



THE MOST COMMONLY ASKED QUESTIONS- Part I

Confused? Stuck behind a big rock, or trapped in a locked room? Maybe you're looking for some lost treasures. Whatever the dilemma, look on these pages to see some of the questions that are most commonly received by customer support lines:

Instructions: First find the game you want on these Question Pages, then read the questions. To find the answer to a particular question, look at the lettered box on the Answer Pages (pg. 94, 96, & 98), then look for the exact question number. For instance, to find the answer to question B4, look in the box marked B, then scan down for answer B4. Using this method, you won't accidentally read another answer for the same game, since the answers in each box are for different games. You'll only read the answers you really want to see.

In the next issue, we'll print more of the Most Commonly Asked Questions...

New World Computing Might and Magic I

- A1 Where do I find the Merchant's Pass?
- B1 Where is the King's Pass?
- C1 How do I answer the Volcano God's riddle to gain the Key Card?
- D1 Where can I find out what my signs and colors are?
- E1 Where is the Crypt of Carmenca?
- F1 Where can I find a Medusa Head?
- G1 Where are the Black and White Idols that I have to give to Og?
- H1 What is the answer to Og's riddle?
- I1 How do I find the Ruby Whistle?
- J1 Where can I find the Gold Key?

Might and Magic II

- A2 How can I enter Castles Hillstone, Pinehurst, Woodhaven, and Luxus Palace Royale without fighting my way in?
- B2 How do I find out the name of the Guardian Pegasus?
- C2 Where can I find the Admit 8 Pass?
- D2 Where is the Hireling Sherman?
- E2 How can I leave the Elemental Planes?

- F2 What are the A-1 Todilor, J-26 Fluxor, M-27 Radicon, and N-19 Capitor used for?
- G2 How do I get the Element Orb out of Dawn's Mist Cavern?
- H2 Do I need to charge the Element Orb?
- I2 How do I become a Triple Crown Winner for Queen Lamanda?
- J2 How do I solve the cryptogram at the end of the game.

Mediagenic Companies

F-14 Tomcat

- A3 How do I get through the training mission?

Prophecy

- B3 How do you get into the Tower of Jed?

Last Ninja

- C3 How do I get past the dragon in the wastelands?

Last Ninja II

- D3 How do you get out of Central Park?
- E3 How do I get past the fan?
- F3 How do I grab the Helicopter?

Battletech

- G3 What do I do in the map room?

Journey

H3 I'm at the mill and I'm stuck.

Sierra OnLine

King's Quest IV

A4 How do I get out of the whale's mouth?

Leisure Suit Larry Goes Looking For Love

B4 How do I get past those KGB agents on the beach?

Police Quest II

C4 I don't have enough money to buy a ticket to Steelton.

Manhunter: San Francisco

D4 What does the clue of "F" plus a car and "P" plus a ruler mean?

E4 Now that I understand the puzzle, what do I do?

Gold Rush

F4 I'm at The Green Pastures Hotel, but I can't continue, what have I missed?

Sir Tech Software

Wizardry I: Proving Grounds of the Mad Overlord

A5 How do I get to the tenth level?

B5 How do I get into the private elevator on level 4?

C5 What's the answer to the riddle on the 6th level?

D5 All right, already. Stop hinting and get to it!

E5 What does "One Alone" mean?

Wizardry III: Legacy of Llylgamyn

F5 How do I get to the island?

G5 How do I get past the L'kbreth dragon on level 6?

Wizardry IV: The Return of Werdna

H5 How can I fly off the Ziggurat?

I5 How do I get into the gates of hell?

Wizardry V: Heart of the Maelstrom

J5 What is beyond/How do I get past the Blue Glowing Wall on Level 3?

A6 I've got a level 25 mage!!!! When will he learn the spell Abriel!

Origin Systems

Times of Lore

A7 How do I save the game?

Tangled Tales

B7 How do I get the key out of the fountain in adventure one?

C7 What is the magic word in adventure one?

D7 How do you get past the devourer in adventure three?

Moebius

E7 How do you get to the astral gate on the plain of air?

F7 How do you get the monks across

the water to the shrine on the plane of fire?

Ultima 3

G7 Where do you find the cards?

H7 Where do you find the Mark of the Snake?

Ultima 4

I7 How do you get the three part key?

J7 Where is the shepherd that needs to be in my party?

A8 What is the Pure Axiom?

Ultima 5

B8 How do I get out of the room on the first level in the dungeon Shame?

C8 How do you go up in levels now that Lord British is gone?

D8 How do you get to the ladder in the last room on the eighth level in dungeon Deceit?

E8 How do you kill the shadow lords?

F8 What is the sandlewood box for?

G8 Where do I use the amulet?

H8 I spoke to Flain in the tower in Scara Brae and now the doors are all locked. How do I get out?

I8 How do I get over the mountains to speak to Elisataria in Windemire?

J8 How do you get over the river on level eight in the dungeon Doom?

TOP SECRET: PSSST...ALL THE ANSWERS

Match these answers with the questions on pages 90 and 92.

Or read it like a surrealistic fantasy story, if you want.

A1 The Merchant's Pass, which allows the party to enter all of the castles, can be found in Region C1 at X5,Y7.

A2 To enter the four modern castles at will (without a battle), you need to procure a Castle Key and keep it with you. To find the Castle Key, first travel to all five towns and donate at each town's temple. At the last temple, the party will receive a Fe Farthing. Take the Fe Farthing to Feldecarb Fountain in Midlegate. Flick the Fe Farthing into the fountain and the faeries will give you a Castle Key.

A3 During the training mission, follow the directional arrows to the tee rather than trying to follow the plane in front of you.

A4 As soon as you get swallowed by the whale, swim to the far right center of the screen—and save the game. You need to climb to the uvula and tickle the whale with the peacock feather.

You MUST climb diagonally. Use the number pad keys to move. Move up (using the #8 key) about one quarter of an inch, then move left (using the #4 key) then quickly move **DIAGONALLY** (using the #7 key) and Rosella will automatically climb to the top of the tongue. Have patience... it still takes 6 or 7 tries.

A5 Usually when a player asks this, they are roaming around the 9th level looking for stairs. However, there are no stairs on level 9. To get to level 10, take the private elevator from level 4 down to level 9. Once you arrive on level 9, "kick out" of the elevator, and you will see a door on your right and left. Inside that 2x2 room, there is a chute to the tenth level.

A6 As it says in the manual, the effects of this spell are unknown. However, it is rumored that the spell is used by gods against other gods they despise. Brenda

da from Sir-Tech was just about to answer the question when a large, dark beast rolled out of the executive wing of Sir Tech's headquarters. A cloud of smoke followed it as it puffed on its cigarette, spilling ashes on its cut-off Wizardry shirt. It's talons pierced the floor, and its spikes scraped paint off the ceiling as it headed toward the desk where Brenda and I sat talking. "Yer not gonna answer that," it puffed. It heaved a spellbook from its bag, and began to recite the incantation for Tiltowait. Brenda jumped from her chair letting it crash to the floor, and headed for the nearest dungeon entrance.

A7 Anytime you stay overnight in a Hotel your game is saved.

A8 You get the Pure Axiom by deciphering the visions you were granted when you became an avatar in each virtue.

B1 The King's Pass, which enables the party to see the king in Castle Alamar, can be obtained from the Druid in Region A2 at X0,Y15.

B2 To discover the name of the Guardian Pegasus, simply bring a character with the Secondary Skill "Linguist" to Region C3 X0, Y7.

B3 You need to talk to the Jedist Ogre in the Gobar prison. He has something very helpful to say.

B4 You must disguise yourself as a woman. I hope you found **BOTH** the bikini bottom and the top. (The bikini top is at the bottom of the pool on the Love Tub.) While in your dressing room, change into the bikini and be sure to put the soap in the bikini top.

B5 To get into the private elevator, you need an item called the Blue Ribbon. It's found in a room past the Monster Allocation Center. Defeat the mon-

sters, and enter the door on the far side of the room. There you are told of your quest and receive the Blue Ribbon.

B7 You need to get the shovel out of the dungeon with the vine, dig for worms in the garden and then feed the fish the worms.

B8 You need to climb on the rocks and push on the walls.

C1 The answer to his riddle is GALA.

C2 A Zombie in the Cavern below Sansobar at X0, Y0 hands out Admit 8 Passes.

C3 Make sure you are standing in exactly the right place and throw a smokebomb. Line your ninja up with the left-hand side of the path even with the first rock in the grass.

C4 Keith will call for authorization to purchase the tickets. But this only happens if you have called the Steelton Police, and called to warn Colby.

C5 The answer is an anagram of the line "That king, he finds doom." That line is part of the messages you receive on level 6 of the game. It's also a four-word answer and the first word begins with a T, the second with a K...and so on. By the way, you wouldn't believe how many people think you're saying "forward" answer! "What's a forward answer? I wasn't typing it backwards." I'm not making that up!

C7 As it has always been since the beginning of time: PLEASE is the magic word.

C8 You need to hold up in camp outside and when you are ready, an apparition of Lord British will appear and will raise your levels.

D1 The Gypsy Seer, located in Region C2, X9, Y11, will give out the signs and colors so that the party may cross the Bridge Across the Ocean in Region A4 and gain the Coral Key.

D2 The Hireling Sherman can be found with his partner Nakazawa, captive in Native's Cove. Rescue them from the hungry natives in Region B4 at X10, Y1.

D3 Take the path to the right when you see the bee hive and jump across the water with a forward somersault. You'll find something there that you need.

D4 "F" plus a car stands for "four" and "P" plus a ruler stands for "pinches."

D5 OK. The answer is "The Knight of Diamonds".

D7 You need to use the time distortion spell and then go through the room.

D8 You need to get the torches, push where they were, and one of them will trigger a small space to open in the wall.

E1 There is no Crypt of Carmenca. It is a false quest given out by the king in Castle Alamar.

E2 To leave any of the Elemental Planes, simply Rest. You may have to rest more than once to return to Cron.

E3 Make sure you take this challenge head on...

E4 When you are with the little man next door to the Temple of the Dragon Ninja, take "Four Pinches" from the Heaven Jar and smoke it to see a vision.

E5 The player receives this message after they answer the riddle mentioned before. After answering that riddle, they are teleported to the temple on level 1. From this point, the player should go back to the Castle, remove everyone from his or her party except one character who is equipped with all of The Knight of Diamond armor. That character then goes all alone to the Temple on level 1. (Just so you know, the five pieces of armor are KOD's Helmet, KOD's Armor, KOD's Shield, Hrathinir, and KOD's Gauntlets.)

E7 You need the where spell and the condor feathers.

E8 You need to speak to Sutek in Sutek's hut.

F1 To find a Medusa Head, enter the Cavern in Region B2 X8, Y4 and then when inside the Cavern, go to X15, Y4 and defeat the Medusa in battle.

F2 These strange technological devices are necessary to wrest the Element Orb from its mooring in Dawn's Mist Cavern. You must bring all four at once to take the Element Orb.

F3 It is hard to do if your hands are full.

F4 You can't proceed here until you have found a significant clue at the cemetery outside of Sutter's Fort. Use the letter with the mysterious holes cut in to it at the fake tombstone. Use your arrow keys and line the letter up correctly to reveal important clues.

F5 You need an item which is found randomly in a chest on level four.

F7 The only way to get there is to swim. You need to take the shortest route there and stop at the island with both of them to rest.

F8 You need to give it to Lord British when you find him.

- G1 The Black Idol is located in the Quivering Forest Dungeon, Level One X0, Y15. The White Idol, guarded by a row of dragons, is located in the Fourth Level of the Perilous Peaks X0, Y15.
- G2 This is one of the most asked questions in MMII. Remember, you can dismiss any hireling, even deep in a dungeon. You'll find him waiting for you in the last Inn you visited.
- G3 Hint: When you get to the map room, refer to the map on page 14 of the manual. You need to connect with the planets in the green shaded area.
- G5 First, the player needs a good and evil party. From level 4, the good party gets the Crystal of Good. Then, the player gives both crystals to a person of good or evil alignment. The character that receives both of the crystals invokes the power of the crystal which has the same alignment as he or she has (good invokes good, evil invokes evil). The other crystal will break, and the player is left with a neutral crystal. (This is by far the most-asked question for Wiz III.)
- G7 You need to go to Ambrosia and search the shrines.
- G8 The amulet is used to help you find the entrance to the dungeon Doom in the underworld.

- H1 To respond in kind to Og's 3D chess move, answer QUEEN TO KING'S LEVEL 1.
- H2 You do not need to charge the Element Orb. Only King Kalohn can use the Orb properly against the Mega Dragon.
- H3 In the mill, set the left dial to the second pit, the right dial to the first. Push the button and do your mining. Now set the left dial to the first pit and try different positions for the right dial. A teleportation device will appear. At the Dwarven Gate, translate the message literally (and backwards).
- H5 The player needs an item from the level of Light and Darkness called the Winged Boots. Once the character equips them and invokes their power, he or she can fly all they like (including over pits).
- H7 It is found on the 8th level of the Dungeon the Snake. This dungeon is located on the island south of Death Gulch.
- H8 You need to find your information quickly in that tower and leave before the doors lock. If they do, the only way out is to die or reboot to your last save.

- I1 The Ruby Whistle, which allows access to the Enchanted Forest Dungeon, can be found in Region C1 X15, Y15 after the Messenger Quest, which begins in the Cavern Below Sorpical X1, Y2 and ends when the Astral Brothers, Zam and Zom, are visited in Algary and Portsmith, has been completed.
- I2 To win the Triple Crown, buy three Black Tickets at Drenwald's Ironworks in Atlantium. Take one ticket each to The Monster Bowl, Arena, and Coliseum. Win a Black Ticket Battle in each place and you will have won the Triple Crown.
- I5 First of all, the player must have three items to open the gates: the Demonic Chimes, the Arabic Diary and the Black Candle (bell, book and candle). Once the player uses these items in the proper sequence, the gates will open. Entering the gates, the player must have the Winged boots (to prevent the characters from falling to their death) and the Dreampainter's Ka (to absorb the intense heat)
- I7 You need to go to the three Altar rooms and use the correct stones in each room. Each room will give you a part of the key.
- I8 You need to speak to Bidney in Buccaneer's Den.

- J1 To find the Gold Key, visit the Dog Statue in the Enchanted Forest Dungeon, Level Two and search immediately. If the Gold Key is not there, redo the Messenger Quest and then return to the Dog Statue.
- J2 To solve the cryptogram, you must understand what the coded text means. If you really want to know, it begins "We the People..." Substitute letters from the word Preamble with the appropriate code letters. Be sure to type the letters exactly, including upper-case for the first letter.
- J5 It's a mystery... First, take your characters on a trip to Bubba's Health Spa...feel free to swim in the pool

while you're there. After a while, one of the spa's regulars, The Duck of Sparks, will come around offering a bit of spiritual guidance...for a fee. What the heck? Pay the duck. He'll tell you how to make the potion of Spirit-Away. Now the player has to find the chemist's table. It's also on level 2, and its entrance is conveniently located off a dark area. After the player makes the potion, they go to this funky little place on level 2 where a spirit laughs, snatches a treasure chest out from underneath the player's eyes and leaves. Using the potion of Spirit-Away, the player can get rid of the spirit before he does this.

Now...opening the chest, the player will find a jeweled scepter. Take the Scepter to the Temple of Kami Kazi on level 3. Waving it before the door, they will be given entrance to this shrine. Inside they will find the Blue Candle. Bringing the candle to the Blue Glow on the wall will allow the player to see the faint outlines of a door. Bingo...that's it.

- J7 She is found in Maginicia, enter the town and instead of crossing the bridge, head down to the south; she is standing there.
- J8 You need to shoot your magic axe across the river to the upper right hand corner that protrudes out.