

Dear Swordquest Adventurer:

Greetings & salutations to you, as one who has nobly ventured forth to take on the gauntlet of the Swordquest Challenge!! To date, you have no doubt trod the corridor of Earthworld in vain, hoping against all that you might stumble across a heretofor unseen bit of information. Fear not, I say!! Your search is at an end!!

I, in my wisdom and overwhelming sense of determination, along with a few other hardy souls, have at last unlocked those secrets leading to the end treasure of Earthworldthe legendary Warrior's Sword!!

Cast now thy gaze to the enclosed parchments that you may also benefit from my arcane knowledge. The journey is ended, but not without effort. Seek, and ye shall find!!

Be off with you now, and may good fortune follow you all the way!!

A handwritten signature in blue ink that reads "Robert Ruiz, Jr." in a cursive style.

R. Ruiz, Jr.

Venturer Extraordinaire

ABOUT EARTHWORLD

Earthworld as you know is based on the 12 signs of the Zodiac. The enclosed movement map shows the 12 rooms, along with your starting point at Virgo. Note that they are all grouped by 3's [i.e., Aries/Leo/Sagittarius]. This is due to the fact that each group of 3 is composed as signs of the 4 elements: earth, fire, water and air. Again, refer to the map to see which signs go to which element.

The map also shows the routes and directions to other rooms. You will find this useful in saving time. If at all possible, carry at least one [the Talisman, preferably], if not both of the two objects that open the side passages. Basically, it's a lot easier than roaming up and down continually. Also, refer to the Preliminary Information sheet for those objects that allow easy access to certain rooms and S/A [skill/action] sequences.

The order of play of the clues is that which I've found works as the instruction book describes "to reveal the Warrior's Sword." However, Clue #1 (5 3) , can appear anywhere, and at anytime. As far as I can determine, it was meant strictly to throw us off. The remaining 10 clues must follow the order shown, otherwise it will not work. For a while, the sequence was like this: 1 object in 1 room, 2 objects and 2 rooms (1 object to each room), etc... then it got worse towards the end. Again, it was a matter of trying.

Earthworld has many good points, but two bad. The good points: 1) It is easy to enter the various chambers. [Those of you who complain about the Aquarian rapids, play some Frogger; it's the exact same principle!!]; 2) There is music to the clues [unlike Fireworld, and more diverse than Waterworld]; 3) The clues that appear on the screen do correspond to clue words!! Alas, the bad: 1) The Fireworld clue placed in Earthworld was never used in Fireworld (any proof to the contrary will be accepted); and 2) Having to go outside of the chamber to get your clue was a bit of a pain, but....

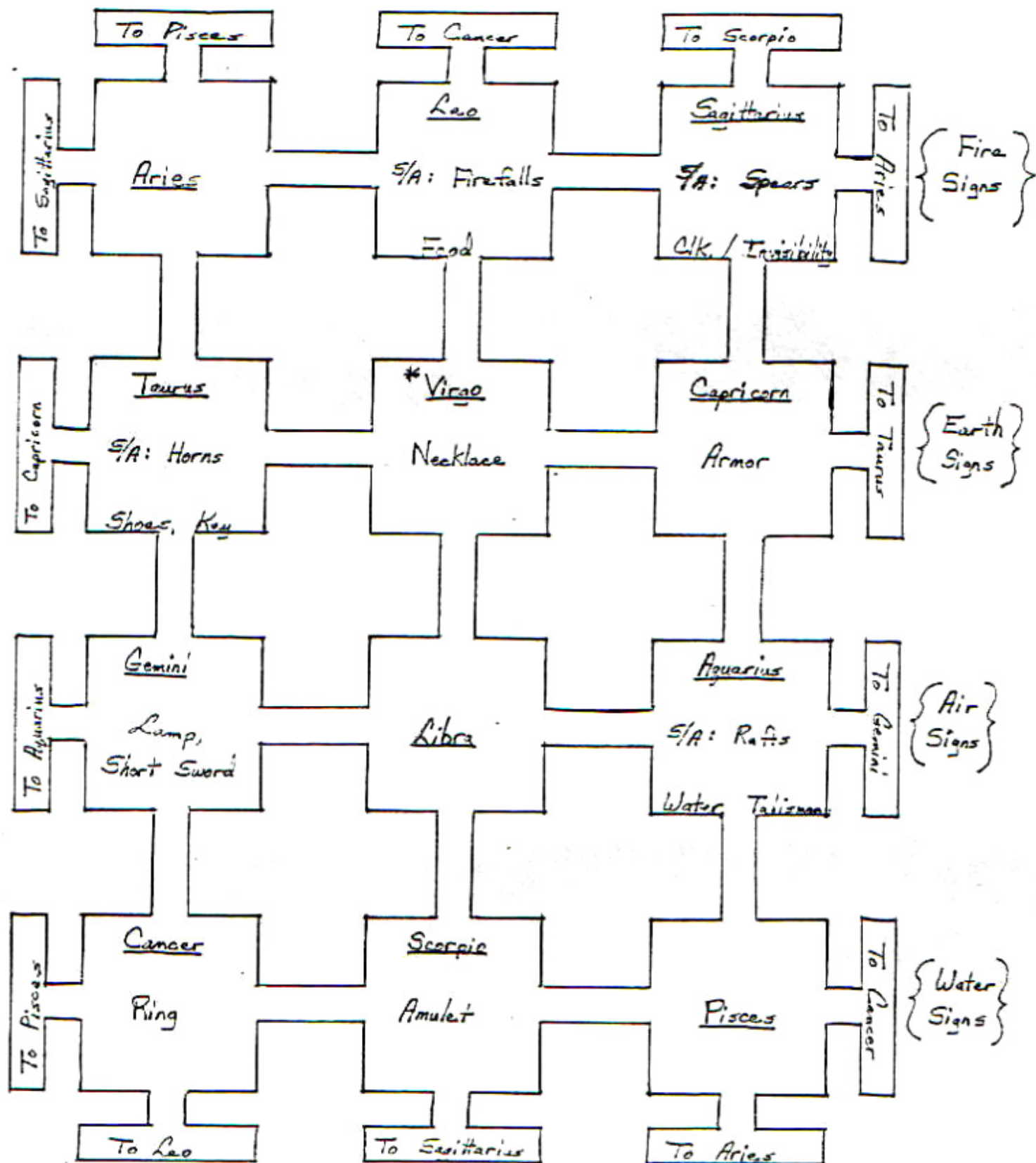
Nonetheless, if you follow these tips and use the map effectively, you should uncover all the clues of this cartridge. Anyone having variations, or questions, or learn something I didn't, write!!! Oh, and as far as I know, there is no "secret message" in any of the cartridges (again, any proof to the contrary, write!!).

Good Luck!!

Robert Ruiz, Jr.

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Map of Movement



* Starting point in Earthworld, carrying Hook, Rope, & Dagger.

EARTHWORLD CLUES & SOLUTIONS

Preliminary Information

Certain objects in Earthworld aid you in your travels. For reference, they are listed, along with other items of trivia.

Key & Talisman of Passage: either of these objects will allow you access thru all the doorways on all 4 sides.

Talisman of Passage: this object, useful in traveling thru all corridors, will also allow you to bypass the Lava Falls of Leo, and enter directly into said chamber.

Lamp: allows you to see the Horns of Taurus. Without this, they are invisible, yet still present.

Armor: this object allows you to step thru the Horns of Taurus and Spears of Sagittarius without harm, or need to dodge and dart.

Cloak of Invisibility: although referred to as being able to render its possessor invisible, this object allows you to bypass the scenes of the Horns of Taurus and the Spears of Sagittarius entirely, and enter directly into either chamber.

Amulet: this object wields uncontrollable magic, to which, when carried, transports one blindly in an annoying circle. The magic of this object is held in check, however, when carried with the Necklace, which allows it (the Amulet) to be carried from room to room swiftly and with ease.

Alas, there is no object that allows you to bypass the Aquarian Rapids (the rafts of Aquarius).

EARTHWORLD CLUES & SOLUTIONS

Order of Play

For simplification, some objects have been shortened. Refer to this Key for aid:

<u>Cloak</u>	-	Cloak of Invisibility
<u>Talisman</u>	-	Talisman of Passage
<u>Shoes</u>	-	Shoes of Stealth
<u>Sh. Swd.</u>	-	Short Sword

And now, to begin.....

- Clue #1: Sh. Swd in Virgo, Hook in Libra, Food in Scorpio
Clue is 5 3: IN (found on floor)
- Clue #2: Go directly to Aries. Clue appears automatically.
Clue is 16 4: SPIRE (by rope)
- Clue #3: Dagger in Taurus, Shoes & Water in Aries. Clue is 27 2: ESPIED (bottom of page, in grass)
- Clue #4: Dagger in Gemini. Clue is 8 4: SEARCH (on post)
- Clue #5: Rope in Leo, Hook in Cancer. Clue is 25 6: THE (along the wall)
- Clue #6: Ring in Aquarius, Key in Scorpio, Necklace in Gemini.
Clue is 13 3: QUEST (backwards on the jar)
- Clue #7: Water in Pisces, Amulet in Gemini, Food in Taurus, Armor in Aquarius. Clue is a picture of the Food and the Dagger (Yes, this is the Fireworld clue!)
- Clue #8: Ring in Virgo, Lamp in Libra, Sh. Swd in Leo, Cloak in Capricorn, Talisman in Cancer. Clue is 17 3: TOWER (on the mountain)
- Clue #9: Rope and Shoes in Virgo, Lamp in Cancer, Necklace in Libra, Armor in Aquarius, Talisman in Sagittarius.
Clue is 37 5: TALISMAN
- Clue #10: Ring in Taurus, Cloak in Aquarius, Hook & Amulet in Scorpio, Key in Aries, Food in Virgo, Sh.Swd. in Gemini.
Clue is 15 4: GOLD (in Torr's hair)
- Clue #11: Key & Dagger in Taurus, Rope & Food in Scorpio, Amulet & Lamp in Cancer, Cloak in Aries, Shoes in Aquarius, Armor, Ring & Hook in Libra, Water & Necklace in Gemini, Sh.Swd. in Capricorn, Talisman in Sagittarius. Clue is 47 5: FOUND (on the post)

At this point, the sword scene is on the screen. Before it buzzes, push your joystick red button and poof! You're in one of the chambers and there is the "Warrior's Sword!!" Collect it, and the game is completed!!!

END NOTES

Of over 4,000 people who entered the Swordquest Earthworld challenge, only eight people were able to determine the correct words: QUEST IN TOWER, TALISMAN FOUND. The greater majority of the other contestants were able only to find four of the five words. The secret?? Well, those who caught the off-colored words in the cover poem, PRIME and NUMBER, were able to find the four hidden. The fifth, and crucial word, was not hidden, but in plain sight, in BOLD PRINT!!!

In May, 1983, seven people arrived in Sunnyvale, California, to take part in what is now a momentous event in the history of Atari. Of these seven people, one would walk away not only a champion of the game itself, but a contender for an even greater prize. Unbeknown to them all, five would again return, among them Steve Bell, the Earthworld champion. A tip of the hat to these exceptional persons!!!

Many thanks go to Steve Doussa, Jackie Custer, Steve Bell, Tom Neill, and Matt Balasa for their help.

P.S. If you know of anyone who would like to have this solution -- be selfish -- get them to write for their own!!!

Thanks !!

Robert