in the same direction.



The Submarine

The Locker Guard

Climb the conning tower and open the hatch. Climb down to where the guard is at the lockers. Talk to the guard, then go left to the galley. Pick up the cold cuts and bread, then use one with the other to make a submarine sandwich. Walk back to the guard and try to give him the sandwich. When he leaves, open the lockers. Pick up the Moonstone and the torpedo instructions.

The Torpedo Escape

Walk to the bunk room at right. Take the clothesline. Go into the forward torpedo room and take the oily rag hanging on the torpedo. Go left to the aft torpedo section and use the rag with the wires. Use the torpedo instructions with the control panel, then push the launch lever.

After the fire starts, open the trapdoor above Indy's head and go back to the forward torpedo section. Use the torpedo instructions with the control panel. Use the clothesline with the launch lever. Now walk to the torpedo tube, open it, get in, and pull the clothesline.

Crete

Walk to the pedestal at the right. Use the Sunstone with the pedestal, then use the Moonstone on it. Look at the Plato manuscript in your Inventory, click on the third paper clip, and read the first paragraph on the right-hand page—"sun dying as a new moon is born."

Now look at the Moonstone. Align the Sunstone as before in Algiers, "darkness" at the top by the tall horns. Then click on the Moonstone until the "new moon" aligns with the "setting sun." Click on the spindle. Walk in the secret door.

The Labyrinth

The Godly Busts

In the first room, pick up the first two busts on the shelf (Apollo and Ares), then walk through the right doorway. Use the whip with the



statue head (Zeus) in the next room. Follow this path: upstairs, right door, then left door (the Minotaur room).

The Minotaur Elevator

Use your whip on the Minotaur statue's head, then walk to the head. Ride the elevator down. Pick up Sternhart's staff, wool scarf, and the Worldstone. Read the note in his hand. Look at the waterfall; you'll see a chain. Use the chain to climb back up.

The Bronze Gate (Upstairs)

From the Minotaur room, take the left door. (Walk *around* the floor elevator platform, or you'll go back down a level.) Go to the closed bronze gate. Put all three busts on the shelf to open the gate, then walk through. Go upstairs, then go right to get to the top of the stone shaft.

The Gold Box

Use the staff with the chock to free the counterweight. Go back down the stairs, walk to the right doorway, then through the next doorway as well to reach the bottom of the elevator shaft. Use the staff in the statue's mouth. When the platform reaches the top, take the gold box. If you open the box, then look at it, you'll see it has a lead lining. Walk to the next door at the back right.

The Microtaur

Use the statue you got from the Algerian dig site with the hatch of the microtaur. Put an orichalcum bead in the statue. Walk to the hole that the microtaur digs.

The Map Room

Look at the Plato manuscript, third paper clip, right-hand page—"darkest night soon to rule the western sea." Use the Sunstone with the spindle, Moonstone with Sunstone, Worldstone with Moonstone. Set the Sunstone and Moonstone as you did before ("darkness" equates to north and "new moon" equates to west), then rotate the Worldstone until the "west sea" is facing west. Click on the spindle. Walk to the open door.



The Orichalcum Detector

Open the gold box and put in your remaining orichalcum bead. Use the hard rubber comb with the clothesline. Use the comb on a string with the wool scarf, then use the charged comb (now a makeshift orichalcum detector). Go through the door on the right and look at some bones. After Indy puts the beads in the box, go back through the door, recharge the comb and use it again.

When the orichalcum detector points to the blank wall, use the open entrenching tool on the wall. Push the door open, then walk through.

The Subway

Pick up the bead on the floor. Open the gold box. Use a bead in the subway car's mouth.

Now go to Part Five: Atlantis, where all three paths—Team, Fists, and Wits—converge again.

* * *

Part Five: Atlantis

Dark Room

Lighting the Room

Walk to the wood thing (ladder) and pick it up. Go further right to the rubble, then use the ladder with it. Climb the ladder, open the stone thing (box), and pick up the metal rod inside. Use a bead of orichalcum with the metal rod.



Hint: Be sure to pick up the ladder afterwards; you'll need it later.

The Final Entrance

Remember that Plato's manuscript, third paper clip, bottom right page notes this: "Final entrance yielded only to contrary minds." Put the Sunstone, Moonstone, and Worldstone on the spindle at the feet of the Sentry statue. Set each to 180 degrees opposite the setting



you used back in the labyrinth Map Room. Click on the spindle, then use another bead of orichalcum with the sentry statue. Walk through the open door. Don't forget the stone disks! Pick up all three.

✖ **Note:** See the maps at the end of this chapter for the following room locations.

The Outer Ring

The Guards

There are four guards, one in each quadrant of the outer ring. If you run into them, fight them and knock them out to get bratwurst that you can use for crab bait later.

The Layout

You can get to rooms that seem inaccessible in the maze by opening the grates in other rooms. Make a note of where you find various machines, parts, objects, and so on.

The Subway

The subway runs around the circumference of Atlantis, with several dead ends. Pick up the rib cage at the dead-end in the southeast quadrant.

The Statue Room (Head)

NE quadrant. Walk to the statue and pick up the statue head.

The Statue Room (Cup)

NE quadrant. Use the ladder from the airlock chamber with the hole. Walk across and pick up the cup.

The Robot Repair Room (Spoked Wheel)

NE quadrant, but only accessible through the grate from the room in SW quadrant. Actually, you end up in a room with a glowing swirl of light on the back wall. Exit that room and go two rooms to the left. Pick up the bronze spoked wheel. Go back through the grate in the next room.



The Robot Repair Room (Bronze Gear)

SE quadrant, also accessible through the grate from the room in NW quadrant. Pick up the bronze gear.

The Dungeon

SE quadrant. Use the grate from the room in NE quadrant.

✖ **Hint:** There are two air vents that lead to the dungeon. The only useful one ends at the grate near the statue. From the grate, use an orichalcum bead with the statue to incapacitate the guard, then go back through the air vent; you can't open either grate in the dungeon.

The Lava Pump Room

SW quadrant. Use the cup you got from the Statue Room with the pedestal. Use the statue head from the other Statue Room with the plaque to fill the cup.

The Machine Room

NW quadrant. Use the bronze spoked wheel (from the Robot Repair Room) with the peg above the statue. Go up to the funnel at the top of the stairs. Use the lava-filled cup with the funnel. Go downstairs and look at the dish under the statue's mouth. Take the orichalcum beads.

The Crab Room

NW quadrant. Use any of the food items you've gathered—gum (from Barnett library), bread or cold cuts (from submarine galley), bratwurst (from knocked-out guard), whatever—with the rib cage from the subway. Use the baited rib cage in the pool. Wait until you see the "Snap!", then pick it up.

The Eel Sculpture Room

SW quadrant. A room in this quadrant has a grate that leads to another room with an eel sculpture. Take the sculpture.



The Double Sentry Doors

Use an orichalcum bead with the eel sculpture. Use another bead with the fish statue. Forget Sophia for now; she won't leave until you get a hinge pin from the Middle Ring. (When you *do* have the hinge pin, give it to Sophia, pick up the cage door, and tell her to brace the door with the pin.) Pick up the statue part on the floor.

The Canal

The Octopus, the Crab, and the Gate

Give the trapped crab to the octopus. Walk to the canal; Indy will swim across. Walk onto the crab boat. Now the crab will float to wherever you click in the canal. Float to the right gate. Use the Sunstone on the spindle over the gate. When the gate opens, float on through.

The next gate uses the Moonstone, then the next uses the Worldstone. (All gates will open with the use of one of the three stone disks. Match the disk size to the size of the spindle.) Float up to the archway. Walk through it; you'll come to the door to the Middle Ring.

The Middle Ring

The Broken Sentry

Use the ladder with the sentry statue. Climb up, open the chest plate, then look at it. You still need one more part to complete the repair, but you can do these things now:

1. Put the spoked wheel on the center peg. (Click and drag it, then click again to place it.)
2. Put the robot part on top of the spoked wheel.
3. Put the bronze gear on the upper-left peg.
4. If you already have the crescent wrench, put it across the two right-hand pegs.

Climb down and walk back to the canal.

The Crescent Wrench

Get on the crab craft and float further to the right. The Worldstone opens the gate. In the next room, float ashore and walk up the



stairs. In the room, pick up the crescent wrench, then close the cupboard and look at it. You'll see a schematic drawing of the robot sentry. Ignore it, because I've already told you how to put the broken sentry back together.

Activating the Sentry

Go back to the crab craft and float left to the next room. Go back through the archway to the broken sentry robot, then put the wrench where it goes (across the right-hand pegs.) Now put the orichalcum bead in the center opening.

Opening the Door

Use the chain with the bronze loop on the door. Then use the other end of the chain with the statue's now-active left arm. Climb to the chest plate, move the gear to the lower-left peg, then feed it another bead. Climb down and pick up the hinge pin on the floor.

Reuniting the Team

At this point you should use the hinge pin to free Sophia from her cage. Follow the instructions in Double Sentry Doors back in the Outer Ring section.

✖ **Hint:** After Sophia is out, pick up the cage door again. When the hinge pin falls out, pick it up. You'll need it later.

Go back to the canal and ride back to the archway, then walk to the sentry gate and go in.

Exorcising with Sophia

After Sophia leads you to the Lava Pit Room, go up the stairs and pick up the scepter by the feet of the strange skeletons. Then talk to Sophia. Take any Dialogue path. When finished, look at Sophia. Put a bead of orichalcum in the medallion's mouth. When she takes it off, use the opened gold box with the necklace. Walk out of the room, then down the hall (toward screen) to the next room.

Before you go in, look at the strange markings on the left wall. It's a diagram showing how to start up the "hulking machine" in the room across the hallway—left and right levers pushed up.



The Hulking Machine

Go into the room across the hall. Again, examine the strange markings on the floor. They show how to stop the machine—left and middle levers pulled down. Now walk to the slots on the machine. You need to use the scepter and hinge pin to replace the missing levers in the control panel. Put either one in the right slot, and the other in the left slot, then “push” both levers so that they’re up (as in the diagram on the wall). Put a bead in the machine’s mouth.

Now you need to stop the machine. Pick up the right lever device (scepter or hinge pin) and use it in the middle slot. Then push both levers until they are all the way down.

The Inner Circle

The Pit Maze

This maze is easier than it looks. You *could* make a map, or just do what I tell you.

1. When you come out of the first door, go into the door on the right.
2. Go upstairs to the door on the right.
3. Go right until you reach the next pair of doors, then take the left door.
4. Go upstairs to the next pair of doors. Take the left door.

To stop the hulking machine and get to the Inner Circle of Atlantis, you need to position your two lever devices as shown.





5. While you're on this screen, sketch the diagram of the celestial spheres on the wall above the maze. Go into the right-hand door.
6. Go into the far left door.
7. Go downstairs, then take the staircase to the right. Follow the stairs up to the next screen, then take the left door.
8. You've made it!

The Lava Crust

No infallible path here. But note the basic pattern of the lava: if you step on a hexagram of lava crust the next piece in the direction you're heading will collapse, so you have to zig-zag across and look ahead to plan moves that leave you a next move.

✖ **Hint:** Don't wait too long in one spot. If you find yourself within an impassible situation, return to the steps to reload (the crust hexagrams will reappear).

The Final Stone Setting

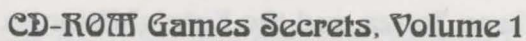
Follow the path into the city. Put the locking stone disks on the spindle and align them according to the diagram on the wall back at the Pit Maze: Sunstone with "noon sun" to the southwest, Moonstone with "full moon" to the north, and Worldstone with "volcano" to the south.

The Grand Finale

Follow any Dialogue path until Kerner eats lava. Then use this Dialogue path: 3, 2, 3, 4, 3, 2, 1.

Publisher: LucasArts

For direct orders, call:
1-800-STAR WARS



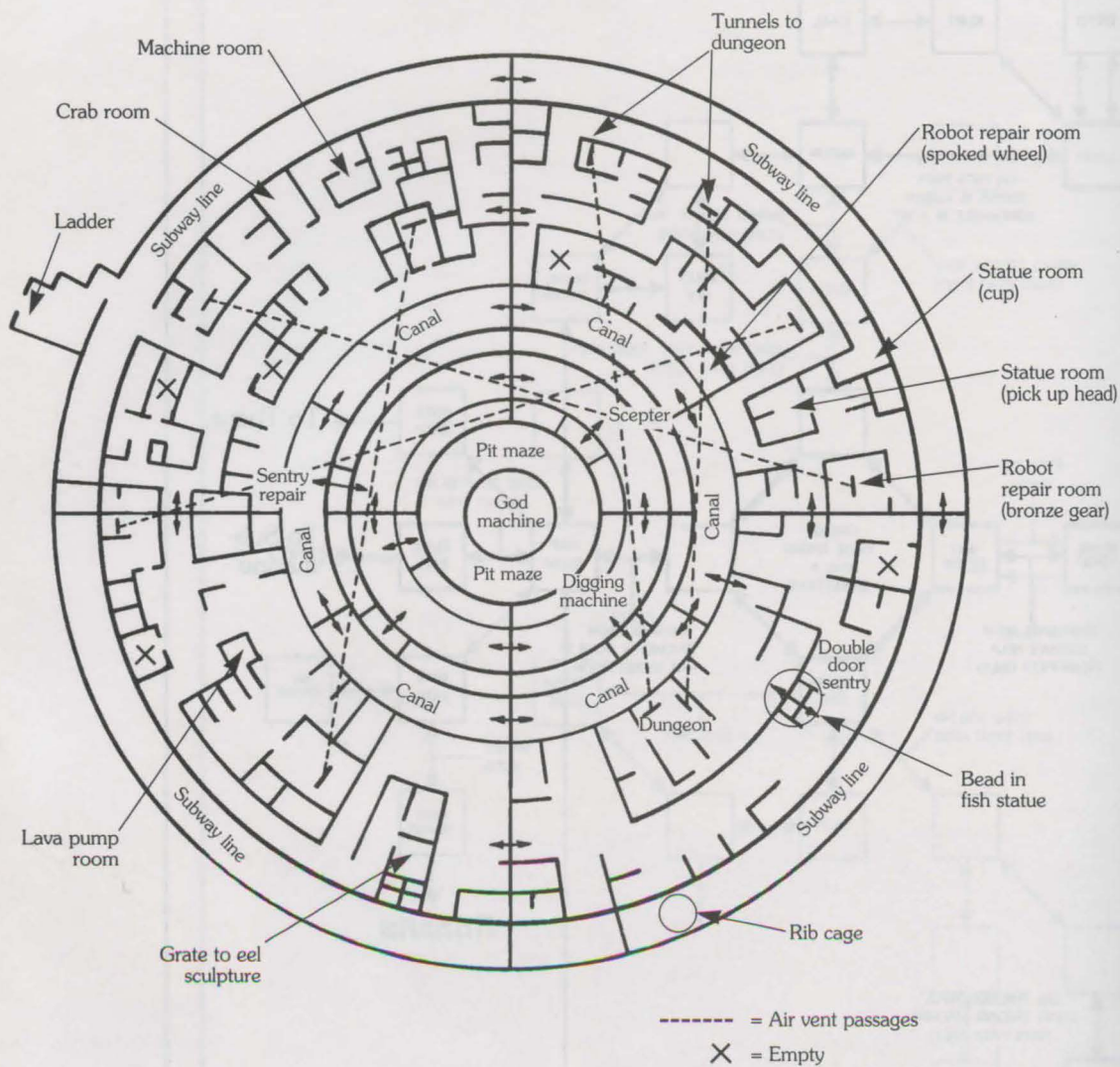
The flowchart illustrates a game level layout with the following components and connections:

- Start:** A label "Crete" points to a "BRONZE GATE".
- Left Path:** From the first "BRONZE GATE", a path leads to a "WATER SLIDE", then to a "POND", and finally to an exit arrow pointing downwards.
- Central Path:** From the first "BRONZE GATE", a path leads to a "CHASM". From the "CHASM", a path leads to "HANS", then to "FRANZ".
- Right Path:** From the first "BRONZE GATE", a path leads to an "ELEVATOR", then to a "CORPSE".
- Bottom Path:** From the first "BRONZE GATE", a path leads to a "BRONZE GATE" (labeled "UNLOCK GATE WITH THREE URNS"), then to an "ELEVATOR", and finally to a "GOLD BOX".
- Other Features:**
 - A "WATER SLIDE" is located near the first "BRONZE GATE".
 - A "POND" is located near the "WATER SLIDE".
 - A "CORPSE" is located near the "ELEVATOR".
 - A "GOLD BOX" is located near the bottom "ELEVATOR".
 - Various actions are noted: "NO RETREAT ONCE GATE CLOSES", "STAIRS", "PUSH ROCK SLAB FOUR TIMES (FISTS PATH ONLY)", "WHIP ACROSS CHASM (FISTS PATH ONLY)", "ELEVATOR DOWN", "CHAIN UP", "ONE WAY UP TO REACH BOX".





Atlantis





12

IRON HELIX

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



The Condor was in a quandary. Yesterday, after a terribly intense four-hour session of *Iron Helix*, I felt I needed therapy. So I talked to my Hollywood agent, Max Rosenberg, who happens to double as my therapist.

"Describe what you're feeling," he said.

I ruffled around a bit on the couch. "That's the problem," I said. "It's a hybrid experience. I can't really put my tarsal feather on it."

"Pitch it to me," he suggested.

"OK," I said. "Imagine a more metallic *Andromeda Strain* with a touch of *Alien* and, I don't know, *A Boy and His Dog*. Except there's no dog. Or boy. OK, forget *A Boy and His Dog*. Let's just say it's a lonely game. Lonely," I squawked. "Extremely lonely. Do you hear me, Max?"

"You're saying it's lonely," said Max.

Max is a shrewd judge of talent, a darned good therapist, and a real gamer to boot. So we booted the game and played for an hour or two. Ultimately he concurred with me. So we've booked a solid week in Barbados to recover from the lonely intensity of *Iron Helix*.

The Story

OK, a shipboard computer goes berserk and takes over a ship that carries a deadly cargo. Have you heard this one before, sci-fi fans? If you haven't, welcome back from your extended coma. But wait, there's more. The deadly cargo—a terrible biological virus—will be launched by the good ship *SS Jeremiah Obrian* into the atmosphere of a peaceful Earthlike planet (isn't that an oxymoron?) if you don't do something to prevent it.

The *Obrian*'s crew is dead, but they've left vital information in computer banks and other secured areas of the ship. Access to this information is keyed by crew DNA codes. Unfortunately, the virus now inhabits the entire ship, so human intervention is impossible. Your only option is to deploy and pilot a small robotic probe—a "Darwin 5 biological probe," to be exact—through the enormous six-level dreadnought, all the while dodging a nasty Defender robot that patrols the corridors.



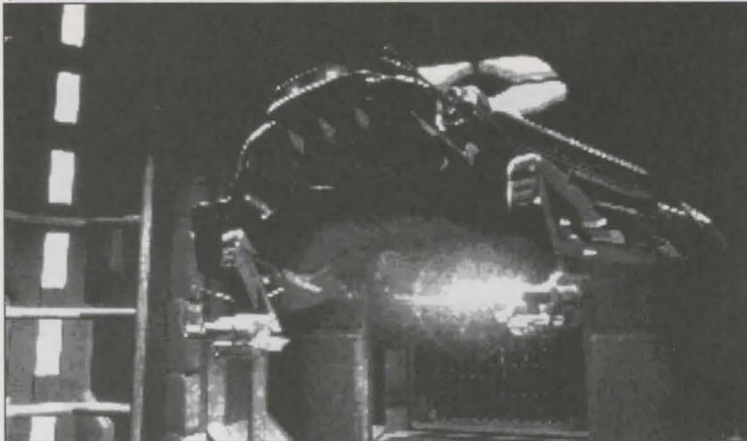
Your probe has no weapons; it cannot defend itself. But it can observe and gather microsamples of organic life—in particular, the crew DNA codes—as well as interface with the Obrian's computers. If you're lucky and clever, you can guide your Darwin 5 through the four phases of gameplay: collect the DNA "key" samples; locate the video instructions; eliminate the pesky Defender robot; and finally, activate the Obrian's self-destruct mechanism.

Conclusion

Iron Helix is a gripping game, if you happen to like this kind of thing. The key is intensity. If you can immerse yourself in the game's classic "in-space-no-one-can-hear-you-scream" atmosphere, then the whole experience will be addictive. Lonely, but addictive.

Drawbacks: The actual video interface is tiny and the "six levels of dreadnought" are somewhat repetitive, so the gameplay itself can get frustrating if you're not finding the right stuff. But the video rewards help spur you along, as does that chill running down your spine every time the Defender makes your probe beep and flash red.

* * *



The Defender is as bad as it looks, but it's relatively easy to track and avoid.



General Tips

That Darned Defender

Don't *ever* forget that the Defender robot hones in on your location every time you open a door or log onto a computer. Use your Defender location map (the middle map button) to monitor its position. In fact, the designers suggest you keep this map active as much as possible; to navigate, use the *Jeremiah Obrian* map on the last page of your manual.

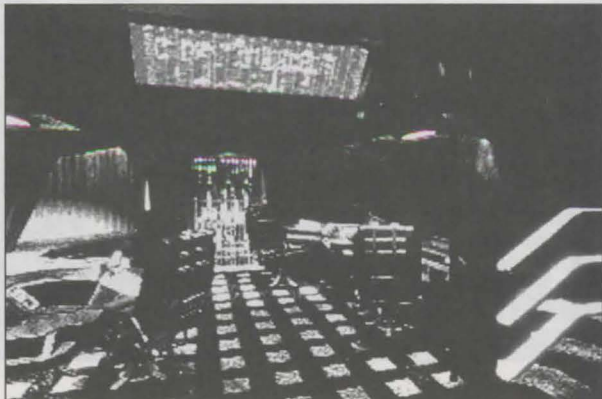
* * *

The Flythrough

There are four phases in *Iron Helix*. In Phase 1, you must find samples of DNA to gain security access to rooms and computers. In Phase 2, you must find the video instructions on how to eliminate the Defender and stop the ship. In Phase 3, you must eliminate the Defender. And in Phase 4, you must destroy the ship.



Note: This flythrough is for the *Intermediate* skill setting. You might want to open your *Iron Helix* game manual to the last page and keep the *Jeremiah Obrian* deck plans handy as you proceed.



Here's the bridge of your unarmed science ship, the *Indiana*. This is where it all begins.



Phase 1: DNA for Security Access

To complete Phase 1, first acquire the DNA sample of the *Jeremiah Obrian's Security Officer* to gain access to most of the rooms on the ship. Then gather samples of the DNA of the Weapons Officer, the First Officer, and the Captain so that you can access the video information you need to eliminate the Defender and destroy the ship.

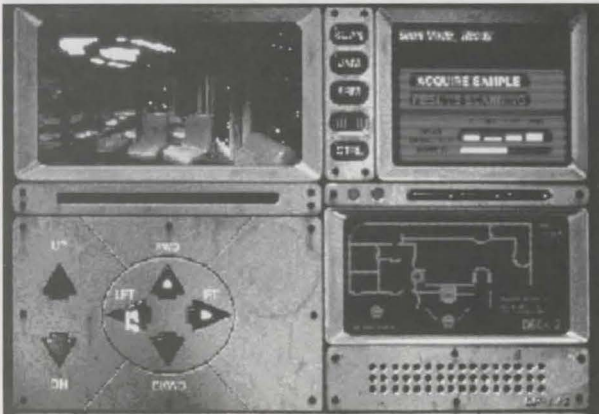
Security Officer's DNA

Iron Helix always begins on Deck 4 next to the Utility Room. Go forward until you're next to the elevator, then turn right to face it. Open the door, enter, turn to face the door, then click on the 6 to go to Deck 6.

Exit the elevator. Turn left, then follow the corridor to the Waste Room. Open the door. Go forward, right, then forward to the ladder chute leading up to the Engineering Deck. Go up the chute. Move to the other ladder chute in Main Engineering by going F, R, F, L, F, L, then go down the chute.

✖ **Note:** This ladder is a safe zone. The Defender cannot enter it. But remember to stay put until the Defender is completely out of sight!

At the very bottom of the chute there's a DNA specimen that you need. Click on Scan, then click on the glowing green highlight



If your scan turns up an organic sample, decide whether or not you want to acquire the DNA. The first sample to collect is Security Officer Semenov's in the "safe" ladder chute off the Main Engineering deck.



to get a close-up of the DNA. Click on Acquire to get the sample of *Security Officer Semenov*. (This DNA key will get you into almost every room on the ship.) Now go back up the chute, then work your way back to the elevator.

Weapons Officer's DNA

Take the elevator to Deck 2. Save your game here; the next sequence leaves little room for error. Exit the elevator and direct your probe to the Science Lab. After you enter the lab, go L, F, F, to follow the corridor around to the back of the lab. Scan for DNA. Click on the flashing green highlight, then Acquire the sample of *Benedetti, R*. Turn 180 degrees and hurry back to the elevator. Go down to Deck 5.

First Officer's DNA

Exit the elevator, turn right, then go forward to the Weapons Control room. Open the door and enter. Once inside, turn right, then go forward. Scan for DNA, click on the flashing green highlight, then Acquire the sample of *Ingram, C*. Hurry back to the elevator and get inside.

If the Defender isn't nearby, click on the Ctrl button on your game interface. Select Inventory, select *Semenov, T.*, and then Delete that sample. (You need to make room for the captain's DNA, which you will acquire next.) Now go to Deck 2.

Captain's DNA

You need to get to the Restricted Access compartment adjacent to the Crew Quarters (upper right corner on the map). Exit the elevator, turn left, and go to the Promenade Deck. Turn right and open the corridor door. Go through and follow the corridor to the end, then turn right and Scan for DNA. Acquire the sample of *Parrish, W*.

At this point you will be congratulated for completing Phase 1 and your probe will be restored to full power.

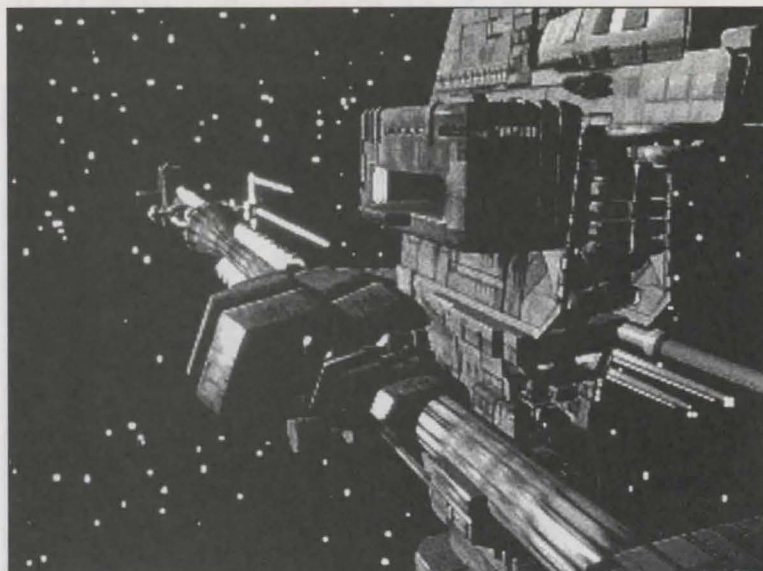


Phase 2: Video Messages

Defender Termination Instructions

You have to make your way to the Crew Quarters, adjacent to the Dining Lounge at the opposite end of Deck 2. This may be tricky, since by now the Defender is probably on Deck 2, tracking your probe. One way to buy some time: Hurry back to the elevator, take it up to Deck 6, and wait in the elevator until you've lured the Defender there. Then go back to Deck 2 and exit the elevator.

After you enter the Crew Quarters, turn right to face the computer port on the table. Click on the Arm button on your game interface, then click on the Data Port on the view screen. Once you've docked, click on Play Message. After the message plays, note the bypass code: 0142. It's also a pretty good idea to save your game. Now avoid the Defender and hurry back to the elevator.



The SS Jeremiah Obrian bears down on peaceful Calliope with a deadly doomsday virus. Can you stop it?



Computer Bypass Codes

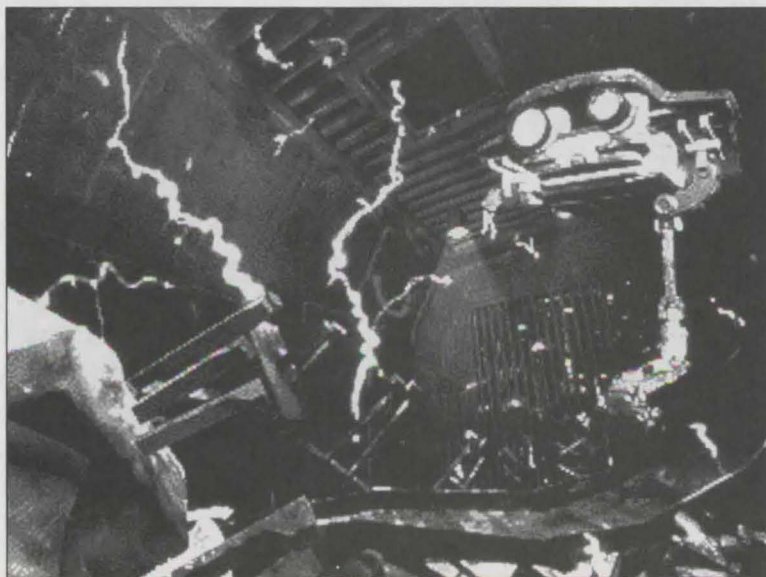
Go to Deck 6, then go back to the safe ladder chute in Engineering. (Remember how? Exit the elevator, turn left, then follow the corridor to the Waste Room. Open the door. Go forward, right, then forward to the ladder chute leading up to the Engineering Deck. Go up the chute. Move to the other ladder chute in Main Engineering by going F, R, F, L, F, L, then go down the chute.)

At the *first level* down the safe chute is a Data Port. Click on the Arm button on your game interface, then click on the Data Port (glowing red and green lights). Once you've docked, click on Message and note the bypass code: 4455.

Phase 3: Eliminate the Defender

Leave the ladder chute only when the Defender is at a good distance from your probe. Go back to the first chute and go down into the Waste Room on Deck 6. (This garbage chute is difficult to see, and you'll have to click on Open Door before you can go down

Your Darwin 5 probe looks tough, but it's a techno-wimp of the first magnitude. All you can do is gather microsamples of organic life.





through it.) Now make your way to the Control Room via the Loading Dock.

Once you enter the Control Room, turn right and use the Arm to log onto the Data Port. Select Local Access, select Loading Dock, then select Cargo Eject. Put in the access code (0142) but *don't click on Enter yet!* Monitor the Defender and wait until it enters the Loading Dock. Now click on Enter. If your timing is good, the Defender will be ejected from the ship.

You now have exactly five minutes to execute the ship self-destruct mechanism with the other bypass code. After five minutes, the ship launches another Defender.

Phase 4: Destroy the Ship

Hurry back to the garbage chute and go up through it to Main Engineering. After you exit the garbage chute, proceed to a location just east of the ladder chute, then turn right to the control console. Use the Arm to log onto the Data Port. Select Engineering, select Warp Mod Envelope, then select Shutdown. Put in the access code (4455) and click on Enter.

Publisher: Spectrum Holobyte

To order, contact:
Spectrum Holobyte
2490 Mariner Square Loop
Alameda, CA 94501

For direct orders, call:
1-800-695-GAME



13

King's Quest VI: Heir Today, Gone Tomorrow

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



The Condor has no problem with humility. I simply ignore the concept, and all is fine. But occasionally one confronts the unsettling task of reviewing a work—a Dylan album, a Scorsese movie, a Vonnegut book—whose creator transcends traditional notions of reviewability.

This is not to say that such artists never submit mediocre (or even bad) work. God knows they do. But it is not proper for others to point this out . . . not without a certain fawning, groveling quality to the commentary.

Hence, I do not “review” *King’s Quest VI*. I merely discuss it in a very low voice. For Roberta Williams—who, some say, invented (or at least legitimized) the very genre of the graphic adventure game—is one of those veritable institutions who even a mythical, psychometric bird such as I might be presumptuous (and foolish) to critique.

The Story

The game opens with Prince Alex of Daventry shipwrecked in the Land of the Green Isles. Alex soon discovers that the Princess Cassima (for whom he carries a torch the size of a supernova) is sequestered in mourning for her recently deceased parents in the nearby Castle of the Crown. Some guy called the Vizier is in charge now, and he plans to take Cassima for his bride and rule the land. And no, he won’t let you see her.

Do you smell a rat? Of course you do.

Your objective, at first, is unclear. I mean, shouldn’t you just go home? But wait! You’re a hero, you’re stranded, and then there’s that huge torch in your pocket. So you explore. Soon you discover a magic map that teleports you to other wondrous islands of the realm. Now you get to meet deadly gnomes, enchanted beasts, talking oysters, dangling participles, and (The Condor’s favorite) the fabulous Winged Ones. You also manage to wrangle a luxury cruise across the River of Styx. There, the Realm of the Dead features lots of corpses and stuff and—you see, I’m a vulture.

Slowly but surely, Alex manages to unravel a twisted tale of greed, betrayal, and infamy, a tale too horrible to mention without inhaling your carrion. Well, that’s what I did, anyway.

And the Minotaur’s real scary, too.



The Verdict

Overall, *King's Quest VI* is solid, classic tale-telling and the production values on the CD-ROM version are truly remarkable. The line-by-line writing is competent, if not exactly inspired. But the game's strength, as always, is its well-structured story that pulls you through to the end.

The characters, too, are well drawn. Unlike many adventure game inhabitants, Alexander, Cassima, Jollo, the genie, *et al.*, are consistent and believable. And I liked the Lord of the Dead a *lot*: tragic nobility always attracts me. Say, did I mention the corpses?

Finally, the puzzles. Well—they're *puzzles*, and I suppose they're fun if you like puzzles.

Overall, I must say that I found the most imaginative stuff to be on the Isle of Wonder, a Carrollian realm of tomatoes with rotten personalities, bounding chess pieces, whimsy, and good humor (as long as you don't walk into the swamp).

I was also quite fond of the Realm of the Dead. Did I mention that?

* * *

The Flythrough

Isle of the Crown (Part 1)

Beach

Pick up the royal insignia ring from the sand. Move the plank to reveal a box. Open it and take the Daventry coin. Walk up the path, then take the right fork. Walk to the guards at the castle doors.

Castle

Talk to the guards three times. Show them your ring to get inside. After your meeting with the Vizier, go back down the path and take the left fork into the village.



Bookstore

Go into Ali's Books and talk to the owner. Take the free book by the door, then go to the poetry books at the far right of the back shelf. Take any book to read some insipid love poems, then pick up the loose page that falls to the floor. Try to pick up the spellbook on the counter to get the owner's offer of trade. Exit. Go through the arch past the house to the dock.

Ferryman

Ignore the guy in the water. Walk onto the boat, knock on the door, and talk to the ferryman. After you're inside, keep talking to him to get information until he starts repeating himself. Touch the rabbit's foot on the table in front of you; the ferryman will give it to you. Exit and go back to Ali's Books.

Bookstore Again

Talk to the guy sitting in the chair. Show him your ring. Now go to the Pawn Shoppe next door.



The genie and the Vizier plot to preempt your quest. Beware—the genie has many disguises.



Pawn Shoppe

Walk into the Pawn Shoppe. Take a mint from the glass dish on the counter. Talk to the owner to learn about the magic map, then offer him your insignia ring for it. Give him the Daventry coin and take the mechanical nightingale. Exit, walk through the arch, then walk back. Rummage (click Hand icon) in the pot just left of the Pawn Shoppe door. Now go back to the beach.

Beach Again

Click the magic map on Alex. Select Isle of the Sacred Mountain to teleport there.

* * *

Isle of the Sacred Mountain (Part 1)

Pick up the foul-smelling flower and the black feather. Teleport to the Isle of Wonder.

* * *

Isle of Wonder (Part 1)

Beach

Talk to the insomniac oyster at the water's edge. Use the bargain book to get him to yawn, then take the oyster in his mouth. Take the string of letters from the water when it gets close to shore. (Be careful; the undertow's a killer.)

Gnomes of Death

Go north until the gnomes show up. Use the flower on Tom Trow, the first gnome. Use the nightingale on Grovenor, the second gnome. Use the mint on Grump-Frump, the third gnome. Use the rabbit's foot on Trilly-Dilly, the fourth gnome. Click the invisible ink on yourself to fool Old Bill Batter, the last gnome.



Exclamation Point

Walk east one screen and touch the pile of books. Now go back to the beach, then take the path to the north. Go past the swamp to the garden.

Garden

Take an iceberg lettuce and go back to the beach. Do the next few steps quickly; the lettuce is melting. Teleport to Isle of the Beast.

* * *

Isle of the Beast (Part 1)

Boiling Pond

Walk north to the boiling pond. Toss the lettuce in the pond. Take the old hunter's lamp hanging from the tree limb on the other side.

Stone Archer

Go north to the stone archer gate. Ignore the gardener and pick up the brick near the gate, on the ground just right of the path. Go back to the beach.

Dangling Participle

Talk to the dangling creature. Give him the sentence. Teleport to the Isle of Wonder.

* * *

Isle of Wonder (Part 2)

Bookworm

Go east to Exclamation Point again. Give the Dangling Participle to the Bookworm; he'll give you a rare book. Open Inventory and look at the rare book.



Black Widow

Look at the spiderweb at lower left. Pull the strand dangling at the bottom of the web. When the spider moves, take the scrap of parchment at the upper-left of the web. (It says, "Love.") Go back to the beach and teleport to the Isle of the Crown.

* * *

Isle of the Crown (Part 2)

Sing-Sing

Walk north to the fork in the road. Open Inventory and click the wind-up nightingale on the real nightingale in the tree. (The bird will just look at you curiously, but you've set up a later sequence.) Go left to the village and look at the sign on the archway wall. Then go into the Pawn Shoppe.

Pawn Shoppe

Trade-in the wind-up nightingale for the flute. Trade the pearl for the insignia ring. Exit and go next door to Ali's Books.

Bookstore

After Jollo tells his story, trade with the book owner—the rare book for the spellbook. Open Inventory and click the Hand icon on the spellbook to open it and read the spells. Exit and go back to the fork in the road.

Sing-Sing Again

Show the insignia ring to the nightingale. When it returns, pick up the ribbon, then open Inventory and click the Hand icon on the ribbon to free the strand of Cassima's hair. Go back to the beach and teleport to the Isle of Wonder.

* * *



Isle of Wonder (Part 3)

Garden

Go north past the swamp to the garden. Take the rotten tomato (at the bottom of the nearest vine). Take the teacup on the chair at the far right. Look at the hole in the wall at the upper right. Try to take the hole. Use the flute on the wallflowers. While the flowers dance, take the hole. Now open the speckled gate.

Chessboard Land

Walk toward the Chess Knights. After the Queens leave, pick up the red scarf. Walk back through the garden to the swamp.

Swamp

Use the teacup in the swamp near the shore. Give the rotten tomato to the bump-on-a-log. Now use the teacup to collect the swamp ooze on the log. Go to the beach and teleport to the Isle of the Crown.

* * *

Isle of the Crown (Part 3)

Sing-Sing the Rightingale

Go to the fork in the road. Give the love poem to Sing-Sing, the bird in the tree. Pick up the note that the bird brings from Cassima. Go to the Pawn Shoppe in the village.

Pawn Shoppe

Trade the flute for the tinder box. Go back to the beach and teleport to the Isle of the Sacred Mountain.

* * *



Isle of the Sacred Mountain (Part 2)

Puzzle Steps: One

Look at the writing on the cliff wall. You must click on one letter in each word in descending order. The selected letters spell another word. Click on R-I-S-E. Climb the steps that appear, one step at a time.



Hint: Click the Walk icon directly on each step, or you'll fall and die.

Puzzle Steps: Two

At the last step, look at the writing on the cliff face. You need to click on the letters that spell S-O-A-R, using the Ancient One's Alphabet in the Guidebook that came in your game box. Or you can cheat and read this:

- S, click on the third stone in the third row
- O, click on the fourth stone in the third row
- A, click on the third stone in the fifth row
- R, click on the fifth stone in the fifth row

If you do it right, new steps appear. Again, take them one at a time to the last step.

Puzzle Steps: Three

Look at the cliff etchings. Again, you can read the riddle in The Logic Cliffs section of the Guidebook and figure it out, or you can just click on (from left) stone 4, 1, and 2, in that order. Then climb again, one step at a time, to the last step and look at the next etchings.

Puzzle Steps: Four

The Sacred Four, as your game documentation points out on page 27, were "tranquility, azure, caterpillar, air." Use the Ancient One's



Alphabet in the Guidebook to figure it out, or cheat still another time by clicking on the following stones:

- Tranquility, D is the only stone in the seventh row.
- Azure, O is the fourth stone in the third row.
- Caterpillar, Q is the fifth stone in the fourth row.
- Air, G is the sixth stone in the fourth row.

Climb again, one step at a time, to the last step and look at the next etchings.

Puzzle Steps: Five

Same principle applies here as in the first puzzle. Click on one letter in each word in the order that they appear in the sentence. The selected letters spell another word. Click on A-S-C-E-N-D. Climb the steps carefully to the top of the Logic Cliffs.

Cave

Ignore the old woman's berry story. (By now you've probably figured out that these people offering easy solutions are all the Vizier's genie.) When she leaves, click the Hand icon on the small cave entrance at the right.



Hint: Don't click on the berry bush. It's a killer.

Use the tinderbox on the cave to light your way. Click the Hand icon on the next cave opening at the far right. Take leaves from the peppermint plant in the sunny opening at the far right. Go back through both cave openings, then go north down the path until the winged guards carry you off.

Catacombs

Walk N, N, E, E, and N to the skeleton room. Forget the intact skeletons; take the lone skull. Walk S, W, W, N, and W to the tiled

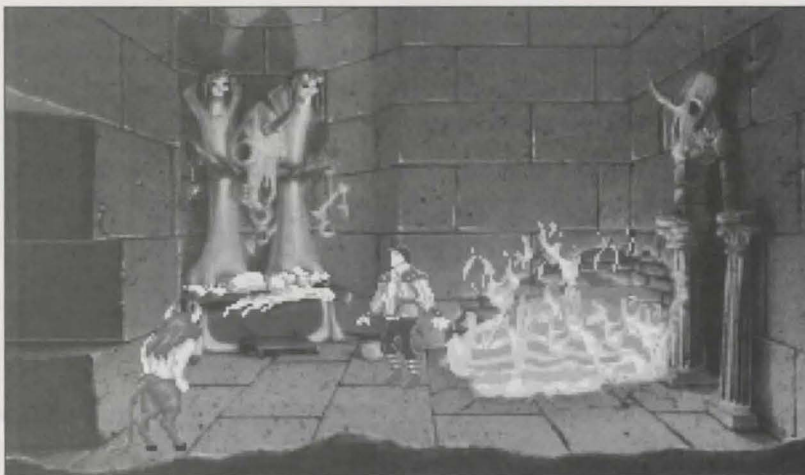


maze. Step N (rose), SW (rose), SW (rose), N (scythe), N (crown), NW (dove), SW (skull & crossbones), and S (blank tile) and exit the room to the left.

Walk N and take the shield from the wall. Go N, N, N, W, and W. Take the coins from the eyes of the skeleton in the crypt. Go E, E, S, and E. When the ceiling starts to drop, use the brick on the gears. Go E, E, N, and E. After you fall through the trap door, use the tinderbox (click it on Alex's blinking eyes) to see. Now go W, W, W, W, S, S, and E to the dead-end room; you should hear the beast loudly now. Use the hole-in-the-wall on the east wall, then look at it.

Walk W, W, W, S, S, E, S, E, E, N, E, N, and N to find the entrance to the Minotaur's lair. Touch the tapestry to open the door, then walk through. Walk toward the pit to attract the Minotaur's attention, then use the red scarf on the creature. When you get back to the beach, teleport to the Isle of the Mists.

* * *



Once you get the Minotaur's attention, use Cassima's red scarf to lure it into the pit.



Isle of the Mists (Part 1)

Druid Village

Walk west to the village. Take a lump of coal from the fire pit. Take the scythe from the bearskin hanging on the hut wall at the left, then go back to the beach. Teleport to the Isle of the Beast.

* * *

Isle of the Beast (Part 2)

The Beast

Walk north two screens and use the shield on the stone archer. Try to take a white rose from the rose hedges by the gazebo. After the hedges seal the entrance to the gazebo, take a white rose, then use the scythe on the hedges.

You have limited time to accomplish the Beast's task. Hurry back to the beach and teleport to the Isle of the Crown.

* * *

Isle of the Crown (Part 4)

The Beauty

Go to Ali's Books, listen to Jollo, then exit. Go through the archway, give the white rose to the servant girl, then give her the Beast's ring.

* * *

Isle of the Beast (Part 3)

Walk south to the hedge and take another white rose. Go back to the beach and teleport to the Isle of Wonder.

* * *



Isle of Wonder (Part 4)

Baby's Tears

Walk to the swamp. Take a bottle of milk from the milkweed growing at upper left. Go to the garden and give the bottle to the nearest baby's tears plant at the left. When the others start crying, use the old hunter's lamp on them to collect tears. Take the small bottle from the table just right of the path. Open the speckled gate to Chessboard Land.

Appeasing the Queens

Use the lump of coal on the White Queen. Walk back to the beach and teleport to the Isle of the Beast.

* * *

Isle of the Beast (Part 4)

Make Rain Spell

Walk to the fountain. Open your Inventory and use the Oracle's vial on the lamp to mix the sacred water with the tears. Use the lamp with the fountain to collect falling water. Now open your Inventory again and click the spellbook on the lamp. Turn to the Make Rain Spell in the spellbook, then click when the cursor becomes the Cast icon. Go back to the beach and teleport to the Isle of the Mists.



Don't bug the Druids until you have mixed your Make Rain Spell, or things will get toasty, quick.



* * *

Isle of the Mists (Part 2)

Druid Sacrifice

After the automatic sequence, use the skull to get some embers from the dying Druid bonfire. Go to the beach and teleport to the Isle of the Sacred Mountain.

* * *

Isle of the Sacred Mountain (Part 3)

Right Mare

Walk carefully up the Logic Cliff steps. Now you need to mix and cast the Charming-a-Creature-of-the-Night spell in your spellbook. Open Inventory and use Cassima's hair on the skull, then use the spoiled egg on the skull. Use the spellbook on the skull, turn to the right page, and cast the Charming spell.

* * *

Realm of the Dead

Entering the Underworld

Talk to the ghosts of the King and Queen. Go east one screen and talk to Ali's mother. Go north to the entrance of the Underworld and pick up the two bones leaning against the bone xylophone at the lower right. After the dance, pick up the key on the ground. Give the ticket to the uniformed skeleton on the right.

After entering the Underworld, look at the dead knight at the far right. Take the black gauntlet, then walk down the path to the River of Styx.



Play the bone xylophone to get the skeletons dancing, then pick up the skeleton key that the Gatekeeper leaves on the ground . . .



. . . and prepare for your face-to-face meeting with the Lord of the Dead.

River of Styx

Use the teacup to scoop up water from the river. Give the coins you got from the skeleton in the catacombs to Charon. Try to open the gate on the other side, then talk to the gate. Click on L-O-V-E.

Lord of the Dead

Walk toward the Lord of the Dead. Use the black gauntlet on him to challenge Death. Use the magic mirror on the Lord to make him shed a tear.

* * *



Isle of the Crown (Part 5)

Pawn Shoppe

Walk to the fork in the road and give the white rose to Sing-Sing. Go to the village and enter the Pawn Shoppe. Trade the tinderbox for the painter's brush. Drink the Drink Me potion that you got from the garden on the Isle of Wonder. (Look carefully at the genie's lamp in the animated segment.) Exit the Pawn Shoppe.

Replica Lamp

Use your old lamp on the lampseller in the street. Select the lamp that's second from the right—the one that looks most like the genie's lamp. Now walk to the castle.

Magic Paint Spell

Follow the path around the left side of the castle. Open your Inventory, use the black feather on the teacup, then use the teacup (or paintbrush) on the castle wall. Use the spellbook on the door painting, then cast the Magic Paint Spell. Push open the door to enter the castle.

Ghost Child

Beware the guard dogs! Jollo will free you the first time you get caught, but after that you're left to rot in the dungeon. Open the furthest door on the right side of the hallway to enter the dungeon. Use the mother ghost's translucent handkerchief on the ghost child on the bed. Exit the dungeon and walk down the hallway to the right.

Jollo and the Lamp

Open the only door in the next hallway. Give Jollo the replica lamp, then exit. Go to the far end of the hall, then turn left.



Secret Passage

Pull the knight's right arm to enter the secret passage. Look through the chink in the wall at right. Go up the stairs. You'll hear a woman crying. Do not look through the chink here yet! First, go W, N, W to another chink in the wall, outside the Vizier's room. Look through that chink. Go north to the door (last panel on the left), then open it.

Vizier's Room

Open the ebony box on the dresser and look at the piece of paper inside. Use your skeleton key to open the trunk. Take the letter on the top. Exit through the wardrobe door.

Cassima's Room

Now walk back to the top of the stairs and look into Cassima's room. When the conversation pauses, show her the Vizier's letter, then give her the dagger. Go downstairs, then click the Hand icon on the blocks in the center foreground at the bottom of the screen to reopen the secret door.

Treasure Room

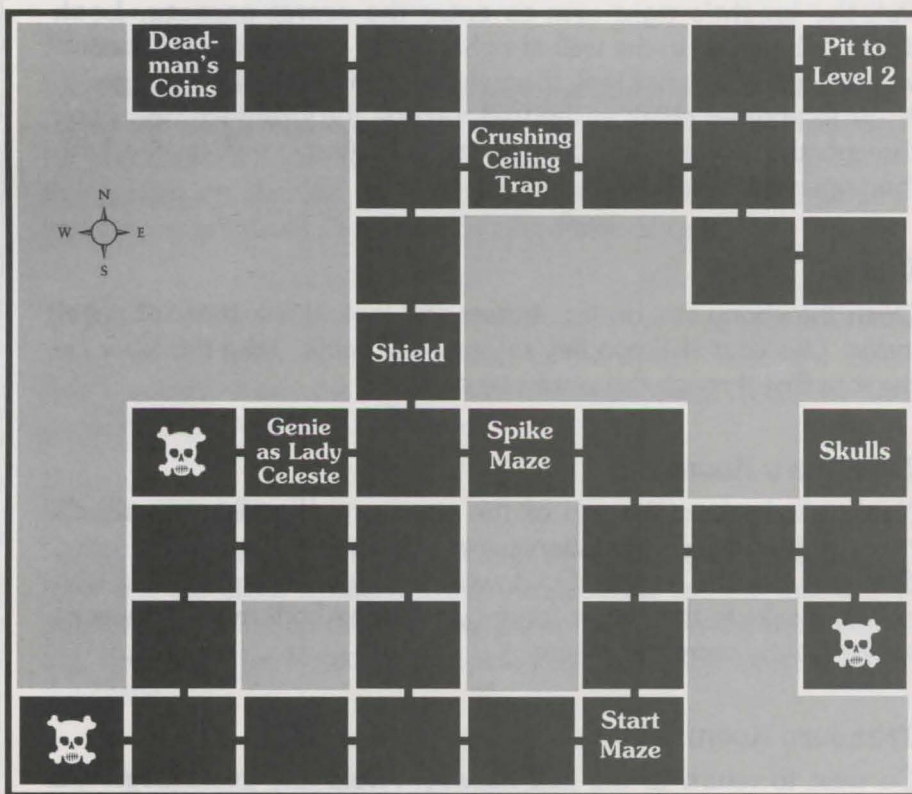
Go west to return to the first hallway. Avoid any guard dogs! Go directly to the large door on the left side of the hall and talk to it. Spell the two words A-L-I and Z-E-B-U to enter. Look at the drape on the table, then remove it. Look at each of the items on the table. Exit back into the hallway. Go east to the next hallway, then up the stairs. Open the door at the top of the stairs.

The Wedding

Show the Vizier's letter from Shadrack to Saladin. In the throne room, walk toward Cassima and the Vizier. After the animated sequence, follow the Vizier up the stairs as he tries to escape. (Be quick here.) When Jollo gives you the lamp, use it immediately on the genie.



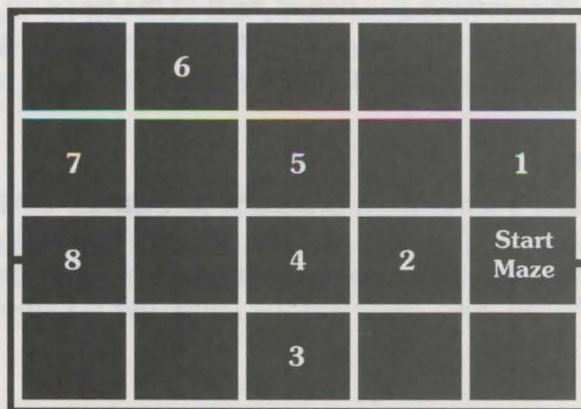
Isle of the Sacred Mountain—Catacombs Level 1



Spike Maze



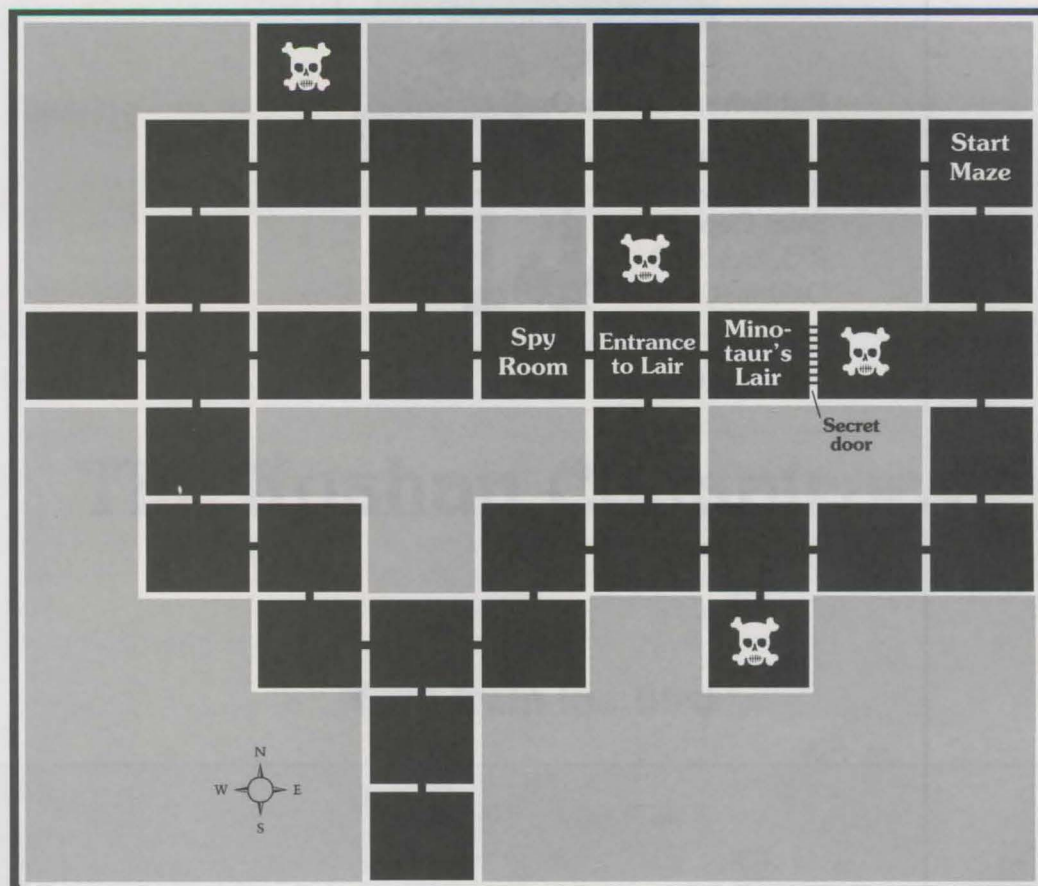
To
Catacombs



From
Catacombs



Isle of the Sacred Mountain—Catacombs Level 2





Take the ceremonial sword from the wall behind Alexander. Use the sword on the Vizier. When Cassima distracts him, use the sword on him again. Be quick about it, though!

Publisher: Sierra On-Line

To order, contact:
Sierra On-Line
Sales Department
P.O. Box 978
Oakhurst, CA 93644-0978

For direct orders, call:
1-800-326-6654



14

The Koshan Conspiracy

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



The Condor may be arrogant, indolent, and odd, but he is not dishonest. He will always give credit where credit is due. So okay, I'll admit it: Because of the immense vastness of this incredibly vast adventure, I was unable to actually do everything you need to do to complete *The Koshan Conspiracy*. Because it's so vast. Do you hear me? Vast!

Hence, the Flythrough owes its accuracy to the fine, fine folks at UBI Soft. Special thanks to Sean Mylett, who so graciously provided the bird with solutions, software, and other assorted Koshan paraphernalia. He even gave me a B.O.B. implant in the left wing—free of charge.

The Story

You are Jehan Menasis, agent of an ultrasecret spy organization known as B.A.T. (Bureau of Astral Troubleshooters). Your mission: Acquire the deeds to Bedhin 6, a mineral-rich moon of the planet Shedisan. This moon is a primary source of Echiatone 21, a really, really valuable substance—believe me, *really* valuable. The supply of this precious, valuable, very indispensable futuristic resource has been cornered by the evil Koshan Corporation.

You, the player, must accomplish a series of six mini-missions on the way to foiling the Koshan plot. It all features the usual cyberpunk immersion into seedy futuristic urban landscapes. Along the way you hire underlings, fight, eat, and drink frequently, and worry about credit a lot. Combat mode features two options: Strategic and Action. There are also five different simulators. And there is B.O.B.

B.O.B. is fun. Short for Bidirectional Organic Bioputer, B.O.B. is a device embedded in Jehan's left arm. Fully programmable, B.O.B. can be configured to do a number of things for your guy, including the activation of five cybernetic implants. These can keep you awake, alter your appearance, activate night-vision, things like that—neat things, futuristic things.

The Verdict

This game is more of a hybrid than a pure adventure. Its repetitive enormity, as well as its combat modes and team approach, are typi-



cal of FRP (fantasy-roleplaying) games, while its multiple simulators add a strong arcade/action element.

The Koshan Conspiracy also features an open-ended, non-linear style of gameplay. This kind of freedom creates some inevitable limitations of character/story development. But overall, I must say that *Koshan* actually does pursue some semblance of plot—tells a pretty interesting cyberpunk tale, in fact—and thus qualifies (in *The Condor's* book) as an adventure game.

* * *

General Tips

If You Can't Save Yourself, Save Your Game

Combat is the name of the game in *The Koshan Conspiracy*, and I'm talking ugly, real-time combat. Save your game frequently. (I point out some good moments to do so in the *Flythrough*.) And keep in mind that there are alternative solutions to some puzzles.

For IBM PC/Compatibles Version

Here's a little technical tip that UBI Soft wanted me to mention. Apparently, some PC/Compatible users are having problems getting the game to run. When the game starts, the Game/Creation screen pops up. In a few seconds, however, *Koshan* defaults to either the opening credits or the first screen of the game.

If your game defaults to the credits, press and hold the left mouse button for a few seconds. This brings back the Game/Creation screen. Now press the left mouse button again to start the game, or press the right mouse button to access the Creation option. (Once you select the Creation option, you must then click the left mouse button to activate the Creation process.)

Any trouble with that? Don't call me, call the UBI Soft technical support hotline at 415-332-5011.

* * *



The Flythrough

Unlike most of the other Flythroughs in this book, the following is not a step-by-step solution. *The Koshan Conspiracy*, as mentioned above, is a huge game with lots of combat and/or simulator situations, plus an entire programming module with its own language (B.O.B.'s Parallel Token) for automating many of your agent's activities.

My point is, don't look for an in-depth strategy guide here, or a move-by-move, hand-holding kind of walk-through. This is a simplified solution path. It assumes you've read the manual, played the game a bit, understand the basic interface, and are familiar with most of B.O.B.'s operational aspects.

* * *

The Opening: Mantoue Manoir

Meet Sylvia Hadford at the Mantoue Manoir hotel. When the first game screen appears, go forward, left, forward, then left to get into the hotel lobby. At the front desk, click on the receptionist, then on the Take/Leave Key menu to get the room key. Take the elevator at the left to the first floor.

Sylvia's room is at the end of the corridor. Once you enter the room, she'll tell you about your mission.



* * *

Build Credit

You should now start using your Massiglia Bank credit card. After meeting Sylvia, go back to the lobby, save your game, then sell and buy (or steal) items. Also, I recommend that you program the B.O.B. in this manner:

- Analyze Me

If hungry, display hunger, end

If not

If thirsty, display thirst, end

If not

If tired, display tiredness, end

If not

End

- Analyze Human

If Shedish, translate

If not

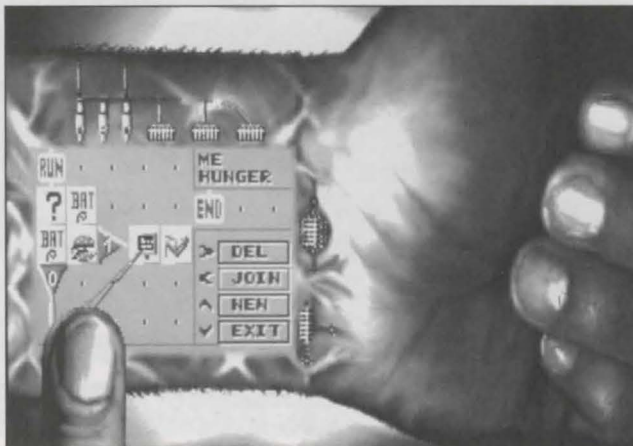
If human is aggressive, alarm

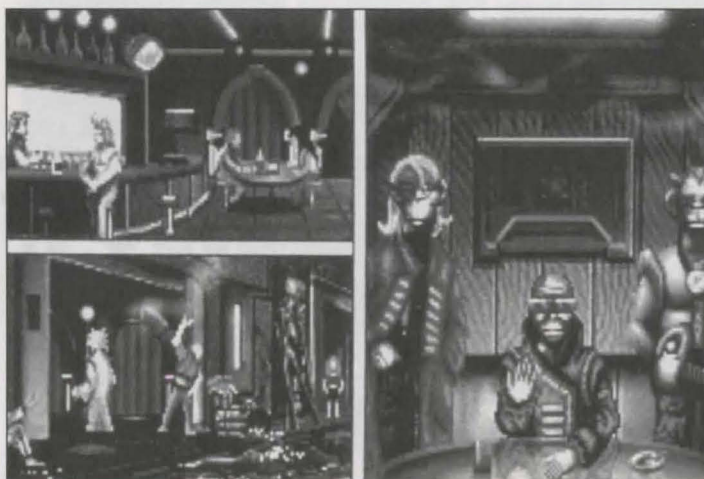
If not

Display perception (to avoid being arrested while stealing)

Display time

End





Before getting involved in any missions, you should accumulate as much credit as possible. Stay in the hotel lobby and ask B.O.B. for a morpho and a hydrocep implant. As soon as anyone approaches you, select the Buy option. (I'm told this will work 90 percent of the time.) Shortly, you'll get the equivalent of 4,000 or so credits in 2-3 bags. Use these to sell or steal things.

After a few hours, you should have accumulated about 10,000 credits and many objects. If you have an "aureus" (worth 40,000 credits) in your inventory, use it to lure people onto your team. As you proceed, team members impart valuable information and help you locate valuable objects.



Hint: If possible, tip these people *in advance*, and give each a videophone so you can maintain constant contact.

* * *

The Missions

Mission 1: Massiglia Bank


Mission Requirements: Vocal recorder, blank tape, access card C.A.I. (from Sylvia), and an A.T.A. Rx card from the travel agency.



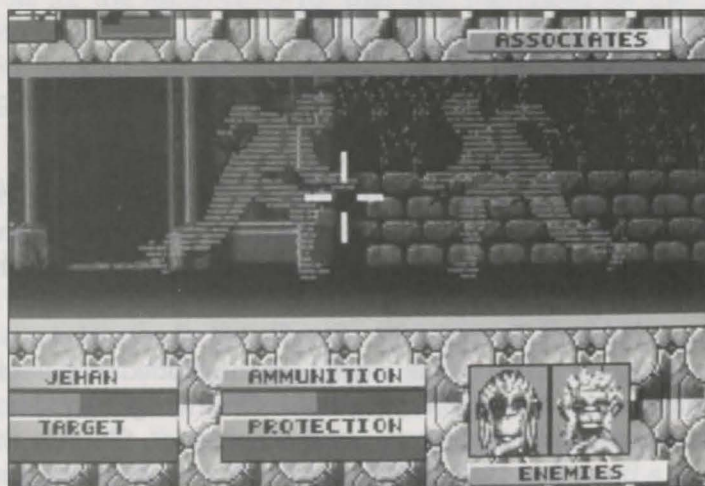
Take the express road toward Terminal TB. Take a cab to the Minerva Tower. Learn which shares have been bought and who bought them (C.A.L. Computers). Leave the tower and go to the Carmenta Tower. Ask for an appointment with the Boss for 4 or 5 PM. Go into his office and ask him questions, then buy some shares from him. (If you don't have enough credit yet, return to Sylvia at Mantoue Manoir for a new order.)

Mission 2: Bank Robbery

Mission Requirements: Vocal recorder, tape (no longer blank), bottle of ditroxyl (from pharmacy), axials (suction devices for scaling walls), two to three loaded weapons (from gun shop), and four to five force fields or other types of protection.

 **Hint:** If you don't have an axial yet, go to Terminal TC to buy and steal things. If you already have an axial, go north toward Terminal TA1.

Approach the gun store man (right side, facing hotel) and say hello. If you pass the drugstore, get some ditroxyl. When you get to the peristyle, go into the small room in the back and meet with the men sitting around the table. Buy the tablet from them, then go to the optician.





Be careful here. Save your game. Before ordering the lenses, take the tablet and click it in the B.O.B. inventory. The optician will give you the solution, but won't return the tablet. Be ready to defend yourself: A few seconds later, two men will try to steal the tablet.



Hint: After each fight, you can retrieve objects on the ground by clicking on the inventory window.

Go to Terminal TB1 to get a Katatruck. Save your game. At night, rob the bank. Here's how: Land on top of the tallest Tower with a speed of 1PWR. Click on the wall and go in. Fire the lasers. To get the objects in the trunk, use the magnifying glass in the inventory. Then go back to the Terminal to get some energy back.

Mission 3: Contracts from Welco Corporation

Mission requirements: Weapons, force fields, and ammunition.

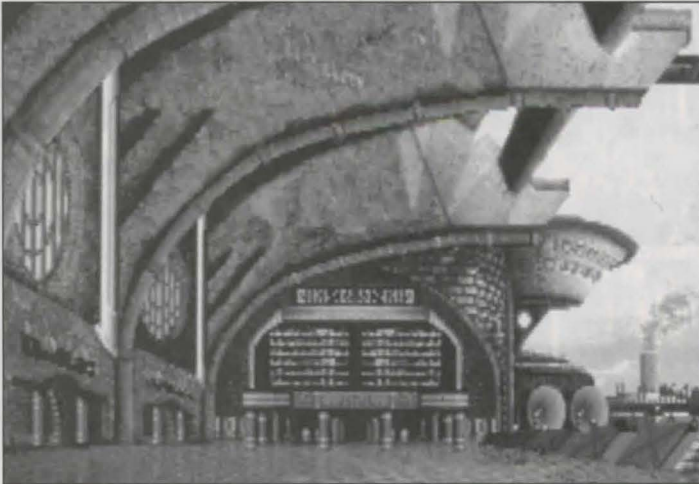
Head toward Terminal TC. In the West Industrial Area is a very straight street. Look for a pair of warehouse-type buildings with green walls. Enter and go to the 2nd level. You'll find the manager of the company; he's quite deceased. Save your game. Go back to the street, but be prepared for an attack by the murderers. After the fight, you'll find 25 contracts on the ground. Pick them up and head back to Terminal TB.

Mission 4: Miscellaneous Visits

Mission Requirements: Get and read a copy of the ROMA newspaper.

From Terminal TB, take a cab to the Vertumnus Tower. Enter and go forward. At the end of the corridor, make an appointment with the Judge's administrative assistant for 4 or 5 PM. Go into his office and try to buy his contracts. Don't be surprised when he has nothing to sell you.

Now go toward Terminal TA. On the big street, take a left and go into the house. (The owner's dead, as mentioned in the newspaper.) Note the three doors on your right. On the right-hand column, you'll find a mechanism that opens the first door. Go into the lab, then take a book that B.O.B. will translate if you use the magnifying



glass in the inventory window. Keep the book for Sylvia, and visit her to discuss your latest missions. Head toward the Astroport.

Mission 5: Praetorian Judge's ID

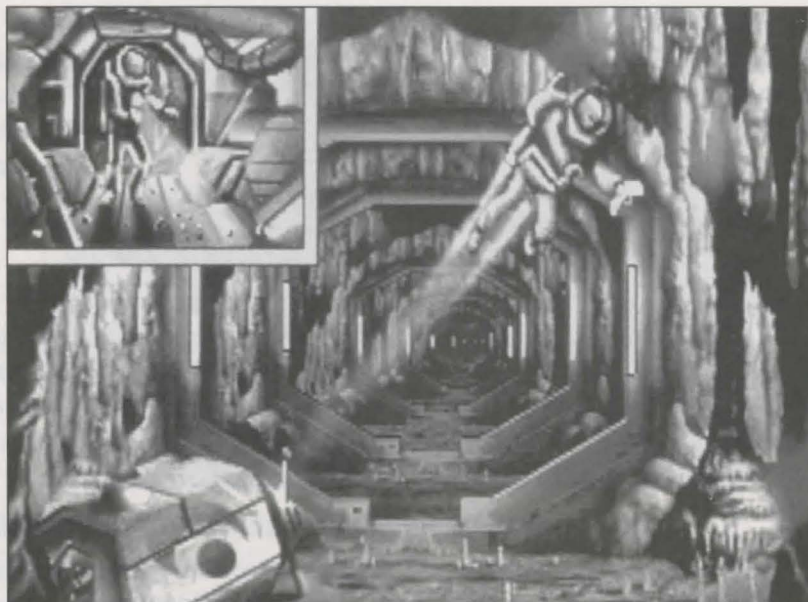
Mission Requirements: A fake Praetorian Judge ID.

Go toward Terminus TB and enter the Janus Tower. Check the schedule for the list of cases for that day, then head for the session. Go into your inventory and get the fake ID. Exchange it for the real ID. Go back to the Astroport and get on the space shuttle. Save your game.

Mission 6: The Ditroxyl Mines

Mission Requirements: Judge's robe and a real Praetorian Judge ID. (No other card should be in your pocket except those from the travel agency.)

Rent a shuttle to the ditroxyl mine planet. To land, arrive at a very low speed. Once inside, show your papers to the guard and continue. Important: Do not speak to or fight with anyone. Take the drill to get into the mines. Save your game. You'll find a lot of boxes. Look on the top right corner, second box from the top.



Inside the box you'll find a container; examine its contents. You'll get a message of warning and a graphic screen. Do not open the green box. Save your game. When you finish, go back to ROMA II.

✖ **Hint:** The landing field is actually a few miles from ROMA II.

Be sure to save your game before going back.

Mission 7: The Jail

Mission Requirements: None.

When you arrive, you'll be accused of murdering Sylvia, then thrown in jail, with all your possessions confiscated. Accumulate enough food and drink to swap for a pain tester. To initiate the swap, defend a prisoner during a meal. Once you get the pain tester, you're ready to face the gladiator in the arena. Save your game; then fight the gladiator.



Keep an eye on the King's thumb and follow his instructions at the end of the fight. After three fights you will be saved—and make an interesting discovery.

Final Mission: Koshan Tower

Wait until midnight before entering the Tower. Save your game. Watch the video camera, turn right to disconnect the alarm system, then go back down the corridor toward the trunk. Turn on the lights found on the left-hand side.

Created by: Computer's Dream

Published by: UBI Soft

To order, contact:
UBI Soft
Sales Department
1505 Bridgeway, #105
Sausalito, CA 94965

For direct orders, call:
1-415-332-8749



15

MYST

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



OK, so you're hopelessly *Myst*-ified. Don't be ashamed. It happens. Hey, it happened to me. Me, the Condor, the Bird Brahmin. I'm here to state categorically that, in the realm of CD-ROM entertainment, you will not find a more compelling, more *atmospheric*, more fully realized alternative world than *Myst* . . . not by a long shot.

First, there's the *Myst* mystery. You'll find yourself obsessed with that fireplace door. *What's it do? Is that liquid mercury or what?* Or maybe you'll have haunting existential dreams about tree-climbing in the Channelwood Age—up, down, up, down, nothing happens, no progress, *nada*. Or maybe your personal *Myst* nightmare will involve aimless maze-running in the bowels of the Selenitic Age. I myself wanted to tell that blasted Observation Tower to go rotate itself.

The Story

You're in a library one day and you stumble upon an intriguing handwritten journal, simply entitled *Myst*. It describes a remarkable island world, accompanied by a stunning illustration of a wooden dock. The rendering has so much depth that you instinctively lay your hand on it . . . and suddenly you are transported through a portal to that very wooden dock! You begin to explore, and discover you're on an island covered with sophisticated structures—a library, a planetarium, a clock tower, and others. There isn't a soul in sight. Yet everything is so pristine that the place seems to have been only recently abandoned.

You eventually learn that a man named Atrus has learned a remarkable skill. Using some arcane technology, he has been able to create entire worlds (called *Ages*) in books, then travel to those ages through the books themselves. By the time you arrive, his library has been mostly destroyed.

Two undamaged books, however, contain unsettling images of two young men, named Achenar and Sirrus. You learn that these are the sons of Atrus, and that they are literally alive and imprisoned within the books. Even more unsettling is a holographic message from Atrus in a secret room on something called a *dimensional imager*. Atrus believes he has been horribly betrayed by one of these two sons.



Your job: Find out which one.

Your investigation eventually leads you to the four remaining Ages created by Atrus. Each is entirely unique: Channelwood is a village of treehouses and walkways suspended above a sunken island, powered by an ingenious water technology; Selenitic is the burned-out husk of an island (destroyed by some sort of celestial bombardment), which harbors a magnificent underground labyrinth; Mechanical is a man-made island that swivels on a central pivoting mechanism; and Stoneship is an odd combination—half ship, half rock cavern—with eery submersible quarters.

The Verdict

Let's not mince words. *Myst* is the purest, most addictive experience The Condor has ever had on the computer. We're talking total immersion here. Sound and music have never been used more effectively in a game to enhance the mood, the atmosphere. (You'll actually want to turn up the soundtrack—a rare desire when it comes to computer games, as you probably know.) And the visual composition—the level of detail—is truly unprecedented. This is an ocular feast.

As a result, Cyan/Brøderbund's *Myst* finishes in a three-way tie for The Condor's Best CD-ROM Game of the Year, along with Trilobyte/Virgin's *The 7th Guest* and Infocom/Activision's *Return to Zork*. Let me summarize these games this way: *Zork* is the most fun and kinetic; *The 7th Guest* is probably the most innovative and mesmerizing; but the world of *Myst* is the only one that I dreamed about for weeks after I finished it.

* * *

General Tips

Please read the following section about the Map first! Much of the Walkthrough is based on the assumption that you know how the Map works.

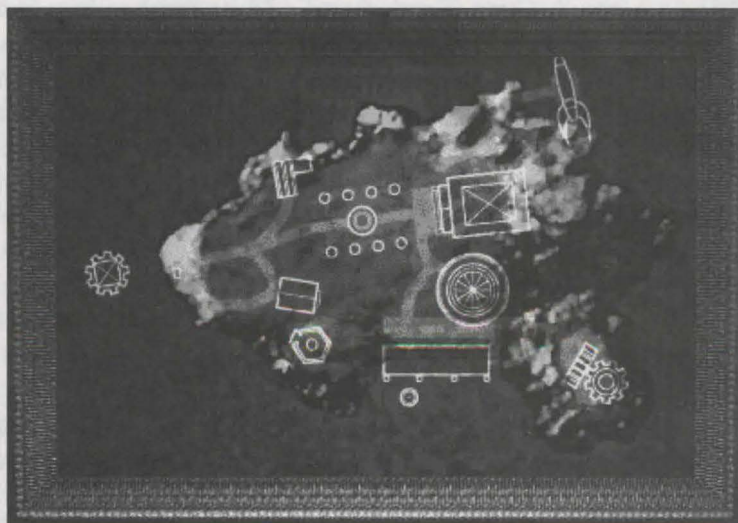


About the Map in the Library

Each time you activate a Marker Switch (that is, flip up its handle) on the Island, a corresponding icon is activated on the Map in the Myst Library. When you approach the Map, these activated icons light up. You can then use the Map to rotate the observation tower to view the island landmarks represented by each icon. This rotation reveals important clues inside the tower.

Here's how the Map works:

1. First activate the Marker Switches at these four locations on the island: dock, sunken gear, spaceship, and log cabin. (You need to turn on all eight Marker Switches to complete *Myst*, but these four are the only ones necessary for transportation to other Ages.)
2. Go to the Map. Click and hold on the tower icon (flashing concentric circles) at the Map's far right. This activates a white beam which swings in an arc around the Map.
3. Notice that the beam turns red when it passes over the four icons that correspond to the four locations mentioned above.



The tower rotation map in the Myst Island Library is the key to unlocking the other wonders of Myst, including travel to the four Ages.



Release the mouse button when the beam turns red—for example, over the spaceship icon. You'll hear the tower rotate until the viewing slot faces the location represented by the icon on the Map—in this case, the spaceship on its launch pad.

4. Now approach the bookshelf painting (to the left of the bookshelf) and click on it. When the secret passageway appears behind the bookshelf, follow it to the elevator.
5. Click on the elevator door to close it, then click on the blue button marked *Library*. This takes you up to the tower. Click on the door again to open it.
6. If you want, you can climb the ladder directly in front of you. You'll see that the viewing slot now frames the location you designated on the Map (again, in this example, the spaceship).
7. Go around behind the elevator and climb the "key" ladder (the ladder marked with the key inscription). At the top, you'll find a plaque inscribed with a clue.

Now you need to figure out what the clue means, where and how it can be implemented, and so on. For more on each of the four clues you'll find in the tower, read the rest of this walkthrough.

The Object of Myst

Overall, your goal is to uncover the story of Atrus and his sons, Sirrus and Achenar, then decide who is telling the truth, who is lying, and who should be set free.

More specifically, you need to:

1. Bring the red and/or blue pages from each Age back to the Library, place them in their respective books, and view messages from Sirrus and Achenar. Ultimately, you must choose freedom or continued imprisonment for each brother.
2. Find and combine the two halves of a torn journal page in order to gain access to the Marker Switch Vault on Myst Island.
3. Discover the access code for a secret compartment in the Library, where you will make your final decisions.



About Red and Blue Pages

Each Age holds one red page and one blue page. One of your primary goals, as mentioned above, is to bring them back. But note: *Only one page can be carried at a time.* If you're already holding the red page and try to pick up the blue page, the red page will automatically transport back to the place where you found it.

So in order to get both pages, you'll have to bring one back to Myst Island, then make a return trip to the Age to get the other one. This isn't particularly difficult, however. Once you've solved a puzzle in *Myst*, it stays solved. For example, if you've entered a code into a portal mechanism, it will still be entered when you return.

You don't need to bring both pages back from every Age in order to complete the game. If you decide after the first viewing that you want to help only Sirrus and not Achenar, you can bring back only the red page from each Age. Or vice versa. But in order to get the final clue, you'll need to bring *all* the red pages or *all* the blue pages. You can't just bring two red pages and two blue pages, for example.

About the Dimensional Imager

In the forechamber behind the recessed door by the Myst Island dock, you'll discover a device called a Dimensional Imager. You don't need to find the Imager to complete the game, but it's kind of fun to play with. The control panel is on the wall by the exit. Click on the button at the upper left to open the front cover. You can enter each of the three codes listed on the cover of the panel (40, 47, 67) and view those images by pressing the button on the front of the Imager itself.

If you read the note that Atrus left for Catherine on the lawn by the Planetarium (hard to miss), you know that you can view an additional 3-D image if you enter the number of Marker Switches on the island into the control panel. You can wander around the island counting the switches, or you can read the next few words in which we tell you that the correct number is 8.

Enter **08** into the Imager and meet Atrus.



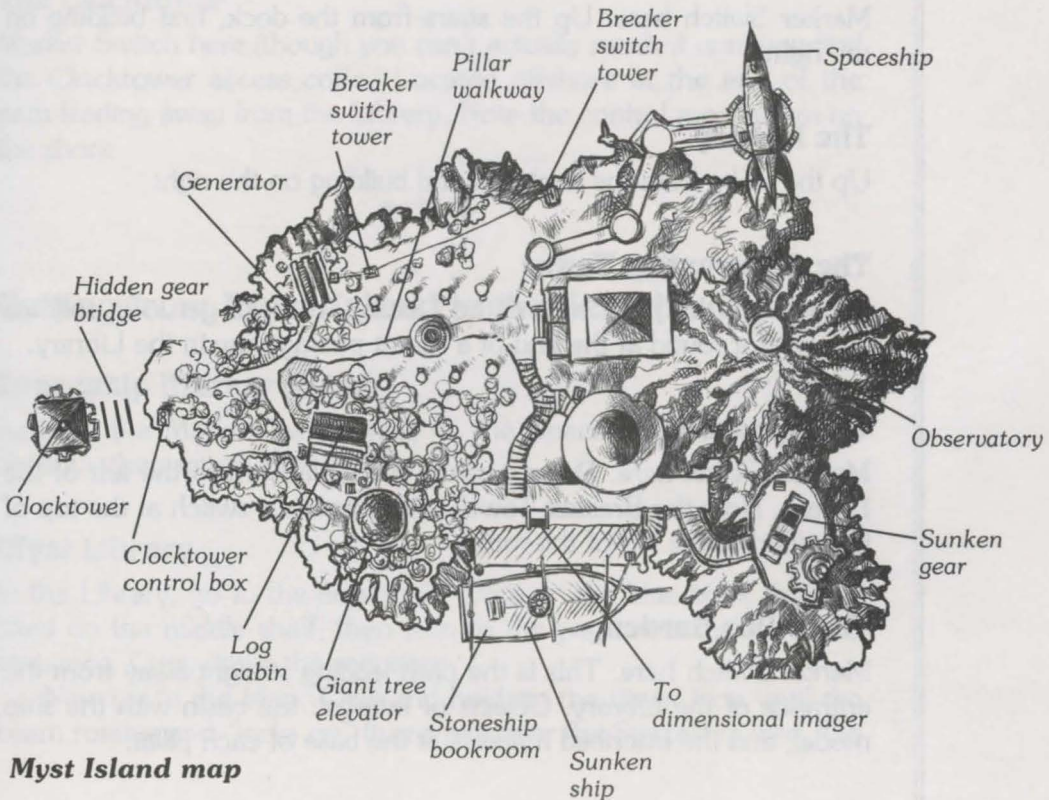
Pick an Age. Any Age

Keep in mind that the game does not have a strictly linear structure. You can explore the four Ages—Selenitic, Stoneship, Mechanical and Channelwood—in any order you wish. My Flythrough solution sequence below was chosen arbitrarily.

* * *

The Flythrough

The first thing you should do upon arriving in Myst is explore, turning on Marker Switches wherever you find them. Here's a quick list of the important locations on the island. Locations with Marker Switches are noted.





The Dock

Marker Switch here. No exploration necessary. This is where you begin the game. Note the sunken ship to the right and the door recessed in the retaining wall to the left.

The Dock Forechamber

This chamber lies behind the recessed door at the dock. It contains the Dimensional Imager.

The Sunken Gear

Marker Switch here. Straight ahead up the steps from the dock.

The Planetarium

Marker Switch here. Up the stairs from the dock, first building on the right.

The Library

Up the stairs from the dock, second building on the right.

The Observation Tower

Located on the peak behind the Library. You can get to it only via an elevator found at the end of a secret passageway in the Library.

The Spaceship

Marker Switch here. Down a ramp on a platform to the left of the Library. Note the Breaker Tower (with a breaker switch at the top of its ladder) to the left of the ramp.

The Pillar Garden

Marker Switch here. This is the path leading straight away from the entrance of the Library. Objects of interest: the basin with the ship model, and the inscribed markers at the base of each pillar.



The Generator Cave

Marker Switch here. This is the brick structure farther down the path, just past the Pillar Garden. Downstairs is the generator room. Note the Breaker Tower (with a breaker switch at the top of its ladder) just to the right of the structure.

The Log Cabin

Marker Switch here. The cabin is hidden in the trees down the left side of the path, not far from the Generator Building.

The Giant Tree Platform

Behind the Log Cabin, to the right.

The Clocktower

Marker Switch here (though you can't actually reach it until you find the Clocktower access code.) Located offshore at the end of the path leading away from the Library. Note the control mechanism on the shore.

* * *

Getting from Myst Island to the Selenitic Age

Spaceship Marker Switch

Activate the Marker Switch next to the Spaceship (if you haven't already), then return to the Library.

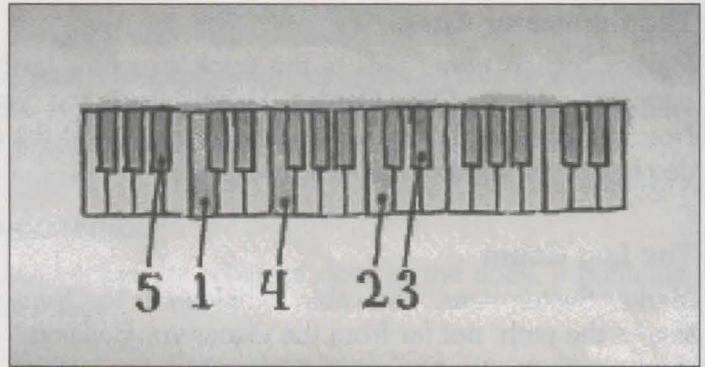
Myst Library

In the Library, go to the bookshelf. Click on the blue book that sits tilted on the middle shelf, then turn to the page with the keyboard sequence. Copy down the sequence.

Now go to the Map. Click and hold on the tower icon until the beam rotates and "locks on" (turns red) over the Spaceship icon. Go



Here's the keyboard sequence from the Selenitic journal. You'll need this to set the slider bar code in the spaceship.



to the observatory tower. (If you don't know how yet, refer back to "About the Map in the Library.")

Myst Observatory

The lookout slot should be lined up to view the Spaceship. Go behind the elevator and climb the ladder with the "key" insignia. The plaque at the top should read *59 volts*. Go to the generator cave.

Generator Cave

There are 10 generators, each with a different voltage output. Each can be turned on and off by clicking on one of the buttons (two rows of five) on the control panel. You need to activate a combination of generators whose voltage adds up to 59 volts in order to power up the Spaceship.

Note: If you select a combination that adds up to *more* than 59 volts, you trip a breaker switch that cuts power to the Spaceship (measured on the control panel's right gauge) to zero. If this happens, you'll have to go out and check the Breaker Towers and see which of the two switches was tripped. (The tripped switch will be in the down position.) Just click on the tripped switch to throw it back up.



Of course, you can avoid tripped switches by simply pressing these generator buttons:

Left Row

one (10v)
three (18v)

Right Row

three (22v)
four (19v)

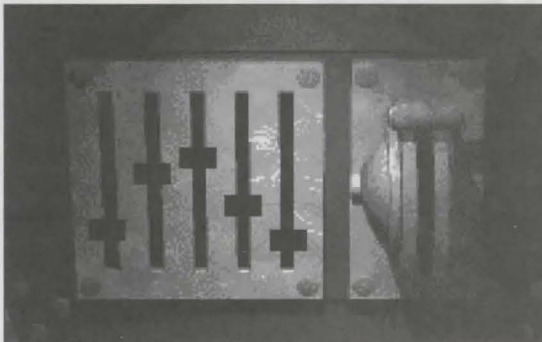
Now go to the Spaceship.

Spaceship

When you click on the door, it will open. Enter and go to the keyboard to the right. Play the five-note keyboard sequence you copied from the Selenitic journal in the library, and listen carefully. Then go to the tuner at the other end of the Spaceship and enter the sequence in order, from left to right, by moving the slider bars.

Note: If you don't have great auditory retention, you may have to play the first note on the keyboard, then go and enter it on the tuner, return and play the second note, go back to the tuner and enter it, and so on, until all five notes have been entered in sequence.

Pull the handle on the tuner mechanism. The "transport" book will appear in the viewscreen. Click on the book to see an animated "flyby" of the Selenitic Age island. Click on the viewscreen again to be transported to the Selenitic Age.



Here's the correct slider bar-code entered on the tuner in the spaceship. Pull the handle, and you're off to the Selenitic Age!



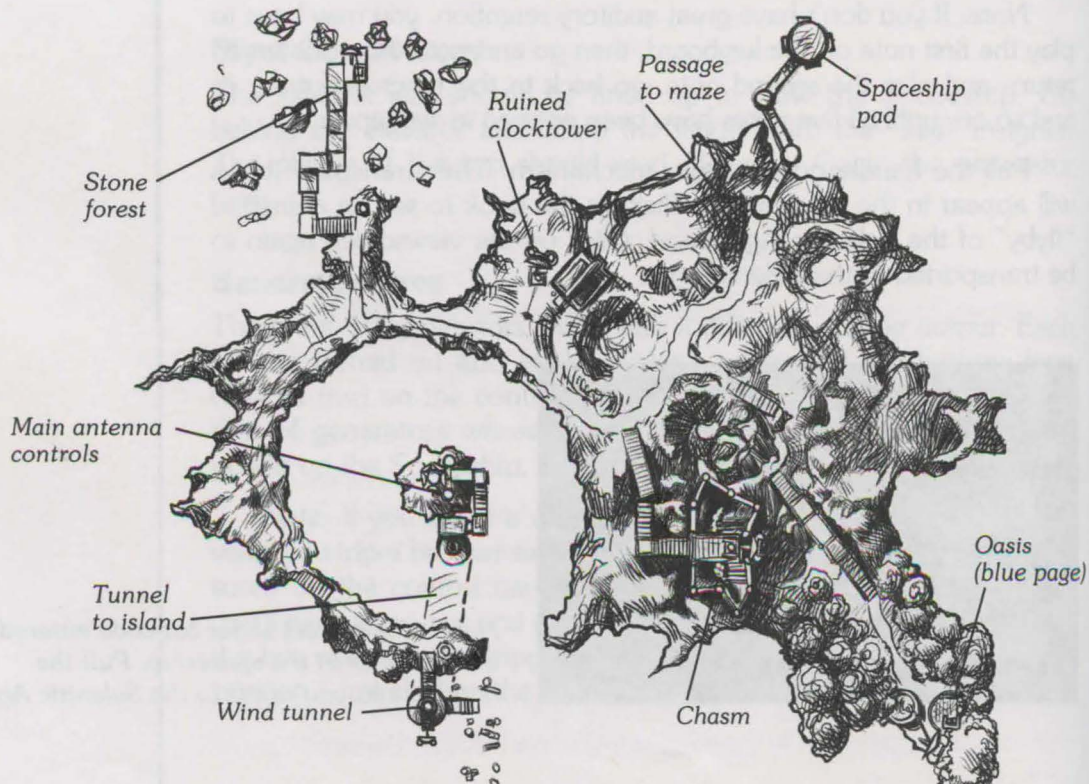
* * *

Selenitic Age

The main puzzle here is to discover a five-sound sequence that you can enter into the slider-bar mechanism at the portal building door. (The portal building is the first structure you encounter after leaving the Spaceship.) Once you enter the correct code, you can open the door and go down to the Mazerunner.

Activate the Transmitters


Travel around the Age and turn on each transmitter. There are five in all. Each one is activated in the same way: Simply click on the red



Selenitic Age map



button beneath the golden icon on each podium. This switches on a nearby microphone, which picks up that location's sound and transmits it to a central receiver on the island in the middle of the lagoon.

 **Hint:** Each of the icons on the antenna podiums is associated with the particular sound at that location. It's a good idea to sketch all the icons and describe each associated sound.

Chasm

Just past the portal building is a brick stairway to the left of the path. Follow this up to a platform over the chasm. Activate the transmitter.

Oasis

From the bottom of the chasm stairs, look back in the direction of the Spaceship. To the left is the portal structure. To the right, you'll see a worn path. Follow that path to a lush, green oasis. You'll find the Blue Page on a platform to the left of the main podium at the oasis. Activate the transmitter.

Clocktower Ruins

From the portal, follow the path past the chasm stairway. The Clocktower will loom ahead on your right. Activate the transmitter.

Stone Forest

Proceed past the Clocktower down the narrow peninsula to a Y-branch. Take the right fork out to an offshore platform. The Red Page sits atop the podium here. Remember, you can only bring back one page at a time. To get both, you'll have to make a return trip. Activate the Stone Forest transmitter.

Windtunnel

Take the left fork at the Y-branch in the peninsula. The windtunnel podium is behind an opening that looks like a well. After you've



activated the transmitter, go down the ladder and follow the tunnel to another ladder. (The switch at the bottom turns on a tunnel light, but you don't absolutely need it to traverse the tunnel.) Go up the far ladder.

Receiver Antenna Tower

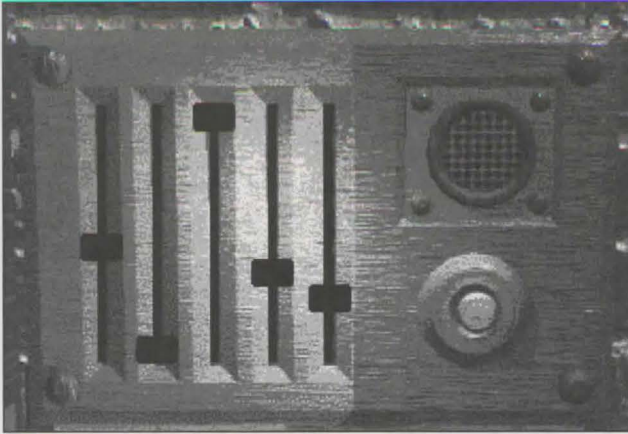
Click on the main antenna podium to open the steel doors. Five camera/receivers face 0 degrees from this main podium. Your task is to aim them at the five transmitters on the island, then press the Σ button to get the proper code sequence to enter in the portal door-slider mechanism. If you want the simple solution, skip ahead to the next section, "Portal Code Sequence." If you want to solve this puzzle step by step, here's what to do:

1. Click on the first button (the Oasis icon), then click on the arrows to swing the camera around in a 360-degree arc. Move in small increments, then stop and listen for the sound that corresponds to the icon on the button—in this case, running water.
2. When you get within 5 degrees of the correct alignment, the sound becomes faintly audible and the appropriate directional arrow flashes, showing you which way to rotate the camera.
3. When you hit the exact degree mark, the static disappears and the sound "locks in" clearly.
4. Repeat this process with the other four icon buttons.
5. When you've got all five receivers aligned, press the Σ button at the bottom. The portal code sound sequence will play, so jot it down in the correct order. Remember, the portal slider-bar mechanism relies on *sound only*. If you have poor sound memory, you might want to jot down a note *describing* each sound in the *sequence*.

Portal Code Sequence

Here, for the impatient, are the proper camera/receiver alignments and the code sequence:

1	Stone Forest	15.0
2	Oasis	153.4



Refer to this picture only if your sound-recognition faculties are impaired. This is the correct slider code sequence entered on the portal lock.

3	Windtunnel	212.2
4	Chasm	130.3
5	Clock	55.6

Go back to the portal door and input the sounds from left to right in the order listed above. Push the button.

Selenitic Maze

Go down the passageway to the Mazerunner rail car. Click on the blue button to open the door, get in the car, then sit in the driver's seat. Click on Forward to lower the Mazerunner into the maze. Then navigate the maze by clicking on the arrow buttons to select directions according to the sound cues given.

✖ **Note:** If you miss a sound cue, replay it by pressing the red button on the control panel.

Here are the sound/direction cues:

N	small bell	<i>bing</i>
S	dull bell	<i>clank</i>
E	airbrake	<i>fwssss</i>
W	bird	<i>twrrrrreeee</i>

NW, NE, SW, and SE combine the sounds of two directions



Also note: The Backtrack button is “smart.” When you click on it, the Mazerunner automatically moves back to the last correct position on the track.

Maze Solution

Here is the correct mazerunning sequence: N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE, and out. At the end of the maze, exit the Mazerunner. Go down the tunnel to the Myst book. Click on the book to open it, then click on the picture of the library ceiling on the right-hand page. You will be returned to the Myst library.

Optional: Return for the Other Page

After putting the page you retrieved in to its book and viewing the new message from the corresponding brother, you can return to the Selenitic Age for the other page. Simply go to the Spaceship again, click twice on the viewscreen (the correct code is still loaded), exit the ship, and then retrieve the page. Go back to the portal door (again, the code is already loaded) and renegotiate the maze to return again to Myst.

* * *

Getting from Myst Island to the Stoneship Age

Dock Marker Switch

Activate the Marker Switch at the Myst dock (if you haven't already), then return to the Library.

Myst Library

Go to the Map. Click and hold on the tower icon until the beam rotates and “locks on” (turns red) over the dock icon. Go to the observatory tower. (If you don't know how yet, refer back to “About the Map in the Library.”)



Myst Observatory

The lookout slot should be lined up to view the sunken ship. Go behind the elevator and climb the ladder with the key insignia. The plaque at the top will display the following:

October 11, 1984	10:04 A.M.
January 17, 1207	5:46 A.M.
November 23, 9791	6:57 P.M.

Go next to the Planetarium.

Myst Planetarium

Sit in the chair and pull down the star plotter. Enter the first date and time into the plotter, then press the button at the upper left. A constellation appears. Carefully sketch the constellation, then repeat the process for the other two star dates. Go back to the Library.

Myst Library

Go to the bookshelf. Click on the blue-and-red book that lies on the far right of the top shelf, then turn to the pages with the constellation drawings. Match the Stoneship journal drawings to your sketches. You should find: Leaf, Snake, and Insect. Go outside to the Pillar Garden.

Myst Pillar Garden

Click on the Leaf, Snake, and Insect markers. (Each insignia turns green when turned on.) You'll hear a rushing of water as both the boat model in the basin and the actual boat by the dock rise up and float. Go down to the dock.

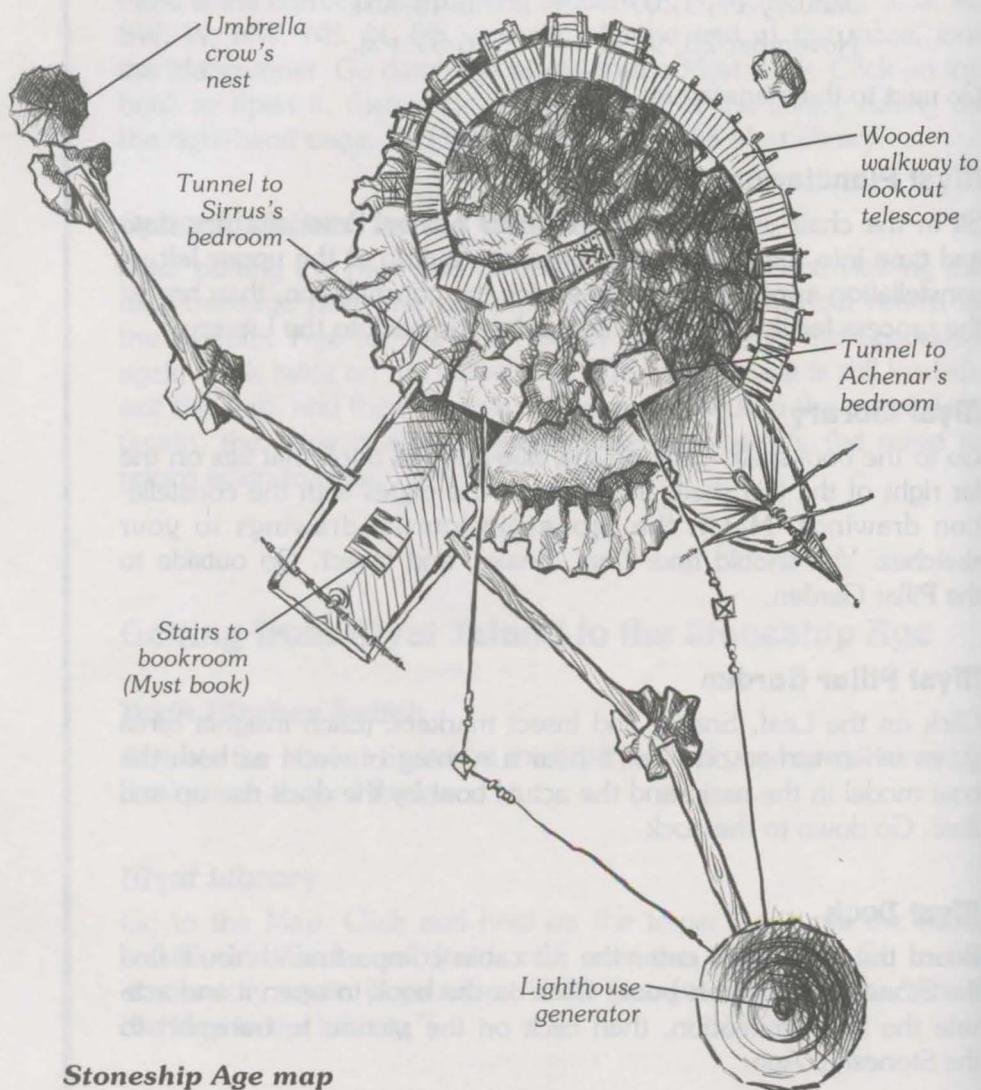
Myst Dock

Board the boat, then enter the aft cabin compartment. You'll find the Stoneship transport book. Click on the book to open it and activate the flyby animation, then click on the picture to transport to the Stoneship Age.



* * *

Stoneship Age



Stoneship Age map



Crow's Nest Pump

Go to the umbrella crow's nest. The three switches there pump out water in various parts of the ship/island:

RIGHT SWITCH	Pumps out lighthouse
MIDDLE SWITCH	Pumps out stoneship tunnels
LEFT SWITCH	Pumps out ship's aft hold (book room)

Click on the right switch to pump out the lighthouse. Now enter the lighthouse.

Lighthouse

Go downstairs and click on the spigot at the bottom left of the trunk. When the water finishes draining from the trunk, click on the spigot again to shut it (making the trunk watertight). Now go back to the crow's nest and click on the middle switch to pump out the ship's tunnels and reflood the lighthouse.

Return to the lighthouse. The trunk is now floating next to the key chained to the floor. Click on the key to unlock the trunk. You'll find another key inside. Take the key from inside the trunk. Climb the ladder and use the key to open the door on the ceiling.



Here's the Stoneship pumping station. Right pumps the lighthouse, middle pumps the tunnels, and left pumps the aft hold.



Lighthouse Generator

Upstairs, you'll find a generator with a battery pack. Click and hold on the generator to crank it up, which recharges the battery. Click on the battery to check the charge meter. (The light will run to the top of the meter when it's fully charged, which gives you about ten minutes of power to explore the ship.)

Telescope Lookout

This next step is not essential, but it does give you a clue for a later puzzle. Go up the wooden bridge path to the lookout telescope. If you scan the horizon, you'll find a blinking light. (The light won't blink if you haven't fired up the generator yet.) Note the compass direction of 135 degrees.

The Stoneship

Now it's time to explore the brothers' bedrooms. Sirrus bunked in the room down the stairs leading from the rear half of the ship; Achenar, in the room off the front half. Remember, you can take only one page at a time.

Sirrus's Bedroom

In Sirrus's room, find the red page in the bottom drawer of his dresser chest.

Achenar's Bedroom

In Achenar's room, find the blue page on the bed. Also discover a very important clue in the chest of map drawers, second drawer from the bottom—half of a torn journal page. *Very important:* Write down the message!

✖ **Note:** If the battery pack runs out of power while you're downstairs, you'll need to fumble through the dark back to the lighthouse, then crank up the generator again.



Compass Room

On the way back up the stairs from either brother's room, you'll find a sliding panel on the first landing. (It's marked by a red square.) Click on it to enter the secret compass room. When you reach the compass, click on the button corresponding to 135 degrees. (Remember the blinking light in the telescope?) It's the twelfth button clockwise from due north, at the tip of the lower right red ray. This button turns on the submersible lamp outside the watertight windows, lighting up several important underwater chambers.

✖ **Note:** If you hit the wrong button, the lights will go out. Again, you'll have to stumble back up to the lighthouse in the dark, then fire up the generator.

Crow's Nest Pump

Go to the crow's nest and push the left switch to pump out the aft hold, where the book room lies. Return to the ship and go downstairs into the hold. (Your way is lighted by the submersible lamp.) Click on the table in the book room. The Myst book will appear. Click on the book to open it, then click again on the picture to return to the Myst Library.

Optional: Return for the Other Page

As always, you can return for the other brother's page.

✖ **Note:** Besides pumping, you also have to crank up the generator and reset the compass to 135 degrees before you can get back down to the book room.

* * *

Getting from Myst Island to the Mechanical Age

Gear Marker Switch

Activate the Marker Switch at the giant sunken gears (if you haven't already), then return to the Library.



Myst Library

Go to the Map. Click and hold on the tower icon until the beam rotates and "locks on" (turns red) over the gear icon. Go to the observatory tower. (If you don't know how yet, refer back to "About the Map in the Library.")

Myst Observatory

The lookout slot should be lined up to view the giant gears. Go behind the elevator and climb the ladder with the "key" insignia. The plaque at the top will display the following:

2:40

2, 2, 1

Go to the clocktower site.

Myst Clocktower

Use the wheels on the control box by the shore to set the clock on the tower to 2:40.



Note: Each click of the large wheel moves the clock's big hand forward five minutes; each click of the small wheel moves the clock's small hand forward one hour. Once the time is set, push the red button. A gear bridge will rise out of the water.

Go across the bridge to the Clocktower and activate the Marker Switch. Go inside the Clocktower. You'll see a gear and lever device with three numbers, set at 3, 3, 3. You need to reset it to 2, 2, 1. Each lever, left and right, works in two different ways:

Pull and Release Right Lever. Moves top two numbers one digit.

Pull and Hold Right Lever. Moves the top number once for every full rotation of middle numbers.

Pull and Release Left Lever. Moves bottom two numbers one digit.



Pull and Hold Left Lever. Moves bottom number once for every full rotation of middle numbers.

✖ **Also note:** You can change numbers only until the counterweight on the left wall hits the ground. If that happens, reset the mechanism back to 3, 3, 3 by pulling the handle on the back wall.

Setting the Gears

To enter the correct gear numbers: Pull and release the right lever twice. This gets the 2 on top. Then hold the left lever down. When the 1 appears on the bottom gear, wait until the middle gear's 2 rotates back around, then release immediately. Go to the giant sunken gears on the other side of the island.

Myst Sunken Gears

The main gear will be open, revealing a secret compartment that contains the Mechanical transport book. Click on the book to open it and activate the flyby animation, then click on the picture to transport to the Mechanical Age.

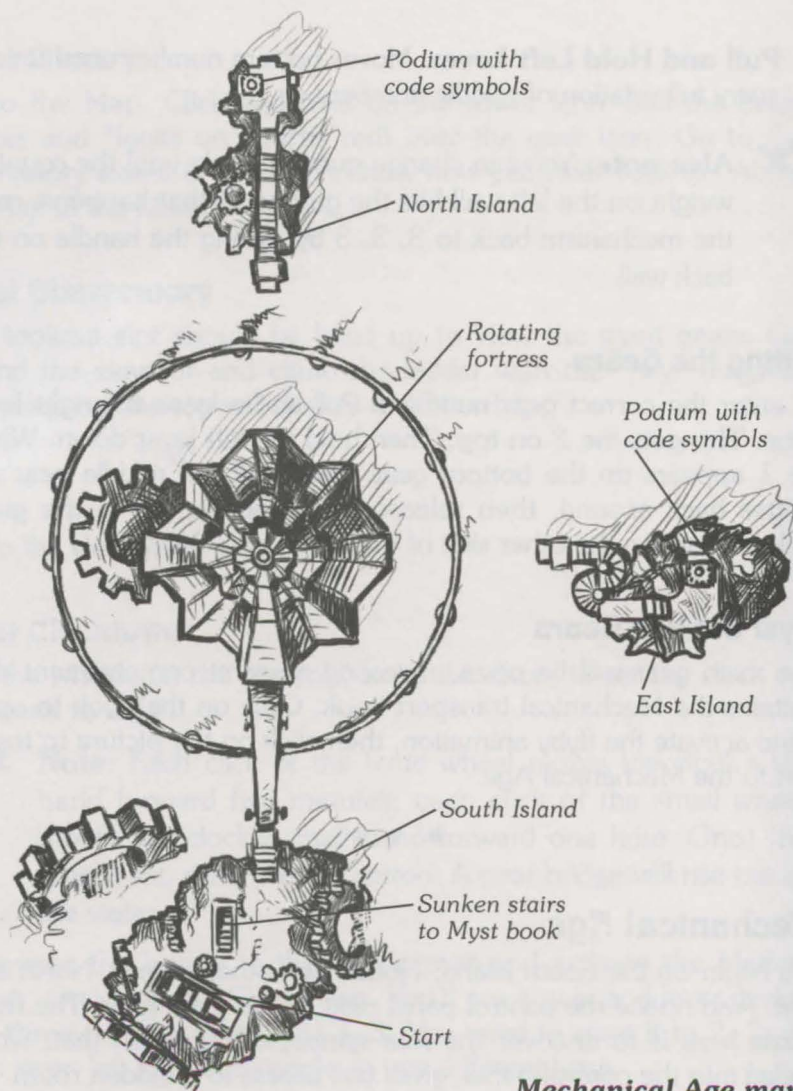
* * *

Mechanical Age

You begin on the South island. Notice two other islands, North and East. Also notice the control panel next to the giant gear. The main puzzle here is to discover the four-symbol combination that, when loaded into the control panel, gives you access to a hidden room.

Cross the bridge and explore both of the brothers' rooms.

✖ **Note:** The two pages are hidden in secret storage rooms behind the main rooms.



Mechanical Age map

Sirrus's Room

In Sirrus's room, click on the recessed metal panel just to the right of the chair near the floor. The panel opens into a secret back room. The red page is in the top chest in the back left corner of the room. Also of interest: a note from Achenar, scrolled and tucked into the wine rack on the right side.



Achenar's Room

In Achenar's room, practice on the fortress rotation simulator before going into the secret room. Then click on the recessed metal panel (marked by a yellow stripe) just to the left of the chair. The blue page is beneath the shelf of poisonous vials and potions on the right side of Achenar's secret room.

Elevator Control

Go to the back hallway connecting the rooms of Sirrus and Achenar and press the red button. Go down to the elevator control panel. Push the lever; the control hub will rotate. Line up the openings in the two circles on the indicator to the left of the lever. (The circles turn red when properly aligned.) Now go back upstairs and press the red button again. When the stairs rise up, go forward into the elevator and push the up arrow.

Fortress Control

When you arrive at the top floor, push the middle button, then hurry out. The elevator will drop, revealing the fortress rotation controls. The right handle controls the rotation; the left controls the power. *Your goal here is to rotate the fortress entrance ramp to both the North and East islands, where you'll find the two halves of the access code inscribed on podiums.*



Condor's warning: The controls are very sensitive and can be frustrating. All I can say is keep trying. Here's one tip, though: If the rotation gears start spinning wildly out of control, you can stop them by dropping the left (power) handle down to zero and pushing the right (rotation) handle all the way forward. When the gears stop, let the right handle back down gently.

North and East Islands

The North island has the first half of the code; the East island, the second half. Be sure to sketch the symbols. Once you've gotten to



Here's the four-symbol code that opens a passage to the secret Myst book chamber.



both islands, rotate the fortress until it links with the South island (with the giant gear) again.

South Island

Go to the control panel and enter the four-symbol code—which, if you number the symbols in order, turns out to be 2851. Go down to the secret book chamber. Click on the Myst book to open it, then click on the picture to return to the Myst Library.

* * *

Getting from Myst Island to the Channelwood Age

Log Cabin Marker Switch

Activate the Marker Switch by the log cabin (if you haven't already), then return to the Library.

Myst Library

Go to the Map. Click and hold on the tower icon until the beam rotates and “locks on” (turns red) over the cabin/tree icon. Before



going to the tower, retrieve the Channelwood book from the bookshelf; it's the green-and-red one at the far left of the top shelf. Open to the last page and copy the diagram of the tree hut village. *Be sure you copy it exactly.* Certain important details are not entirely obvious. Then go to the observatory tower. (If you don't know how yet, refer back to "About the Map in the Library.")

Myst Observatory

The lookout slot should be lined up to view the giant tree behind the cabin. Go behind the elevator and climb the ladder with the "key" insignia. The plaque at the top will display the following combination: 7, 2, 4. Go in to the log cabin.

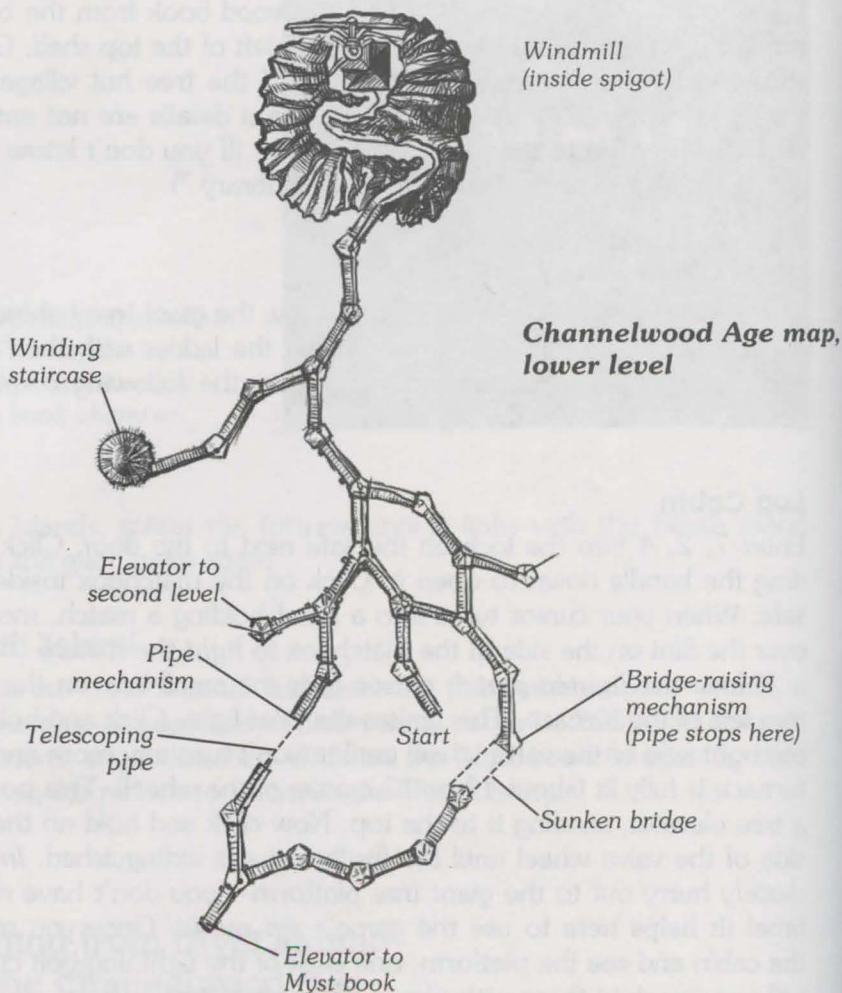
Log Cabin

Enter 7, 2, 4 into the lock on the safe next to the door. Click and drag the handle down to open it. Click on the matchbox inside the safe. When your cursor turns into a hand holding a match, move it over the flint on the side of the matchbox to *light* the match.

Move the *lighted-match* cursor over the small box on the bottom left of the furnace. This ignites the pilot light. Click and hold on the right side of the valve wheel until it won't turn any more and the furnace is fully lit (about 10 or 12 cranks of the wheel). This powers a tree elevator, sending it to the top. Now click and hold on the left side of the valve wheel until the furnace fire is extinguished. *Immediately* hurry out to the giant tree platform—you don't have much time! (It helps here to use the game's *zip mode*. Once you round the cabin and see the platform, one click of the lightning-bolt cursor will zap you right there with plenty of time to spare.)

Tree Elevator

When the tree elevator's door reaches ground level, click on it to hop in, then ride down to the underground room. There you'll find the Channelwood transport book. Click on the book to open it and activate the flyby animation, then click on the picture to transport to the Channelwood Age.



Channelwood Age

The key to this Age is understanding the water power network. You need to redirect water through the piping system on the lower level of Channelwood in order to power different mechanisms. Simple switching devices are located at almost every Y-fork in the pipes. To redirect the flow of water one way or the other, simply click to flip the switch to the left or right.



Here's one of the switching devices that lets you direct water power to various devices in the Channelwood Age.

✧ **Important tip:** *Make a map of the lower walkways as you go along. It will save you a lot of time. (Of course, this is a cheat book, and I did include such a map just for you.)*

Windmill

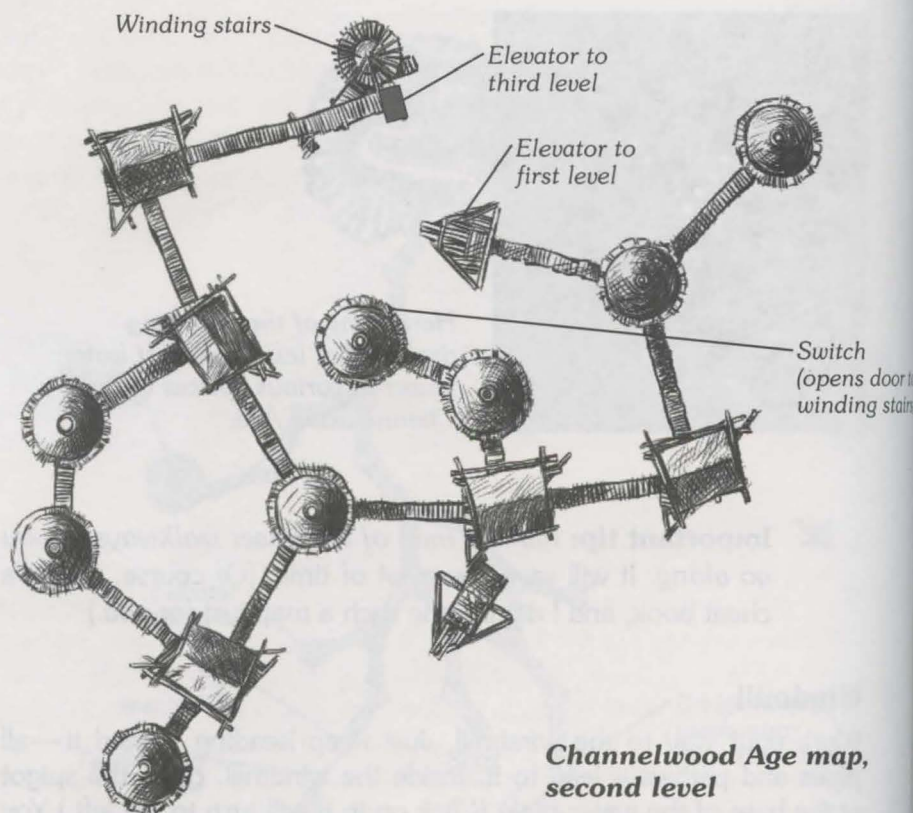
Work your way to the windmill. Just keep heading toward it—all pipes and pathways lead to it. Inside the windmill, open the spigot at the base of the water tank. (Click on it; it will turn to the left.) You should hear water flowing more loudly now. Exit the elevator and head back to the forest.

Elevator to Second Level

Next, redirect water to the elevator box that leads to the second level. At the first fork from the windmill, direct the water to the left. Then follow this order at succeeding forks: right, right, right. Take the elevator to the second level. (Get in, close door, pull handle.)

Second Level

The sketch from the Channelwood book is a map of this level of interconnected huts. Your task here is to find a way to open the upper and lower gates to the winding staircase so that you can get to the second level without using the elevator.



**Channelwood Age map,
second level**

Look on the Map. You'll see that one hut is connected to the winding staircase by a dotted line. Go to this marked hut. (From the elevator, go straight to the first hut, then go right three times, then straight ahead.)

Hut Switch

In the marked hut, you'll find a red switch. Pull the handle on the switch. This opens the gate at the top of the winding staircase. Use the Map to work your way to the winding staircase.

Winding Staircase

Go down the stairs and open (just click on) the gate at the bottom.



Elevator to Third Level

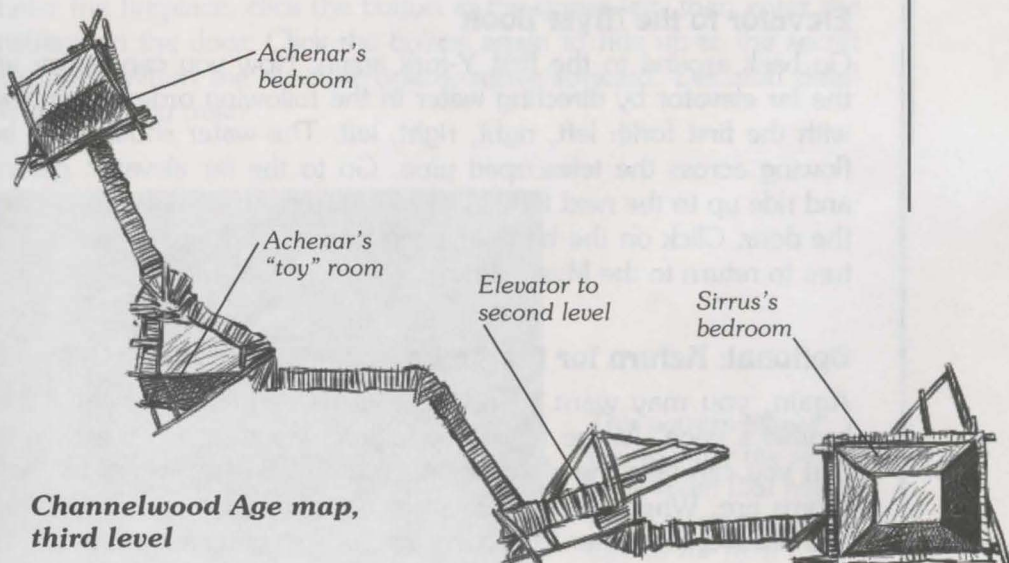
Now follow the walkway back to the first fork. At the first fork, redirect the water to the right. Then go back up the winding staircase. Get into the elevator at the top of the winding staircase and take it to the third level. Exit the elevator and follow the walkbridge straight ahead to Achenar's bedroom—it's the second room down the path.

Achenar's Bedroom

The blue page is on the floor next to the hologram device. As you return to the elevator, you'll see a walkbridge that runs to its right. Follow it to Sirrus's bedroom.

Sirrus's Bedroom

The red page is in the drawer of the desk on the left (the one beneath the window that frames the windmill). *Very important:* Also look in the right-hand drawer in the pedestal under the bed. There you'll find the other half of the torn journal page. Write down





its contents, combining them with those of the first half (which you found in Achenar's Stoneship bedroom).

Take the elevator back down, then go down the winding stairs and out to the first fork from the windmill.

Hidden Bridge

Power up the hidden bridge by directing water at the fork switches and following the flowing water in the following order (beginning with the first fork): left, left, right. At what seems like a dead end, you'll see that the pipes lead into a mechanism. Pull its handle. The hidden bridge will rise out of the water.

Telescoping Pipe

Continue down the path to the far elevator, then turn right and follow the other path (the one with water pipes) until you reach the dead end. Turn the crank to telescope the pipe across the gap. Now you can get water power all the way to the far elevator—the one to the Myst book.

Elevator to the Myst Book

Go back around to the first Y-fork again. Now you can power up the far elevator by directing water in the following order (beginning with the first fork): left, right, right, left. The water should now be flowing across the telescoped pipe. Go to the far elevator, get in, and ride up to the next level. The Myst transport book is just outside the door. Click on the book to open it, then click again on the picture to return to the Myst Library.

Optional: Return for the Other Page

Again, you may want to return to Channelwood for the other brother's page. At the first fork, redirect the water to the right so that you can take the elevator up to the third level, where the bedrooms are. When you get the page, simply return to the first fork and redirect the water to the left again. Now you can go straight to the far elevator and return to Myst.



* * *

Back at Myst: The Endgame

Myst Library

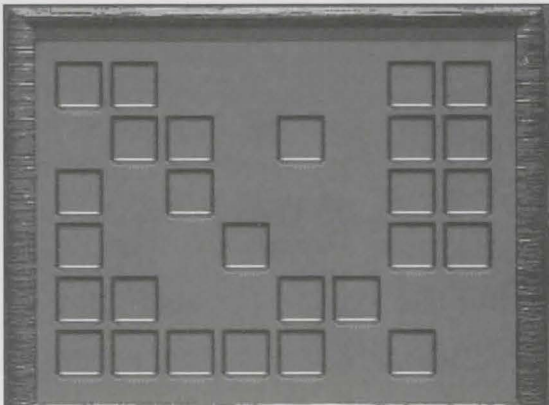
Listen to either brother's final message. If you've inserted pages from all four Ages, he'll tell you about the pattern on page 158 of the book farthest to the right of the middle shelf. Get the book, turn to page 158, and copy down the pattern. Now it's time to open the Marker Switch Vault.

Marker Switch Vault

Follow the directions from the torn journal page: Make sure all eight Marker Switches on the island are turned on. Then go to the dock and turn that Marker Switch off. Retrieve the white page from the open vault. Go back to the Library.

Myst Library

Enter the fireplace, click the button at the upper left, then enter the pattern on the door. Click the button again to ride up to the secret chamber. When the elevator opens, move forward. Decision time! Whom do you trust?



This pattern allows you to enter the secret book room that holds Atrus's green book, as well as the final red and blue pages.



The Green Book

Defy both brothers by clicking on the green book, then click on the picture of Atrus and listen to his message. When he's finished, click on him again to transport to Dunny. (Be sure you have the white page before you do this!)

Dunny

In Dunny, give the white page to Atrus when he asks for it. You've won! Now, if you'd like, you can use the Myst book that he offers you to transport back to the Myst Library and explore at your leisure.

Publisher: Broderbund Software

To order, contact:

Broderbund Software-Direct

P.O. Box 6125

Novato, CA 94948-6125

For direct orders, call:

1-415-382-4600



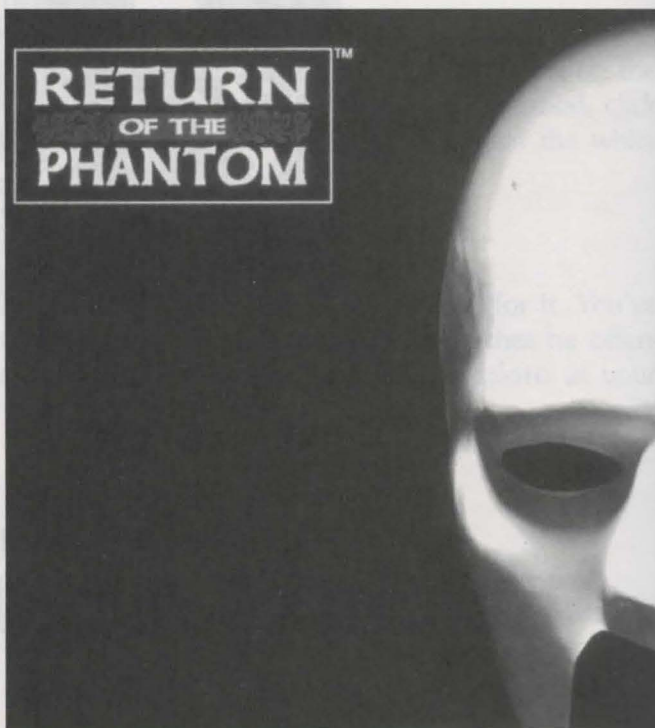
16

Return of the Phantom

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



God, I love horror. Death, decay, all that stuff—it's great! I mean, I'm a vulture, right? So once I got *Return of the Phantom* up and running, I nested in the media room and enjoyed a solid four hours of brooding, funereal gameplay. Although I must say that when the unmasking of the Phantom finally happened, I was a little disappointed.

I thought: Hey, I'm *much* uglier than that guy.

Jeebs had to explain to me that most humans don't spend the day ramming their heads into rotting animal flesh. I guess he has a point there.

The Story

It's 1993. You control Raoul Montand, a Paris detective investigating the deadly plunge of the famed Opera House chandelier into the



audience at a performance. The culprit? The mysterious Opera Ghost, who some believe is the same phantom who haunted the Opera House in the late 1800s.

But the night's dark deeds are not over. A scream, and you find yourself over the warm corpse of Christine Florent, star of the evening's opera. Was it the Ghost again?

The pursuit leads you to a catwalk far above the stage. Suddenly, a cloaked figure rises behind you. You feel his cold hands on your back, and down you go. A nasty fall, and a mysterious time passage to 1881.

So now you are the Comte de Chagny, opera patron and lover of Christine Daaé, a young singer about to make her debut. Miss Daaé bears a shocking resemblance to the deceased Miss Florent you just left back in 1993. Is there some kind of connection? Has the Phantom penetrated some trans-luminal event horizon, in effect forging a passage between the sheets of time? Do you like this style of writing? How many quasi-questions can one ask before the Writing Police arrive? Do you bowl? Where's the guy who brings those fruity tropical drinks?

Okay, so you ask detective questions, pick up stuff, get into the Catacombs, and go through a maze—with *puzzles*, no less. Hours of relentless mapping later, you emerge into a breathless final confrontation with Mozart himself!

Actually, you confront the Phantom, not Mozart. The good news is that I just won a bet with a guy who said there was no way I could mention Mozart three times in this book, which I just did. And for good measure: Mozart.

The Verdict

Except for too much walking around, this was a darn good little game. The Condor is quite fond of scary stories with dark, moody kinds of soundtrack music. And mood is the best thing *Return of the Phantom* has going for it. The realism of the Opera House setting—the attention to detail—creates the proper atmosphere for this kind of thing.

Overall, the writing is fairly good, too. Characters are distinct and well-drawn, and the dialogue is smooth, if a little predictable.



The puzzles are kind of easy, I guess—that's what all the reviewers said, anyway. But to hell with them. To hell with me, for that matter. You're the expert. You play the game and tell me what to write.

Hey, it's not like I'm getting paid to do this book.

* * *

General Tips

Be Exhaustively Inquisitive

Here's the only real tip I have for this game. Be sure to exhaust all the possibilities of each conversation that you conduct in *Return of the Phantom*. At the risk of being repetitive, ask or say *everything* you can ask or say to each character you meet. Have I made my point? Should I rephrase it and say it again?

* * *

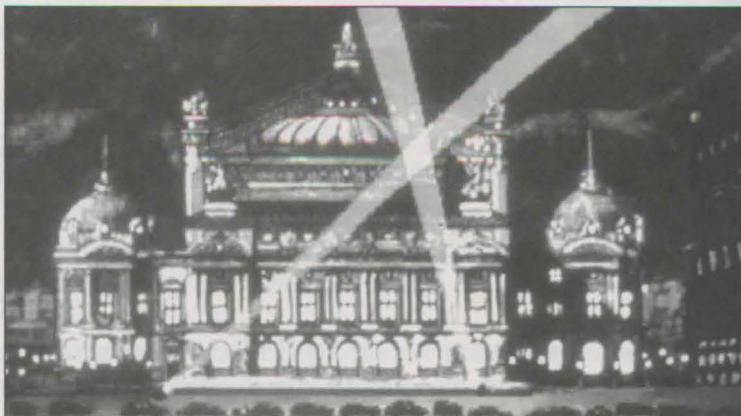
The Flythrough

Part One: 1993

Opera House

Follow Monsieur Brie. Ask him everything. After he leaves, go east through the orchestra pit, then walk through the orchestra door.

There's something "afowl" at the Condor's house quite frequently, but it certainly pales in comparison to the Opera House . . .





... where Parisian high society will soon get an eyeful of pomp, spectacle, and chandelier glass.

Trap Room

Climb the prompter's stand, then look through the prompter's box. (Gee, who's that guy?) Pull the lever next to the locked door at far right, then push the prompter's stand. Climb the prompter's stand again, then go through the trap door.

Stage

Walk across the stage and exit stage left. Talk to the gentleman there—it is Charles, the stage manager—and ask him everything. Now walk across the stage again and exit stage right. Take the yellow frame on the floor, then walk backstage.

Backstage

Go through the door at the back, walk up one flight of stairs, then walk through the door on the first landing.

First Floor: Julie Giry

Walk through the right door. Talk to Julie Giry, the ballerina, and ask everything. Exit to the corridor, exit to the stairwell, climb the staircase to the second floor landing and walk to the door.



Julie Giry is a veritable font of information. Ask her everything you possibly can.



Second Floor: Christine Florent

Walk through the left door. Talk to Christine Florent, the star diva, and ask everything. (Be sure you talk until she offers you the note in her dressing gown.) Exit, go back down two flights of stairs to the backstage area. Climb up the circular staircase.

Fly Loft

Walk across the catwalks to the left. Pick up the blue frame when you get to it. Keep going until you get to the chandelier trap. Take the large note pinned to the chandelier cable. Walk to the right until you can go back down the circular staircase. Now retrace your steps back out past the fallen chandelier into the Grand Foyer. Walk through the open door on the back wall.

Opera Library

Notice the smashed glass case. Take the book from the bookshelf just to the right of the manager's door at the far left. (Third shelf from the bottom.) Walk through the manager's door.

Manager's Office

Talk to Monsieur Brie. After you hear Julie's screams, walk into Christine's dressing room and listen to Julie. Go backstage to the circular staircase and climb up to the Fly Loft.



Catwalk

Keep walking across the catwalks until the Opera Ghost pushes you off.

* * *

Part Two: 1881

Stage Area

After your conversation with Christine and Richard, exit stage right take the yellow frame on the floor. Go back across the stage, exit stage left, and go backstage. Take the cable hook from the floor by the case at the lower left. Climb up the circular staircase to the Fly Loft.

Fly Loft

Follow the catwalk left until you find the blue frame. Take it, go back downstairs to the stage area, then continue down the circular stairs two flights to the cellar.

Cellar

Take the coil of rope sitting on top of the box at the bottom center of the screen. Walk up the circular stairway to the room on the next level.

Connecting Room

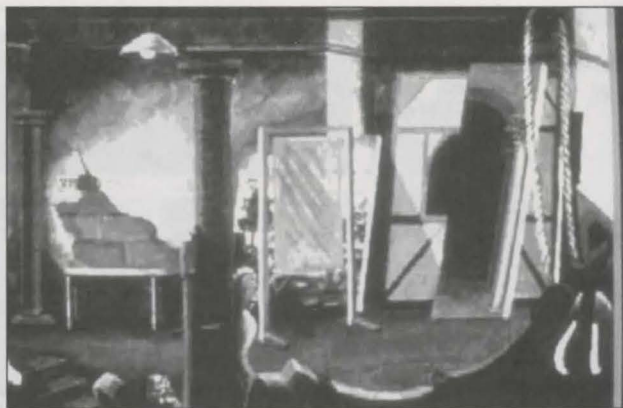
Take the red frame from the floor near the base of the stairs (just right of column prop). Take the lantern from the prop table near the door, then walk through the door.

Trap Room

Talk to Jacques. Ask him everything. Walk through the door to the pit, then down up the aisle to the grand foyer.



Backstage exploration is always fun. Even if you don't meet famous people, you can still pick up needed items—cable hook, rope, lantern, red frame, et cetera.



Grand Foyer

Talk to Degas. Ask him everything. After he leaves in search of young ballerinas, go west until you reach the left door and go in.

Manager's Room

Talk to Monsieur Richard. Ask everything. Then go back out into the grand foyer and walk through the right door which leads to the loge corridor.

Madame Giry

Talk to Madame Giry. Ask everything. If you have all three color frames (red, blue, yellow), she will let you into Box Five. Take the crumpled note. Look at the left column to discover a panel door and keyhole.

After you've done all this, Christine will finally return from her errands. Now you can go up to Christine's dressing room (second floor up from the backstage door).

Christine's Dressing Room

Talk to Christine. Ask everything. Comply when she asks you to leave. When you hear the voices, take the fire axe from the wall to break down the door.



Manager's Office/Ticket Office

After your conversation with Richard and Christine, go out to the lobby and talk to the ticket seller. Ask him if he has a ticket for Raoul de Chagny. Open the envelope he gives you and read the piece of paper inside. Go up the stairs to the loge corridor.

Box Nine

Give the ticket to Madame Giry, then enter Box Nine. Take a seat and watch the opera. After the animation sequence and your subsequent conversation with Monsieur Richard, go to the trap room.

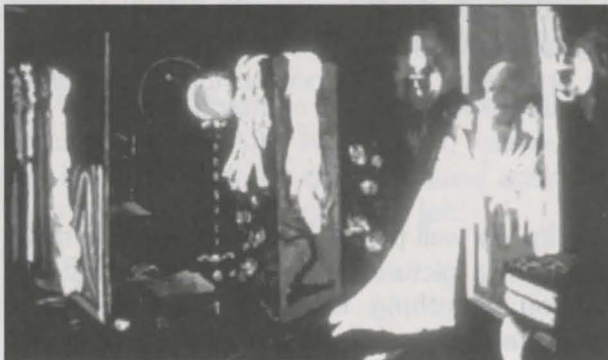
Trap Room

Pick up the skeleton key lying on the floor next to Jacques. Go back up to the loge corridor and go into Box Five.

Box Five

Use the skeleton key to unlock the keyhole of the secret panel door. Open the door. Go down the ladder to the door at the bottom, then enter the lower level. Turn on the lantern you got in the connecting room (next to Trap Room) and walk through the stone archway at the right.

* * *



Mirror, mirror, on the wall. Who's the grisliest of them all?



Part Three: The Catacombs

Hard Passage through the Maze

If you're looking for challenge, the designers suggest you use your colored frames to help you map out the catacombs. Make a map, leaving frames behind to mark each room. When you're out of frames, retrieve them and use them on the next set of rooms until you have the maze completely mapped.

Or you can read the next section and skip through cleanly.

Easy Passage through the Maze

Go E, N, E, N, N, E, E, E, E, W, W, N, N, W, N, W, N, E, E, S, E, E, E, E, N into the puzzle room.

Puzzle Room

First, take the sword of the unlucky adventurer. Then walk to the switch panel to the right of the door. Each of the 26 switches corresponds to a letter of the alphabet, in order, from A to Z. You need to spell the name ERIK, so flip the following switches:

- E = 5th switch
- R = 18th switch
- I = 9th switch
- K = 11th switch

More Catacombs

Go down the hallway and attack the huge cobweb with the sword. Now go N, W, W, W (gate room), N, then E to the open arched corridor. Walk across the open area to the door on the right (the left door is locked).

Hot Room

To escape, you need to flip the wall panels (which are actually multi-sided blocks) until they form a picture of a mask. Good luck! Not even a hint book gives you *everything*. Once the trap door opens, attach the cable hook to the rope to form a grappling device, then "grapple" it up to the trap door.



This open atrium seems a blessing after all those catacomb corridors. But things will heat up again quickly. Literally.

* * *

Part Four: The Opera Ghost

Organ Room

Go to the organ and select Bach's "Little Fugue in G Minor." When the locked door opens, take the score of "Don Juan Triumphant" from the piano, then walk through into the next room.

Sarcophagus Room

Use the skeleton key to unlock the skull face of the sarcophagus. Now go to the row of skulls at the bottom left of the screen and push the fourth one from the left. (If nothing happens, you pushed the wrong one.) After you talk to Christine, walk back into the organ room.

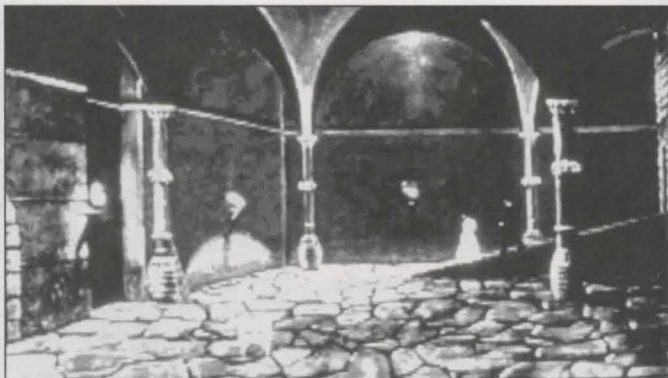
When the Phantom begins throwing fireballs at you, attack him with your sword. After he vanishes, walk out the door at the left into the hallway. Take the oar that leans against the pillar on the left, then go through the door at the left.

Gondola

Get in the gondola. If you have the oar, the trip will automatically happen. When it ends, walk to the door, go up the ladder and take



Your gondola awaits on the other side of that door. But you won't get far if you forget the oar leaning against the pillar on the left.



the exit to the middle level—which leads into Box Five at the Opera House.

Box Five

After the Phantom grabs Christine again, follow him back through the secret panel door and climb the ladder up to the top level.

Fly Loft

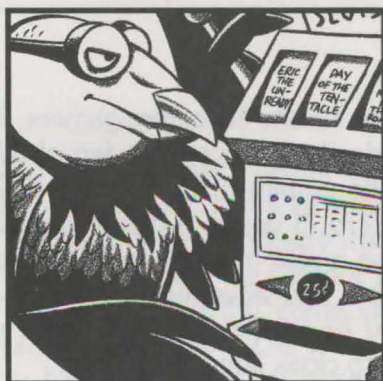
Go to the chandelier trap. Climb down the chandelier rope and attack the Phantom with your sword again. When you are choked by the cane, move the cursor over the cane and click when Push Cane appears. When you have the Phantom pinned, move the cursor over his mask and click when Take mask appears.

Watch the epilogue.

Publisher: MicroProse

To order, contact:
MicroProse Software
P.O. Box 509
180 Lakefront Drive
Hunt Valley, MD 21030-0509

For direct orders, call:
1-800-879-PLAY



17

Return to Zork

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Good news for literate adventure gamers: *Zork* lives!

The Condor has long been a fan of the old Infocom text adventures set in the empire of *Zork*—*Zork I*, *Zork II*, *Zork III*, *Beyond Zork*, *Zork Zero*. If you're a gamer and you've never been *Zorked*, you're missing a real treat. Because unlike many current adventure games, the old text adventures featured clean, clever, competent writing. They *had* to, since there were no whiz-bang multimedia pyrotechnics to cloak lame storytelling.

Well, *Zork* is back. And not a moment too soon. Of course, now it's got art. Live-action video. Multi-channel sound. All the bells and whistles. Yeah, it's big, it's beautiful . . . and it still features some of the best writing/storytelling in the business.

The Story

Here's the premise. You are you, and you've just won the Grand Prize in a vacation sweepstakes. The prize package features an all-expenses-paid, four-day stay in a resort called "the fabulous Valley of the Sparrows." (You receive this information via an amusing letter packed into the *Zork* game box.)

But when you arrive in the fabulous valley, you discover that the *Sparrows* in the name has been summarily replaced by *Vultures*. Before long you're wandering amongst the ruins of the lost Underground Empire of *Zork*, a legendary world hidden away 400 years ago during something called the Great Diffusion. You quickly learn that an evil magic power embodied in someone named Morpheus has reinhabited the land . . . and of course it's up to you to rein in the guy.

Your adventure actually starts above ground. After a little white-water rafting, you end up in the forlorn little town of West Shanbar, where the mayor's a hustler, the mill owner's a lush, and the schoolmarm's a . . . well, a schoolmarm. A little exploring leads you underground.

Your ultimate objective is to gather all six pieces of the mythical Flying Disc of Frobozz so that you may fling it at the Wall of Illusion and face Morpheus himself in a life-or-death game of modified chess called *Survivor*.



The Verdict

By current standards, *Return to Zork* is very nearly a perfect game. It's amusing, clever, beautiful, challenging, and it all adds up to a perfect 10 in the overall fun category. Several industry magazines have named it CD-ROM Game of the Year, and the Condor is very nearly inclined to do the same. Though I scored this game in a three-way dead heat with Cyan's *Myst* and Trilobyte's *The 7th Guest*, I have to admit that I've probably had more raw *fun* playing *Return to Zork* than I have with any other CD-ROM title in the past year.

* * *

General Tips

Use Your Tools!

Use your camera to photograph everybody in Zork who seems in any way important. Your photo album will elicit a *lot* of useful information from characters you meet. The same is true of the notebook you get from Ms. Peepers (if you pass her quiz.) All the pertinent information that you learn on your journey is automatically recorded there. Refer to it whenever you find yourself stuck.

Killing Is Bad . . . Unless It's Good, Of Course

Look, this isn't an FRP. You can't just hack and slash your way to victory in *Zork*. These people have *rules* here. Mindless violence and sundry other felonious acts will often be punished. You could even lose your inventory. However, a sly burglary or a good whack upside the head isn't *always* a bad thing. Just keep in mind that an antisocial activity, when called for, will appear to be a fairly obvious course of action.

Ask Everybody Everything

When you meet a new Zorkian (Zorkoid, Zorker, whatever) click on the Ask icon (the question mark), then click on every other icon that



appears. *Also note:* If you meet the same character later, ask the character everything again—there may be new information lurking in that vertical icon stack.

* * *

The Flythrough

1. Approach to Shanbar

Mountain Pass

Pick up the rock and throw it at the vulture. Zoom in on the sign. Use your knife to dig up the bonding plant. Go forward.

Lighthouse

Enter the lighthouse. Talk to the lighthouse keeper. For fun, ask him about the map and click on the road to the south to get the his reaction.

Behind the Lighthouse

Use the knife to cut the vines. Tie the vines to the planks to form a raft. Ride the raft downstream.



The Wizard Trembyle is pretty sharp for a 400-year-old guy. Heed his words.



River

When the bridge appears, you will automatically exit to the left. (You've got to do this manually in the disk-based version of the game.)

2. West Shanbar

Mayor's Office (Town Hall)

The first building on the left is the town hall. *Optional:* Browse through the files to get some quite useful information.

Schoolhouse

The first building on the right is the schoolhouse. Use the knife or some other solid object to ring the bell outside the schoolhouse. Ms. Peepers will let you in.

Quiz

Answer Ms. Peepers's question. (All answers are in the *Encyclopedia Frobozzica*, which accompanies the game.) If you answer correctly, she'll give you a notebook. Use this to record pertinent info as you travel through Zork.

Gift Shop (First Visit)

The second building on the left is the gift shop. The door is locked. You cannot enter yet.

Hardware Store

The second building on the right is the hardware store. Pick up the crank and box, then place them in your inventory. The mice are worthless, gamewise. If you want, you can pick them up—but be sure to put them into the box to avoid catching hantavirus.

The Bridge

Go back to the town entrance. Turn around to face the bridge. Click to the right of the bridge (down arrow) to visit the waif under the bridge.



Under the Bridge (First Visit)

Talk to the waif. He'll offer information, but nothing more yet. (Note: Don't get tough or show him anything scary; he'll run away.) Go back up to the bridge, then go left to the Old Mill.

Old Mill (First Visit)

Drink with Boos Myller, the drunken operator of the mill. Each time he fills your glass, dump it into the plant, then offer a toast. When Boos recites the correct line from the Shanbar toasting ritual, drink from the empty glass. After the third toast, ask for his keys. Ask any further questions before the fourth toast is complete. (You can come back later, when he's sober.)

When Boos passes out after the fourth toast, put his silver flask into your inventory. (Note the trapdoor.) Now go through the door on the left to get behind the Old Mill. Retrieve the key and flip the chock to activate the water wheel. (If the trap door didn't appear when Boos passed out, it will now.) Go to the gift shop.

Gift Shop (Second Visit)

Use the single key (from behind the Old Mill) to open the door to the Gift Shop. Take the battery and place it in the Tele-Orb. Zoom in on the cash register to open it. Take the tickets and coins. Go back to visit the waif under the bridge.

Under the Bridge (Second Visit)

Give the Dizzyland/Dizzyworld tickets to the waif. He'll give you a gift in return. Go back to the old mill.

Old Mill (Second Visit)

Go down through the trapdoor. Use Boos's set of keys to open the door at the bottom; enter the New Mill, which is a portal to the underground.



3. East Shanbar (Underground Village)

New Mill

From the door, go left to East Shanbar. The path on the right leads to the Hero's Memorial.

General Store

The first building on the left is the general store. You can't unlock the door here yet. Keep going.

Moodock's Armory

Play *Survivor* with Moodock. If you win, he'll give you a coin and a rusty old sword.

Blacksmith Shop (First Visit)

Give the blacksmith your old sword.

Inn of Jsenough

Talk to Molly to get information. You can't check into a room yet.

Blacksmith Shop (Second Visit)

Pay the blacksmith for repairing your sword. If you show the blacksmith the sword and then threaten him, he'll exchange it for the Dwarven Sword. (If you accept the first sword he gives you, you'll have to return when it shatters.) Go back to the bridge and turn left to the boat dock.

Boat Dock (First Visit)

Click on the knot Ben is tying. He'll teach you the cow hitch. Show Ben a photo of any woman or play him a recording of a woman's voice. He'll give you a letter for Witch Itah. Now cross the bridge into New West Shanbar.



4. New West Shanbar

Hero's Memorial

Nothing of interest here. Turn left to the Fool's Memorial.

Fool's Memorial

Take the book from the base of the memorial. (Note: When you first meet Rebecca on the road, show her this book. She won't be able to translate it then, but she will the next time you find her.) Continue down the road to Snoot's farm.

Snoot's Farm

Climb in through the window of Rebecca's trailer. Enter her bathroom, through the door on the back wall; she's a real knockout. When you awake, she'll give you another quiz. Again, the answer is in the *Encyclopedia Frobozzica*. Now go through the door on the right into the bedroom. Take the mirror. Try to enter the other bedroom, then make Alexis snarl at you—you'll need the recording later—then head for the kitchen.

In the kitchen, open the refrigerator and take the meat. Take the thermozz from the table. Pick up the soap, drop it in the sink, and turn on the water. Wash the waif's gift in the soapy water. Exit the trailer.

To the right of the trailer is the silo. Insert the crank into the silo latch and turn it clockwise. Add carrots to your inventory. Go back to face the Fool's Memorial, then go right to Pugney's ranch.

Pugney's Ranch

Pugney's house is the building on the right. Tap on the window and talk to Pugney. Be apologetic; you'll get permission to take the bra box out on the lawn. Ask him about the book; he'll translate the title for you. Back away, take the bra box, back away again, and go into the barn, the building on the left.

(Note: You'll soon notice that the meat is rotting.) Pick up the hay, then drop or throw it. Light a match and use it to burn the hay.



Warm your hands over the hay. Pick up the thermozz and use it to catch the milk as you milk the cow. Since you just burned the cow's food, feed your carrots to the hungry animal.

Note: If you need more milk later, you can always return here and repeat the same procedure. Your supply of carrots for feeding the cow can be replenished too.

Now go back through East Shanbar, then take the left fork in the road to the ruins.

5. Outside East Shanbar

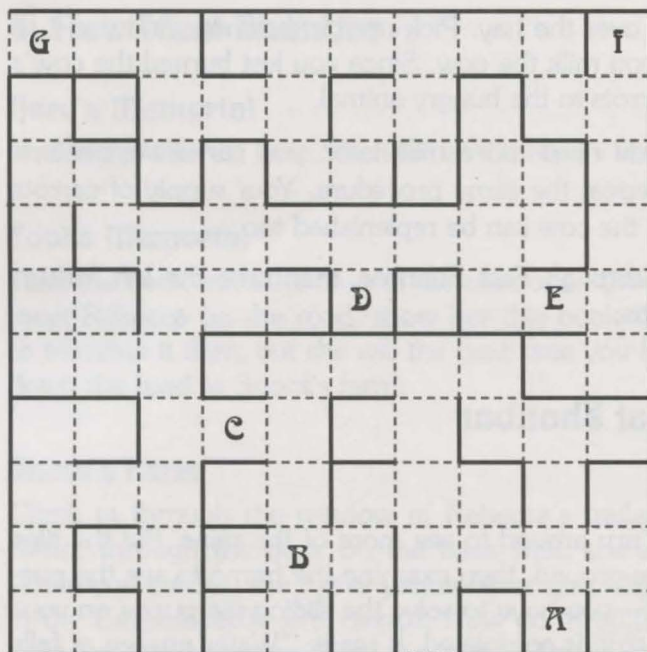
Ruins

Pick up the tiles. Turn around to see more of the ruins. Put the tiles in the frame on the ground, then examine the frame to see the puzzle. No cheat here—you have to solve the sliding-tile puzzle on your own. When the puzzle is completed, it reads: "Water unseen at falls mix with bat droppings yields potion for invisibility." The lower text reads: "... Search for three more pieces on the ground where this was found." On the ground you'll find another disc piece and two illumynite rocks. Put them in your inventory. Continue on down the path to the Forest of the Spirits.

Forest of the Spirits

Go to the Coin Tree (the one with metal leaves). Use your sword to strike the tree, then pick up the zorkmids that fall to the ground. (Note: Whenever you're short on cash, come back here for more zorkmids.) Find the Bowman. To cure his blindness, give him the thermozz of milk. He'll give you his bow and arrows. Go to the Fairy's location and strike a match to avoid a grue attack. When the Fairy appears, give her a friendly reaction. She'll give you a bag of fairy dust.

Find the Tree Spirit and listen to her songs, which change with your reaction to her. Now find the Pile of Leaves. Throw something (but not your sword) at them to spring the trap, then use your sword to free whatever you just threw. Strike the Hungry Boar Memorial



Key

- A = Coin tree
- B = Bowman
- C = Fairy
- D = Tree Spirit
- E = Leaf trap
- F = Boar statue
- G = Giant spider

↑
Entrance

three times with your sword, then take the third disc piece. Avoid the Giant Spider for now. Retrace your route to the entrance of the forest, then leave.

6. Return to East Shanbar

Blacksmith Shop (Second Visit)

Show the book to the blacksmith. For a fee of two zorkmids, he'll translate a joke. (Don't forget to pick up the rebate of one zorkmid that he returns after smudging your book.)



Inn of Jsenough

Go to the Inn and give coins to Molly to pay for a room. Back away from her and click on the elevator. In the room: If the silver flask is empty, fill it with water from the sink—that is, pick up the flask, click it on the sink, turn on the sink, then quickly click the flask on the sink while the water runs.

Put the illumynite on the nightstand. Zoom in on the monitor; for fun, zoom in closer and watch the commercial. Now turn off the lights. Morpheus will enter your dreams. Turn on the lights and retrieve the illumynite.

Incinerator

Flip lever #1 to open the incinerator. Throw the bra box over the incinerator wall (click near the top of the screen). Click lever #1 again to close the incinerator, then click lever #2. When the drawer pops open, zoom in and pour water from the flask onto the red-hot wire, then pick up the wire.

General Store

Use the wire to pick the lock on the door of the General Store. Shake the cereal box twice to reveal the whistle inside. Take the whistle. Take the mice out of the box in your inventory and drop them. Pick up the rats and put them in the box. (If you put the rats in before removing the mice, they'll catch the hantavirus and die.)

7. The Witch and the Bog

Boat Dock (Second Visit)

Pay Ben to get a boat. Put a rat into the boat's motor. The boat will take you to the Witch's Hut.



Witch's Hut (First Visit)

Leave the rotting meat outside. When Witch Itah appears, show her the joke book, the orb, and the thermozz. After you hand her Ben's letter—be sure you haven't opened it!—she'll give you her walking stick for navigating the bogs. Retrieve the meat.

Creeping Bogs

Test *every* patch of bog with the witch's stick. (If the stick sinks, so will you if you step on the patch.) When you exit, you'll be at the Whispering Woods. *Note:* The bog maze is randomly generated in each game. However, the exit is roughly to the northwest of the entrance. When you exit, go forward through East Shanbar, then back to the Forest of the Spirits.

Forest of the Spirits (Second Visit)

You're probably low on cash at this point. Whack the Coin Tree a few times with your sword. Take the money that falls and return to the Boat Dock.

Boat Dock (Third Visit)

Give Ben some zorkmids to get the boat again. It will take you to the witch's hut again.

Witch's Hut (Second Visit)

Again, leave the rotting meat outside. Ask Witch Itah about the Whispering Woods by pointing to it on the map. Take her bats, retrieve the meat, and go back through the hut to the bogs. (Use the witch's stick again to test each step.)

Now go forward through East Shanbar again, across the bridge to New West Shanbar, and back to Pugney's ranch. Go past the barn to the left to the Vulture Pits.



8. The Wizard's Shack

Vulture Pits

Before entering the pits, sprinkle fairy dust on the rotting meat, then throw the meat. The vultures will eat it and fall asleep. Enter the pit and take the talon.

Inn of Isenough

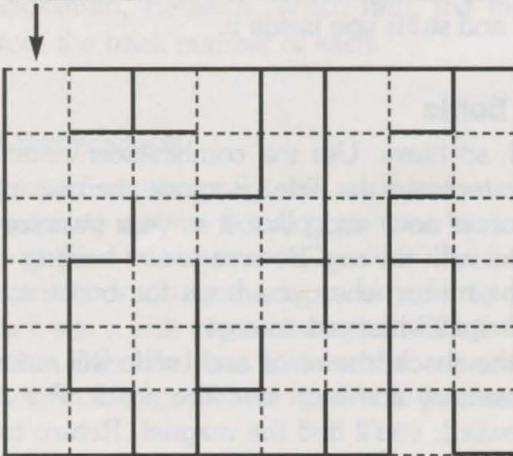
Return for a nap. (You'll need to give Molly some zorkmids for the room again.) Be sure to put the illumynite on the nightstand and turn off the lights, so Morpheus will appear in your dreams again.

Rebecca and the Mayor

When you meet Rebecca on the road, show her the joke book again. She may or may not translate a joke. If she won't, go and show the book to Ms. Peepers in the schoolhouse. Return to the Mayor's office and show him the book too.

Whispering Woods (First Visit)

Entrance



Exit



The longer you roam, the dimmer things get. Be sure the thermozz is full of milk before you start. Release the bats. Follow their trail of glowing guano to the exit. Be sure to pick up a sample of the guano for your inventory.



Note: If you get an on-screen text message that mentions the Milky Way, drink some milk to restore your vision.

Ferryman's Dock (First Visit)

Ring the bell three times. Show (do *not* give) the coin you got from Moodock to the ferryman. He'll give you a ride to Ferryman's Isle.

Ferryman's Isle

Walk up the path on the left to reach Canuck's Shack.

Canuck's Shack

Enter the shack and examine the blueprints. For fun, feed the scroll to the duck. Toss the resulting egg at the duck. The scroll reappears! OK, now read the scroll to the duck. React in any way except Threatening. (If you threaten Canuck, you'll be turned into a duck too.) Show Canuck the joke book. When you ask about the bottle, Canuck shrinks you and stuffs you inside it.

Inside Canuck's Bottle

Your time is limited, so hurry. Use the combination written on the ship's sail—9427—to open the safe. Remove the disc piece (the fourth one you've found now) and place it in your inventory. Polish the old piece of metal with the rag. Be sure you're holding either the polished metal or the mirror when you leave the bottle so you can reflect Canuck's duck spell when you emerge.

When you exit the shack, the scroll and bottle will automatically pop out of your inventory and back into the shack. Pry open the knocker with your sword; you'll find the magnet. Return to the ferryman's dock.



Ferryman's Dock (Second Visit)

Ring the bell twice to summon the ferryman for your return trip. Again, just show him the old coin.

Whispering Woods (Second Visit)

To return to East Shanbar, you can follow the guano trail (or your map). But it's easier to use the vulture whistle in combination with the magnet to go to any spot on the map that you choose. (Note: The whistle and magnet will disappear from your inventory. However, from now on, you can go anywhere on the map by simply clicking on the spot you want.)

Inn of Isenough

Rent another room, put the illumynite on the nightstand, turn off the lights, and watch your third Morphiuss dream.

9. Chuckles Comedy Club



Note: Before going to the Cliffs of Depression, find *any four* of the five jokes recorded on the tape recorder by the blacksmith, Rebecca, Witch Itah, the mayor, and Canuck. Note the track number of each.

Cliffs of Depression

Take the rope from the guard rail, tie it to the tree limb, then climb down. If you *dug up* your bonding plant earlier (rather than *cut* it), it will serve as your admission to Chuckles Comedy Club. When you get the microphone, use the tape recorder to play four (*not* five) jokes. You'll win a fifth piece of the disc. Exit the club; go and climb back up the cliffs. Be sure to take the rope with you when you leave. (Click on the spot where it's tied to the branch.)



10. The Lighthouse and Beyond

Air Vulture

If you haven't done so already, use the magnet with the whistle to summon a vulture, then choose the Lighthouse. (If you've already taken a vulture ride, just click on the Lighthouse on the map.)

Lighthouse

At the door, show the keeper your illumynite. Ask him about disc pieces; he'll hand you the sixth and final piece. Go upstairs. Use the cow hitch to tie the rope to the rail. Tie the talon to the rope, then throw the rope. Climb the rope bridge to the big tree, then climb down.

Bel Raire Temple

Take the shield from the statue and then hand the holy woman your sword. Take a vulture ride up to the Lighthouse, retrieve the rope and talon, then vulture back down to the Temple. Turn around, then take the exit that veers right out of the temple courtyard. Walk to the Dwarven Mines.

Holy woman! Give this high priestess your sword and she'll give the blessed thing back.





OK, so he's a dwarf. But listen carefully to his Abbott and Costello routine with the dwarf leader. It will reveal the directions you must take in the Dwarven Mine maze.

Dwarven Mines

Put on the mining helmet. Get into the mining cart. The mine is a maze, but the correct sequence of turns can be found in the Dwarven General's speeches if you play them back on the tape recorder: left, right, straight, right, left, right, straight, right, left, left, right, straight. You'll come to the Ancient Ruins.

Ancient Ruins

Place the pieces of the disc in the trencher. Now you need to give one item to each statue. You can find a clue to the correct series of items for the statues from left to right in the poem in the Mayor's files under the heading "Muses." ("Bog down not with your staff" and so on.) Or you can cheat and give the statues (in order from left to right, excluding the *kneeling* statue in the center) the following items:

Witch's stick
Talon
Thermozz



Box and helmet (note: two items here)

Shield

Tele-Orb

The Flying Disc of Frobozz will be forged now if you press either button on the trencher. Take the disc. Don't forget to retrieve all the other items before you exit! Now take a vulture ride to the Troll Caverns.

11. The Troll Caverns, the Spider, and the Dam

✖ **Note:** Put on your helmet (for light) and get your sword ready *before* you enter the Troll Caverns!

Troll Caverns

The skeleton's note in the sand (LUD) tells you how to defeat the three guards—left, up, down. Strike to the *left* of the first guard, swing *up* on the second guard, swing *down* on the final guard. When you meet the troll leader, threaten him repeatedly as he talks. He'll give you the Necklace of Fear. (If you let him finish his speech, you're a goner.)

Forest of the Spirits

Work your way to the Giant Spider (see the map on page 312). Show it the Necklace of Fear. Cut the spiderweb with your sword.

Flood Control Dam #3

Remember the tile puzzle message? ("Water unseen at falls mix with bat droppings yields potion for invisibility.") Go behind the falls and fill the silver flask with water. Drop the bat guano into the flask of water to create the potion of invisibility. Now go back to the blocked path by the Cliffs of Depression.



*Don't let this guy finish his speech!
Keep threatening him until he
quivers like troll jelly. He'll give
you his Necklace of Fear.*

12. Endgame: The Citadel

Blocked Path

Throw the Flying Disc of Frobozz at the blocked path.

Citadel of Zork

Use the bow with the arrows in your inventory, then shoot an arrow at the hand at the top of the citadel. Enter the citadel. To get past the orc leader, drink the potion of invisibility and play the recording of Alexis, the poodle from hell. Go forward to the bridge.

The Citadel Bridge

Throw inventory items at the Citadel Bridge, one by one. Finally, when the only items remaining are the map, photo album, camera, tape recorder, and notebook, cross the new bridge that appears on the right.



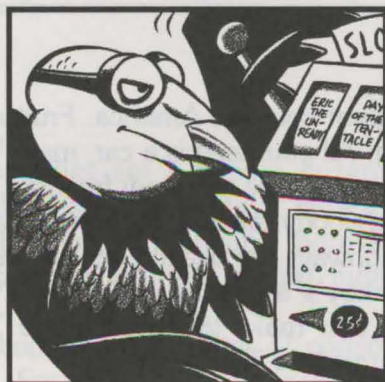
Surviving Morpheus

Play Morpheus in a game of *Survivor*. He's added a new rule: Whenever Morpheus blocks your only move, you can "pass"—that is, click near the bottom of the screen. This forces him to move. The last few moves are critical. Plan ahead!

Publisher: Activision

To order, contact:
Activision
11440 San Vicente Blvd.
Los Angeles, CA 90049

For direct orders, call:
1-800-477-3650



18

Sam & Max Hit the Road

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Yeah, it's a great country, America. Fruited plains, et cetera. Yours for the taking. All you need is a car, man. Which is why you Americans always romanticize the road: freedom, rebirth, all that stuff.

But has anybody taken a road trip lately? It's getting *weird* out there. Our highways are dealing cheese, big-time. There's a prefabricated Snuckey's at every exit. And I've seen some roadside "attractions" that make late-night cable TV telemarketing scams look like *Masterpiece Theater*.

Fortunately for weary travelers, cartoonist Steve Purcell has drawn a bead on the Nineties road. Like Hunter S. Thompson, Purcell loves mutant gonzo America. His infamous cartoon duo—Sam and Max, Freelance Police—live in a world of convenience stores that hawk "Guns, Liquor, Baby Needs." And they embrace all the weirdness with a Joycean fervor. Says Sam: "Max, crack open the Tang and those little cereal boxes with the perforated backs. I love that crap!"

The Story

At the heart of *Sam & Max*, naturally, are Sam and Max. As Sam puts it: "I'm Sam. He's Max. We bust punks." Sam is a laconic canine Bogart, and his sidekick Max is a cute, little furry woodland creature bursting with psychopathology. Their hardboiled repartee keeps the game's wit in high gear from beginning to end.

The story opens with a trip to a carnival, where we learn Bruno the Bigfoot has escaped from his block of ice in the Hall of Oddities and disappeared with Trixie the Giraffe-Necked Girl. Is it kidnapping, or what?

The road beckons, and off we go. Along the way we meet country-western singing star Conroy Bumpus and his dim henchman, Lee-Harvey. Bumpus, we learn, has a thing about killing rare mammalian creatures for display in his stately mansion, Bumpusville.

Sam and Max eventually work their way through tourist traps such as Gator Golf, World of Fish, Mystery Vortex, the Celebrity Vegetable Museum, and Frog Rock (which looks like anything *but* a frog). The sojourn eventually leads to Bumpusville . . . and finally, a Sasquatch convention at the Savage Jungle Inn.



The Verdict

Okay, so Sam Spade parodies are a dime a dozen, but I doubt there's ever been one even remotely like this. "He's a bunny. I'm a dog. We're dangerous, but we work cheap." *Sam & Max* is the most fun I've had on a computer in years. It's hip, funny, irreverent, adult, and well-written.

Purcell is a brilliant humorist. His satire of comic strip Americana is truly carnivorous. For example, in the game manual we get some Science Tips from Sam & Max: "Remember: Stalactites hold *tight* to the ceiling. Stalagmites *might* grow up. Try to keep all this stuff off your pants." Or my favorite: "Try imagining how far the universe extends! Keep thinking about it until you go insane."

Finally, I must say that the cartoon-style animation is very, very good. Like *Day of the Tentacle*, this game raises PC-game animation to new heights—not just in its frame-by-frame fluidity, but in its comic sensibility.

* * *

General Tips

When In Doubt, Use Max

Select the Max icon in your Inventory and try it on various things if you're stuck in a perplexing puzzle. Sam's furry little buddy is quite resourceful, in a primal sort of way. And boy, can he take a volt.

Look at Things in Your Inventory

Sometimes it's not enough to just get something. Examining things more closely will occasionally reveal details you missed in the taking.

* * *



The Flythrough

Chapter 1: Prologue

Office

First of all, grab a handful of cash from the mousehole. For fun, look at Max's roach farm, then take the black light from the closet. Exit the office and go downstairs to the street.

Street

Talk to the hypercephalic kitten. When you discover he can't hack up the orders, click the Max cursor on him. Use the car. When the postcard map appears, click on the carnival icon (in the New England area).

* * *

Chapter 2: Kushman Carnival

Hall of Oddities

To get in the Hall of Oddities, show your orders from the Commissioner to the fire-eater. Pick up the Sasquatch hair by the melted ice

Sam calls this street home. It's sleazy, decrepit, and covered with some really interesting stains.





block, then take the Jesse James severed hand. Exit through the back of the tent. Go past Trixie's trailer to the Wak-A-Rat game.

Wak-A-Rat

Play Wak-A-Rat until you nail 20 of the little cheese-eaters and win yourself a flashlight. (Hit them on their way up!) It has no bulb, so use the black light bulb with the flashlight. Before you leave, take the nearby magnifying lens. Go past the Cone of Tragedy to the Tunnel of Love.

Tunnel of Love

Use the swan boat to take a ride. Use the flashlight (with black light bulb) to look around in the ride until you find the fusebox. Use Max on the fusebox just before you get to it. Pull the beard of Henry the VIII in the beheading diorama to open Doug's lair. Go through the door.

Doug the Mole Man

Talk to Doug. Ask about Bruno, and he'll tell you about his uncle, a bigfoot expert. He'll also offer information and the key to Trixie's trailer for a box of pecan treats. Pull the Tunnel of Love reset switch on the wall just right of the door. Exit the room, walk to the Carni-



It all starts with a guy named Flambé. He's a fire-eater. You get the picture.



val entrance to get to the map screen, then click on the nearest Snuckey's icon (the hopping hamburger).

* * *

Chapter 3: Snuckey's (Pecans for Doug)

Pecan Candies

Pick up the discarded paper cup by the curb, then go inside. Go to the left-most of the two store shelves and pick up the box of pecan flavored candies from the top shelf at the end nearest you. Take them to the dweeb clerk, ask him a question, then ask about the candies. He'll sell them to you.

Free the Hand

Click the jar with the Jesse James severed hand on the clerk. He'll open the jar for you.

Restroom Key

If Max has expressed his desire to use the restroom, ask the clerk about the restroom. (If not, you'll have to wait until the urge strikes Max, then talk to the clerk again.) He'll give Max the key. Now, hurry outside and intercept Max by talking to him *before he goes back inside to return the key*. Ask him a question, then talk about the restroom key. You'll convince him to keep it. Now go back to the car and use it to return to the Kushman Carnival.

* * *

Chapter 4: Carnival — The Sequel

Doug Spills the Beans

Go back to the Tunnel of Love and use the swan boat. You'll go automatically to Doug's lair. Give him the pecan treats; he'll give you a "key" and a story of woeful love gone weird. Exit and go to Trixie's Trailer.



Trixie's Trailer

Use the “key”—yeah, OK, it’s a crowbar—on the trailer door. Inside, open the pink wardrobe and take the Gator Golf Emporium scorecard hanging on the inside door. Open the blue prop box and take the stiltwalker’s costume. Exit the trailer and go to the Cone of Tragedy ride.

Cone of Tragedy

Talk to the ride operator and ask him a question. Then ask about the cone. You’ll get the ride of your life, and lose your entire inventory in the process. After the ride, talk to the operator again. Ask him a question, then ask about your inventory box. He’ll give you a claim ticket. Go into the Lost and Found Tent.

Lost and Found

You’ll automatically get all your junk back, plus a refrigerator magnet for the famous World of Fish (which, if you look at it in your inventory, will now appear on your map). Now go back to the car. When the map screen appears, click on the Ball of Twine.

* * *

Chapter 5: Ball of Twine

Restaurant

Take the tram up to the top of the ball of twine. (Go up to the platform; when the tram arrives, wait for the door to open, then walk aboard.) Click on the central hub to take the elevator up to the restaurant. Talk to the swami in the booth. Ask him about his tools; he’ll give you a bent wrench. Exit and take the tram back down. Now go to the World of Fish.

* * *



Chapter 6: World of Fish

Fish Disguise

First, grab one of the buckets of fish near the bait shack. Then go to the big fiberglass fish in the water, use the bent wrench on it, and climb in. Click the Max icon on the fish to get Max to join you.

Twine Sample

After you end up back on the restaurant deck, click the Max icon on the loose end of the twine ball to get some twine. Then go back to the car (after it returns) and go to Gator Golf in Florida.

* * *

Chapter 7: Gator Golf

Gator Golf

Walk up the hill and take the broken ball retriever from the wastebasket. Then go down to the Gator Golf sign. After your little confrontation with Bumpus and Lee-Harvey, take the bucket of fish from Inventory and click it on the bucket of golf balls to switch them. Now take a golf club and get ready to hit some fish.

Get your gators in a row in Gator Golf; otherwise, Max is doomed to an eternity of Dunk the Beast.





Align the Gators

The goal of this mini-game is to form an alligator bridge to Max. When you move the cursor over the swamp, it becomes a pin marker. Click on the spot where you want to hit a fish, then click on the **Swing** button. Sam will drive the fish to that spot, and the appropriate alligator will eat the fish, realigning his position in the process.

When you finally get the alligators aligned properly (see the figure on page 330), Sam will automatically walk to the island.

Free the Beast

To free Max, use the glass door to the tank. He'll give you a new clump of Bigfoot fur. Then open the door on the wood base and look in. You'll automatically take the Mystery Vortex sno globe and gain a new location on your map. Exit by walking to the water's edge, then walk back to the car and go to Mystery Vortex.

* * *

Chapter 8: Mystery Vortex

Gift Shop

Enter the cave and walk all the way back through the curtains into the gift shop. Walk to the closed Bigfoot display and take the tuft of



Visit the intriguing Mystery Vortex. Of course, it helps to know where it is. This sno globe will help.



hair on the pedestal. Now go back out to the main hall. You need to find Shuv-Oohl behind one of the doors in the hall, but you can't get through the doors unless you're the right size.

Magic Mirror

To "size" yourself for each door, use the mirror to pass through it into the magnet room. The three magnets, when turned on, emit the primary colors—red, blue, and yellow, respectively. To get in a hall door, you need to match its color, so turn on/off the magnets to get the combination you need for each door.

Some doors will be one of the primary colors—red, blue, yellow—so all you need do is turn off the other two magnets to match the color of the door. With other doors, you'll need to use a combination of primary colors to match. Here are the possible combinations:

red + blue = purple

red + yellow = orange

blue + yellow = green

red + yellow + blue = white

Shuv-Oohl's Room

Keep trying doors until you find Shuv-Oohl. Ask him a question, then ask about Bruno. He'll tell you about the location of Frog Rock and his missing mood ring. Go to the Ball of Twine attraction.

* * *

Chapter 9: Frog Rock

Mood Ring

Go into the Ball of Twine Museum. Use the severed hand with the golf ball retriever, then use the fish magnet with those. Take this hybrid device from Inventory and click it on the Ball of Twine at right. Now take the tram and elevator up to the restaurant.



Who would've thought a severed hand and a simple fish magnet could be so much fun? And useful too!

Spy Frog Rock

Use the magnifying lens with the binoculars at the left. Then pick up the sparking wires near the elevator hub and use them with the binoculars. Use the binoculars to site all the landmarks that Shuv-Oohl mentioned; then site the gray rock. (If it's Frog Rock, it will appear on your map.) Now go back down to the car and return to Mystery Vortex.

Shuv-Oohl's Mystic Powder

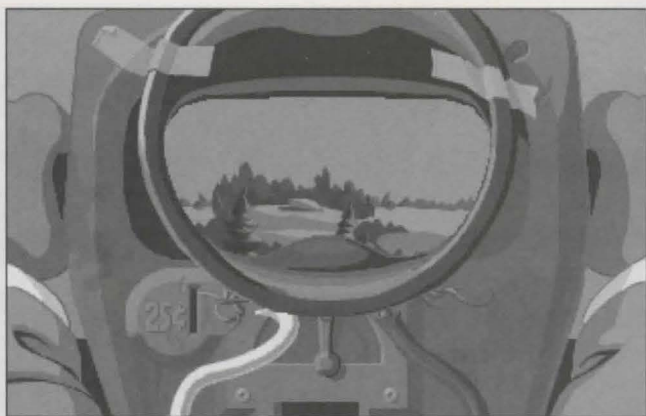
Enter Shuv-Oohl's room again and tell him about his mood ring. He'll tell you about the fur rite at Frog Rock and give you mystic mole-man powder. Exit, return to the car, and go to Frog Rock.

Frog Rock

Put all three Bigfoot hair samples from your Inventory onto the rock, then do the same with the magic powder. Now go to Bum-pusville.



Are you the kind of guy that can hotwire a revolving restaurant to your binoculars? If so, this game's for you. Spot mysterious Frog Rock . . .



. . . where you can usually find your answers in the stars.



* * *

Chapter 10: Bumpusville

Bumpus Live!

Go into the house. Proceed left into the next room. Take the portrait of John Muir (which also activates an amusing moment of *edutainment*). Go into the concert hall. After the show, go back past the entry lobby, then into Bumpus's bedroom (horns over doorway).



Bumpus's Bedroom

Take the escalator up to the bed. Take the pillow, then use the golf ball retriever to take the robot maintenance manual on the top row of the bookshelf over the doorway. Now go find the robot.

Robot Rewire

Use the robot. When the brain appears, click on the wire leading to the left-most room on the Bumpusville map above the brain. (The room should change from red to green.) When the droid trips the alarm in the concert room (attracting Lee-Harvey's attention), go into the Virtual Reality Room, and use the helmet on the machine.

Virtual World

Take the sword from the stone and try to enter the cave. When the dragon emerges, click the Sword icon on the dragon's body. When the dragon falls apart, try to take the heart. You'll get a key. Now go into the concert hall.

Free the Freaks

Use the key on the alarm lock, to the right of the doorway. After the animated sequence, go back to the car and use the map to get to Evelyn Morrison's Savage Jungle Inn.

* * *

Chapter 11: Savage Jungle Inn

Inn Lobby

Go in the Inn and give the key rasp (from Snuckey's) to the big Sasquatch, then talk to Evelyn Morrison. When you leave, she'll give you some brochures. Look at them in your Inventory, and the new Destination icons for both the Mount Rushmore Dinosaur Tarpits and the Celebrity Vegetable Museum will appear on your map.

* * *



Chapter 12: Mount Rushmore

Wooly Mammoth

Walk down to the wooly mammoth figure and use Max to get some of its fur. Walk past the Tar Pit slide and enter the elevator to the Bungee jump.

Bungee Jump

Go behind the dressing screen and use the bungee suit to prepare for your jump. Go into Inventory and use the discarded Snuckey's cup with the golf ball retriever. Then walk the plank and use the bungee cord. When the screen changes, click the cup/retriever device on the tar.

After the jump's over, use the dressing screen to change back into freelance police clothes, then exit via the elevator. Go back to the car and take the map to the Celebrity Vegetable Museum.

* * *

Chapter 13: Celebrity Vegetable Museum

Vegetable Lady

Walk to the vegetable lady. Take the Conroy Bumpus eggplant from the crate at the far right. Give her the John Muir portrait, then go back to the car and return to Bumpusville.

Bumpus Wig

Go into Bumpus's bedroom and click the eggplant on the wig to pull a "switch." After you're tossed out, take the car back to the Celebrity Vegetable Museum and pick up the John Muir squash from the vegetable lady. Now go to the Jungle Inn.

* * *



Chapter 14: The Bigfoot Ball

Sasquatch Suit

Go into the Jungle Inn. Make a Bigfoot costume by using the tar with the stiltwalker's suit, then the mammoth hair with the tar-covered suit. Finally, click the Bumpus wig on the furry suit. Click the suit on Max to wear it, then walk into the ballroom.

Crash the Party

Take the bottle from the party table (left of the punch bowl). Walk to the far-back corner of the room (to the right of the bandstand) to enter the kitchen. Use the back door in the kitchen. After Bumpus and Lee-Harvey enter, take off the Sasquatch suit by clicking the Use icon on the Suit icon in Inventory. After the two go into the freezer, talk Max into making himself useful—he'll close the door on them.

After the automatic sequence, you need to solve the four totem puzzles.

* * *

Chapter 15: Totem Tetology

Totems #1 and #2

Start with the totem on the far right. Walk around the right-hand side of the pool to the hot tub. Simply give Conroy's pillow to the elder in the hot tub. Then give the John Muir zucchini to the elder. Exit back to the ballroom.

Totems #3 and #4

To solve the mystery of the next totem in line, go into the kitchen and take the ice pick. Then exit the building and go back to Mount Rushmore. Use the small speaker at the foot of the T-Rex to get him talking. When his mouth is open, click again anywhere to freeze his mouth open. Then use the twine with the beast's tooth. After it's secure, click the Max icon on the end of the twine to get the tooth.



Return to the Ball of Twine restaurant and give the ice pick to the swami. He'll bend it into a corkscrew for you. Use the corkscrew with the bottle you got from the yeti party, then use the cork with the sno globe you got from Gator Golf. Go to the Mystery Vortex gift shop and use the Mini-Vortex machine. While it runs, use the repaired sno globe with the machine.

Now return to the Jungle Inn and give the tooth and sno globe to the elder by the hot tub—and enjoy the show.

Publisher: LucasArts

To order, contact:

LucasArts

P.O. Box 10347

San Rafael, CA 94912

For direct orders, call:

1-800-STAR WARS



19

Sherlock Holmes, Consulting Detective: A Sampler

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



The Condor is a *huge* fan of Sherlock Holmes. Really, if I weren't a mythical bird, with all the responsibilities that attend such a position, I'd be running around dank, foggy London streets with Jeebs, tracking down serial killers and such.

Of course, my bird brain frequently prevents me from following the deductive paths necessary to balance my checkbook, much less solve mystifying cases such as the ones found in the three remarkable CD-ROM volumes of *Sherlock Holmes, Consulting Detective* (Via-com New Media). And thus I give thanks to Bruce C. Shelley, whose authoritative strategy guide from Prima Publishing provides the solutions to all nine of the murder mysteries presented in those volumes.

Mr. Shelley was kind enough to provide us with a sampler of his work. And so we include here the solution to the baffling Case of the Mummy's Curse, the first case in Volume I of *Sherlock Holmes, Consulting Detective*.

* * *

The Flythrough

The Solution to the Case of the Mummy's Curse

Holmes's solution to the Case of the Mummy's Curse required 26 points expended on four pertinent clue sources: three sources were visited directly and one clue was obtained by the Baker Street Irregulars. To reach a completely correct solution at the cost of 26 points the first time through this adventure would be a remarkable achievement, and probably due more to luck than to deductive reasoning. Remember that Holmes has perfect knowledge of both the relevant newspaper accounts and the facts stored away in his files. In addition, Holmes appears to make some excellent guesses for which no evidence appears to be present in the clues that he sees.

At the Trial of the Case of the Mummy's Curse you must identify the murderer for each of the three victims: Ebenizer Turnbull, Andrew Weatherby, and James Windibank. You must also correctly choose the motive for each murder.

There are eight accounts in the Newspapers that bear on the case. Some of these are critical to the investigation; one of them is



the key to understanding the motive for one murder. In addition, as the investigation proceeds, a number of entries in Holmes' Notes are useful, especially for keeping the investigation focused accurately.

Newspaper Clues

Progress in the Case of the Mummy's Curse is severely handicapped without some study of the Newspapers, because very little information is provided in the introductory video. Each of the relevant Newspaper articles is discussed below. They are listed by reference numbers that work like this: An article referred to as "2/6/88 – 2/3/1" is in the edition of February 6, 1888 and is found on page 2, column 3, first article from the top of the page.

2/6/88 – 2/3/1: This letter to the Editor of the *Times* from the Earl of Downey is an attack on an article by a writer for the paper who questioned the Earl's credentials for leading an important future archaeological expedition. In itself this letter does not appear significant. However, Holmes' Notes reveal that Ebenizer Turnbull is probably the Earl of Downey. Henry Ellis tells Holmes that Phillip Travis has been writing the articles about the Katebet expedition, and the implication is that Travis wrote the original article that so infuriated Turnbull. The Earl of Downey's letter, then, provides the motive for Travis's murder of Turnbull.

8/17/88 – 2/1/1: This story covers a lecture by Ebenizer Turnbull on archaeology in general and on his upcoming expedition to Egypt. It names the two other archaeologists on the expedition, Weatherby and Windibank. The article mentions that the lecture was given at the London University College, implying that the professor was linked to that institution. All of this information is found in a later article, so it's not critical.

3/5/89 – 2/1/1: This is the report of Turnbull's murder within the tomb of the Katebet mummy. The victim was found strangled, with ancient linen bandages around his neck. From this article, Holmes makes his first deductions about the case. He believes Turnbull was strangled by hand and that the bandages are present to misdirect any investigation of the murder. He also assumes the murderer had



some familiarity with the expedition's work. This article is also the source of the tale regarding the Mummy's Curse.

3/5/89 - 2/2/3: Only after the investigation proceeds will this notice of shipping departures prove relevant. The *Times* reports the departure of the *Eastern Empress* from Calcutta on March 5. The second victim, Andrew Weatherby, was murdered on this ship later. Knowing from this notice that the ship was in Calcutta on March 4, the date of Turnbull's murder in Egypt, Holmes eliminates the crew as suspects in the chain of murders, which he believes are the work of one person.

4/12/89 - 2/1/1: This article is critical to a successful investigation. It reports several facts that must be considered. First it reports the murder of James Windibank, including the facts that he was strangled and that he had ancient linen bandages around his neck. Second, it reports the murder of Andrew Weatherby at sea on the *Eastern Empress*. All three archaeologists have been strangled and are found with the bandages around their necks. This convinces Holmes that one person murdered all three. Third, the article gives the name of the company that owns the *Eastern Empress*: Jardine, Matheson & Co. Holmes is then able to obtain from the company a list of passengers who boarded in Cairo. Fourth, this story mentions that the expedition that included the three murdered men was sponsored by London University. Knowing this, Holmes goes to the University for background on the victims and thereby obtains information critical to the investigation.

4/12/89 - 2/1/2, 2/1/3, and 2/3/1: These three letters to the Editor refer to the affair of the Mummy's Curse, but provide no useful information for the investigation. One of these was submitted by Dr. Watson.

Taken together, these articles provide most of the information needed to begin the investigation. They list the names of the three murdered men, where they were murdered, how they were murdered and reveal why one of the murders was committed, the name of the company that owned the ship on which Weatherby was murdered, and the fact that the expedition was sponsored by London University.

Other information is provided in these stories, but nothing else is critical to Holmes's investigation. For example, one mentions



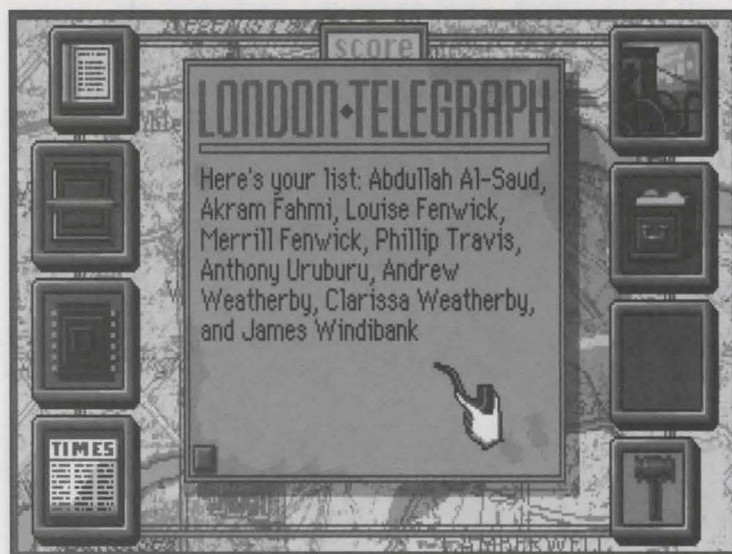
Luther Tenney, the First Mate of the *Eastern Empress*, who investigated the murder of Weatherby. He has some interesting information, which can help a detective less astute than Sherlock Holmes.

Pertinent Clues

The four pertinent clues to the Case of the Mummy's Curse are provided below. You cannot go to Trial for this case until you have obtained all four. The pertinent clue from Jardine, Matheson & Co. may be obtained by Holmes or by the Irregulars. Holmes himself sends the Irregulars, thereby saving two clue points.

Jardine, Matheson & Company

This is the shipping company that owns the *Eastern Empress*. It is found in the Directory under Shipping Companies. If Holmes visits this company, he receives a copy of the passenger list. This is the same information provided by the Irregulars in the telegram shown below.



Eastern Empress passenger list obtained by Holmes.

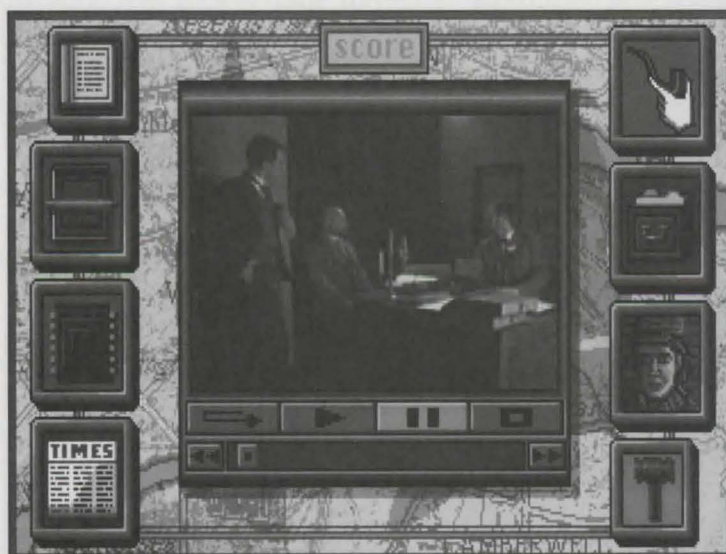


You have no way of knowing what will happen when you visit Jardine, Matheson & Co. or send the Irregulars there. In fact you don't even know what you have before you when you get it, other than that it's apparently a list of passengers. It's not until you reach the solution to the crime that you learn that this is in fact the list of passengers who boarded at Cairo. Only Holmes knows this, and it gives him a slight advantage over the player.

Henry Ellis

Mr. Ellis is the foreign news editor for the *London Times* and one of Holmes' Baker Street Regulars. Since all of the preliminary information on this case comes from stories in the Newspapers, Holmes visits Ellis for any additional information he may provide.

From Ellis, Holmes learns several critical facts. Primarily he learns that all of the articles in the *Times* are the work of Phillip Travis, one of the *Eastern Empress's* passengers and thus a suspect. The implication is that Travis also wrote the article that infuriated Turnbull (the Earl of Downey). Turnbull's harsh rebuke in the *Times* is the motive for Travis to murder Turnbull. Ellis also says that Travis is considered an "odd duck," implying eccentricity.



Holmes meets with Henry Ellis of the *London Times*.



Holmes visits the Egyptology Department of London University.

London University

Holmes next visits London University, the sponsor of the expedition to which the murdered men belonged, searching for additional information. He interviews Lawrence Feld, chairman of the Egyptology Department.

This is the interview that provides the motive for Travis's second and third murders, and also establishes him as somewhat knowledgeable about Egyptology. At this point Holmes is all but convinced that Travis is the murderer of all three men because he possessed motive, opportunity, and means.

Clarissa Weatherby

Before conceding that Travis is the murderer, Holmes interviews the widow of Andrew Weatherby to convince himself that she is innocent. Because of his knowledge of the other passengers and the mounting evidence against Travis, Holmes considers Clarissa Weatherby the only other likely suspect.



Holmes visits with the grieving widow, Clarissa Weatherby.



Their brief meeting convinces Holmes that Mrs. Weatherby did not murder her husband or the other men. His evidence is the fact that she was not strong enough to open a tin of candy, and thus not strong enough to strangle three men.

In what must be one of Holmes's celebrated hunches, he mentions the name of a fellow passenger on the *Eastern Empress*, Anthony Uruburu. The response from Clarissa Weatherby indicates that she did at least flirt with this man on the voyage, but Holmes is nevertheless convinced by his strength test that she is innocent of murder.

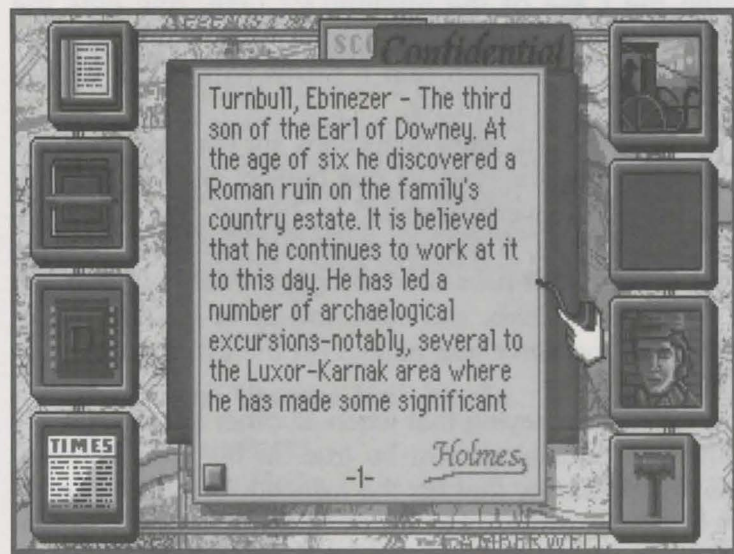
How Holmes correctly guessed her relationship to Uruburu is a mystery, because it is not mentioned in the papers or by any of the other people he talked to. One can only surmise that Holmes chose the name of one of the men traveling alone on the ship as that of a possible paramour. Still, choosing Uruburu must be considered extremely lucky because several men traveling alone boarded at Cairo, and this does not take into account crew members or single travelers who may already have been aboard.



Holmes' Notes

A few glances at Holmes' Notes reveal information that narrows the focus of the investigation. Among the passengers who boarded in Cairo, the Notes have helpful entries for three: Merrill and Louise Fenwick, and Akram Fahmi. Fenwick is the president of the Bank of England, a very high position. He and his wife are very unlikely suspects for the murderer. Fahmi is a well-known collector/dealer in medieval objects and also an unlikely suspect.

There is also a key entry for Ebenizer Turnbull, part of which is shown below. Holmes has noted that Turnbull is the third son of the Earl of Downey. A harsh letter to the Editor of the *Times* was signed by the Earl of Downey. Holmes believes this letter was directed at Travis and thus provides Travis with a motive for Turnbull's murder. Apparently, Turnbull's older brothers are deceased and left no heirs, leaving the title to the archaeologist. Holmes is able to make the connection between the Earl of Downey and Ebenizer Turnbull.



Holmes' Notes on Ebenizer Turnbull



Trial

Once you have obtained clues from Jardine, Henry Ellis, London University, and Clarissa Weatherby, you may go to Trial. The Judge asks first for the name of the person who murdered Ebenizer Turnbull. The correct answer is "Phillip Travis." The Judge then asks you to choose the motive for this crime from four possible motives. The correct motive is "Turnbull publicly lambasted Travis for questioning the doctor's credentials."

The Judge then asks who murdered Andrew Weatherby; the correct answer is again "Phillip Travis." The motive for this murder is "Travis was angry that Weatherby was chosen for the expedition instead of himself."

The Judge then asks who murdered the third archaeologist, James Windibank. The correct answer is again "Phillip Travis" and the motive for this crime is "Windibank did not choose him for the expedition."

Solution Review

After finishing the Case of the Mummy's Curse, one gets the impression that Holmes is more lucky than brilliant. There seem to be so many holes in his solution that it seems almost like chance that he fingered the correct murderer.

There's no doubt that his early deductions are correct. The murders clearly appear to be the work of one person. Sir Jasper Meek confirms that the victims were strangled by human hands and not with the ancient bandages. If the same person murdered all three men, then that person must have been in Egypt, must have boarded the *Eastern Empress* in Cairo, and must now be in London. There is no doubt that the murderer was named on the list of passengers boarding in Cairo.

Holmes is famous for saying that when all other possibilities are eliminated, the one remaining must be true. In his solution, however, he finds one possibility that fits the facts but doesn't bother to eliminate most of the others. He only finds some evidence that Clarissa Weatherby could not commit the murders. If she could somehow manage to fake that inability to open a jar of toffee, then she could still be the murderer. Holmes makes no attempt to elimi-



nate any of the other suspects by going beyond the facts he has about a few of them.

Holmes finds no convincing evidence against Travis other than the fact that the man did have opportunity, means, and motive. The motives do seem very weak, however.

The real evidence that might stand up in court must be obtained elsewhere. Luther Tenney describes the scene of Andrew Weatherby's murder, including a bowl of ashes next to the body. If Holmes troubles himself to visit Travis, he witnesses a weird ceremony in which Travis attempts to raise the dead. He employs just such a bowl, in which burning materials leave ashes. Travis possesses the mummy of a monkey. H. R. Murray finds hairs from a monkey and a dog on the ancient bandages removed from the murdered men's necks, implying that the bandages come from mummies of these creatures. This adds up to circumstantial evidence against Travis, but it is convincing.

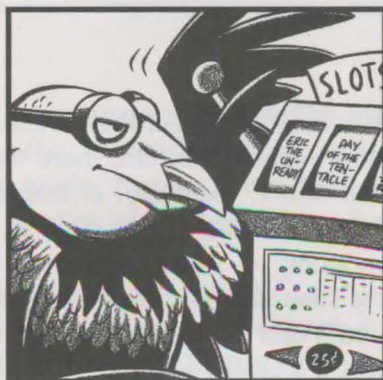
Guessing that Clarissa Weatherby had an affair during her voyage home is a lucky strike by Holmes, but it's nothing compared to his guessing that Anthony Uruburu was the third point of the love triangle. Unless he spoke to Luther Tenney or Uruburu, there was no way for Holmes to know about that relationship or about the fight between Uruburu and Weatherby.

Assuming that Holmes's intention was simply to identify the murderer and not to build a court case against him, the abrupt and incomplete investigation can be forgiven to some extent. He has identified Travis as a very likely suspect. But nothing is known about the motives of several other potential suspects and no solid evidence is presented against Travis except that he had motive, opportunity, and means.

Publisher: Viacom New Media

To order, contact:
Viacom New Media
648 S. Wheeling Road
Wheeling, IL 60090

For direct orders, call:
1-708-520-4440



20

Space Quest V: Roger Wilco in the Next Mutation

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



Okay, everybody liked SQ5. All the reviewers, all the people I ever met, my grandma—everyone. Oh, there were the usual gamer-nerd complaints—*too short, too easy*, et cetera. Dismiss these sorts of comments. Anybody who thinks five or six hours is too short for a computer experience . . . well, you know the type. I think of the *Saturday Night Live* sketch where William Shatner speaks to the costumed goofballs at a *Star Trek* convention: “Get a life, people!”

Space Quest 5 actually lets you be a fly for awhile. You get to meet a guy called The Merchant of Venus. You command a garbage scow, and your navigator’s name is Droole. Then there’s the pukoids. Really, can you think of better way to spend six hours of your existence?

The Story

Yes, you direct Roger Wilco, space janitor. But here’s a new twist; if you can help Roger “pass” (read: cheat on) the StarCon Academy final exam, he’ll get to command his own sleek starship! Well, okay, maybe it’s a garbage scow. But hey, remember your first car?

The plot is fairly linear. Wilco and his crew are assigned a standard garbage run, picking up floating Husky bags. But then, of course, all hell breaks lose. First you face a relentless killer android named W-D40. Then you stumble upon an interstellar conspiracy that threatens to mutate the entire galaxy into blobs of malevolent goo.

You get to duck phlegm attacks, play a futuristic version of Battleship, crawl through the airways of the biggest starship this side of the Death Star, and get your pants pulled down by a woman named Wankmeister. Great fun!

The Verdict

Look, I loved this game, but I’m a bird. I’m hypersensitive, okay? It’s a hormone thing. So I have to mention the one thing—the only thing—about SQ5 that bothered me: At game’s end, I had no particular feeling about Roger Wilco or his crew (with the possible exception of Spike, the face-hugging alien).

Hey, don’t laugh. I’m not looking for catharsis or some art thing. I got hawking giggles out of the deal—I enjoy dodging pukoid mutants as much as the next mythical bird—but at times the “plot”



(such as it was) seemed to cruise on autopilot, like maybe they got it nailed (which they do) after five installments, so everybody's just mailing it in now. Then again, maybe I'm just the doddering remnant of an endangered species whose sensibilities have been dulled by excessive inbreeding.

In any case, don't get me wrong. *Space Quest 5* is imaginative, whacky, challenging, funny. So the bird says check it out. Do it, pal. Admit you're a software pirate, and then go out and actually purchase a game for once in your life.

Get a haircut while you're at it.

General Tips

Say "SQ5" a Lot

Really hip, inside-type people refer to games by their initials. If you do it enough, guys from Atari will find you and force you to lead the company to profitability.

Be Commanding

This is SQ5. You're a starship commander now, so start talking like one! Decide to which crew member you wish to issue a command. Then select the Command icon (it's the one that looks like an exclamation point in a talk bubble) from the top menu. Click it on whoever you've chosen. This will bring up a command menu for each crew member.

Destination Coordinates

Here's a handy list of all the destination coordinates you'll need in the game:

Gangularis	71552
Peeyu	92767
Kiz Urazgubi	20011
Spacebar	69869
Thrakus	53284



Klorox II 90210

Genetix 41666

* * *

The Flythrough

Part J: The Academy

The Opening

When the animated sequence ends, follow the circular hallway (walk Roger away from you) to the Classroom, then take the Starcon Aptitude Test (SAT).

SAT Answers

The key to success: cheat. Whenever the Proctormatic 9000 droid turns his head away from you, click the Eye icon on the test display of the big-brained cadet on Roger's right (your left). You'll get a quick image of your current SAT question with the correct answer filled in. (Or you can simply choose 1-D, 2-E, 3-E, 4-C, 5-E, 6-C, 7-E, 8-D, 9-A, 10-A.)

Cleaning the Academy Crest

Go back to the Janitorial Closet (walk Roger toward you) and take the Scrub-O-Matic and orange safety cones. Then proceed to the Main Rotunda by taking the elevator (small circular port at right) down from the left hallway. Place an orange cone at each corner of the crest, click twice on the Scrub-O-Matic to mount it, then polish the entire crest area.

Return to the bulletin board outside the Classroom to receive your SAT results.

* * *



Part II: These Are the Garbage Runs of the SCS Eureka

Gangularis

Sit in the captain's chair to take charge, then command Flo to Hail Starcon. (Again, to command Flo, simply click the Command icon on Flo, then select Hail Starcon from the menu.) After the message, command Droole to lay in a course. When he asks you for the coordinates, enter the coordinates for Gangularis (71552) on the number pad, then click on the pad's ENT button.

Command Droole to go to Lite Speed. When he tells you you've reached your destination, command him to drop the Eureka to Regular Speed. Finally, when Flo reports the beacon, command Droole to Activate RRS.

Find and Neutralize Spike

After Cliffy reports on the strange sounds in the trash compartment, exit the bridge to the engineering section. Open the trash compartment. Go to Cliffy's toolbox (just left of the trash mound) and move things around to uncover the antacids, then take them. Important: Take the holepunch, the laser torch, and the fuse, too. You'll need them all much later, but you might as well get them now.

Go into the Science Lab. After you pull Spike from your face, he'll be in your inventory. Put him in the Habitube (bubbling tube at far right), then add the antacids.

The Peeyu Transmission

Go back to the captain's chair, command Droole to lay in another course, enter the coordinates for Peeyu (92767), then follow the same sequence as you did for Gangularis in order to pick up the garbage. After the pickup, you'll intercept the transmission.

Meet W-D40

From the captain's chair, command Droole to lay in another course. Enter the coordinates for Kiz Urazgubi (20011), then command another jump to Lite Speed. After the transmission from W-D40, go



into the Science Lab. Step onto the transporter, then click the Talk icon on Roger. He'll "energize" the unit and beam down to Kiz Urazgubi.

* * *

Part III: Kiz Urazgubi

Rock the Droid

Keep moving, and use the caves. (W-D40 is relentless, and will hit you with her third shot every time.) Go to the left rear of the cave behind the waterfall. You'll emerge at an alcove. Go right one screen to the big log spanning the chasm and walk up the branch extending up from the log's left side. After you fall and climb out of the pool, take the stick that fell with you (floating at right bank of pool).

Go back to the alcove. This time, go into the left cave to reach the top of the waterfall. From there, go to the left cave again and wait until W-D40 appears in the foreground. Then enter the left cave to reach the promontory at the top.

Now wait until W-D40 enters the cave—she's invisible, but you can watch for her footprints on the water, then her silhouette in the falling water. Jump across the chasm to the right side and climb up to the place where the boulder sits balanced on the cliff. Take the stick from your inventory and use it on the boulder.



W-D40 is a cold-blooded killer, and she'll nail you with her third shot every time. Keep moving and use the caves.



Void the Droid

Climb down from the promontory, hop back across the chasm, and work down to the big log again. Go through the log to the right side, then swing your stick at the fruit cluster hanging just out of reach over the log. Immediately switch to the Hand cursor and click on the cluster when it's closest to you. (This may require some trial and error, depending on the speed of your machine.)

When you get the banana, go down to the pool. W-D40's cloaking mechanism is shot, but she'll still want your body parts. Go back up to the hollow log, get in it, and wait until W-D40 shows up again. Now shove the banana up her tailpipe. Be sure to pick up her head after the explosion, or Cliffy won't let you beam back up to the ship. (It's the round metallic object to the left of the log.)

Back to the Eureka

Once you've got the head, go back to the pool. Cliffy will beam you up. Leave the Science Lab, but return when prompted to give the head to Cliffy. It will happen automatically, and you'll receive a piece of the droid in return—a communicator.

The Droid's Ship

Get on the transporter and click the Talk icon on Roger. Cliffy will join him and beam back down to the cliff where W-D40's cloaked ship sits. Walk toward the edge of the cliff to climb in, then use the droid communicator to uncloak the elevator. Get on the elevator to ride up inside the ship.

Click the Hand icon on the panel at the right (just left of the triple bank of red lights). First, click on the two center latches, top and bottom. (A self-destruct timer will engage, so hurry.) Turn the top-left knob, then the lower-right knob. Open the top-left panel, then the lower-right panel. Now turn the lower-left knob, then the top-right knob. Open the top-right panel first, then the lower-left panel. Finally, take the cloaking device.

Exit the ship by stepping onto the electronic hatch.

* * *



Part IV: The Space Bar

Go back to the captain's chair and command Droole to lay in another course. Enter the coordinates for the Space Bar (69869), then order Lite Speed. When Droole says you're approaching, go to Regular Speed. When the Nova Station appears, go to Standard Orbit. In the Science Lab, grab Spike from the Habitube and then transport down to the Space Bar.

Star Cruiser

Sit with Droole and Flo. After the cut sequence, battle Quirk in the Star Cruiser.

✧ **Hint:** Use your probes! If they somehow let you down (which I doubt), try firing your weapon in a checkerboard pattern (hitting every other square).

After Cliffy is arrested, sit with Flo and Droole. Click the Talk icon on both of them for some cogent observations. Then drop the Space Monkeys into your drink and go to the Detention Block.

The Detention Block

After the guards leave, go to the console and turn off the force field. Then go down to the second barred cell on the left, where you'll find Cliffy. Put Spike on the bars. He'll burn a hole, setting Cliffy free. You'll automatically return to the Eureka and receive your next mission assignment.

* * *

Part V: Klorox II

Duck the Loogies of Death

Lay in a course to Klorox II (90210). When Droole says you're there, slow down. Then go into Standard Orbit. Beam down with Droole to the surface. Go into the greenhouse (the big central building). When the mutant expectorates, notice that your cursor turns into an arrow just left or right of our hero's head. When you hear the spit, click one way or the other to duck.



*Don't let this happen to you!
When you hear the mutant
hawk-up a good one, watch his
head movement. If he goes
left, you go right.*

✖ **Hint:** Pay close attention to the direction the mutant leans his head, then move Roger's head in the opposite direction.

The Activity Log

After Droole saves your life, pick up the slip of paper on the greenhouse floor (on vent at bottom left) and look at it. Then enter its access number (80869) into the colony computer and read the Activity Log. Go back up to the plateau where you beamed in and find the secret passage at the far left of the screen. Look closely at the cannister. Be sure to note the Genetix coordinates, 41666.

* * *

Part VI: Thrakus

Beam to Thrakus

Set a course for Thrakus (53284). Once you arrive, click on the middle, yellow button on the captain's control panel (under Roger's right hand). Ask W-D40 (who is now your Science Officer) to Scan Planet. Go to the engineering section and click on the red button on the right wall to activate the Pod Bay lift. Step onto the lift to ride down to the Pod Bay.



In the Pod Bay, open the compartment just left of the pressure suits to take a rebreather mask. To get back up, click the Hand icon on the Docking Bay controls (the pedestal in front of the elevator), then click on Elevator Door button and get in the elevator. Now go to the Science Lab, get on the transporter, and put on the mask. You will automatically beam down to the planet.

Thrakus Surface

Take the path that leads west (left), then walk through the cleft in the giant mushroom at the far right. Look in the escape pod—you have to click the Eye icon directly on the open door. Take the frock to “look under” it, revealing the homing beacon. Turn off the beacon by clicking on the flashing red button.

Walk back through the cleft in the giant mushroom. After you’re hanging from the cliff, use the frock on the Ambassador to pull her to safety. Use the communicator to call the Eureka, then grab the vine that Beatrice lowers to you.

Freeze the Ambassador

You need to CryoFreeze Beatrice, quickly. Click the Hand icon on the red button just left of the Habitube, then on the CryoChamber, then on Beatrice. Roger will carry her to the chamber. To put her in the chamber, click the Hand icon on the chamber.

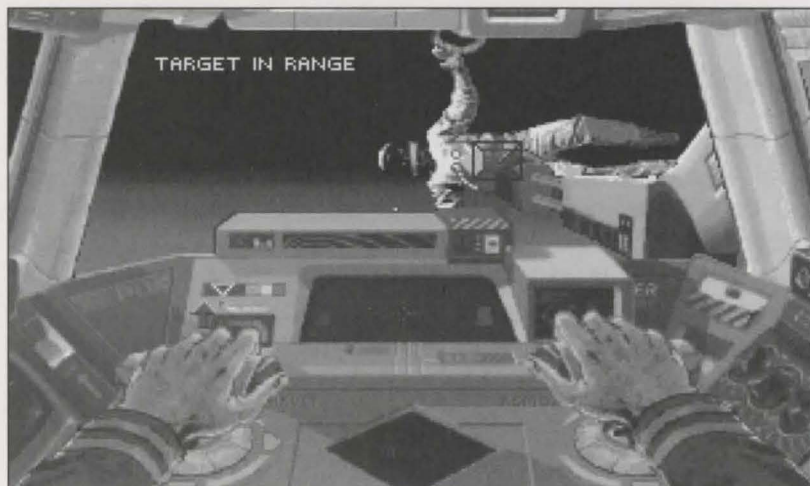
Click the Eye icon on the chamber for a close-up shot. Click on the control panel at the lower left. Enter **10** seconds, make sure it’s set to CryoFreeze, then click on the Start button. Now go back to the bridge.

* * *

Part VII: Escape the Pukoids

Goliath Attacks

When the Goliath attacks, order Droole to take Evasive Action. Then choose the asteroid belt option when it appears. After you lose Cliffy, ask W-D40 for a recommendation. (Again, to access W-D40, press the yellow button on the captain’s control panel.)



Maneuver your pod until you get Cliffy in your sites with the "Target in Range" indicator on.

Rescue Cliffy

Go down to the Pod Bay. Take the extra oxygen tank from the compartment just left of the rebreather mask storage. Use the Pod Bay controls to rotate the pod, then click the Hand icon on the pod to get in and launch it.

Cliffy is the red dot on your radar screen, The Eureka is the green triangle. Using your maneuvering (left-hand) controls, rotate right until the red dot is dead ahead—i.e., on the vertical crosshair, above the horizontal crosshair. Accelerate forward until Cliffy fills the view window, then extend the claw with the right-hand control.

Open the claw—i.e., click when the cursor becomes the word "Claw." Maneuver left and right until the green rectangle appears and you get the "Target in Range" indicator. Close the claw to snag Cliffy, then return to the Eureka as fast as possible, lining up the ship the same way you lined up Cliffy.

Once you get back to the Eureka, go to the bridge and sit in the command chair.

* * *



Part VJJJ: Genetix

Getting There

Remember the coordinates from the cannister on Klorox II? (If you didn't jot them down before, the coordinates for Genetix are 41666.) Lay in that course and follow standard procedures to get into a standard orbit around Genetix. (If you haven't learned these by now, something is seriously awry.) Go to the transporter and beam down to Genetix, but be sure you have both the card from the Merchant of Venus and Cliffy's holepunch from his toolbox.

Life as a Fly

Go one screen left to the waterfall. Fly into the slit in the rock, which is an electronic locking mechanism. If you interrupt each of the nine light beams, you'll find that four beams activate locks and five don't, in the following pattern:

- x = activates lock
- o = no effect on locks

O X O

X O X

O X O

You'll need to replicate this pattern by using the holepunch from Cliffy's toolbox on the card you got from the Merchant of Venus back in the Space Bar. But you can't do that until you de-fly yourself first.

Move through the light beams and land on the computer. Click the Restart button (on the Genetix computer, not yours). Important: Be sure you view *all* the files and also check out the Security camera views.

Now go back out and fly past the waterfall to the east edge of the pool. After the amphibian creature makes its unsuccessful grab, click on the communicator for a closeup and click the Talk icon on Flo. Fly to Cliffy and click on him to land on his nose. Then click on the upper-right side of the screen (just left of the small waterfall) to get to the compost bin. Now click on the human flyhead, and Cliffy will fix you up.



Access the Lab as Human

Go to the rock wall where the lab door is. Using the holepunch on the card you got from the Merchant of Venus back at the Space Bar, match the pattern of the light beams in the locking mechanism shown earlier—i.e., punch holes at the O's, where the beams don't activate locks.

Now click the punched card on the lock and go in the lab. Click on the small panel to the left of the compartment at the bottom of the stairs. When the compartment opens, take the liquid nitrogen cannisters and go back out. Tell Cliffy to beam you back up to the Eureka.



Here's the holepunch pattern for getting into the secret Genetix lab. Now place the card in the lock.

Defrosting Deambassador

After Spike does his thing, select the last option from your Question menu (the long, complicated one involving the transporter). Click the Eye icon on the Cryo, then on the control panel at bottom left. Set the CryoChef for Defrost, then set the timer for **10** seconds and click on the ENT button. Click on the Cryo unit, take Bea out, and put her on the transporter.

Go back to the captain's chair.

* * *

Part JX: The Goliath

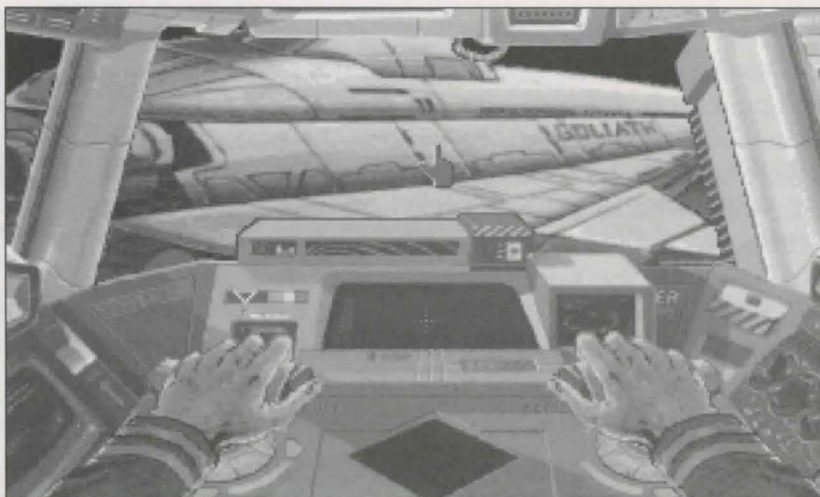
Boarding the Goliath

Summon a report from W-D40 by pressing the middle button on the captain's control panel. Ask her to Scan for Ships. She'll tell you the Goliath is in the vicinity of Gingivitus. Command Droole to lay in a course for Gingivitus (81100) and proceed in the usual manner. Upon arrival, summon Cliffy by pressing the green (left) button on your command panel, then select Cloak Ship from the menu.

Go to the Science Lab. (Be sure you get the laser torch and the spare fuse from Cliffy's toolbox, if you haven't already done so.)



See the Hand cursor? Click there on the Goliath to dock your pod right on the engine room.



After Cliffy's presentation, go to the Pod Bay, rotate the pod, and get in. Click the Hand icon on the Goliath to dock.

You'll get right into the engine room if you pick a spot on the left-center portion of the hull.

Activate the Warp Drive

Wait on the ladder until the guard makes his pass on the catwalk, then hurry to the control panel. Click the Hand icon on the panel and place the warp distributor cap on its receptacle. After the guard finishes another pass, follow his direction out the door. Once you're in the hall, click the Hand icon on the floor grate and enter the sub-floor maze.

Deactivating the Shield: The Subfloor Maze

Getting to the shield activator is tedious and tricky. Follow these directions for a quick passage (N=north, E=east, S=south, and W=west):

Go N, E, N, N to get into Shaft A. Climb up the shaft ladder two levels to the subfloor below Level 6. Go S, W, N, N, E, N, N to get into Shaft B. Climb up the ladder two levels to the subfloor below Level 4. Go S, W, N, N, W, W, N, N to get into Shaft C.



Climb up the ladder two levels to the subfloor below Level 2. Now go S, S, W, S, E, S, then click the Hand icon on the grating above to find the Shield Deactivation Switch.

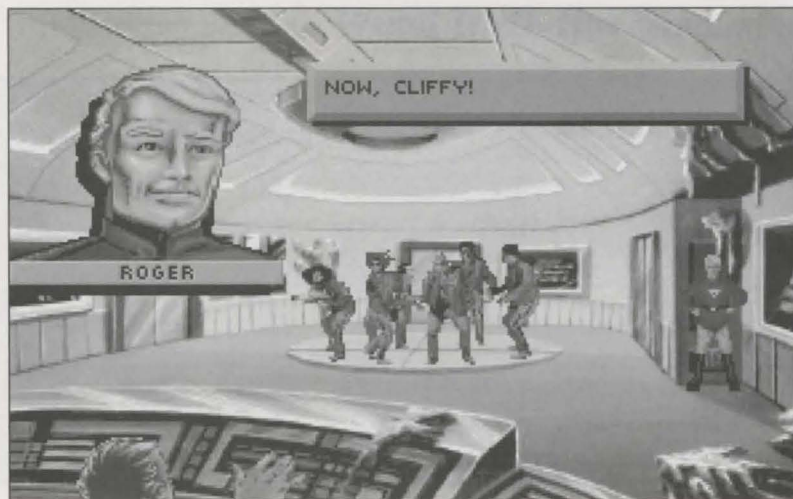
✧ **Hint:** Watch out for elevators in the shafts! If you see a bright light above you, click the Hand icon on the nearest subfloor entry and dive in. Then go back out into the shaft to continue your climb.

Demutating the Pukoids

After the automatic sequence, wait until all the Pukoids are on the transporter pad and the doors seal shut before giving Cliffy the signal. When Quirk escapes into the Blob, choose the first response to Flo: "Call Cliffy and tell him to beam me over to the Eureka!"

Deblobbing the Blob

Go to the captain's chair and command Droole to Fire. When the Blob approaches the Eureka, order Droole to Activate RRS and order Flo to Abandon Ship. Click on the red (right) button on the



Wait until the Goliath crew enters and all doors close, then give Cliffy the signal to de-puke the pukoids.



captain's command panel and activate the self-destruct mechanism. Then hurry to the Science Lab.

Take Bea from the Cryo, get on the transporter, and energize. When the transporter fails, go to the service tunnel in the engineering compartment (the one you've seen Cliffy crawling in and out of) and take out the blown fuse by clicking on it. The blown fuse is the middle-left one (from Roger's point of view), shown as red on the schematic diagram. Now put in the spare fuse that you took from Cliffy's toolbox. Go back to the lab and take Spike from the Habitude. Then hop on the transporter and energize!

Publisher: Sierra On-Line

To order, contact:

Sierra On-Line

Sales Department

P.O. Box 978

Oakhurst, CA 93644-0978

For direct orders, call:

1-800-326-6654



21

Star Trek: 25th Anniversary

Word from the Bird

The Condor's Scorecard

Story/Writing	1	2	3	4	5	6	7	8	9	10
Atmosphere	1	2	3	4	5	6	7	8	9	10
Gameplay	1	2	3	4	5	6	7	8	9	10
Visual Quality	1	2	3	4	5	6	7	8	9	10
Originality	1	2	3	4	5	6	7	8	9	10
Overall Rating	1	2	3	4	5	6	7	8	9	10



So you're a *Trekkie*. Hey, it's OK, man. Everybody's a *Trekkie*. Everybody worth a squawk, anyway. But the question remains: Why? What's the appeal?

Don't ask me. All I know is, nothing gets the Condor's feathers all aquiver quite like cable reruns of the original Roddenberry *Star Trek*. When Kirk takes the helm and says something commanding like, "Maintain surveillance, Mister Sulu," I just about fall off my perch. *What a dude!*

Look, extensive scientific research conducted in 32 countries has proven that a single episode of *Star Trek* can lift viewers into heightened states of perception. And so what do we get in *Star Trek: 25th Anniversary*? Seven episodes of classic corn, camp, and Kirk! Toss in a neat little starship combat simulator, and Trekkies will see God. Or at least His valet.

Interplay released *Star Trek: 25th Anniversary* on floppy disks about two years ago, so it's been around the block a bit. But if you're a *Trekkie*—and I know you are—the new CD-ROM version of the game adds an irresistible new wrinkle: the real voices of the original *Enterprise* crew. That's right—William Shatner (Kirk), Leonard Nimoy (Spock), DeForest Kelley (McCoy), James Doohan (Scotty), George Takei (Sulu), and Walker Koenig (Chekov). As *Electronic Entertainment* magazine recently put it; "Kirk's dramatic pauses and Spock's measured tones make a *big* difference in realism and excitement."

The Story

There are seven stories, as I said, each with a title and opening exactly like those in the episodes of the old *Star Trek* series. So your trek involves seven mini-games. In "Demon World," you must disable a nightmare machine—a machine that literally converts your worst dreams into reality. "Hijacked" opens with a battle with an Elasi pirate starship, then challenges you to board and liberate a hijacked freighter.

"Love's Labor Jeopardized" features a skirmish with a Romulan warbird and a desperate effort to halt the viral contamination of ARK-7, the famous bio-research station under the command of Dr. Carol Marcus. (Kirk remembers her. Do you?) "Another Fine Mess"



brings back another old Trekker, the self-serving mercenary Harry Mudd, who has stumbled upon the dormant hulk of an ancient, highly advanced civilization. “Feathered Serpent” finally introduces those bonehead Klingons, who have pursued a “criminal” into Federation space and demand that the *Enterprise* expedite his capture . . . or else face all-out war.

“That Old Devil Moon” sends Kirk and crew to the surface of a lost moon known as Scythe. The mission: Disable a dormant nuclear base that is threatening to awaken and launch a burning rain of destruction down onto the planet Proxima III. Finally, “Vengeance” confronts the *Enterprise* with its own evil twin . . . and concludes with one of the most deadly space combat sequences you’ll ever see.

The Verdict

Star Trek: 25th Anniversary does a great job of recreating the spirit of the old *Star Trek* series. True, the two-year-old, floppy-based graphics pale in comparison to what’s happening on today’s CD-ROM titles such as *Myst* and *The 7th Guest* . . . or even other floppy-to-CD-ROM conversions such as *King’s Quest VI*. But this game has the advantage of starting with a tried-and-true concept that we all know and love, and the characters and stories stay remarkably true to their sources.

Contrary to my initial expectations, I enjoyed this game. If you’re a Trekkie, it’s a must. If you’re just another adventure gamer, it’s worth a look. And if you’re a mythical, visionary bird, laden with psychometric power . . . hey, give me a call.

* * *

General Tips

Be Patient in Combat

Patience is not Kirk’s strong point, but in space combat, tactical superiority comes from measured movements and accuracy, not



from speed. Jeebs suggests you cruise at Warp 3, let the enemy make his pass, then drop in behind and squeeze off as many bursts as you can get. It's also important to *lead* your targets, and this can only be accomplished if you're in control of the *Enterprise*, not rocketing around like a madman.

Be Thorough and Prosper

This is standard adventure-game advice, but heed it: Examine *everything*. Consult your party, *every one of them*, in each new screen you enter. And that tricorder in your belt? It's expensive! It's priceless! Use it, dammit. On everything!

* * *

The Flythrough

Of course, you can't get anywhere in *Star Trek: 25th Anniversary* if you can't get past the copy protection—the star map in the manual that you must refer to in order to navigate the opening of each episode.

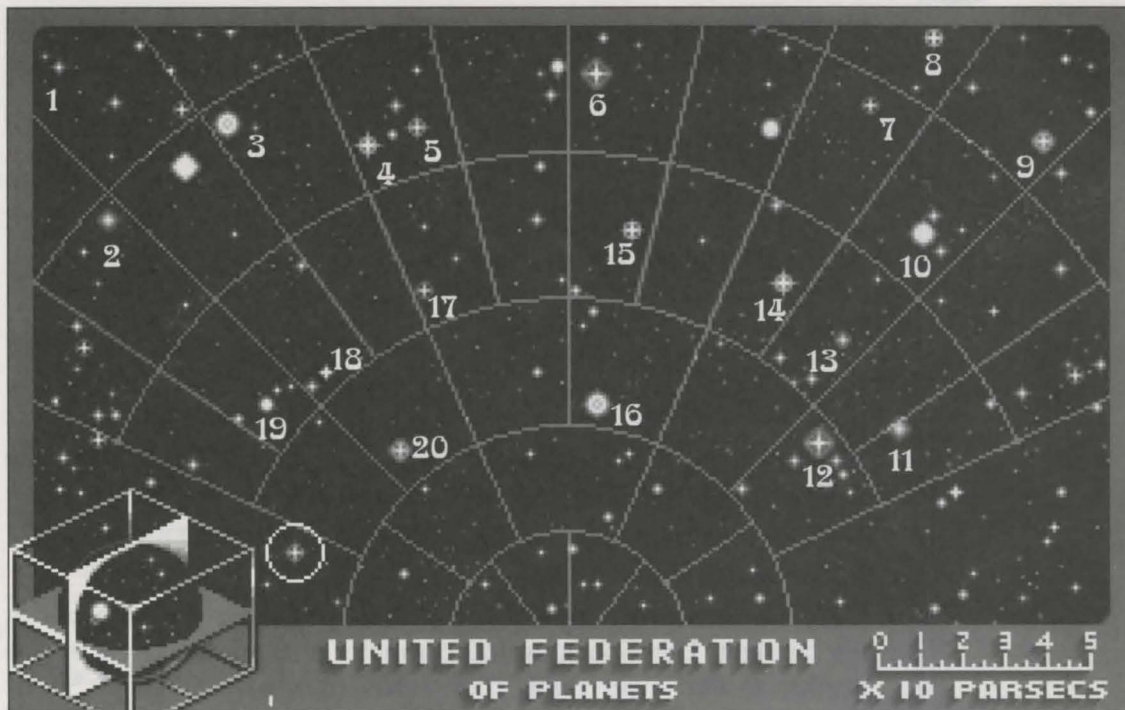
Demon World

Mission Prep

After the simulated skirmish, view the Admiral's mission briefing. Press **N** and click on the Pollux system. (See the star map in the center of your game manual.) Once you arrive, press **O** to orbit Pollux V. Press **Tab** for crew selection mode, click on Mr. Spock, then click on the Computer icon. Type in and read the information on Acolytes, then on Nikolasi, then on Robert Angiven. Click on on Kirk, then the Transporter icon.

Pollux V: Arrival

Talk to Angiven. Select dialogue choices 1, 1, 1. Click on the door of the closest building to enter.



- | | | |
|-------------------|---------------------|-------------------|
| 1. Centurius | 8. Strahkeer | 15. Beta Myamid |
| 2. Cameron's Star | 9. Hrakkour | 16. Sirius |
| 3. ARK-7 | 10. Tri-Rho Nautica | 17. Sigma Zhukova |
| 4. Harlequin | 11. Shiva Omicron | 18. Castor |
| 5. Harrapa | 12. Alpha Proxima | 19. Pollux |
| 6. Elasi Prime | 13. Omega Maelstrom | 20. Christgen |
| 7. Digifal | 14. Argos IV | |

Chapel (First Visit)

Talk to Brother Stephen (the bald guy on the left). Click the right mouse button to bring up the Command icon, click on the Use icon (hand holding ball), then select the medical tricorder. Now click the



medical tricorder on Brother Chub (the bandaged guy). Exit the chapel. Go north . . . be prepared for Klingons!

Cave (First Visit)

Quickly, use the stun (green) phaser on each of the three Klingons. Use your tricorder on the Klingons, then pick up the detached hand on the ground at the far left, near Spock. Go north into the cave mouth. Use the tricorder on the berries, then take them. Go south twice to return to the chapel.

Chapel (Second Visit)

Use the berries on Stephen. As McCoy suggests, you need to "process" the berries. Exit and go into the shelter next door.

Laboratory (First Visit)

Click the berries on Stephen, then on the molecular synthesizer at the far right. Use Spock on the computer at the lower left. Use the display at the lower right, then select dialogue choice 2. Select descriptions, one by one, of the display items until you've heard them all. Get the case to open it, then get the twisted metal. Return to the chapel.

Chapel (Third Visit)

Use the flask of red extract on Chub. Talk to Chub, then to Grishnash. Go back to the cave mouth.

Cave (Second Visit)

Go north to enter the cave.

Door/Boulders

Use the tricorder both on the door and on the boulders. Now arm yourself with your red (full power) phaser and start blasting the boulders in front of the door, from left to right. When you see Brother Kandrey, use the Medical Bag on him, then talk to him. Use the



android hand on the square panel above Brother Kandrey's head. Now return to the colony lab.

Laboratory (Second Visit)

Use the hand on Stephen, then on the workbench (middle of the room). Return to the door/boulders, use the hand on the panel again, and go through the open door.

Alien Machine Room

Use the tricorder on the machines and panels. Use the panel with the colored dials. On the panel close-up, move the three slider bars on the right (yellow, red, blue) until each corresponding row of lights on the left has only one light on. Select dialogue choices 2, 2. Use your tricorder on the Navian. Finally, use the twisted metal on the Navian.

Hijacked

Battling Pirates in Beta Myamid

Bring up your star map and select Beta Myamid. Raise shields and arm weapons. After your battle with the Elasi pirate ship, enter orbit. You'll see the Masada.

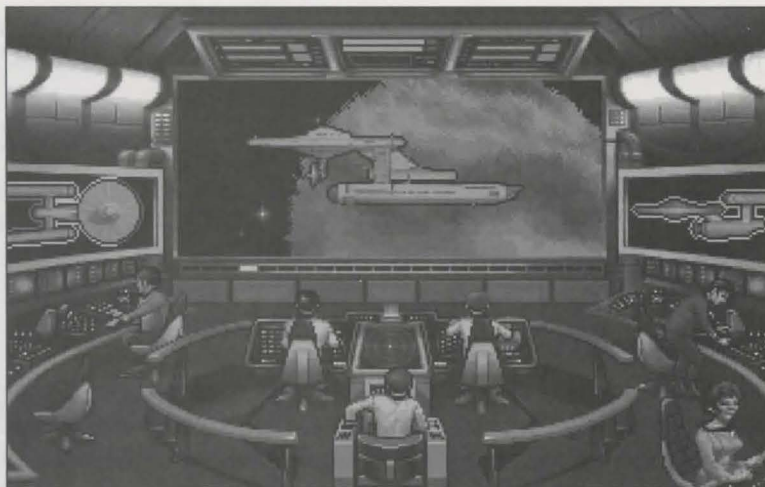
Use Uhura to hail the ship. Talk to the Elasi Cereth using dialogue path 1, 2, 1. Talk to Spock. Consult the computer about Masada (note the command prefix code: 293391-197736-3829), Elasi, and Cereth. Click on Uhura and select Kirk Choice 2: Send the prefix code. Enter the code. Lower your shields. Click on Kirk, then on the Transport icon.

Aboard the Masada.

Use the medical bag on Crewman Simpson. When he opens his workspace (wall opening), take the transmogrifier from it, then go east one screen into the hallway.



Welcome to the bridge of the USS Enterprise. That's the hijacked Masada on the viewscreen. Click on Uhura to hail the ship, then use dialogue path 1, 2, 1.



Hallway

Pick up the mangled equipment on the right side of the hallway, then go through the door halfway down the hall to the right.

Detention Bay

Use the green (stun) phaser on the two Elasi guards. Use the tricorder on the control panel just to the right of the brig door; you'll discover that the switch is booby-trapped. Use the tricorder on the bomb just inside the brig door (upper right). Use the wires just below the control panel; Spock will defuse the bomb. Use the panel, then listen to the crewman's information about the secret switch. Pick up the bomb and the wires. Exit left into the hallway, then return to the transporter room.

Transporter Room

Use Spock on the transporter controls. Use your red (full power) phaser on the welder, then use the now-charged welder on the metal scraps to create a comb-bit. Use the comb-bit on the transmogrifier, then use the transmogrifier on the transporter controls. Use



the bomb wires on the transporter controls. Now use the transporter controls.

Masada Bridge

Talk to Cereth and select dialogue choice 1.

Love's Labor Jeopardized

Battling Romulans Near ARK-7

Bring up your star map and set a course for ARK-7. After battling the Romulan warbird, talk to Spock, then consult his computer regarding ARK-7 and Marcus. Click on Uhura; hail the ship. Lower shields. Click on Kirk, then transport.

ARK-7 Control Room

Use the tricorder on the computer bank. Use McCoy on the computer bank once, then repeat, running through all the numbered entries. Exit through the heavily secured door on the back wall (right side) and into the science lab.



What a beaming bunch of Trekkers! Kirk, Spock, and McCoy get all the planetside duty in this game, while Scotty mans the transporter controls.



Science Lab (First Visit)

Look at the synthesizer. Open (use) the cabinet at the far left and take the anti-gravity unit. Exit through the door at the right.

Research Lab (First Visit)

Use the refrigerator (far left wall) and pick up one of the specimen dishes inside. Use the dish on the culture chamber (back wall). Go north through the safety doors into the engineering center.

Engineering Center (First Visit)

Pick up the large wrench on the floor. Use the service access panel (red door at far right), then use the wrench on the N2 tank inside. Use the anti-gravity unit on the N2 tank. Use the wrench on the engineering access panel at far left. Pick up the insulation and return to the research lab (go south).

Research Lab (Second Visit)

Use the insulation on the distiller (the big device in the front of the room). Now go back to the science lab (second door on the left).

Science Lab (Second Visit)

Use the wrench on the gas feed atop the tanks. Put the polyberyl-carbonate (distilled from insulation) in the synthesis chamber, then use the synthesis machine. Take the TLTDH gas from the chamber, then use the wrench on the gas feed again (to shut it off). Use the antigravity unit on the O2 tank, then replace it with the N2 tank from your inventory. Now use the wrench on the gas feed again to turn it on. Use the synthesis machine, pick up the ammonia from the chamber, then exit to the right into the research lab.

Research Lab (Third Visit)

Use the ammonia with the anti-agent nozzle in the green cabinet (back wall, center). Use McCoy with the virus reproduction machine (the one holding the virus dish and ammonia). Take the Oroborus cure sample. Return to the science lab.



Science Lab (Third Visit)

Put the cure sample in the synthesizer chamber, then use the synthesis machine. Take the syringe from the chamber and use it on Spock. Exit to the right into the research lab, then go through the safety doors into the engineering center.

Engineering Center (Second Visit)

Use the wrench to open the air vent at the right, then use the Romulan laughing gas on the vent. Exit south into the research lab and use the ladder down to the crew quarters.

Crew Quarters

Use the syringe on any of the Romulans. Go through the door in the back wall into the advanced research laboratory.

Advanced Research Laboratory

Use Dr. Marcus to untie her. Use the syringe on the collapsed Romulan. Talk to the Romulan and select dialogue choice 2.

Another Fine Mess

Battling Pirates in Harlequin

Bring up your star map and select the Harlequin star system. Raise shields and arm weapons, then battle the pair of Elasi pirates. Afterwards, talk to Spock. Consult his computer, typing in **Harrapa**, then **Mudd**. Bring up your star map again and select the Harrapa system. Lower shields. Click on Kirk and then transport.

Mudd's Ship

Talk to Mudd. Use the tricorder on the two open boxes at left. The one on the floor contains spherical memory media; the one on the platform contains an energy device. Take a spheroid, take the energy device, then take one of the glass lenses scattered on the floor. Use



the lens on the energy device, then use the device on anything. Exit through the far door.

Weapons Room

Use Spock on the far-left of the three blue buttons on the control panel; then on the single purple button. Select dialogue choice 2. Go through the door (nearly hidden) and the left rear wall.

Computer Library (First Visit)

Use the tricorder on the big yellow sphere on the platform. Go through the small triangular red door on the back wall.

Ship's Bridge (First Visit)

Pick up the engineering instrument lying on the right side of the control console. Use the tricorder on the console, then use Spock on the console. Exit to the lower left, back to the library.

Computer Library (Second Visit)

Use Spock on the yellow sphere on the platform, then use the tricorder on the same sphere. After the download, use Spock on the sphere again to get a picture of an alien. Use the yellow spheroid in your inventory on the big yellow sphere to download data. Now go back to the bridge.

Ship's Bridge (Second Visit)

Use the control console. Select Kirk Choice 1: Communications. After you talk to Scotty, select dialogue choice 1—that is, don't beam back to the *Enterprise* yet. Use Spock on the control console. Select Sensors, then Navigation, then Engineering. Now exit to the lower right into the medical lab.

Medical Lab

If Harry Mudd isn't here, exit and re-enter. Use Spock on Mudd, then take one of the capsules from the cabinet and use it on the



flashing panel just below the cabinet. Use the medical bag on Mudd. Now go back to the computer library.

Computer Library (Third Visit)

If Harry Mudd isn't here, exit and re-enter. Select dialogue choice 2, then talk to Mudd. Exit east, then go south twice to reach the life support room.

Life Support Room

If Harry Mudd isn't here, exit and re-enter. Select dialogue choice 2. Look at the life support generator, use the tricorder on it, then use the engineering instrument (from the bridge) on it. Go back to the bridge.

Ship's Bridge (Third Visit)

Use the control console and select Communications. Select dialogue choices 3, 2.

Feathered Serpent

Encounter at Zamphor

When the Klingon battle cruiser appears, use dialogue path 2, 1. Orbit the planet. Click on Spock and consult his computer, typing in first **ZAMPHOR** and then **DIGIFAL**. Click on Kirk, and then transport down to the planet.

On Zamphor

Talk to Quetzecoatl using dialogue path 1, 2, 1.

Pit

Pick up rocks, then use one on the small hole near the ground (just above the snake). Pick up the snake. (Yes, that's what I said.) Throw a rock at the left hanging vine; it will drop lower. Do it again. Use



the vine to climb out. At the top of the pit, go west two screens.

Tloaxac

Use the snake on Tloaxac, then on Kirk. Pick up the knife, go west, then northwest to the river.

River Monster

Use the tricorder on the water. Use Lt. Stragey (red-shirted guy) on the log. Then direct Kirk across the log.

Crystal Cave

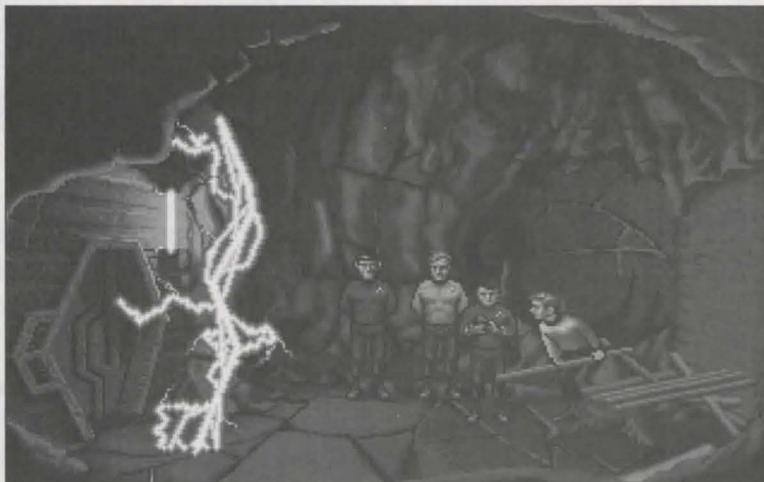
Use the knife on the red dilithium crystal on the floor. Exit to the left. In the meeting room of the cave, use dialogue path 2, 2, 3.

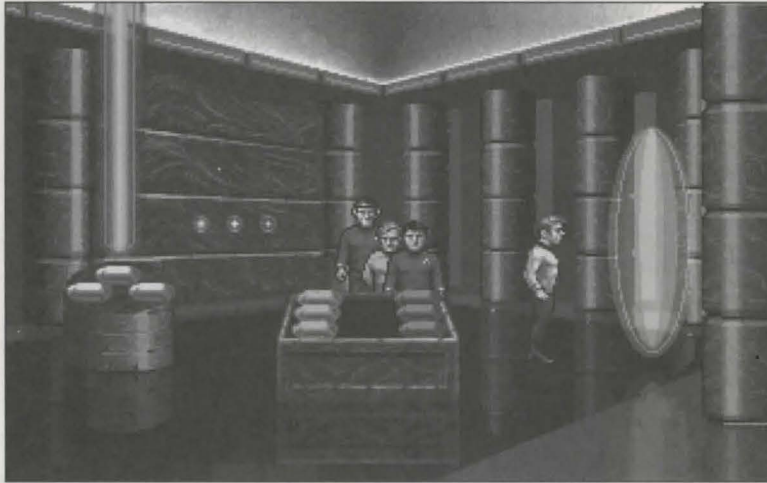
Back on the Enterprise

Use dialogue path 1, 1. At the trial, go to the center of the room. Again, use dialogue path 1, 1.

Dungeon (Energy Creature)

How do you get past this guy? Aim a full-power phaser blast at the floor, then dip one of those wooden rods into the molten result. Now toss it at that electrifying fellow.





Holy Bialbi! Put the three green gems into the pedestal holes to activate the Light of Knowledge . . . then step into the yellow light.

Use the tricorder on the door lock mechanism. Use the communicator and select path 2, 1. Use red (full power) phaser on the ground. Pick up one of the wooden rods and use it on the molten iron. Now use the rod on the energy creature, then use Spock on the entry coder.

Gem Room

Take all three of the green gems. Put them on the three holes into the pedestal at the far left. Walk into the yellow light at the far right. Select dialogue choice 3.

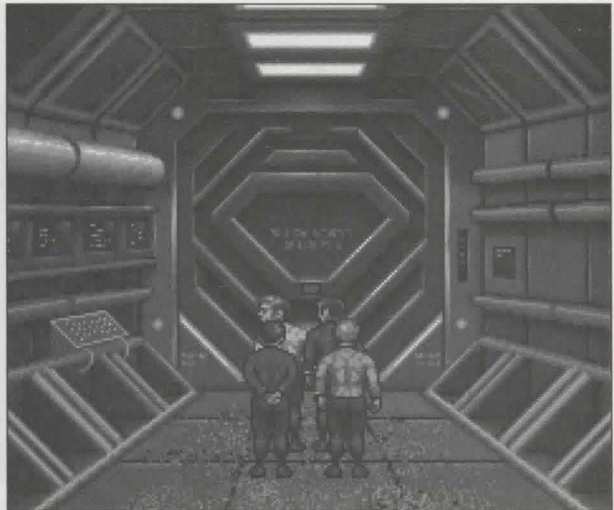
That Old Devil Moon

Alpha Proxima

Bring up your star map and select Alpha Proxima. Orbit the planet, then click on Uhura to check for signals. Click on Spock and consult his computer regarding Proxima, Proxtrey, Lucrs, Sofs, Scythe, base three and base four. Then click on Kirk and transport down to the moon.



Those filthy Lucrs! To figure out the inner door code, remember that "Scythe" is the 17th letter of the Lucrian alphabet. So what's 17 in base 3? (OK, I'll tell you—122.)



Security Doors

Pick up rocks from the ground, then walk to the big door to get a close-up shot of it. Use Spock on the numeric keypad just to the right of the door, then enter **10200**. Walk in through the entry. Use the tricorder on the computer terminal at the left, then use Spock on the terminal.

Use Spock on the door writings, then on the security lock (the long vertical row just to the right of the door). Type in **122**. Enter into the corridor.

Corridor

Use the tricorder on the solid door in the back wall, then on the panel next to it. Exit to the right.

Mining Room

Use the tricorder on the laser-drill control panel to program the drill. Then use the box in the foreground, and get the wire from the box. Use Spock on the control panel. Select laser setting 100. After the drill carves a template in the rock wall, use the rocks you picked up earlier on the template. Use Spock on the control panel again. This



time, select laser setting 001. Now take the finished keycard from the template, go back into the corridor, and use the keycard in the ID slot in the door-lock panel on the rear wall. Go through the door.

Base Control Center

Use the tricorder on all three computers. Use Spock on the right computer, then on the left computer. Use the wire on either computer. Use Spock again on the left computer.

Vengeance

Death of the Republic

Before beaming aboard the *Republic*, select dialogue choice 2.

Republic's Bridge

Use McCoy on the nearest crewman. Use the tricorder on the main computer banks, then on the captain's chair. Go south to the sick bay.

Sick Bay

Look at the woman. Use the medical tricorder on her, then talk to her. Use the communicator and select choice 1. After you beam back aboard the *Enterprise*, select dialogue choices 1, 1, 2. And it's a really good idea to save your game here. The climactic battle is just ahead . . . and it's a tough one.

Enterprise: The Final Battle

The evil-twin *Enterprise* will try to get on your tail and blast you from behind. One strategy is to slow enough (2 or 3) so that the enemy overtakes you occasionally, letting you get off a few bursts on the pass. Two Elasi pirate ships will attack as well, but ignore them as much as you can, focusing instead on the other *Enterprise*—which is, after all, a Constitution-class starship, the



biggest and baddest of all. If you finally blast it away, try running from the pirates until you can get repaired.

Publisher: Interplay

To order, contact:
Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714

For direct orders, call:
1-714-553-6678



COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide	\$19.95
Harpoon Battlebook: The Official Strategy Guide	\$19.95
JetFighter II: The Official Strategy Guide	\$19.95
The Official LucasFilm Games Air Combat Strategies Book	\$19.95
Sid Meier's Civilization, or Rome on 640K a Day	\$19.95
Wing Commander I and II: The Ultimate Strategy Guide	\$19.95
Chuck Yeager's Air Combat Handbook	\$19.95
Ultima: The Avatar Adventures	\$19.95
A-Train: The Official Strategy Guide	\$19.95
PowerMonger: The Official Strategy Guide	\$19.95
Global Conquest: The Official Strategy Guide (with disk)	\$24.95
Falcon 3: The Official Combat Strategy Book (with disk)	\$27.95
Gunship 2000: The Official Strategy Guide	\$19.95
Dynamix Great War Planes: The Ultimate Strategy Guide	\$19.95
SimLife: The Official Strategy Guide	\$19.95
Populous: The Official Strategy Guide	\$19.95
Stunt Island: The Official Strategy Guide	\$19.95
Ultima VII and Underworld: More Avatar Adventures	\$19.95
X-Wing: The Official Strategy Guide	\$19.95
Prince of Persia: The Official Strategy Guide	\$19.95
Empire Deluxe: The Official Strategy Guide	\$19.95
F-15 Strike Eagle III: The Official Strategy Guide (with disk)	\$24.95
Lemmings: The Official Companion (with disk)	\$24.95
Secret of Mana Official Game Secrets	\$14.95
The 7th Guest: The Official Strategy Guide	\$19.95
Myst: The Official Strategy Guide	\$19.95
Return to Zork Adventurer's Guide	\$14.95
Microsoft Flight Simulator: The Official Strategy Guide	\$19.95
Strike Commander: The Official Strategy Guide	\$19.95
Might and Magic Compendium: The Authorized Strategy Guide for Games I, II, III, and IV	\$19.95
Computer Adventure Games Secrets	\$19.95
SimCity 2000: Power, Politics, and Planning	\$19.95
SSN-21 Seawolf: The Official Strategy Guide	\$19.95
Master of Orion: The Official Strategy Guide	\$19.95

NOW AVAILABLE

VIDEO GAME BOOKS

Nintendo Games Secrets, Volumes 1, 2, 3, and 4	\$12.95	each
Nintendo Game Boy Secrets, Volumes 1 and 2	\$12.95	each
Sega Genesis Secrets, Volumes 1, 2, 3, and 4	\$12.95	each
Sega Genesis and Sega CD Secrets, Volume 5	\$12.95	
Official Sega Genesis Power Tips Book, 2nd Edition (in full color!)	\$14.95	
TurboGrafx-16 and TurboExpress Secrets, Volumes 1 and 2	\$11.95	each
Super NES Games Secrets, Volumes 1, 2, 3, and 4	\$12.95	each
Super NES Games Unauthorized Power Tips Book	\$14.95	
GamePro Presents: Nintendo Games Secrets Greatest Tips	\$11.95	
GamePro Presents: Sega Genesis Games Secrets Greatest Tips		
Second Edition	\$11.95	
Game Pro Presents: Super NES Games Secrets Greatest Tips	\$11.95	
Super Mario World Game Secrets	\$12.95	
The Legend of Zelda: A Link to the Past Game Secrets	\$12.95	
Super Star Wars: The Official Strategy Guide	\$12.95	
Super Empire Strikes Back Official Game Secrets	\$12.95	
Battletoads: The Official Battlebook	\$12.95	
Parent's Guide to Video Games	\$12.95	



TO ORDER BOOKS

Please send me the following items:

Quantity	Title	Unit Price	Total
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
_____	_____	\$ _____	\$ _____
Subtotal			\$ _____
7.25% SALES TAX (CALIFORNIA ONLY)			\$ _____
SHIPPING AND HANDLING*			\$ _____
TOTAL ORDER			\$ _____

By telephone: With Visa or MC, call (916) 786-0426
Mon.-Fri. 9-4 PST. By mail: Just fill out the
information below and send with your remittance to:

PRIMA PUBLISHING

P.O. Box 1260BK
Rocklin, CA 95677

Satisfaction unconditionally guaranteed

Name _____

Address _____

City _____ State _____ ZIP _____

Visa / MC# _____ Exp. _____

Signature _____

*\$4.00 shipping and handling charge for the first book, and 50¢ for each additional book.

Myst: The Official Strategy Guide

Rick Barba and Rusel DeMaria

Welcome to the MYSTerious island! Are you feeling a bit MYSTified? Does everything seem all MYSTy now? Are you thinking you might have MYST something?

Well, you've come to the right place for help. *Myst: The Official Strategy Guide* is the ultimate, authoritative source of answers and information about Myst Island and the Ages of Myst. Inside you'll find:

- A complete, fictionalized walkthrough of the game
- Detailed examinations of the puzzles and the reasoning behind them
- Screen images of the most important locations
- Overhead views of Myst Island and the Ages
- "Quick and Dirty" solutions for players in a hurry

But that's not all! You also get the following special bonuses:

- Early sketches and concept materials used to create the Myst environment
- Special renderings of objects from the world of Myst

Rick Barba is a game designer and author of *Stunt Island: The Official Strategy Guide* and *Computer Adventure Game Secrets* (both from Prima).

Rusel DeMaria is Creative Director of Prima's *Secrets of the Games* series and head of DeMaria Studios. He is the author of many bestselling computer and video game books, including *Prince of Persia: The Official Strategy Guide* (from Prima).

160 pages
\$19.95
1-55958-480-7

The 7th Guest: The Official Strategy Guide

Rusel DeMaria

Welcome to Stauf's Mansion . . . Oooh! Bad Move!!

It isn't exactly a walk in the park, is it? *The 7th Guest: The Official Strategy Guide* is your passport into the world of the hottest-selling CD-ROM around. Take a walk through this haunted 3-D world and discover its secrets. Venture into this book and find:

- A full walkthrough with clues to every puzzle

- A complete dramatization of the events of this mystery

- All the puzzle solutions in a quick reference section

- Background on the making of *The 7th Guest* and an exclusive, behind-the-scenes interview

Not only that, you get the original 7th Guest script and complete list of clues and comments made by Stauf. Here's the door; we've got the key!

Rusel DeMaria is Creative Director of Prima's Secrets of the Games series and head of DeMaria Studios. He is the author of many bestselling computer and video game strategy books, including *X-Wing: The Official Strategy Guide* (Prima).

356 pages

\$19.95

1-55958-468-8

Return to Zork Adventurer's Guide

Steve Schwartz

Beware the Grue at Night! A Vulture Might Carry You Off!

Return to Zork is the mesmerizing, intriguing, sensory-intensive adventure game from Infocom that sets a new standard for fantasy role-playing games. *Return to Zork Adventurer's Guide* is the definitive companion book to this compelling—and very fascinating interactive adventure. Inside you get:

Multiple levels of hints that enable you to get *just* the information you need

Tips on how to interact with the clever characters you'll meet during your explorations

Essential strategies to help guide you through the games' labyrinthine plot

Answers to the brain-teasing puzzles that you must solve to continue your adventure—including those found only in the CD-ROM version

All of this valuable information is highly illustrated with pictures and detailed, annotated maps of the game. Also included is a complete game walkthrough to help you discover unexplored territories, experience situations you may have missed, and improve your final score.

Steve Schwartz is a professional writer, computer expert, and psychologist. He has written about computer and home arcade games for more than 15 years and is the author of more than a dozen computer and game books. He is the author of *Battletoads: The Official Battlebook* and *Parent's Guide to Video Games* (both from Prima).

160 pages

\$14.95

1-55958-534-X

U.S. \$19.95
U.K. £18.49 Net
Can. \$27.95

Electronic
Entertainment

Soar through the Toughest CD-ROM Games with the Most Irreverent Cheat Book Ever!



The Condor—your tongue-in-beak, all-knowing guide—leads you through the 21 hottest CD-ROM games, providing the tips and tricks that'll help you master each game. At the heart of **CD-ROM Games Secrets, Vol. I** are flythroughs, step-by-step solution paths, cheating strategies, and maps for some exceptionally gnarly mazes.

Inside this essential collection, The Condor reveals to you the deepest secrets, the best hints, and the easiest solutions to these entertaining CD-ROM games:

- ▼ The 7th Guest
- ▼ Alone in the Dark
- ▼ Companions of Xanth
- ▼ Day of the Tentacle
- ▼ Dracula Unleashed
- ▼ Dragonsphere
- ▼ Eric the Unready
- ▼ Freddy Pharkas, Frontier Pharmacist
- ▼ Gabriel Knight: Sins of the Fathers
- ▼ Inca
- ▼ Indiana Jones and the Fate of Atlantis
- ▼ Iron Helix
- ▼ King's Quest VI: Heir Today, Gone Tomorrow
- ▼ The Koshan Conspiracy
- ▼ Myst
- ▼ Return of the Phantom
- ▼ Return to Zork
- ▼ Sam & Max Hit the Road
- ▼ Sherlock Holmes, Consulting Detective: A Sampler
- ▼ Space Quest V: Roger Wilco in the Next Dimension
- ▼ Star Trek 25th Anniversary

The Condor is the alter-ego of Rick Barba, a game designer and author of *Stunt Island: The Official Strategy Guide*, *Computer Adventure Games Secrets*, and *Dracula Unleashed: The Official Strategy Guide and Novel*. He also co-authored *Myst: The Official Strategy Guide* (all from Prima).



SECRETS OF THE GAMES
An Imprint of Prima Publishing

ISBN 1-55958-526-9



9 781559 585262

5 1995

