

Highlander - Disk 3

The Time Of Endings

Brief Overview

Quentin is betrayed by a renegade Jettator and must stop him from killing all of the innocent citizens of Mogonda. He must also confront Kortan for the final time and rescue his girlfriend Alia.

In-Depth Overview

The cure (see disk 2) was delivered in time. With Ramirez still incapacitated but on the mend, Frederick asks Quentin to recover a strongbox. This was lost somewhere in the area around the dam (it was actually found and is stored in a hidden room in the basement). With nowhere to explore but the dam, Quentin will eventually find a clue which hints that the strongbox may be in a hidden room in the basement. To recover the box, Quentin must first discover how to operate the sluice gates. A book which was not available in disk 2 can now be found which gives instructions. This involves letting all the water through (from the lake behind the dam to the dry river bed in front) and then retracting the large pipes inside the sluice gates. Once the pipes are retracted, then Quentin can gain access to the file room, which does contain the strongbox.

If Quentin recovers the box and returns it to Frederick, then he is thanked profusely and then shot with a drugged needle gun. Quentin falls to the ground and the screen goes black.

Time passes. Quentin wakes up and finds Ramirez alive, but very groggy. Frederick has gone leaving the now-open strongbox and it's contents (a diary). From this he can start to discover what Frederick's plan really is and how to foil it.

The diary contains the details of the location where a number of canisters of a deadly nerve agent (which will kill normal humans on contact, and even severely affect immortals) are located (an old Aztec style tomb). Frederick developed the agent with the intention of wiping out Mogonda, killing Kortan and ruling over the world as the new tyrant. Unfortunately for him, he had an assistant with a conscience. Once his assistant found out what it was intended for, he destroyed all the notes and removed the cylinders containing the agent to a secret location. His diary, which contains details of Frederick's plan and the location of the cylinders, was lost and subsequently found by Stevenson. Frederick found his assistant and tortured him to reveal the information but his heart gave out. Unable to find the box himself, Frederick hoped that the young highlander could

succeed where he himself had failed. Now that Quentin has found it for him, his plan for world domination (and a heinous amount of dead guys along the way) can go ahead.

Ramirez urges Quentin to go to the tomb, in case Frederick can be stopped there. Once he finds a way into the tomb and past the various traps, it will become obvious that he is too late. There are some gas cylinders left, but most have gone. There is an ABC (Anti-Bacterial/Chemical) suit left which Quentin will need when he faces off with the renegade. The cylinders that are left, are approximately 6 inches long, red and contain the bacterial agent. These are the same dimensions as the white cylinders which existed in Frederick's cave in disk 2. The caves must be revisited later for these white cylinders contain the antidote to the nerve-agent. A further hint about the white antidote cylinders is revealed when the player manages to read Fred's message and notes.

Ramirez will drop a few more hints about the antidote cylinders (ie 'The antidote must be somewhere...'). And will then tell Quentin that he must find the antidote and stop Frederick's mad plan. As this will inevitably result in a confrontation with Kortan as well, Ramirez passes on the sum of his knowledge to Quentin through the quickening and sets off to organise some of the anti-Kortan elements (Dundeas, Donneleans etc.) to launch a final assault (and give Quentin some back-up).

Quentin's mission is to prevent the wholesale slaughter of the citizens of Mogonda and prevent Frederick becoming a tyrant to replace Kortan. This involves first journeying back to the caves (from disk 2) to secure an antidote to the nerve agent and then heading to Mogonda. There are two ways into Mogonda. The first is using the sewer systems from disk 1 (and various animated episodes). The second is through the main door. To get through here, Quentin first needs to borrow a uniform and a tank, otherwise he will be stopped and captured. Once he is inside the assault will begin and there will be a brief interlude of cinepaks featuring the 'rebel forces' under the command of Ramirez and Alia, attacking Mogonda. Control will then be returned to the player who will head to the pleasure level for a showdown with Frederick.

Assuming all goes well for our hero, and Frederick gets his just deserts Quentin can then attempt to leave the pleasure level. This is only possible by elevator, and whichever he uses will be diverted up to Kortan's throne room. A final showdown between the tyrant and the highlander occurs with only one keeping his head.

During this final fight with Kortan, a ghastly secret is revealed. Kortan has known about Fred and his twisted schemes for quite some time and allowed his plans to reach fruition knowing that Quentin would journey to Mogonda to stop him. Fred was used by Kortan as a tool to finally bring the Highlander into his clutches. The deaths of a couple hundred Mogondan citizens matter little to Kortan who feels himself so far beyond these mere petty mortals that their lives are insignificant. The revelation of this total waste of life enrages Quentin and the fight will definitely be to the death. *(This hidden plan of Kortans is included, not only to give the plot another twist, but also to actually make this real-nasty-bad-guy actually do something both carefully planned and evil.)*

If Quentin loses the showdown then the game, quite naturally, ends. If Quentin wins, then a further problem will make itself known through Malone. Malone reveals over the dead body of his former master that Kortan set the reactor to overload, everyone still inside Mogonda when it reaches critical levels will die. This includes Quentin's girlfriend Alia who has been captured (again !!!), and Quentin himself (who now he has attained all the knowledge is no longer immortal - this is stated in the animated series...).

Quentin must contact Ramirez (using either the radio or by storming the control room), and get him to get as many people out as possible, and must then head to the prison. Various security procedures have come in to effect, so that the route in disk 1 is no longer available. A new route, using elevators, sewers and lots of locked doors and keys must be found in the very short time available before the place goes Kablooey.

Assuming that the player manages to rescue Alia in time then we can relax and enjoy the sights. Malone is seen cradling Kortan's head and talking sweetly to it. With his master dead, his life has no meaning and he chooses to stay and die with him. Quentin and Alia are seen scrambling up a desert dune with Mogonda in long-shot, Suddenly the whole building glows white hot and as they dive behind the dune, explodes. An overhead shot shows a huge mushroom cloud rising from the remains of the city. (Think ending to Predator...)

With Kortan dead, mankind free and (most importantly) the player alive, there will then be an 'ewok-village' type celebration ending.

Disk 3 - Areas For Exploration

The areas for exploration in disk 3 are -

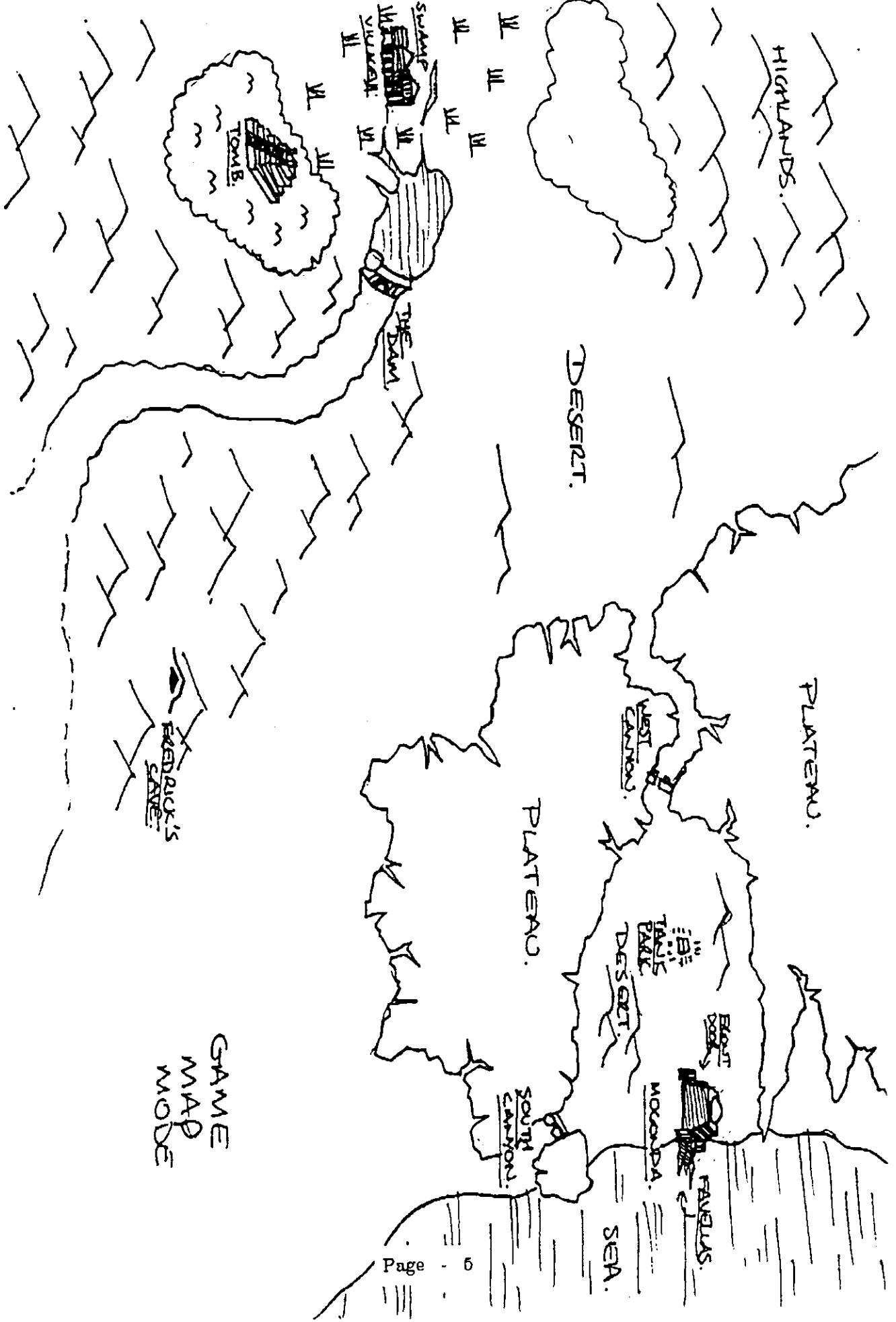
- 1. The Swamp Village**
- 2. The Dam**
- 3. The Tomb**
- 4. The Cave System**
- 5. The South Canyon**
- 6. The West Canyon**
- 7. The Front Door Of Mogonda**
- 8. The Tank Park**
- 9. Favellas**
- 10. The Interior Of Mogonda**

Initially the player can only adventure around (1) the swamp village and (2) the dam. Once the player completes the first section of the game and reads the diary he can also explore the (3) tomb and (4) the cave system. For the player to explore the two canyons (5&6) he must decipher the message from Fred.

The areas around Mogonda (7 - 9) can only be explored once a way has been found through to the valley surrounding the city. The interior of Mogonda can only be explored once the player has gotten inside. This area is further subdivided into the following levels...

- a. The Garage & Station*
- b. The Interior Sewers*
- c. The Anoma's Cage*
- d. The Station & Airducts*
- e. The Pleasure Level*
- f. The Throne Room*
- g. The Weapons Chamber*
- h. The Slave Pits*
- j. The Prison*

Some areas feature puzzles which will prevent their full exploration or will feature items or information which will only prove useful after other areas have been explored.



GAME
MAD
MODE

Disk 3 - Character List

Heroes

Quentin
Ramirez
Clyde
Alia

Jettators

Frederick bio-chemistry renegade
Genoben ex-Jettator, now mortal

Dundeeds

Glen
Esther
Neil
Angus

Swamp Inhabitants

Beth
Brad
Bruce
Devil Beast (Tiddles) pre-rendered and tied down

Hunters (numerous types including...)

Cadet Hunters (armed with sticks & half face masks)
Sword Hunters
Gas Gun Hunters
Crossbow Hunters
Hunter Sergeants
Hunter Officers

Bad Guys

Arak
Kortan
Malone

Favellans

Canyon Favellan
Claw
Other Favellans (3)

Aztecs

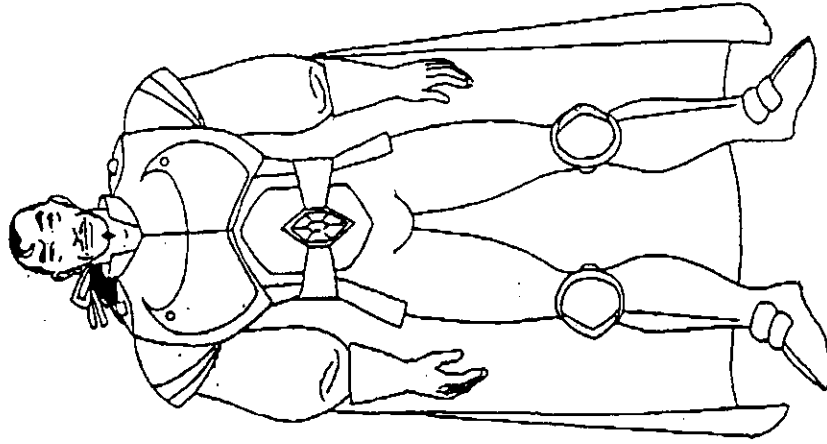
Guard 1
Guard 2
Guard 3
Guard 4

Aztec Knight

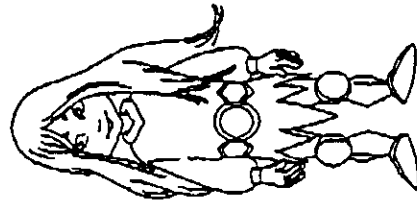
Citizens Of Mogonda (lots, all dead...)

Anoma's Guardians (2)

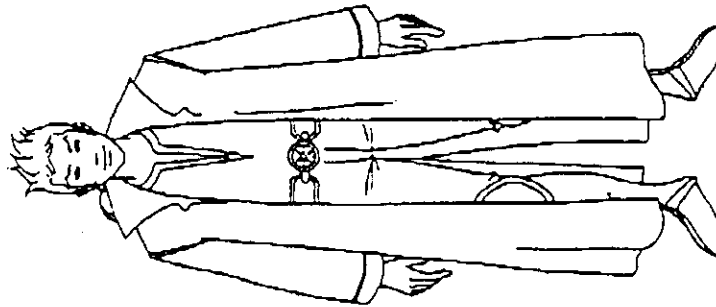
HEROES



RAMIREZ



CLYDE

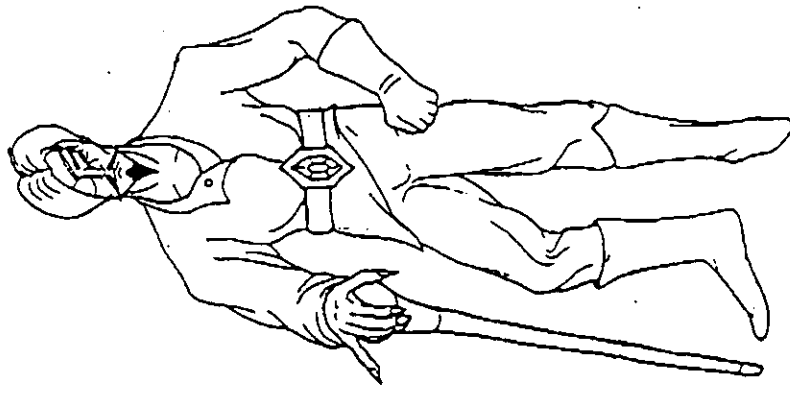


QUENTIN

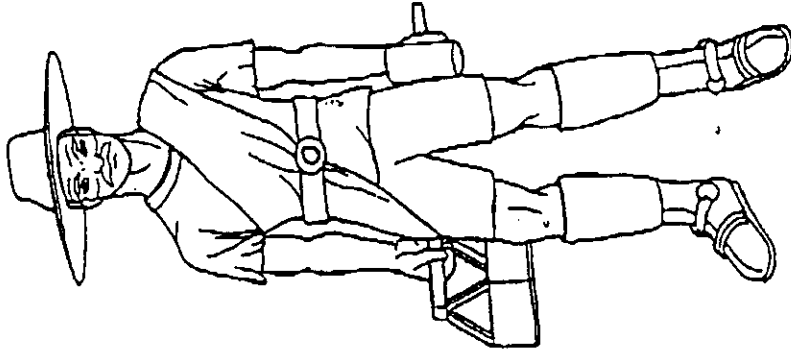


ALIA
(NEW ish.)

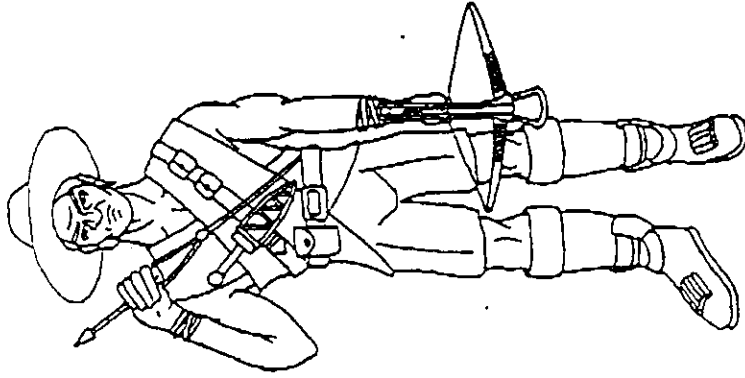
SWAMP INHABITANTS



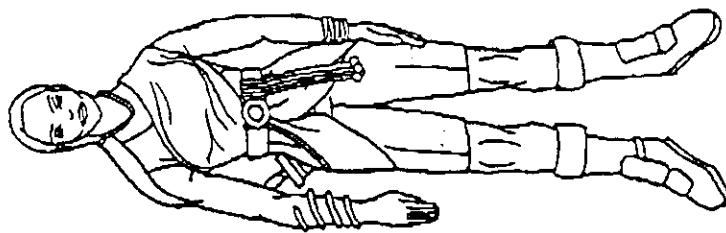
FREDERICK
(NEW)



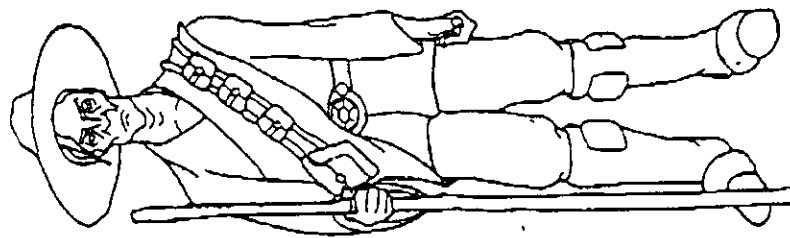
BRUCE
(NEW)



BRAD
(NEW)

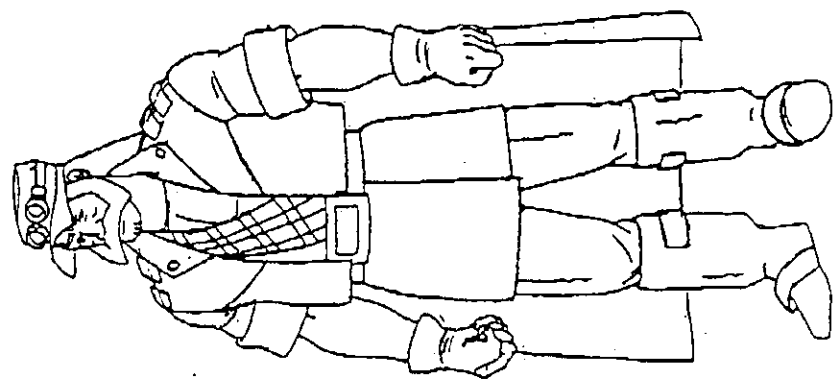


BETH
(NEW)

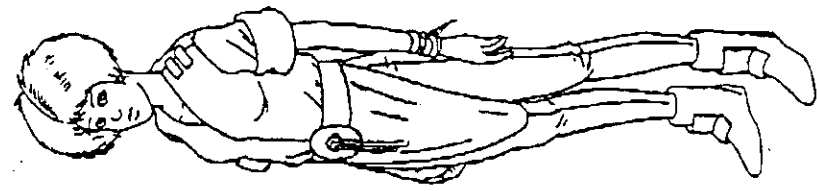


GENOBEN
(NEW)

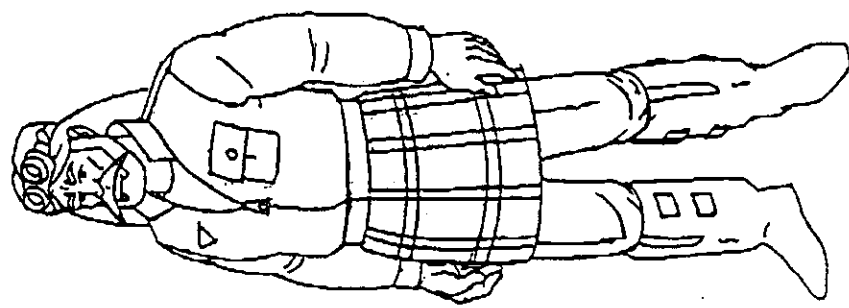
DUNDEES



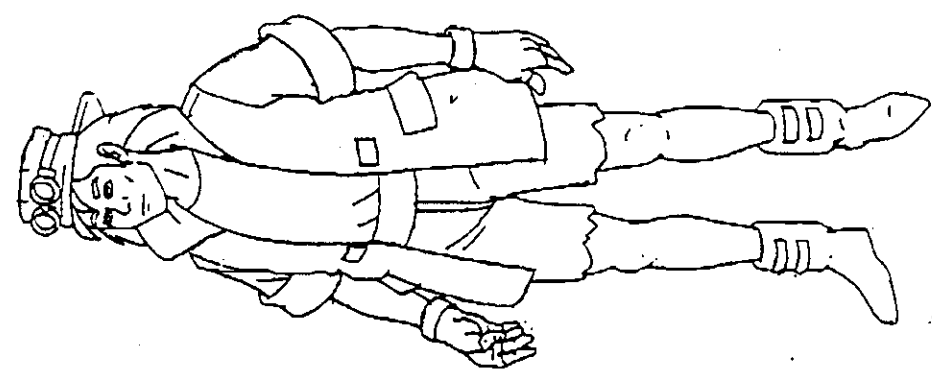
GLEN



ESTHER

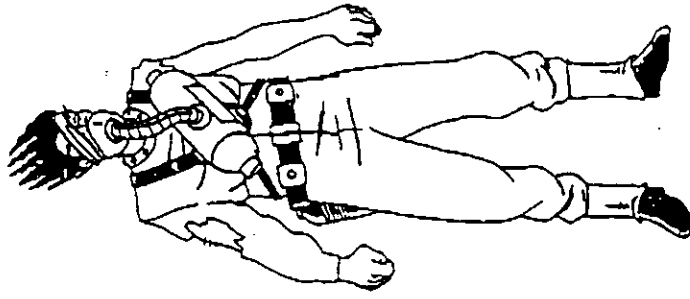


NEIL

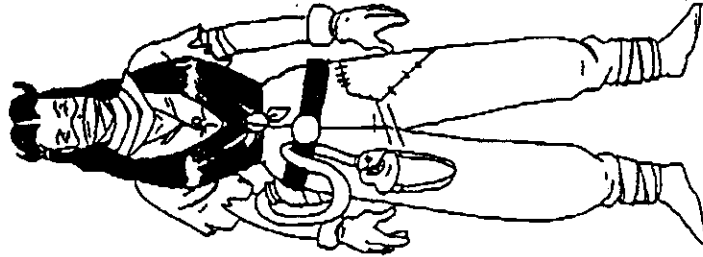


ANGUS

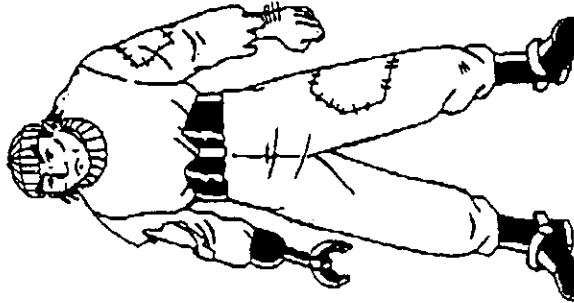
IN HABITANTS OF FAVELLAS.



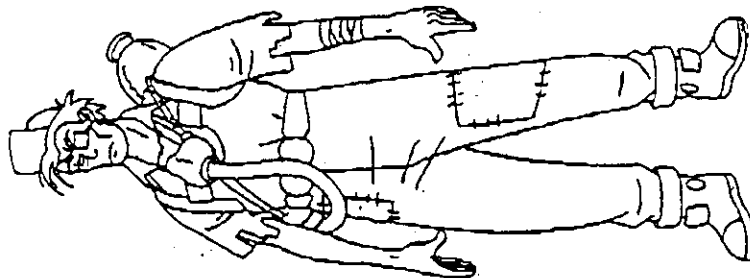
NEAL.



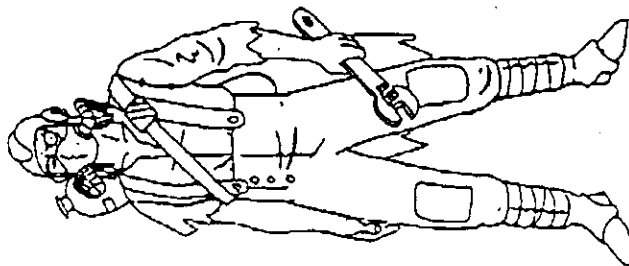
ALEX.



CLAW.

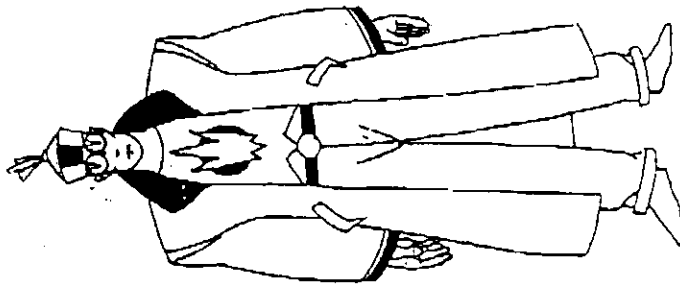


SAM.

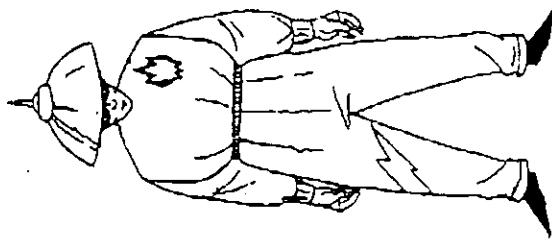


SPONGE.

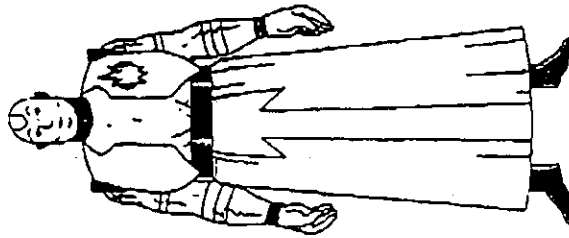
CITIZENS OF MOGONDA.



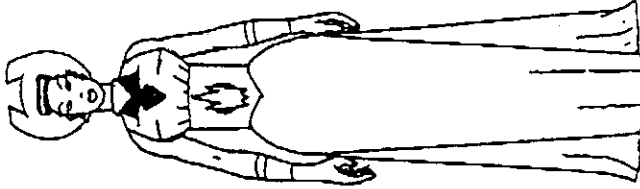
No.1.



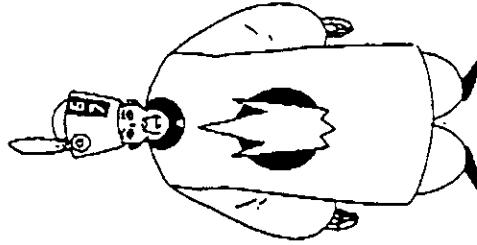
No.2.



No.3.

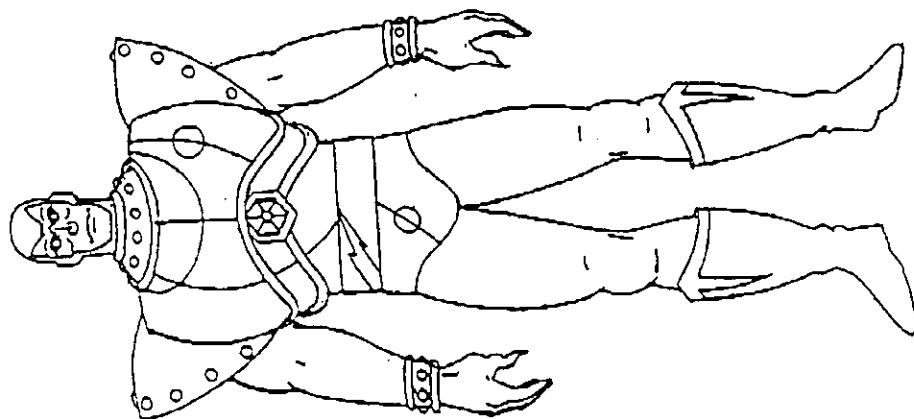


No.4.



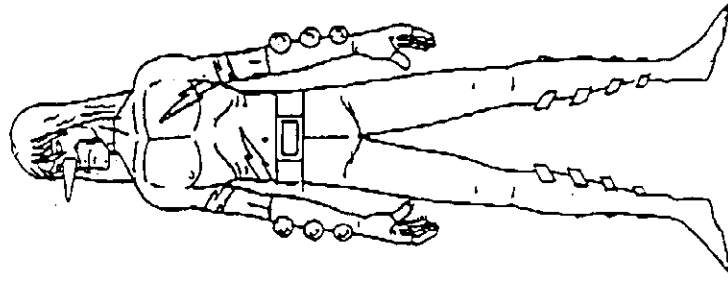
No.5.

THE
THRONE

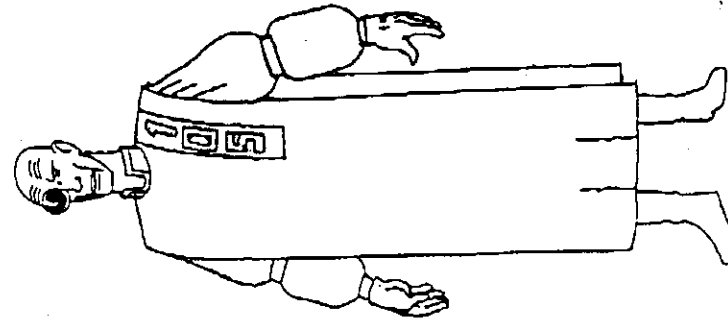


KORTAN

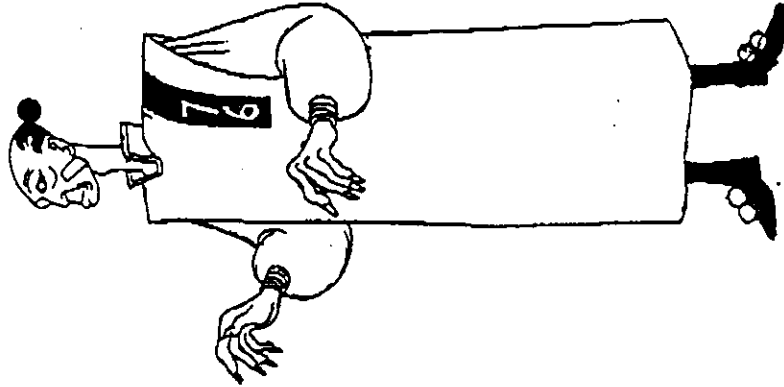
BUREAUCRATS



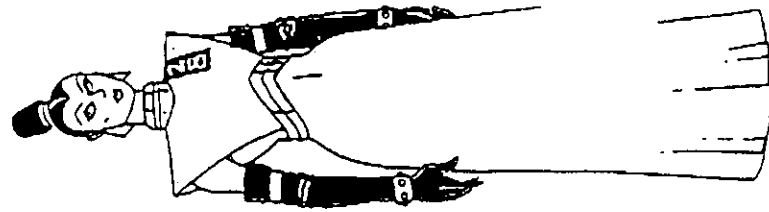
MALONE



No.1.

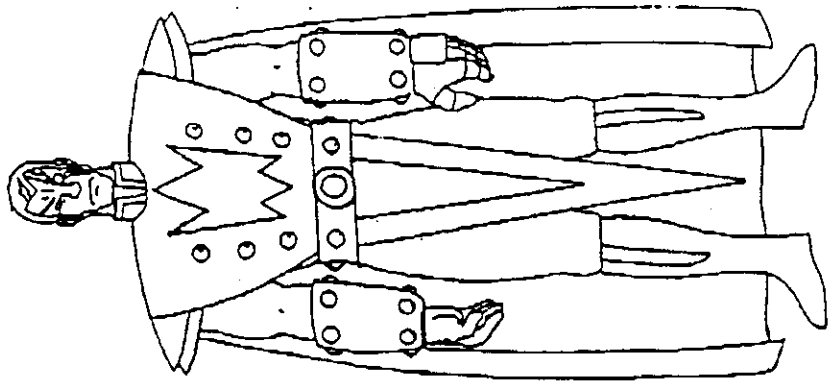


No.2

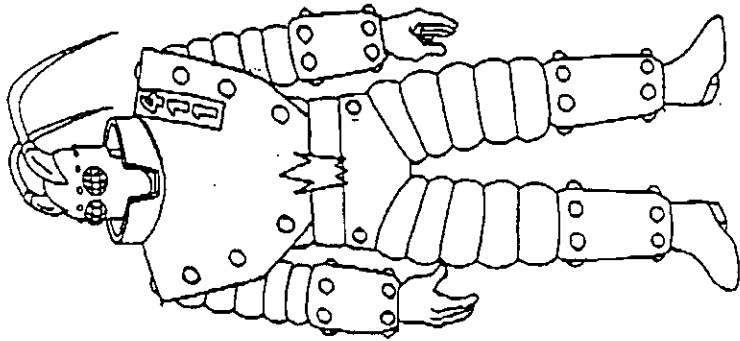


No.3.

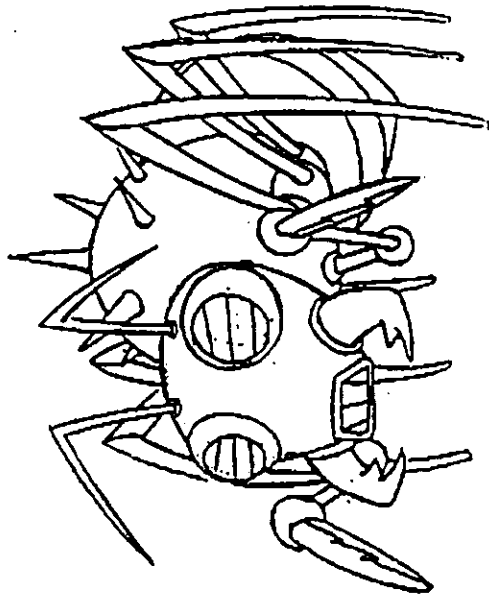
ENCOUNTER AT THE CAGE.



ARAK.

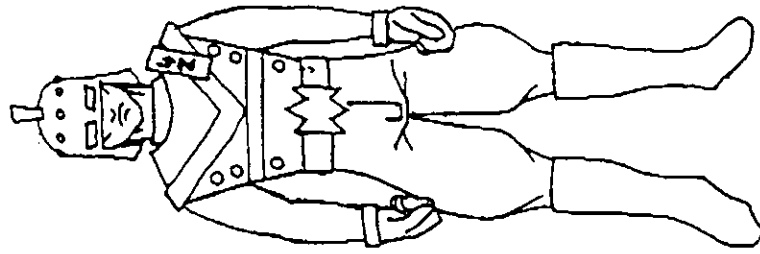


ANOMA
GUARDIAN

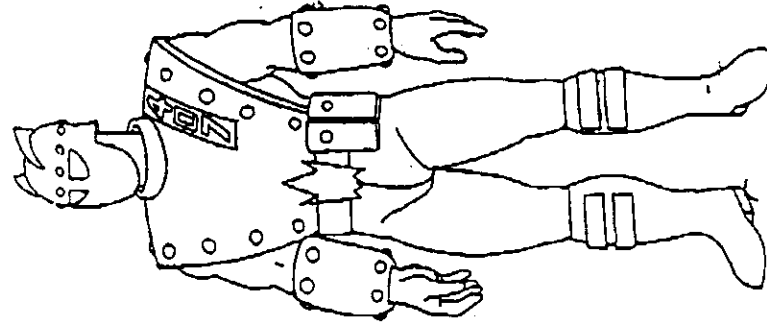


ANOMA.

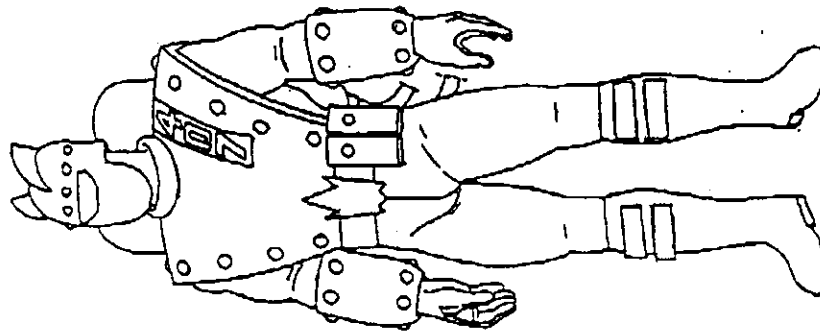
HUNTERS



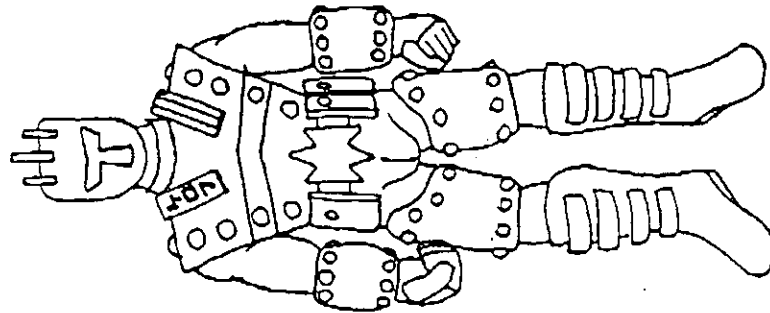
CADET



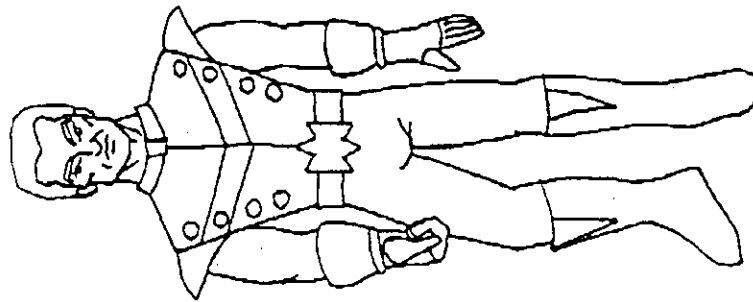
SWORD/GAS GUN



CROSSBOW

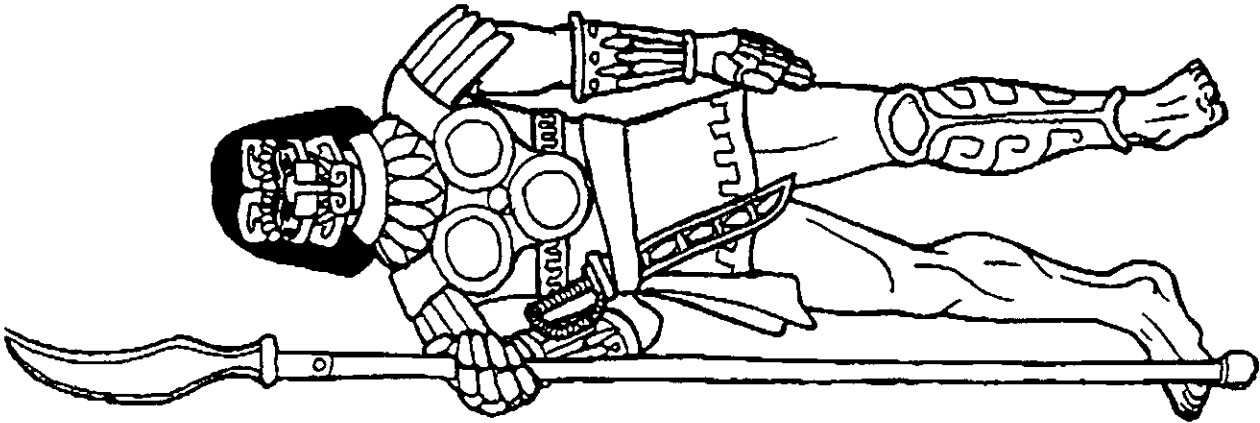


SERGEANT
(NEW)

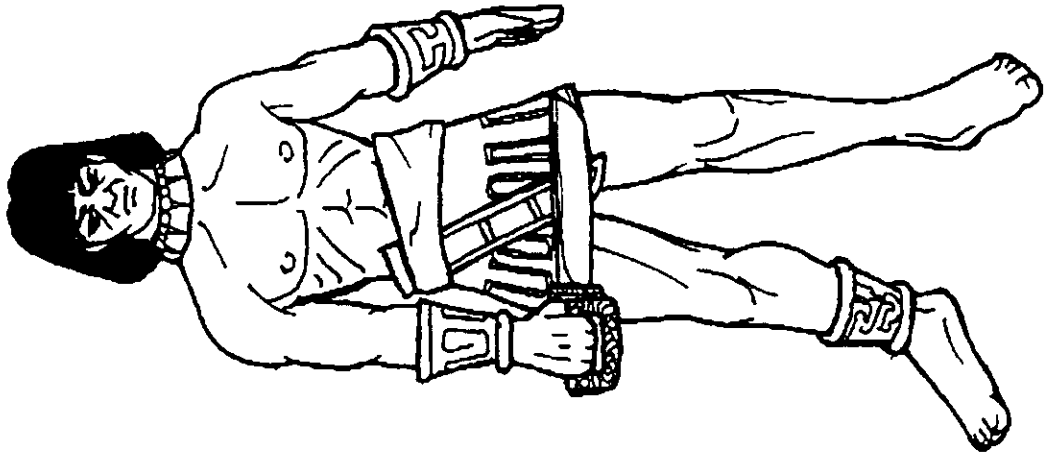


OFFICER

GUARDIANS
OF THE
TOME.



KNIGHT.
(NEW)



SQUIRE.
(NEW)

Objects In Game

1. Macleod Sword I(003)
In inventory at start of game.
2. World Map I(007)
In inventory at start of game. Can be exchanged, in Favellas, with Favellan F for the map of Favellas I(805).
3. Hacksaw I(000)
Found in the swamp village. Should be used to free the chained favellan in the west canyon. Can later be exchanged, in Favellas, with Favellan E for a wrench I(801).
4. Map Of Swamp Village I(001)
Found in the swamp village. Will help player by giving overhead view of area.
5. Diary I(002)
Found in the open strongbox once Quentin comes to. Contains details of where the bacterial cylinders can be found. Allows Quentin access to the tomb and the cave system via map mode.
6. Strongbox I(100)
Found inside hidden room in basement of dam. Locked. Must be taken to Frederick. Can later be exchanged, at Favellas, with Favellan A for the rubber boots I(802).
7. Book on dam I(101)
Found in scribe's room at dam. Textually tells the player which controls to open gates and in what order to do them without flooding dam. Also tells how, once water emptied, to retract gates and get into secret room.
8. Note From Benezir I(102)
This is a hint for the player that there is both a secret room in the basement and also a laboratory upstairs.
9. Jettators Robes I(103)
Found in robing room in dam. If used then a key I(104) will be found in pocket.
10. Key to sluice gate controls I(104)
Found in Jettators robes from robing room. Will open the padlocks on the sluice gate controls.
11. Key to Stevenson's lab I(105)
Found in kitchen. Will open the locked door connecting to dining room and allow player to get upstairs to Stevenson's lab.
12. Electronic key I(106)
Found in desk drawer in the office at the dam. Will open locked chest in Stevenson's lab.
13. Portable Computer I(107)
Found in locked chest in Stevenson's lab. Needs battery pack I(108). When working will be able to play Frederick's floppy disk message and get all technical details on bacteriological weapon. If used in this way then the player can explore the cave area via map mode. Can later be exchanged, in Favellas, with Favellan H for a gas gun I(803).
14. Battery Pack I(108)

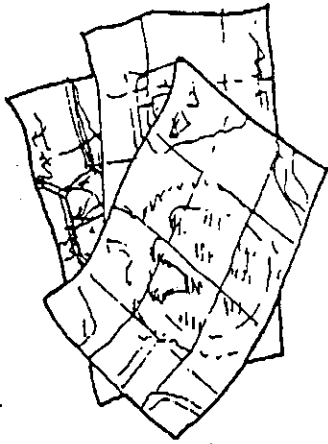
- Found in Stevenson's lab. Is used in conjunction with portable computer to read Frederick's floppy disk message.
15. Regulator valves I(109)
Found in the store room of the dam. Must be used in conjunction with the white cylinders I(300) to make them capable of delivering the antidote virus.
 16. Puncture repair kit I(110)
Found in Stevenson's lab. Must be used to fix the ABC suit I(202).
 17. Radio transmitter/receiver I(111)
Found in the office at the dam. Either this or no.2 I(112) must be given to Ramirez. Will allow player to get Ramirez to evacuate the city once he knows that it's gonna blow.
 18. Radio transmitter/receiver no.2 I(112)
Found in locked chest in Stevenson's lab. see 17 - I (111)
 19. Toolkit I(113)
Found in abandoned tank outside dam. Is used in conjunction with spare parts I(403) to fix the broken tank I(500) in the west canyon. Can later be exchanged, in Favellas, with Favellan D for a food item I(807).
 20. Map Of The Dam I(114)
Found in the tank outside the dam. Will help the player negotiate his way around the dam.
 21. Key to sluice gate room I(120)
Found in dining room. Opens door to sluice gate room.
 22. Floppy Disk Message I(200)
Found in the final central chamber of the tomb. Contains details of Fred's plan and full technical specs on the virus and the antidote. Can only be read using the portable computer I(107).
 23. Bacterial Virus Canisters (Red cylinders) I(201)
Found in the tomb and also in the possession of Fred. Using any will reduce Quentin's hit points and slow down his actions unless he is wearing a fixed ABC suit I(202).
 24. Punctured ABC suit (Anti Bacterial/Chemical) I(202)
Found in the tomb. If worn, will protect the player from the effects of the virus (as long as it fixed first). Needs puncture repair kit I(110) and oxygen cylinder I(404).
 25. Large Stone Block I(203)
Found in the tomb. Must be carried in hand. Must be placed on pressure plate to reveal secret door.
 26. Collection Of Stones I(204)
Found in tomb. Can be used by Quentin to detect traps.
 27. Stone Key 1 I(205)
Found on Aztec guard in tomb. Opens door 1.
 28. Stone Key 2 I(206)
Found on Aztec guard in tomb. Opens door 2.
 29. Stone Key 3 I(207)
Found on Aztec guard in tomb. Opens door 3.
 30. Anti-Bacterial Virus Canisters (White cylinders) I(300)

Found in Fred's lab in the caves. Require regulator valves I(109) before they can be used to release the antidote virus.

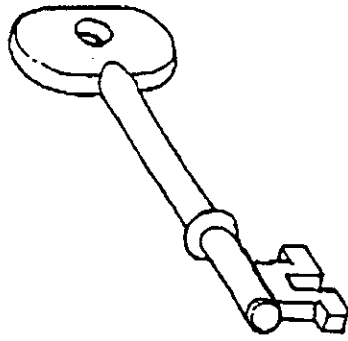
31. Hunter Uniform I(400)
Found somewhere in the south canyon. Will serve as a disguise in various parts of Mogonda.
32. Hunter Sword I(401)
Found with the hunter uniform I(400). Part of the same disguise. Can be exchanged, in Favellas, with Favellan G for an item of food I(808).
33. Gas Gun I(402)
Found with the hunter sword I(400) and uniform I(401) in the south canyon.
34. Tank Spare Parts I(403)
Found in tank in south canyon. Can be used in conjunction with toolkit I(113) to fix tank I(500) in west canyon to drive through rockwall and create entrance to Mogondan valley.
35. Oxygen Cylinder I(404)
Found in the a tank in the south canyon. Must be used in conjunction with the ABC suit I(202) if the player is to wear it. Obviously as an immortal, Quentin has no need for oxygen, but the suits inherent safety systems will not allow it to be used without a closed air supply.
36. Broken Tank I(500)
This is found in the west canyon. It can be fixed for one final journey through the rockfall by using the toolkit I(113) and the tank spare parts I(403).
37. Favellan Coin I(501)
Given to the player by the chained Favellan once he is freed. Must be used (cinepak.. Quentin tosses coin. Favellan Guard 'That coin has no value here'. Q 'Value is not always on the surface') as part of a secret ritual without which the player will not be let into Favellas. Can be exchanged, in Favellas, with either Favellan C (for an item of food I(806)) or Favellan B (for the key to gate 2 leading to the sewers I(804)).
38. Drivable Tank I(700)
Found in the tank park. If started with the tank key I(701), will allow the player to drive through the front door of Mogonda without being challenged.
39. Tank Key I(701)
Found in the security hut in the tank park. Will allow the player to drive the tank from the park I(700) into Mogonda.
40. Wrench I(801)
Obtained in Favellas, by exchanging the Hacksaw I(000) with Favellan E. Needed to force open a grille inside Mogonda on the anomas level.
41. Rubber Boots I(802)
Needed in the air ducts to enable Quentin to walk over the 'slippery patches' on the floor. Without the boots, he will lose his balance and slip into one of the grinders. Obtained by exchanging the Strong Box, I(100) with Favellan A.
42. Gas Gun I(803)
This gun has no ammo! Obtained by exchanging the Portable Computer, I(107) with Favellan H.
43. Key to Gate 2 I(804)

Needed to open 'Gate 2' in the Favellas which then leads the player through the tunnel into the interior sewers. Obtained by exchanging the Favellan Coin, I(501) with Favellan B

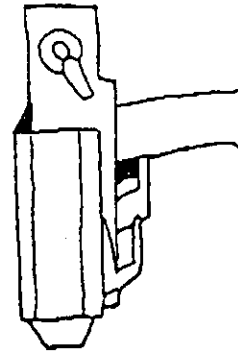
44. Map Of Favellas I(805)
A Map Of Favellas, shows exit to Mogonda Sewers. Obtained by exchanging the World Map, I(804) with Favellan F.
45. Key to station door (garage level) I(1400)
Found on the hunter sergeant in the debriefing room on the garage level. Opens the door to the shuttle station on the same level.
46. Key to Anoma's Cage I(1200)
Found on Arak. Open's door to Anoma's cage.
47. Fred's Bacterial Virus Cylinders I(1000)
Found on Fred. Hint for Quentin, if he hasn't released the antidote then he should really get around to doing it.
48. Elevator Key I(1001)
Found on Fred. Opens the locked elevator on the pleasure level.
49. Kortans Sword I(901)
Found on Kortan's dead body. Must be returned to weapons chamber for elevator lock to be disengaged.
50. Key To Door A I(1100)
Found on hunter sergeant. Opens door A in 'The Station & Airducts'.
51. Key To Door B I(1101)
Found on hunter officer. Opens door B in 'The Station & Airducts'.
52. Key Pass A I(1600)
Found on hunter sergeant A. Opens cell A in prison.
53. Key Pass B I(1601)
Found on hunter sergeant B. Opens cell B in prison
54. Key Pass C I(1602)
Found on hunter sergeant C. Opens cell C in prison
55. Key Pass D I(1603)
Found on hunter sergeant D. Opens cell D in prison
56. Various food items I(004-6,115-9,806-8)
Found in various locations and on various characters.
57. Various hunter orders
Found on hunters.



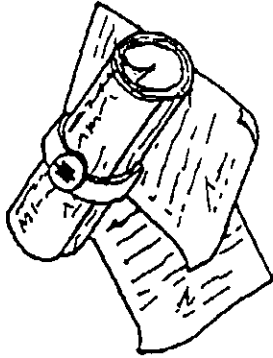
VARIOUS MAPS



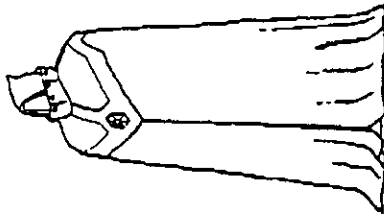
KEY TO SLUCE GATE ROOM I (20)



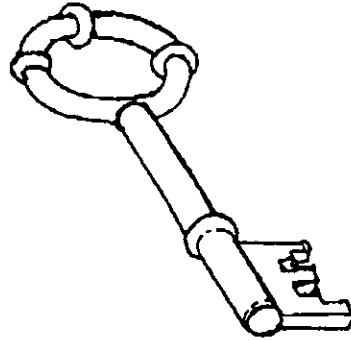
GAS GUN (NO AMMO) I (808)



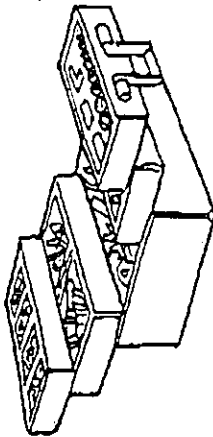
VARIOUS WINTER ORDERS



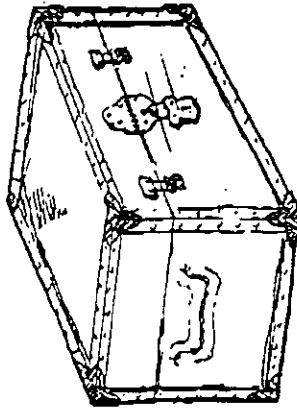
JETATORS ROBES I (403)



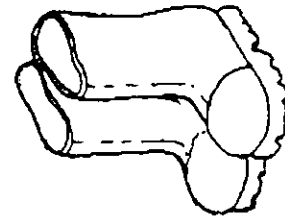
KEY TO GATE 2 I (804)



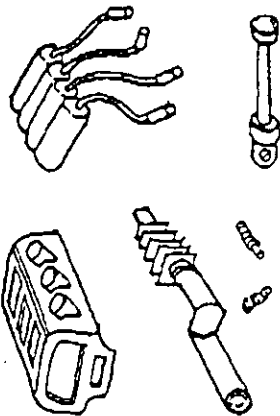
TOOLKIT I (113)



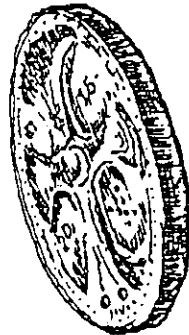
STRONG BOX



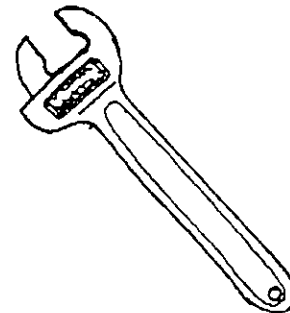
RUBBER BOOTS I (402)



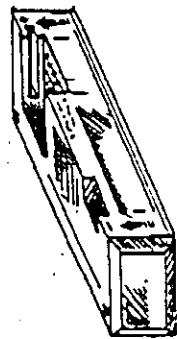
JK SPARE PARTS I (403)



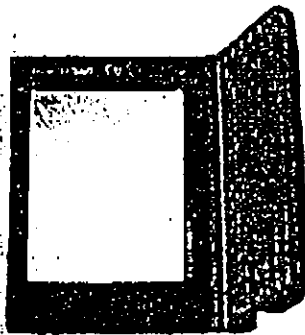
WELAN COIN I (501)



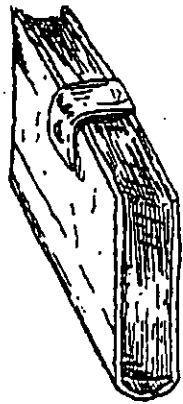
WRENCH I (801)



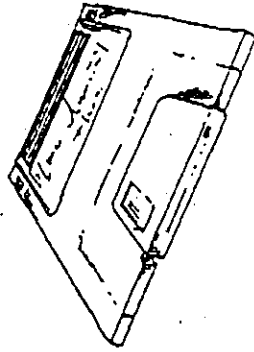
BATTERY PACK I(108)



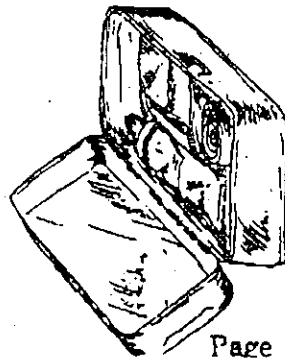
PORTABLE COMPUTER I(107)



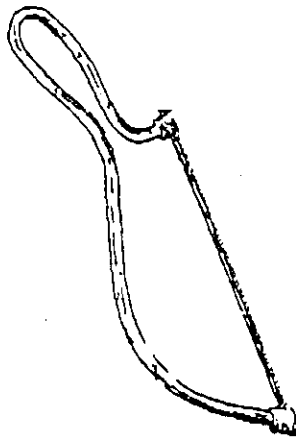
DARY I(002)



FLOPPY DISK MESSAGE I(200)



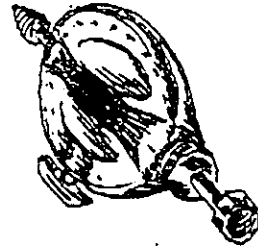
WOUND REPAIR KIT I(110)



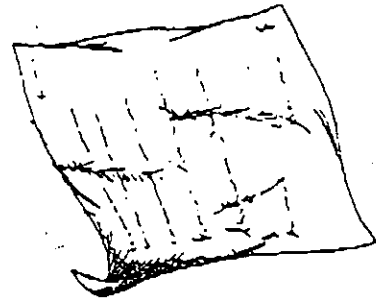
HACKSAW I(000)



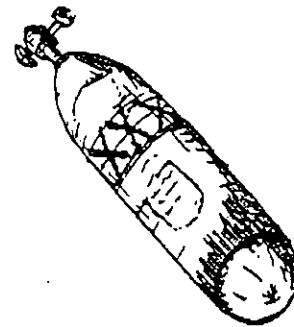
OXYGEN CYLINDER I(404)



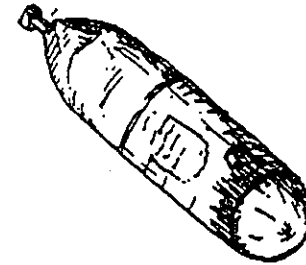
REGULATOR VALVE I(109)



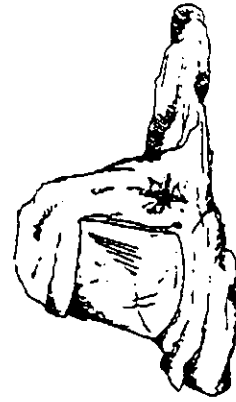
NOTE BOOK COVER T(102)



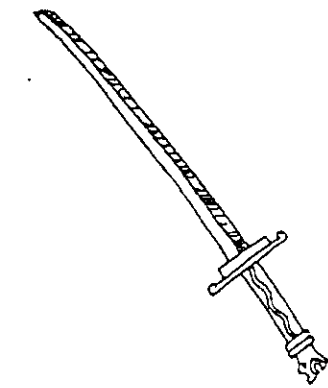
BACTERIAL VIRUS CANISTERS I(201)



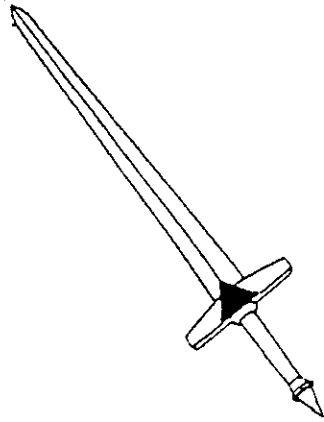
ANTI-BACTERIAL VIRUS CANISTER I(200)



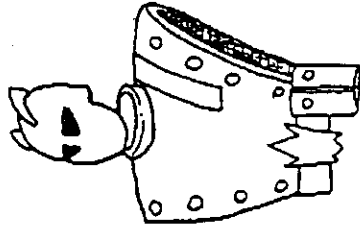
PUNCTURED ABC SUIT I(202)



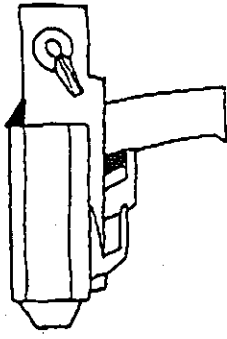
ME MCKEOD SWORD I(603)



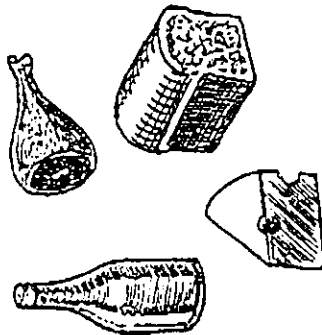
HUNTERS SWORD I(601)



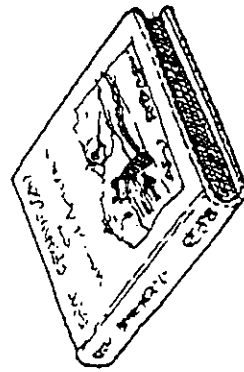
HUNTER UNIFORM I(600)



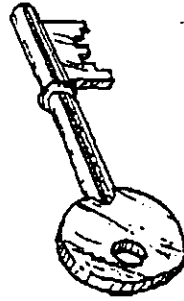
GAS GUN I(602)



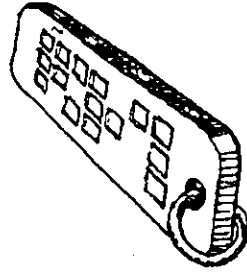
VARIOUS FOOD ITEMS



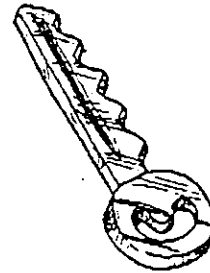
BOOM ON DAM I(101)



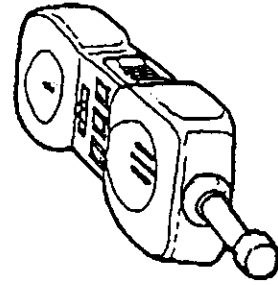
KEY TO SLUICE GATE CONTROLS I(104)



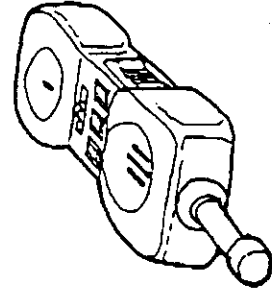
ELECTRONIC KEY PASS I(106)



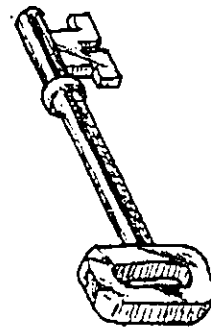
TANK KEY I(701)



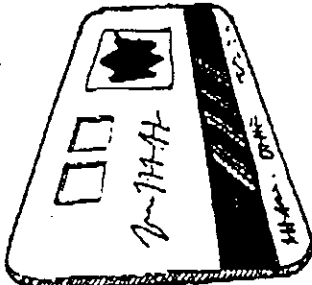
RADIO TRANSMITTER / REFINER I(111)



RADIO TRANSMITTER BEHAVIOR NO 2 I(112)



KEY TO STEVENSON'S / OR I(105)



KEY PASS I ()

Area 1 - The Swamp Village

Items

Hacksaw	I(000)
Food	I(004-6)
Map of swamp village	I(001)
Diary (found to be in strongbox)	I(002)

Characters

Ramirez (for the start)	C(026)
Alia (for the start)	C(027)
Clyde	C(028)
Swamp Villager 1 - Genoben	C(029)
Swamp Villager 2	C(030)
Swamp Villager 3	C(031)
Swamp Villager 4	C(032)
Swamp Villager 5	C(033)
Swamp Villager 6	C(034)
Frederick (for the start)	C(035)

Area Description

Based on area previously seen in disk 2.

A small village consisting of wooden huts and wooden walkways surrounded by swamp. Home of ex-Jettator and now mortal Genoben. Also home to assorted villagers. Used extensively in disk 2 as base of operations. Features in disk 3 as starting area.

If Quentin brings back the strongbox for Frederick

When Quentin arrives back at the village. Frederick thanks him and opens the box. He thanks Quentin again, pulls out a needle-gun and shoots him. Everything goes black.

Quentin wakes up some time later. Ramirez is up and about but still groggy. Frederick has gone, but the strongbox and its contents (a diary) are still there. If he reads the diary, he hears about Fred's twisted plan to wipe out Mogonda and replace Kortan. He finds out the location of the gas cylinders and there is also a hint about the antidote gas (the white cylinders from the cave system). This information allows him to explore the tomb (area 2). In case the player doesn't take the hint to explore the tomb, Ramirez will suggest that he does so anyway.

On returning from the tomb

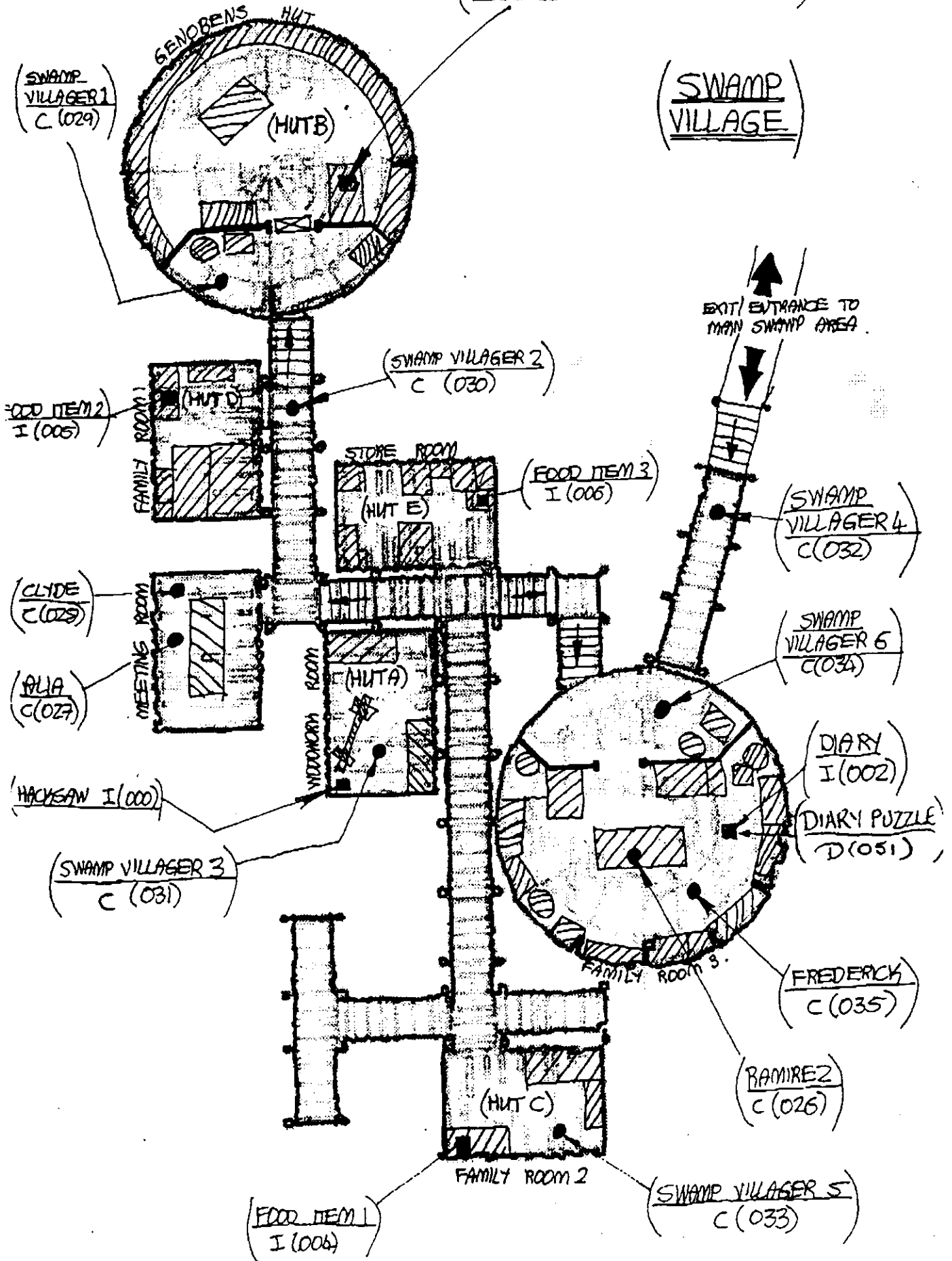
Ramirez and Quentin have a discussion about the Frederick problem and it is decided that Quentin must go to Mogonda to stop him. As this will inevitably result in a confrontation with Kortan, and as the quest for knowledge has been concluded, Ramirez passes on his knowledge to Quentin to better prepare him for the coming fight. Ramirez and Alia will organise the anti-Kortan elements (Dundeers, Donneleans etc) to launch a final assault on Mogonda.

Puzzles

i. Knowledge From The Diary - D(051) - Once the player has been shot by Fred and then woken up, he can examine the, now open, strongbox. Inside is the diary of Fred's old assistant. The information contained within allows the player to visit and explore the tomb.

(MAP OF SWAMP VILLAGE I (001))

(SWAMP VILLAGE)



THE SWAMP VILLAGE.

OBJECTS PRESENT.

i. Hacksaw - I(000).

This item allows the player to free the chained Favellan in the West Canyon.

It is found in hut A.

ii. Map Of Swamp Village - I(001).

This gives Quentin an idea of the village's layout.

It is found in hut B.

iii. Diary - I(002).

This explains what has happened and tells Quentin what he is supposed to do.

It is found in a box in the hut with Ramirez once Quentin has woken up after being betrayed.

iv. Food Item 1 - I(004).

An item of food which, when eaten, will 'heal' Quentin.

This is found in hut C.

v. Food Item 2 - I(005).

An item of food which, when eaten, will 'heal' Quentin.

This is found in hut D.

vi. Food Item 2 - I(006).

An item of food which, when eaten, will 'heal' Quentin.

This is found in hut E.

CHARACTERS PRESENT.

Note - some characters may be pre-rendered due to no. chars on screen...

i. Ramirez - C(026).

255 Hit Points - Immortal.

To be consulted.

No puzzle.

Plot device, arranges rebel forces.

Will not fight.

Carries 'Walkie-Talkie' item I(007).

ii. Alia - C(027).

255 Hit Points.

Decoration (and later captured).

No puzzle.

Plot device, arranges rebel forces.

Will not fight.

Carries no items.

iii. Clyde - C(028).

255 Hit Points.

Annoying Brat.

No puzzle.

Necessary scenery.

Will not fight.

Carries no items.

iv. Swamp Villager 1 - C(029) Genoben.

255 Hit Points.
Ex-immortal. To be seen.
No puzzle.
Necessary scenery.
Will not fight.
Carries no items.

v. Swamp Villager 2 - C(030).

50 Hit Points.
To be seen.
No puzzle.
Necessary scenery.
Will not fight.
Carries no items.

vi. Swamp Villager 3 - C(031).

50 Hit Points.
To be seen.
No puzzle.
Necessary scenery.
Will not fight.
Carries no items.

vii. Swamp Villager 4 - C(032).

50 Hit Points.
To be seen.
No puzzle.
Necessary scenery.
Will not fight.
Carries no items.

viii. Swamp Villager 5 - C(033).

50 Hit Points.
To be seen.
No puzzle.
Necessary scenery.
Will not fight.
Carries no items.

ix. Swamp Villager 6 - C(034).

50 Hit Points.
To be seen.
No puzzle.
Necessary scenery.
Will not fight.
Carries no items.

x. Frederick - C(035).

255 Hit Points - Immortal.
To be consulted and eventually defeated.
How to stop him killing innocent civilians.
Leaves after drugging Quentin, meet him again in Mogonda.
Will not fight here.
Carries no items here.

Area 2 - The Dam

Items

Strongbox (inside secret room)	I(100)
Book on dam (in scribes room)	I(101)
Note from Benezir (in office)	I(102)
Jettators Robes (in robing room)	I(103)
Key to sluice gate room (dining room)	I(120)
Key to Sluice Gate Controls (in Jettators robes)	I(104)
Key to Stevenson's lab (in kitchen)	I(105)
Electronic key (in desk drawer in office)	I(106)
Portable Computer (in locked chest in lab)	I(107)
Battery Pack (in lab)	I(108)
Regulator Valves (in store room)	I(109)
Puncture Repair Kit (in lab)	I(110)
Radio Transmitter/Receiver no.1 (in office)	I(111)
Radio Transmitter/Receiver no.2 (in lockup in lab)	I(112)
Toolkit (in abandoned tank outside dam)	I(113)
Food	I(115-9)
Map Of The Dam	I(114)

Characters

NONE so far...

Area Description

Based on area previously seen in disk 2 and episode 2.

An old hydro-electric dam converted to a library facility by the mad and deceased Jettator, Stevenson. Also used to house a school run by Alia. The school has been disbanded and the children have been sent home to their parents following Stevensons betrayal of Quentin and his subsequent death at the hands of Kortan. The ex-Jettator Benezir now runs the library. Extensively used in disk 2. The library does not feature in disk 3 but additional (new) sets include a basement containing a series of sluice gates and a first floor laboratory.

The whole complex is very empty. There is nobody visible. Benezir is still here, but now that he is no longer immortal (having passed on his knowledge to Quentin in disk 2) his work has taken on a new form of urgency to him. To this end he has locked himself into the library and is performing a full catalogue of the books. A sign on the door proclaims this.

In the headmasters study, the filing cabinet is missing. It has been dragged into the library by Benezir to help him start the complete catalogue and Quentin can get no help from that source. On the desk there is Benezir's agenda. This contains a number of items and will look something like this

- 1 Update catalogue of books in library
- 2 Catalogue exhibits in basement file room (use book on sluice gates)
- 3 Investigate Stevensons Lab

The second item is a clue for the player to investigate the basement. The file room is hidden behind the sluice gates in the basement. The book on how to operate the sluice gates can be found on a table in the scribes room.

The Abandoned Tank Outside The Dam

The tank left outside the dam in disk 2 is the same kind of tank as the remains of the one at the West Canyon. There is and a tool-kit here which is needed to used to fix the tank in the west canyon for one final journey and gain entrance to the Mogondan valley.

Puzzles

i. The sluice gates - Under the area which is currently the library, there are a series of sluice gates. Behind the series of gates and pipes there is a storage/archive room. The strongbox is in this storage room. However to get there, the pipes must be retracted back into their sluice gate housings. Currently, the pipes are filled with water, and so retracting the pipes will cause the sluice gates to rupture and the dam flood. The instructions of how to operate the sluice gates are contained in the book on 'The Workings Of The Dam' which can be found on a table in the scribe's room. What must be done first is to open the sluice gates to let the water flow through from behind the dam to the dry river bed. The gates must be opened in reverse order (ie the one closest to the water being opened last). If they are opened in any other order, then the massive pressure build-up will burst the sluice gates, the dam will flood and disintegrate and Quentin will be caught in the destruction. When it has all died down, Quentin will be floating unconscious down the new river, and the crocodile-like inhabitants of the lake will enjoy immortal-burger. Game over time. If the gates are opened in the correct order then the water will wash through leaving the lake (and the pipes) dry. The pipes can then be retracted and the storage room explored.

a. Getting Into The Basement - D(151)

This requires the player to find the basement key in the dining room and use it to open the locked door to the north of the complex.

b. Unlocking the controls - D(152)

This requires the player to firstly get the Jettators robes from the robing room. Using these will search the pockets and find a key. This key unlocks the controls.

c. Releasing The Water - D(153)

The book on the dam describes how the sluice gates must be opened and the order in which they must be opened for the reservoir water to be drained away. If this

is completed in the wrong area, the gates will burst, the dam will flood, the player is knocked unconscious and then eaten by crocodiles.

d. Retracting The Gates - D(154)

Also contained in the book on the dam is instructions on how to retract the gates so as to gain access to the secret room beyond. If this is attempted before the water is released, the gates will burst, the dam will flood etc. etc.

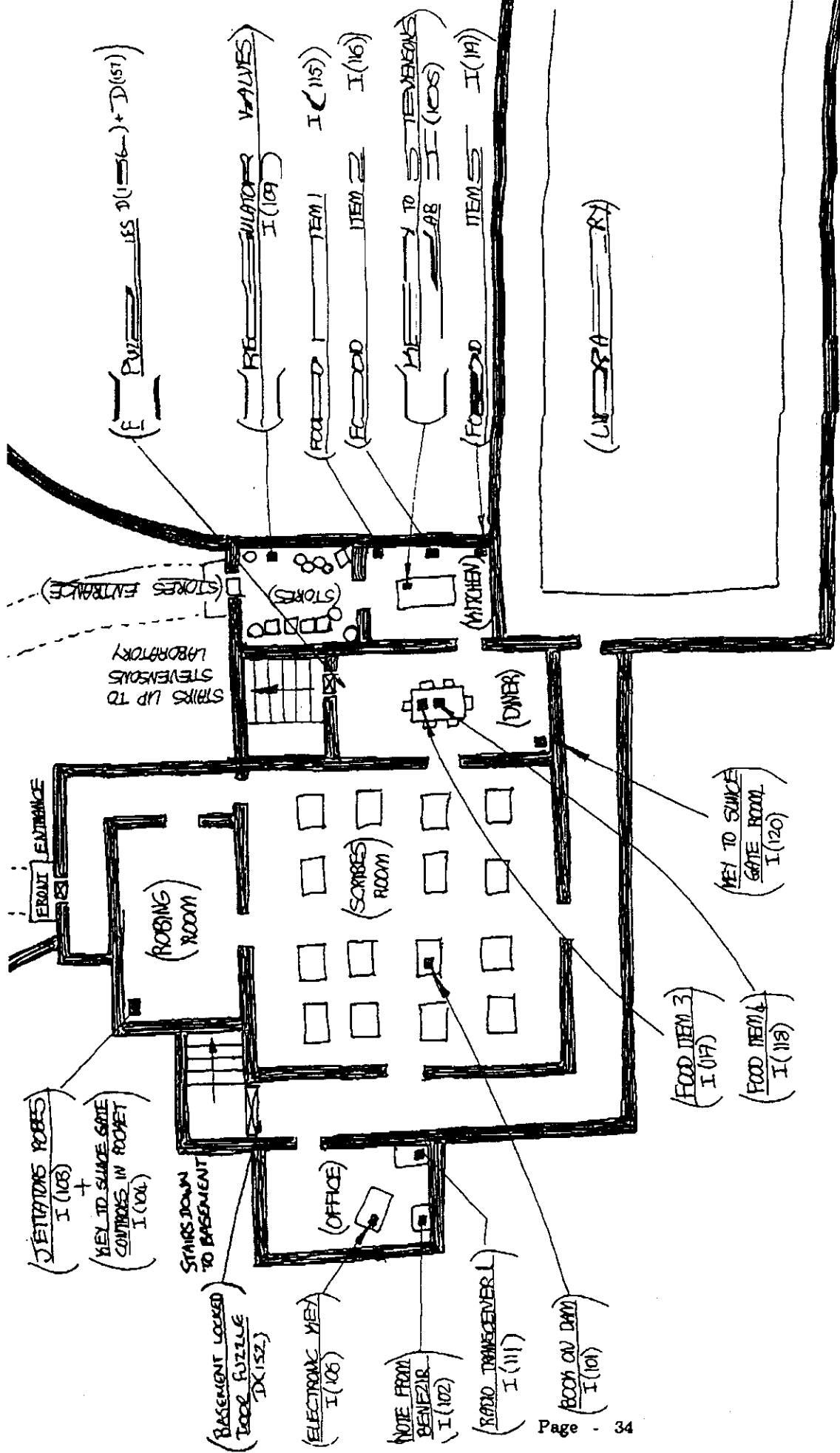
ii. The Laboratory - Upstairs from the dining room there is Stevenson's old living quarters and laboratory. Up here there are a number of items that will prove useful to the player later in the game and a couple of puzzles.

a. Getting Into The Lab - D(155)

The door leading from the dining room to the lab is locked. The key for this door is to be found in the kitchen.

b. Opening the lock-up - D(156)

As well as some items dotting the lab, the most useful items are inside an electronic lock-up chest type thing. To open this the player needs the electronic key which is located in a drawer in the office desk.

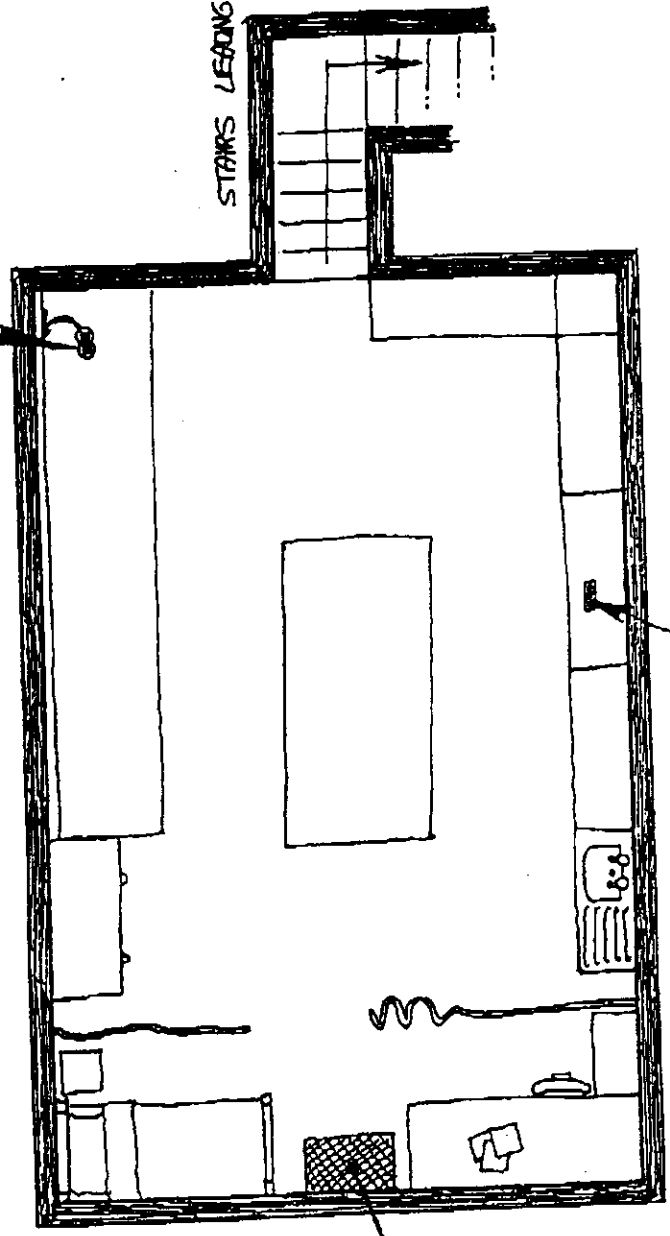


(DAM INTERIOR - LEVEL 1)

STEVENSON'S LABORATORY

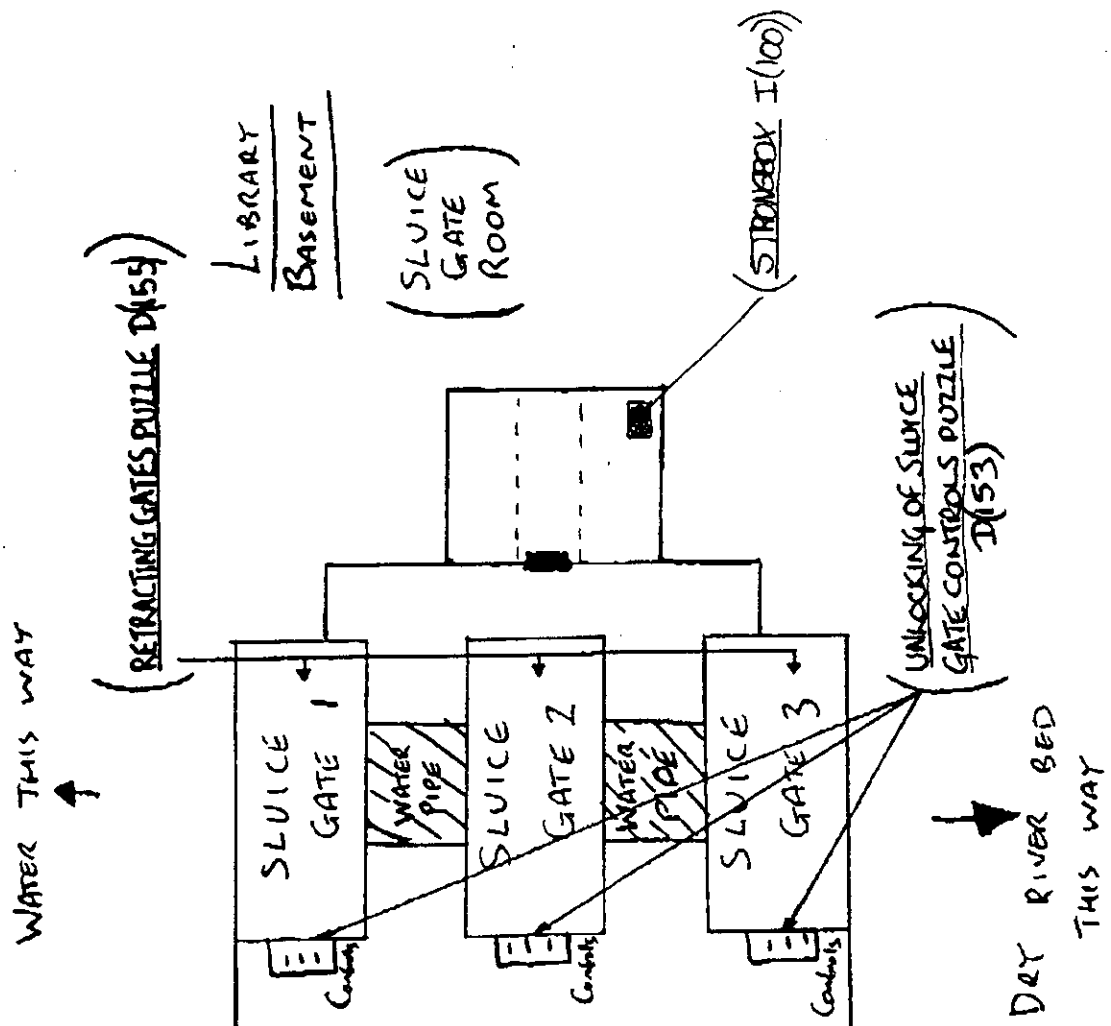
BATTERY PACK I (108)
TO BE USED IN THE
PORTABLE COMPUTER

STAIRS LEADING DOWN TO DINER.



PUZZLE D (158)
LOCKED CHEST
INSIDE IS THE:
PORTABLE COMPUTER I (107)
RADIO TRANSMITTER-
RECEIVER NO. 2 I (112)
THE CHEST NEEDS THE
ELECTRONIC KEY I (106)
TO OPEN IT. THIS CAN
BE FOUND IN THE
DESK DRAWER IN THE
OFFICE.

PUNCTURE REPAIR KIT I (110)
REQUIRED TO REPAIR ARC SUIT



UP TO GROUND FLOOR

(SLUICE GATE PUZZLE D(151) AND RELEASING THE WATER PUZZLE D(154))

The controls have two uses. Firstly they can be used to open the sluice gates and drain the lake. (This must be done in reverse order ie 3-2-1) otherwise the whole thing will blow. Once the lake has been drained then the water pipes can be retracted into the sluice gates without the room violently flooding. This allows access to the room beyond.

The room beyond is a narrow central corridor lined with shelves a la X-Files or Raiders O.T.L.A. but smaller. The strongbox is in here...

THE DAM.

OBJECTS PRESENT.

- i. Strongbox - I(100).**
The item that Frederick wants.
Found in the Secret Room in the Dam.
- ii. Book On Dam - I(101).**
Explains to the player how to use the Sluice Gate Control and enter the Secret Room.
Found in Scribe's Room.
- iii. Note From Benezir - I(102).**
This note hints at the existence of a secret room below and a Lab above.
Found in Office.
- iv. Jettators Robes - I(103).**
Hidden inside these is the 'Key To Sluice Gate Control'.
Found in the Robing Room.
- v. Key To Sluice Gate Controls - I(104).**
Will open the padlock on Sluice Gate Controls.
Found in Jettator's Robes from Robing Room.
- vi. Key To Stevenson's Lab - I(105).**
Allows player to open locked door connecting to dining room, giving access to Lab.
Found in Kitchen.
- vii. Electronic Key - I(106).**
Opens locked chest in Stevenson's Lab.
Found in desk drawer in office.
- viii. Portable Computer - I(107).**
Used in conjunction with Battery Pack to read Frederick's message.
Found in locked chest in Lab.
- ix. Battery Pack - I(108).**
Used in conjunction with Portable Computer to read Frederick's message.
Found in the Lab.
- x. Regulator Valves - I(109).**
Used to allow the antidote virus to be released from the white cylinders.
Found in stores.
- xi. Puncture Repair Kit - I(110).**
One of a number of items needed to mend ABC suit.
Found in Lab.
- xii. Radio Transceiver 1 - I(111).**
Either this or below to be given to Ramirez, used to warn Ramirez of impending disaster in Mogonda. It is a one shot wonder.
Found in office.
- xiii. Radio Transceiver 2 - I(112).**
Either this or above to be given to Ramirez, used to warn Ramirez of impending disaster in Mogonda. It is a one shot wonder.
Found in locked chest in Lab.

xiv. Toolkit - I(113).

For repairing Tank in West Canyon, requires Tank Spare Parts as well.

It is found in the abandoned tank outside the Dam.

xv. Map Of The Dam - I(114).

This will give Quentin a guide to the Dam's layout.

It is found in the .

xvi. Food Item 1 - I(115).

An item of food which, when eaten, will 'heal' Quentin.

This item is found in .

xvii. Food Item 2 - I(116).

An item of food which, when eaten, will 'heal' Quentin.

This item is found in .

xviii. Food Item 3 - I(117).

An item of food which, when eaten, will 'heal' Quentin.

This item is found in .

xix. Food Item 4 - I(118).

An item of food which, when eaten, will 'heal' Quentin.

This item is found in .

xx. Food Item 5 - I(119).

An item of food which, when eaten, will 'heal' Quentin.

This item is found in .

xxi. Key to Sluice Gate Room - I(120)

Opens door to north of complex which leads down to Sluice Gate Room in basement.

This item is found in the dining room.

CHARACTERS PRESENT.

None.

Area 3 - The Tomb

Items

Floppy Disk Message	I(200)
Bacterial Virus Canisters	I(201)
Punctured ABC suit	I(202)
Three stone keys	I(205,206,207)
Large Stone Block	I(203)
Collection of Stones	I(204)

Characters

Aztec Guard A	C(226)
Aztec Guard B	C(227)
Aztec Guard C	C(228)
Aztec Guard D	C(229)
Aztec Knight	C(230)

Area Description

New area. Inspired by Aztec-type temple.

An extremely old construction. Based loosely around drawings of Aztec temples. Used in background plot by Fred's assistant to hide the canisters containing the bacteriological weapon. The location of this area is contained in the diary found in the strongbox.

One of the central chambers has been used to store the nerve agent cylinders in. When Quentin gets there he finds that he is too late. Frederick has been and gone taking most of the cylinders with him.

There are a few of these cylinders left. They are red in colour and these look exactly like the white ones first seen in the cave system in disk 2 and also present in this game. The difference between the two is that the red ones contain the actual nerve agent while the white ones contain an anti-agent. The presence of these red cylinders is to serve as a further hint about the antidote gas.

Along with the cylinders there are two other things remaining. The first is an Anti Bacterial/Chemical (ABC) suit, and the second is a message from Frederick. Unfortunately, the message (along with the complete notes on the bacterial weapon project) are contained on a floppy diskette. The ABC suit, once repaired, will protect him when he faces off against Fred in Mogonda.

If the player is stupid enough to use one of the red-cylinders then, unless he is wearing the suit, he will lose a large number of hit points and find all of his movements (ie his animations) slower. The slowness will eventually pass.

Puzzles

i. Pressure Pads, Keys, and Spike Traps - D(251)

Three of the Aztec Guardians carry stone keys to three secret doors (look just like walls, but a slight difference in texture and a discreet keyhole give them away.) Behind each door is a relevant item.

The Aztec Knight is one of the guards who carries such a key. However he is hidden in a secret room, the door to which only opens if a large stone block is dropped onto a pressure pad. This stone block is too heavy to be carried with anything else, like a sword for example, so Quentin should dispatch all guards in the area before trying to move it.

On the bottom floor of the tomb all the paving has lots of 2-inch wide holes in it. Sections of the floor are infact pressure triggered spike traps, which can cause Quentin a lot of damage. However Quentin can find where the traps are by using a collection of (infinite) stones. Each time Quentin 'uses' this item, the character tosses a stone infront of him, and if there is a spike trap there then it triggers. (The stone strangely dissappears after being tossed (polygon count), and the collection never runs out.)

ii. Repairing the ABC suit - D(252)

The ABC suit is vital if Quentin is not to succumb to the effects of the virus later in the game. Unfortunately it is punctured and lacking an oxygen supply. The player needs to find the puncture repair kit and the oxygen cylinder.

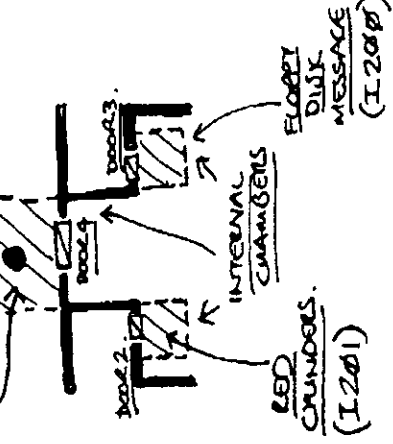
iii. Reading The Message & Notes - D(253)

Fred's message to Quentin, and his complete set of notes on the bacterial weapon (including details of the antidote) are present on an antiquated floppy diskette. To read the information contained on this diskette, the player must find the portable computer and the battery pack.

AZTEC GUARDS A & B
 (SQUIRES) ATTACK AND CHASE, DO NOT LEAVE MAIN STAIRS.

AZTEC GUARDS C & D
 (SQUIRES) ATTACK AND CHASE, DO NOT LEAVE TOP AREA, IE: DON'T GO ONTO STAIRS. (I 205)

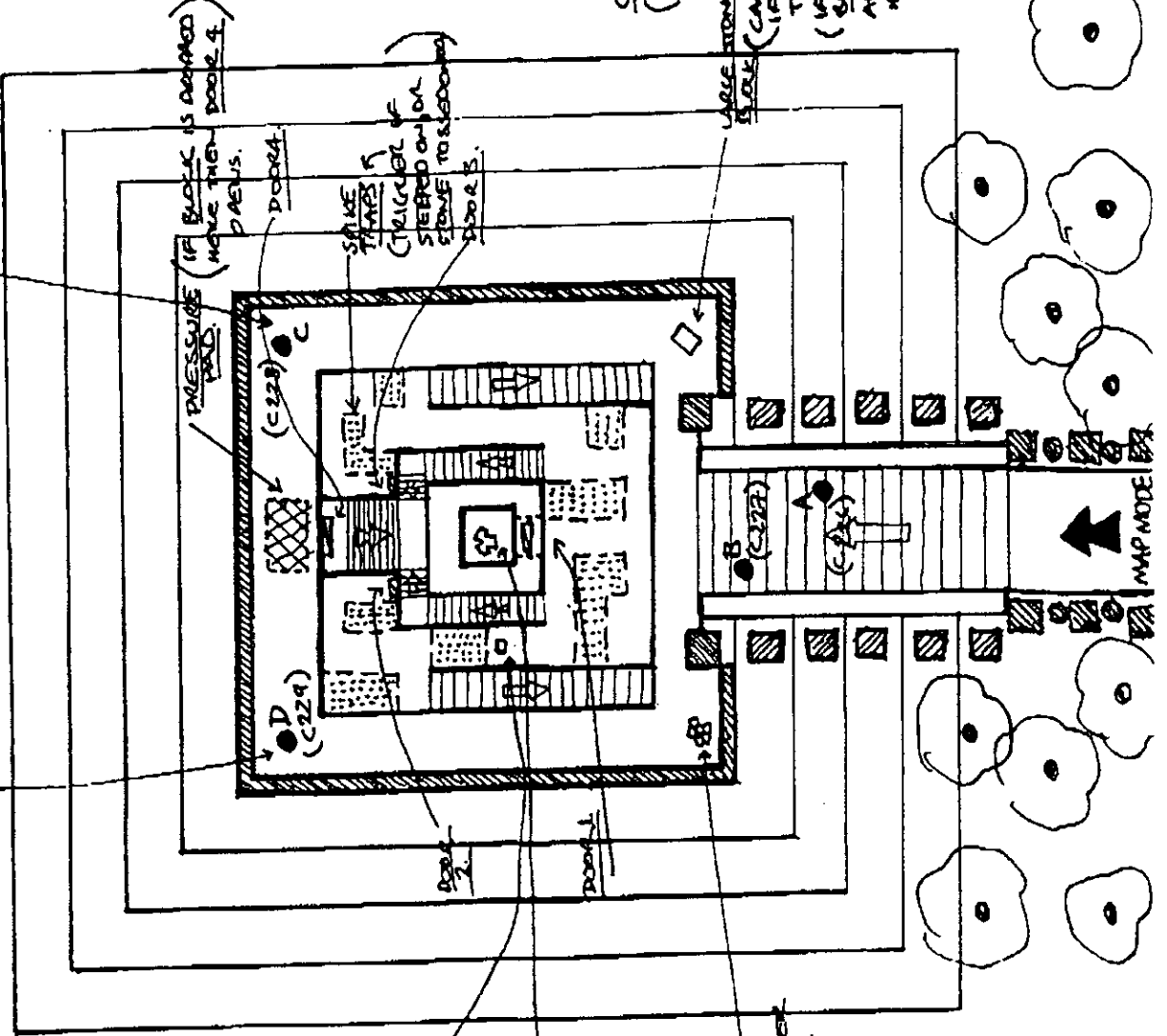
AZTEC KNIGHT (M.A.D.)
 ATTACK, DON'T CHASE. CARRIES KEY TO DOOR 1. (I 207)



JAGGED STONE (I 203)
 CAN ONLY BE CARRIED IF QUENTIN DADO'S ENERGY THING BLEBS.
 (IF ATTACKED WHEN CARRYING BLOCK THEN QUENTIN STUMBLES AND BLOCK FALLS ON TOP OF HIM, RESULTING IN A MUCH FLATTER QUENTIN.)

carries key to door 3. (I 206)

carries key to door 2. (I 205)



FOOD ITEM (OFFERING)
 (I 208)

ABC SUIT
 (I 202)

(I 204)
 COLLECTION OF SPINES
 (USED TO TRIGGER SPIKE TRAPS & FIND WHERE THEY ARE)

THE TOMB

THE TOMB.

OBJECTS PRESENT.

i. Floppy Disk Message - I(200).

Contains details of Fred's plans and full technical specs of the virus and antidote. It can only be read using the Portable Computer.

Found in the final central chamber.

ii. Bacterial Virus Canisters (Red Cylinders) - I(201).

This is Fred's deadly concoction, if Quentin is careless while not wearing the (repaired) ABC suit then he will take considerable

damage

from it.

Found in the Tomb.

iii. Punctured ABC suit - I(202).

If any of the virus is released then a fully working ABC suit is the only safe option. This one needs a puncture repairing and an supply, which also need to be found.

oxygen

It is found in the Tomb.

iv. Three stone keys - I(205,206,207)

Open secret doors.

Carried by Guards.

v. Large Stone Block - I(203)

When dropped on pressure pad, opens secret door.

Too heavy to be carried with anything else.

If Quentin is attacked while carrying block, he stumbles, and the block falls on top of him. This results in a vertically challenged Quentin.

Found near top of right hand stairs.

vi. Collection of Stones - I(204)

Can be used to find spike traps.

Found near top of left stairs.

CHARACTERS PRESENT.

i. Aztec Guard A - C(226)

80 Hit Points.

To be killed.

No puzzle.

Will not leave Main Stairs.

Will attack Quentin on sight.

Carries no items.

ii. Aztec Guard B - C(227)

70 Hit Points.

To be killed.

No puzzle.

Will not leave Main Stairs.

Will attack Quentin on sight.

Carries no items.

iii. Aztec Guard C - C(228)

75 Hit Points.

To be killed.

No puzzle.
Will not enter any stairs.
Will attack Quentin on sight.
Carries Stone Key I(206).

iv. Aztec Guard D - C(229)

85 Hit Points.
To be killed.
No puzzle.
Will not enter any stairs.
Will attack Quentin on sight.
Carries Stone Key I(205).

v. Aztec Knight - C(230)

180 Hit Points.
To be killed.
Secret Room must be opened with Stone Block, to find him.
Will not leave secret room.
Will attack Quentin on sight.
Carries Stone Key I(207).

Area 4 - The Cave System

Items

Anti-Bacterial Virus Cylinders

I(300)

Characters

NONE

Area description

Based on area previously seen in disk 2.

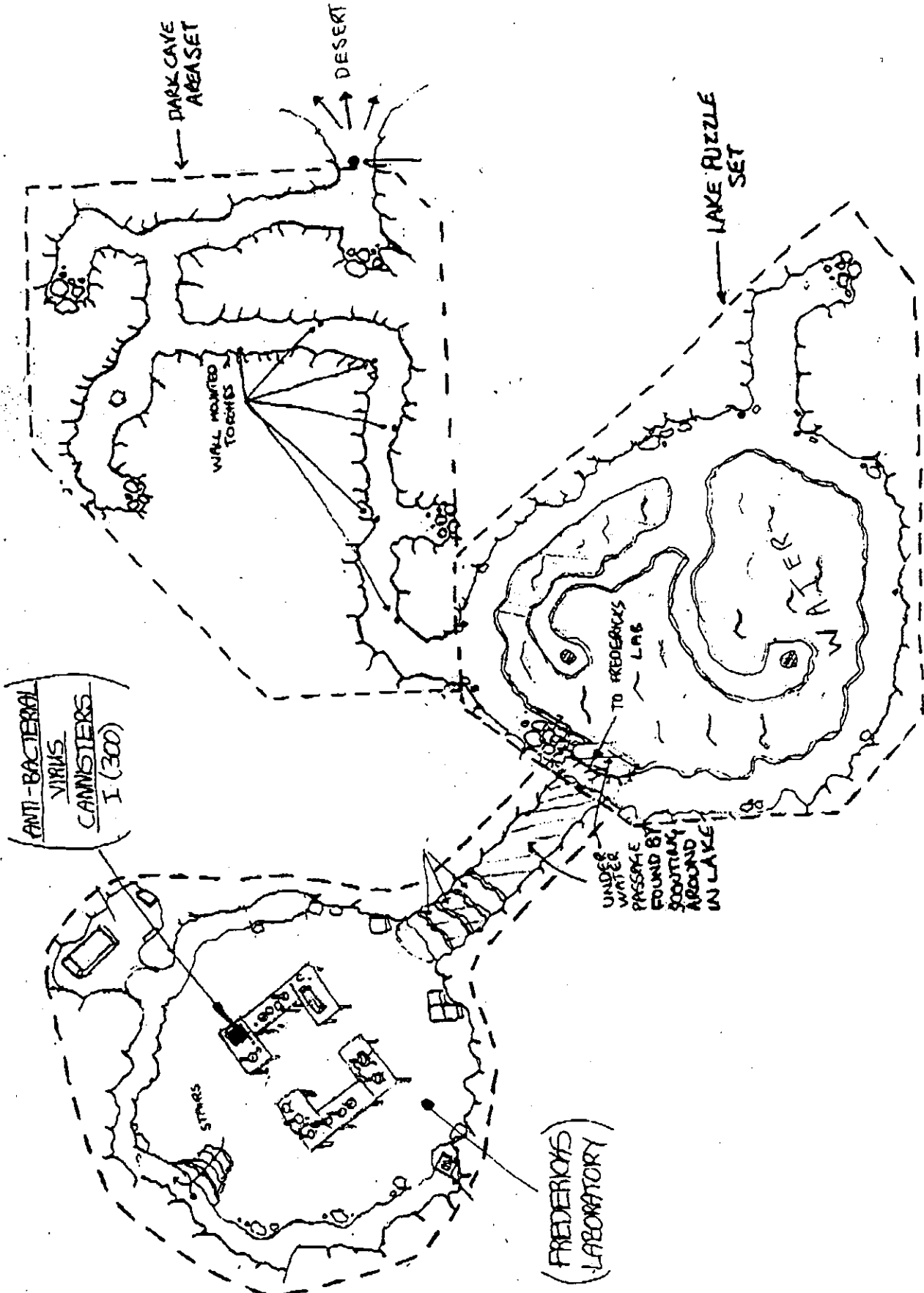
This is a much smaller version of the same area used in disk 2. This cut down version features Fred's laboratory only. The surrounding cave system and maze like puzzles are not repeated in disk 3.

In the lab, there are a number of small white gas cylinders. These contain the antidote to the nerve agent.

Puzzles

i. What's the white things for? - D(351)

These cylinders are the players only chance of defeating the evil Frederick's dastardly plans. Quentin must use these to counteract the deadly Bacterial Virus that Fred is spreading in Mogonda. First, however, some regulator valves must be found and attached to the cylinders, otherwise the antidote virus cannot be released.



THE CAVE SYSTEM.

OBJECTS PRESENT.

i. The Anti-Bacterial Virus Cylinders - I(300).

Require regulator valves before they can be used to release the
antidote virus.

Found in Fred's Lab in the Caves.

CHARACTERS PRESENT.

None.

Area 5 - The South Canyon

Items

Hunter Uniform	I(400)
Hunter Sword	I(401)
Gas Gun	I(402)
Tank Spare Parts (in tank)	I(403)
Oxygen Cylinder	I(404)

Characters

3 x Gasgun Hunter's	C(426, 427, 428)
2 x Crossbow Hunter's	C(429, 430)

Area Description

New area.

Following what has been done to the west canyon (see later) this is now the only usable route through the mountains to Mogonda. This has been engineered so as to decrease the chances of any assault on the city. This area is heavily guarded as Kortan expects the Highlander to lead a final assault in the not-too-distant future.

This is a similar (but smaller) area to the large canyon in disk 1 (which is butchered and cut down to produce the West Canyon here). However, this is so heavily guarded by the hunters of Mogonda, that coming here is certain death. There is to be no way through for the player to utilise and this entire area is one huge death-trap. As soon as the player realises this, the better.

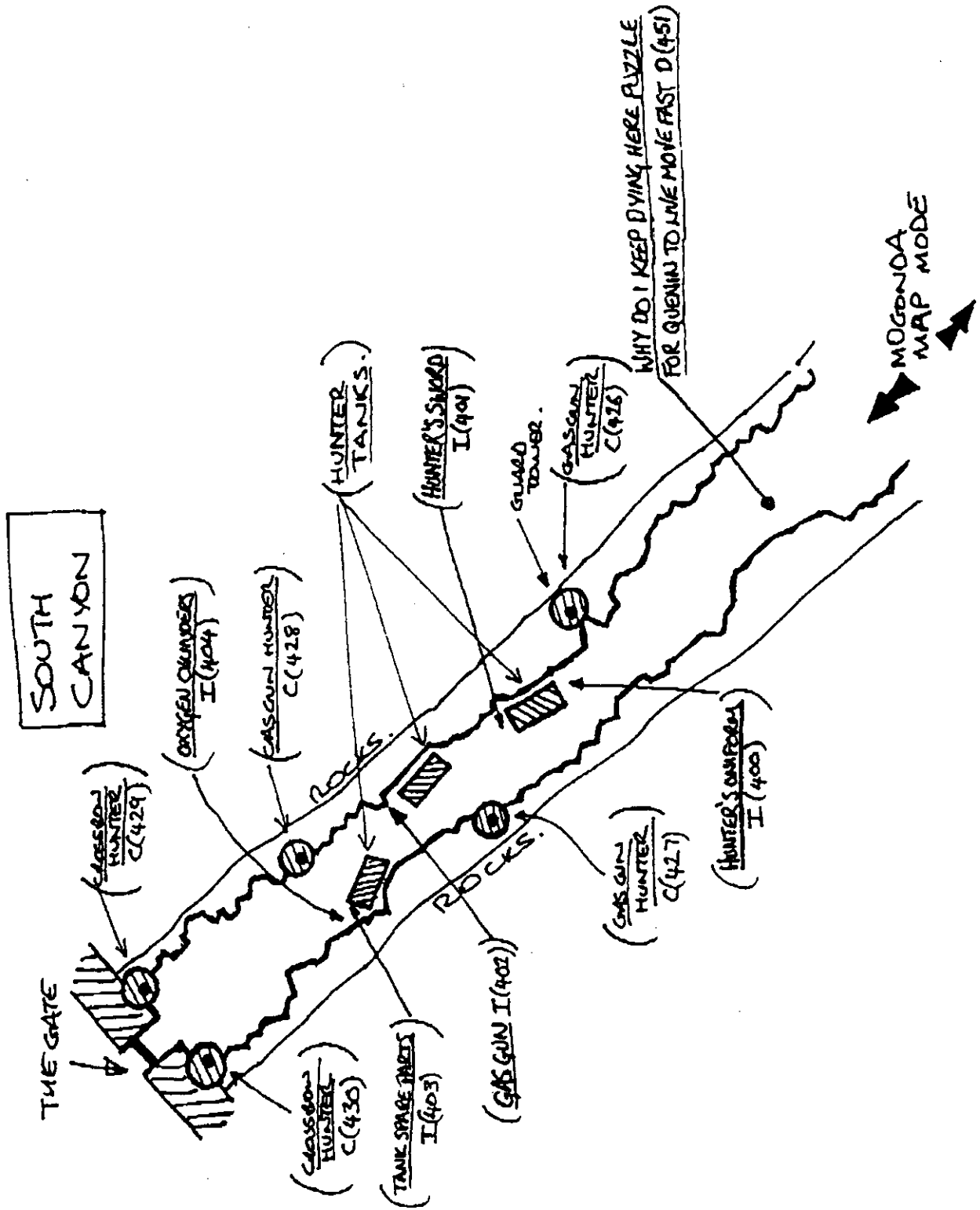
The Open Tank

This contains the tank spare parts (needed in the west canyon) and the oxygen cylinder (needed for the ABC suit).

Puzzles

i. Why do I keep dying here? - D(451)

This place is crawling with Hunters. Quentin should be here for as short a time as possible, else he will die.



THE SOUTH CANYON.

OBJECTS PRESENT.

- i. Hunter's uniform - I(400).**
Will serve as a disguise in certain parts of Mogonda.
Found at position A.
- ii. Hunter's Sword - I(401).**
Must be used in conjunction with the uniform to complete the disguise.
Found at position B.
- iii. Gas Gun - I(402).**
A very useful ranged weapon of deadly design.
Found at position C.
- iv. Tank Spare Parts - I(403).**
Needed to mend the Broken Tank in the West Canyon.
Found in the Tank.
- v. Oxygen Cylinders - I(404).**
Must be used on the ABC suit.
Found in the Tank.

CHARACTERS PRESENT.

- i. 3 x Gas Gun Hunter's - C(426, 427, 428).**
120 Hit Points.
To be killed.
No puzzle.
Stay at post.
Will attack Quentin on sight.
Carries no items.
- ii. 2 x Crossbow Hunter's - C(429, 430).**
220 Hit Points.
To be killed.
No puzzle.
Stay at post.
Will attack Quentin on sight.

Area 6 - The West canyon

Items

Broken Tank	I(500)
Favellan Coin (from chained Favellan)	I(501)

Characters

Chained Favellan	C(526)
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Area Description

Based on some sets previously seen in disk 1 and numerous episodes.

This is based on the canyon area from disk 1 with numerous changes. The West Canyon used to be a major thoroughfare to Mogonda and is used as such in disk 1. As dividing your forces between two fronts is one of the primary military no-no's steps have been taken to prevent it's future use as a backdoor to Mogonda. Multiple rock-falls have been set off. These block off all of the side passages, but most importantly the gate has also been blocked off. Also new to this area is an old and un-working tank.

Puzzles

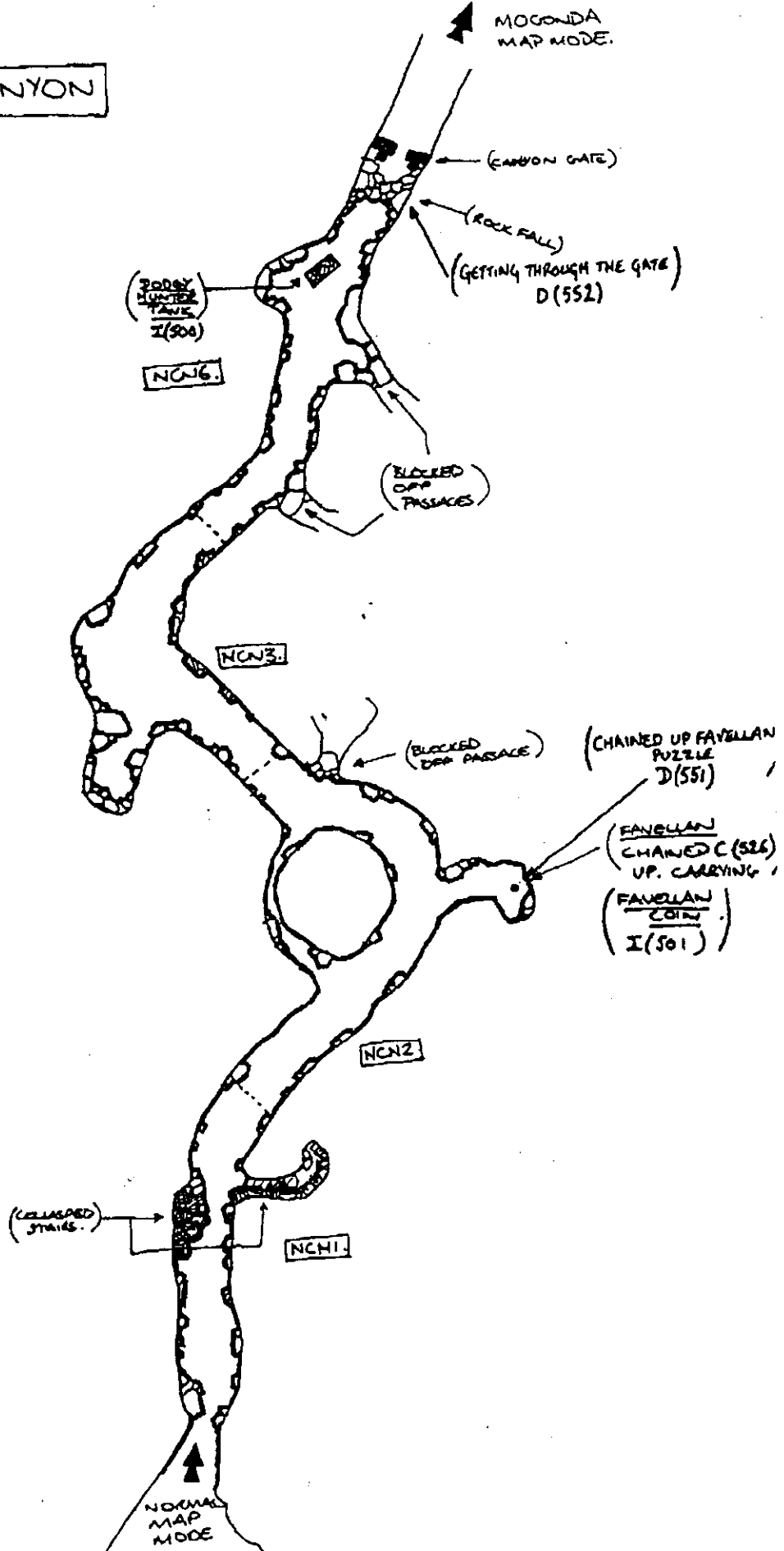
i. The Chained Favellan - D (551)

Somewhere in the canyon maze section, there is a Favellan chained to the wall. To rescue him, a hacksaw can be found in the swamp village which is used to cut his chains. Once the Favellan has been saved, he will give Quentin a coin and tell him the series of passwords/phrases used to gain entrance to Favellas (taken from episode 14).

ii. Getting Through The Gate - D(552)

The gate from disk 1, as a puzzle, no longer exists, as the entire area has been blocked by a rock-fall. However there is a way around (or to be more precise through). The busted tank can be fixed using the spare parts from a tank in the south canyon and the tools from the tank by the dam. If this is done then it will burst into life and start at full speed towards the old gate. Quentin jumps free and the tank smashes through the rockfall leaving a new entrance and a very dead tank. This would be done using cinepak.

WEST CANYON



THE WEST CANYON.

OBJECTS PRESENT.

i. Broken Tank - I(500).

Not exactly a pocketable object, but if mended - with 'Tank Spares' and 'Toolkit' - then it can be used to break through rockfall.

Found at position A.

ii. Favellan Coin - I(501).

Gives player access to Favellas.

Given to player if Chained Favellan is freed.

CHARACTERS PRESENT.

i. Chained Favellan - C(526).

2 Hit points.

To be rescued.

Must have 'Hacksaw' to cut chains.

Cannot move.

Will give Quentin 'Favellan Coin', I(501), if Quentin frees him.

Carries 'Favellan Coin'.

Area 7 - The Front Door Of Mogonda

Items

NONE as yet...

Characters

Sword Hunter	C(626)
Gasgun Hunter	C(627)
Sergeant Hunter	C(628)

Area Description

Based on area seen in numerous episodes.

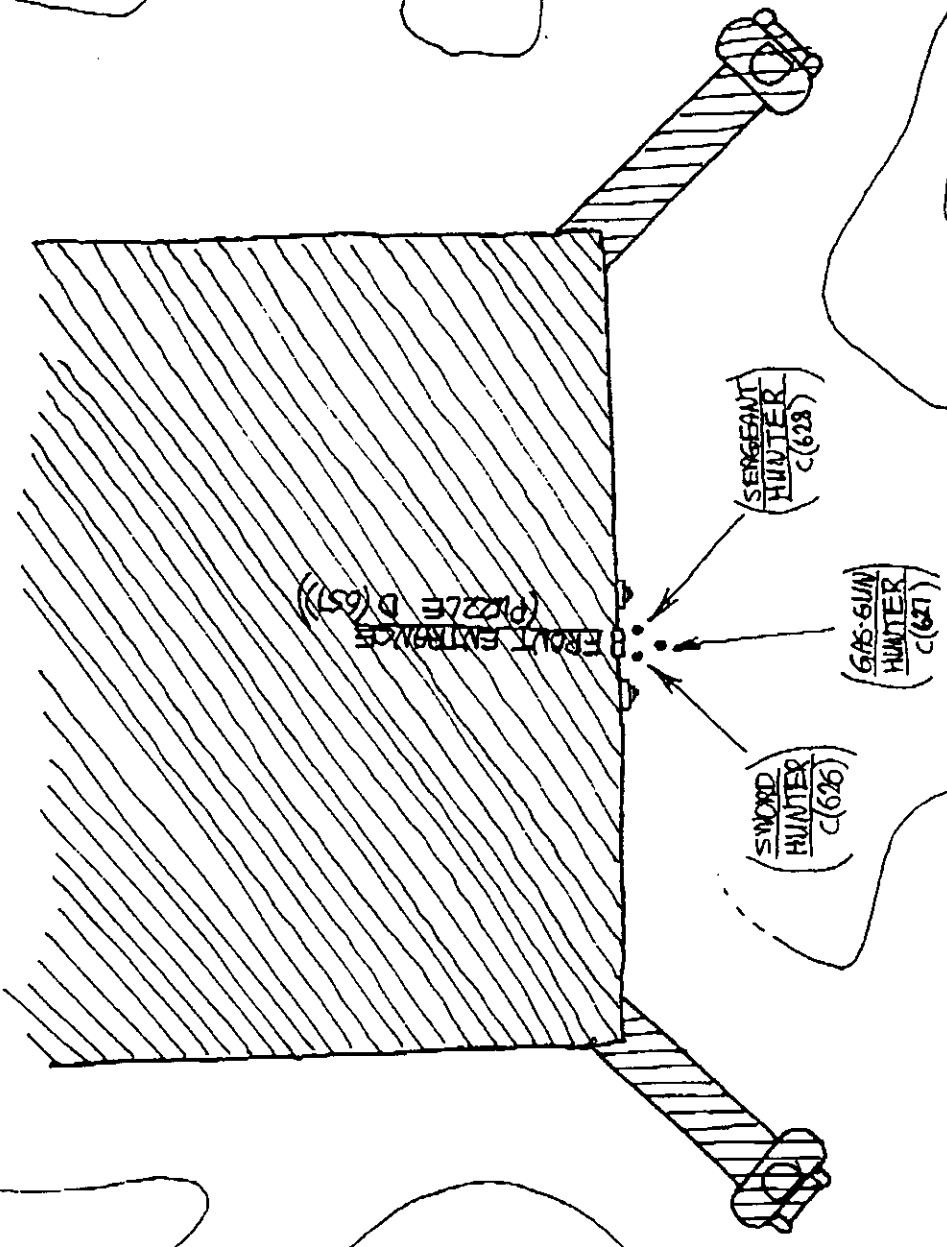
This is the main entrance to Mogonda and is the major thoroughfare for tanks and platoons of hunters. The door itself is a good few hundred feet high. Surrounding the door there is naught but desert and the great walls of Mogonda. This area is the major thoroughfare for tanks and hunter platoons and as such is well guarded.

Puzzles

i. Getting In Through The Front Door - D(651)

There are two ways of approaching this area. Firstly Quentin can walk over but there are hunters. If he is not in a hunter disguise then he will be attacked. If he is wearing a disguise he will be challenged and then attacked. Secondly, Quentin can get into a tank (from the tank park) and drive through the door. He will not be challenged or attacked if he uses this method. He is then inside Mogonda.

THE FRONT DOOR OF MUSEUM



THE FRONT DOOR OF MOGONDA.

OBJECTS PRESENT.

None.

CHARACTERS PRESENT.

i. Sword Hunter - C(626).

178 Hit Points.

To be killed.

No puzzle.

Will operate only in area A.

Will attack Quentin on sight, unless he's in disguise when he will
only attack after Sergeant spots fake disguise. A tank cannot be seen into.

Carries no items.

ii. Gas Gun Hunter - C(627).

120 Hit Points.

To be killed.

No puzzle.

Will operate only in area B.

Will attack Quentin on sight, unless he's in disguise when he will
only attack after Sergeant spots fake disguise. A tank cannot be seen into.

Carries no items.

iii. Sergeant Hunter - C(628).

220 Hit Points.

To be killed.

No puzzle.

Will operate only in area C.

Will attack Quentin on sight, even if in Hunter's disguise. A tank
cannot be seen into.

Carries no items.

Area 8 - The Tank Park

Items

Drivable Tank	I(700)
Tank Key (in security hut)	I(701)

Characters

Hunter attendant	C(726)
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Area Description

New area.

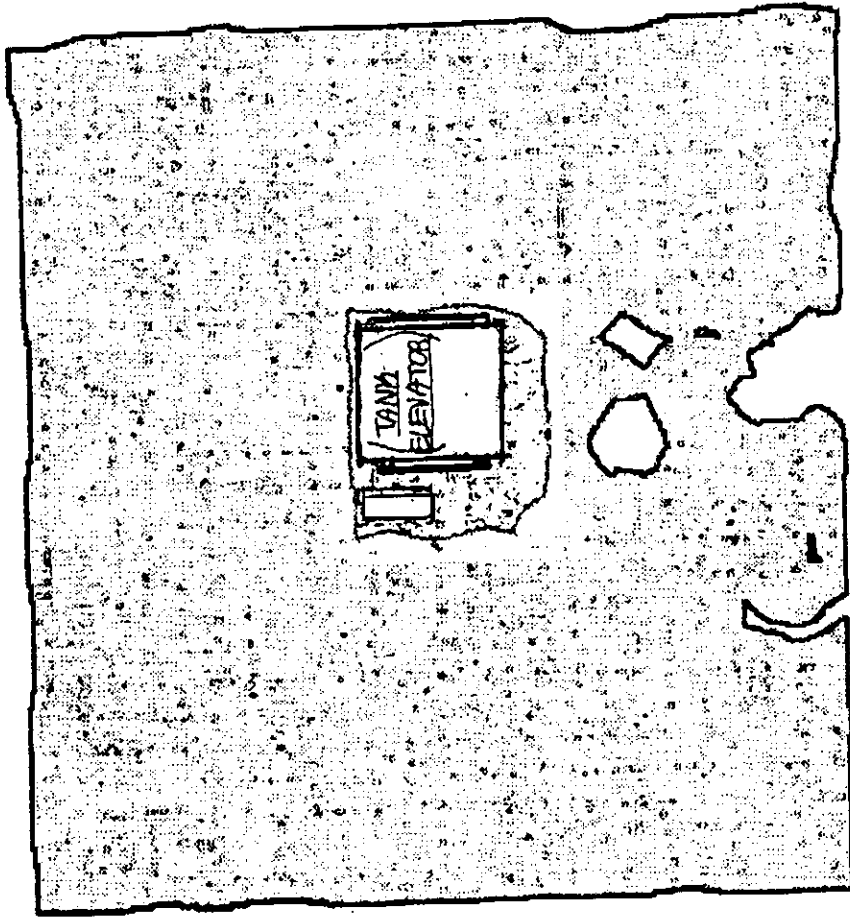
In a bid to extend the military power of Mogonda, Kortan has started constructing additional military bases in the vicinity. This is one of these bases and is basically an extension of the ground floor garage facilities. The facility itself is mostly underground. The entrance is situated in the far canyon wall opposite Mogonda.

This consists of a number of tanks that are parked (suprise, suprise). There is a hunter 'attendant' here who will challenge Quentin on sight. He is not armed with a gun. If he is despatched, Quentin can fully explore this area which includes a guard hut with a locker room and some hunter uniforms. One tank can be entered. If Quentin starts the vehicle with a key, which can also be found in the guard hut then the tank starts up and can be driven through the main door of Mogonda.

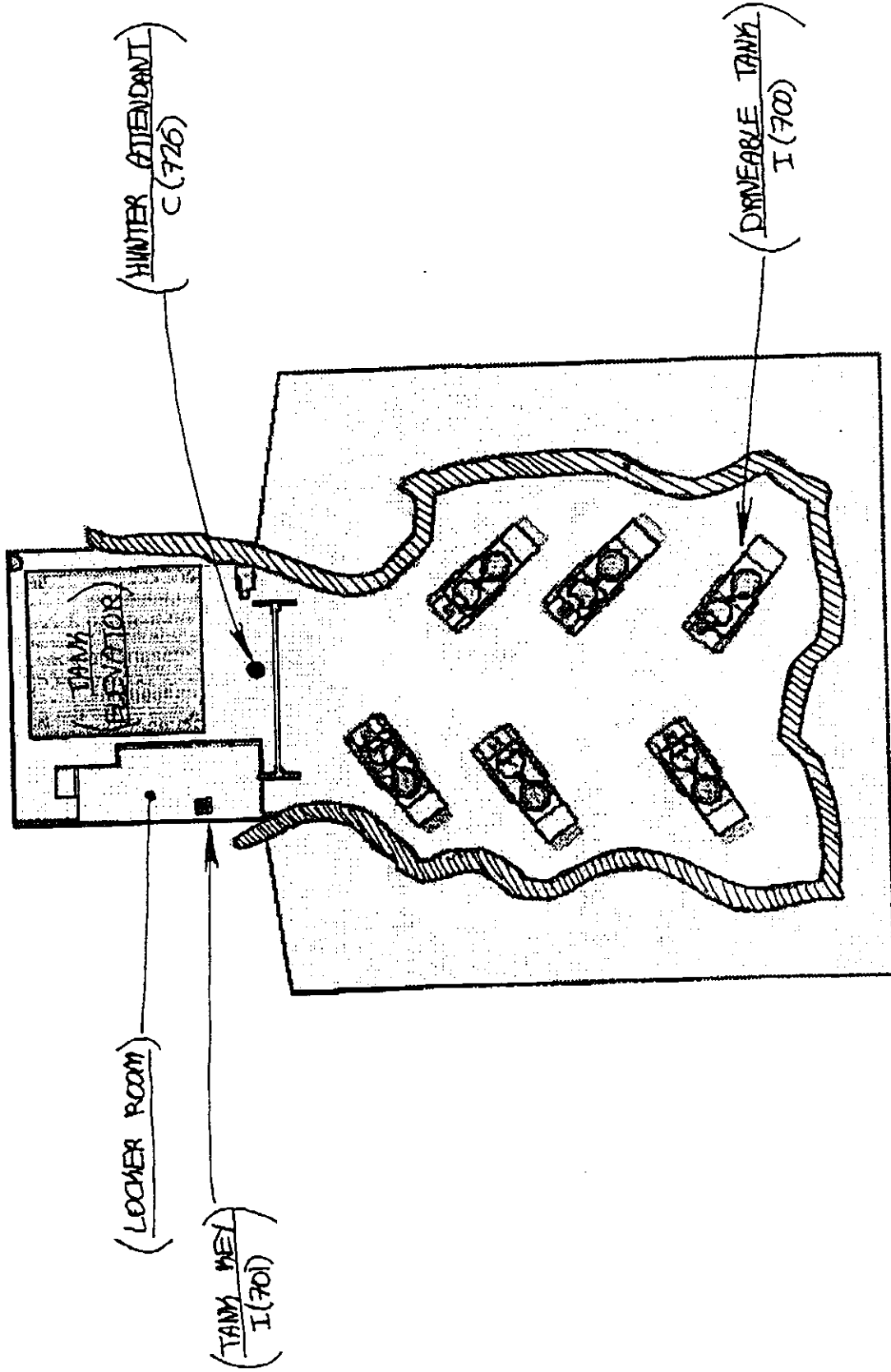
Puzzles

i. How do you steer this thing? - D(751)

If Quentin wants to enter Mogonda through the front entrance then he must steal the 'Drivable Tank. In order to drive the tank away Quentin will need to take the keys from the security hut.



TANA PARK (GROUND LEVEL)



TANK PARK (UNDERGROUND LEVEL)

THE TANK PARK.

OBJECTS PRESENT.

i. Drivable Tank - I(700).

If Quentin drives the tank to the front door of Mogonda then he will be allowed in without question.

Found in Tank Park.

ii. Tank Key - I(701).

Quentin must start the Tank up with this key.

Found in security hut.

CHARACTERS PRESENT.

i. Hunter Attendant - C(726).

120 Hit Points.

To be killed.

Will not attack if Quentin in Hunter's uniform.

Will not leave Tank Park.

Carries no items.

Area 9 - Favellas

Items

Wrench	I(801)
Rubber Boots	I(802).
Gas Gun	I(803).
Key to Gate 2	I(804).
Map Of Favellas	I(805).
Food Item	I(806).
Food Item	I(807).
Food Item	I(808).

Characters

Favellan	C(826).
Favellan A	C(827).
Favellan B	C(828).
Favellan C	C(829).
Favellan D	C(830).
Favellan E	C(831).
Favellan F	C(832).
Favellan G	C(833).
Favellan H	C(833).

Area Description

Based on numerous episodes.

This area is known as the slums of Mogonda. The crippled, the infirm, the old and the insane are all here. The people living here used to be looked after by the old Jettator Mangus until his death. Now the inhabitants look after themselves and have developed a healthy distaste for strangers. This area can also serve as a secret back-door (through the sewer system) into Mogonda.

Puzzles

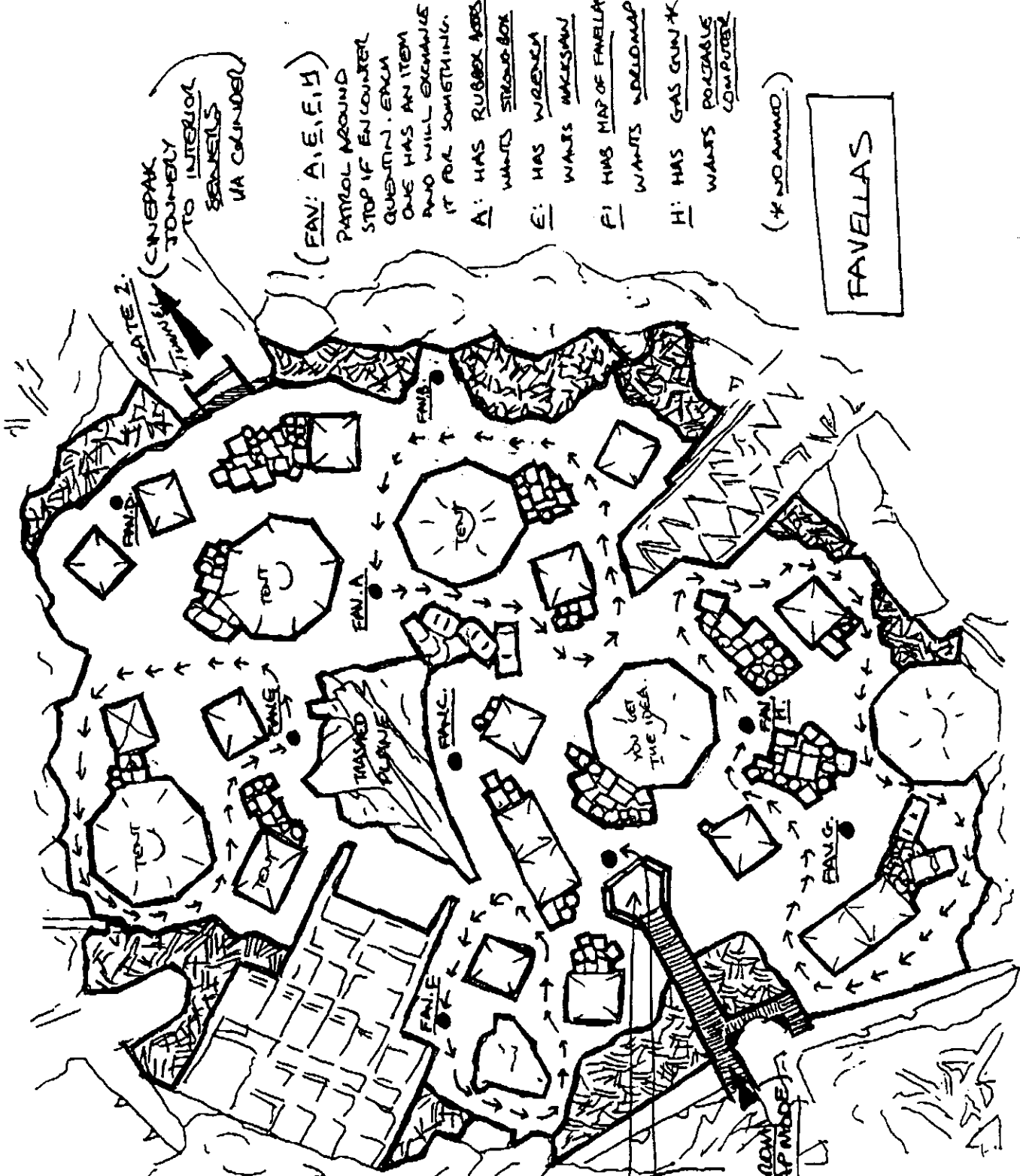
i. Getting In to town... - D(851)

In the first section of Favellas, there is a Gate and Gate Keeper. He is there to keep strangers out of the shantytown. The only way to enter Favellas is through helping the Favellan in the canyon. When helped, he gives Quentin a coin and the passwords necessary to get in. If Quentin uses the coin and the passwords then the Favellan guarding

the gate will let him in. Once Quentin has said the password, he can always enter Favellas.

ii. Getting the key to Gate 2... - D(852)

To get the key to Gate 2, Quentin must give the Favellan Coin I(501) to Favellan B. This will prove impossible if he has already given the coin to Favellan C in exchange for the Food Item (806), as there is only one Favellan Coin. The player may go straight to Favellan B, in which case he will be okay, but if he trades with Favellan C, then he will have learnt the hard way that there is only one way to get the key.



(FAN: B, C, D, G)
 DON'T GO ANYWHERE.
 B: HAS KEY TO GATE 2.
 WANTS FAVELLAS COIN.
 C: EACH
 HANG: FOOD ITEM
 D: WANTS: FAVELLAS COIN
 TOOL KIT
 HARBOR SWORD
 (RESERVELY)

GATE 1:
 FAVELLAS
 OPENS GATE
 IF QUENTIN
 'USES' COIN
 (ECONOMY MAP MADE)

(FAN: A, E, F, H)
 PATROL AROUND
 STOP IF ENCOUNTER
 QUENTIN. EACH
 ONE HAS AN ITEM
 TWO WILL EXCHANGE
 IT FOR SOMETHING.
 A: HAS RUBBER KEEPS
 WANTS STRAW BOX
 E: HAS WIRENCA
 WANTS WAKESAW
 F: HAS MAP OF FAVELLAS
 WANTS WELDON MAP
 H: HAS GAS GUN *K
 WANTS PORTABLE
 COMPUTER
 (* NO AMMO)

FAVELLAS

FAVELLAS.

OBJECTS PRESENT.

- i. Wrench - I(801).**
Needed to force open a grille inside Mogonda on the anomas level.
Obtained by exchanging the Hacksaw, I(000) with Favellan E.
- ii. Rubber Boots - I(802).**
Needed in the air ducts to enable Quentin to walk over the 'slippery patches' on the floor. Without the boots, he will lose his balance and slip into one of the grinders.
Obtained by exchanging the Strong Box, I(100) with Favellan A.
- iii. Gas Gun - I(803).**
This gun has no ammo!
Obtained by exchanging the Portable Computer, I(107) with Favellan H.
- iv. Key to Gate 2 - I(804).**
Needed to open 'Gate 2 ' in the Favellas which then leads the player through the tunnel into the interior sewers.
Obtained by exchanging the Favellan Coin, I(501) with Favellan B.
- v. Map Of Favellas - I(805).**
A Map Of Favellas, shows exit to Mogonda Sewers.
Obtained by exchanging the World Map, I(804) with Favellan F.
- vi. Food Item - I(806).**
An item of food which, when eaten, will 'heal' Quentin.
Obtained by exchanging the Favellan Coin, I(501) with Favellan C.
- vii. Food Item - I(807).**
An item of food which, when eaten, will 'heal' Quentin.
Obtained by exchanging the Tool Kit, I(113) with Favellan D.
- viii. Food Item - I(808).**
An item of food which, when eaten, will 'heal' Quentin.
Obtained by exchanging the Hunter Sword, I(401) with Favellan G.

CHARACTERS PRESENT.

- i. Favellan - 'Claw' C(826).**
220 Hit Points.
To be befriended.
If Quentin gives 'Favellan Coin' and passwords then he will open the Gate and let him into the Favellas.
Will not leave the Gate.
Carries no items.
- ii. Favellan A - C(827).**
220 Hit Points.
To be befriended.
Patrols around unless he encounters Quentin, when he will stop and offer an exchange of items.
Will not leave 'Aircraft' set.
Carries the Rubber Boots, I(802).
- iii. Favellan B - C(828).**

220 Hit Points.
To be befriended.
Does not patrol.
Will not leave 'Aircraft' set.
Carries the Key to Gate 2, I(804).

iv. Favellan C - C(829).

220 Hit Points.
To be befriended.
Does not patrol.
Will not leave 'Aircraft' set.
Carries the Food Item, I(806).

v. Favellan D - C(830).

220 Hit Points.
To be befriended.
Does not patrol.
Will not leave 'Aircraft' set.
Carries the Tool Kit, I(113).

vi. Favellan E - C(831).

220 Hit Points.
To be befriended.
Patrols around unless he encounters Quentin, when he will stop offer an exchange of items. and
Will not leave 'Aircraft' set.
Carries the Wrench, I(801).

vii. Favellan F - C(832).

220 Hit Points.
To be befriended.
Patrols around unless he encounters Quentin, when he will stop offer an exchange of items. and
Will not leave 'Aircraft' set.
Carries the Map Of Favellas, I(805).

viii. Favellan G - C(833).

220 Hit Points.
To be befriended.
Does not patrol.
Will not leave 'Aircraft' set.
Carries the Hunter Sword, I(401).

ix. Favellan H - C(833).

220 Hit Points.
To be befriended.
Patrols around unless he encounters Quentin, when he will stop offer an exchange of items. and
Will not leave 'Aircraft' set.
Carries the Gas Gun, I(803).

Area 10 - The Interior Of Mogonda

Items

Detailed under separate sections

Characters

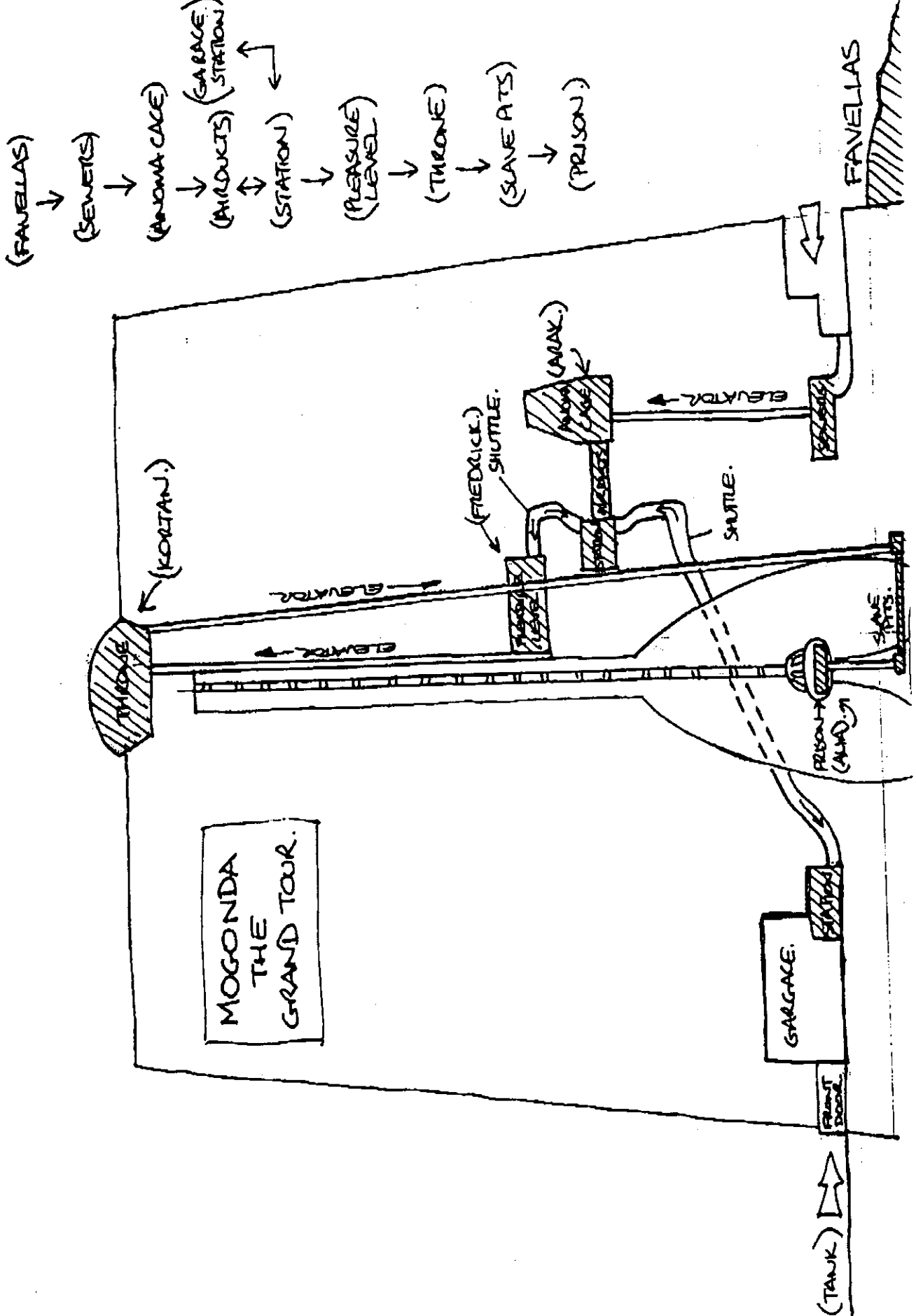
Citizens Of Mogonda	Dead and pre-rendered in pleasure level
Frederick (pleasure level)	C(035) & C(1026)
Malone (throne room)	C(927)
Arak (anoma's cage)	C(1226)
Kortan (throne room)	C(926)
Hunters	C(1126-1130,1227,1230-1232,1426-1428,1626-1632)
Alia (prison)	C(027)
Anoma Guardians	C(1228,1229)

This consists of a considerable number of the levels of Mogonda. These levels are...

a - The Garage & Station	(1400)
b - The Anoma's Cage	(1200)
c - The Interior Sewers	(1300)
d - The Pleasure Level	(1000)
e - The Station & Airducts	(1100)
f - The Throne Room	(900)
g - The Weapons Chamber	(1500)
h - The Slave Pits	(1700)
i - The Prison Level	(1600)

Each level will feature in a separate section following...

Getting Inside Mogonda - This can be achieved through either of two methods. Firstly a tank can be taken from the tank park, in which case the player ends up in 'The Garage and station'. Secondly, the player can enter through the sewers in Favellas although he will be walking into a trap set by Arak in 'The Anoma's cage' level.



a - The Garage And Station

Items

Key to station door (on Sergeant Hunter) I(1400)

Characters

Sergeant Hunter C(1426)
2 x Sword Hunters C(1427, 1428)

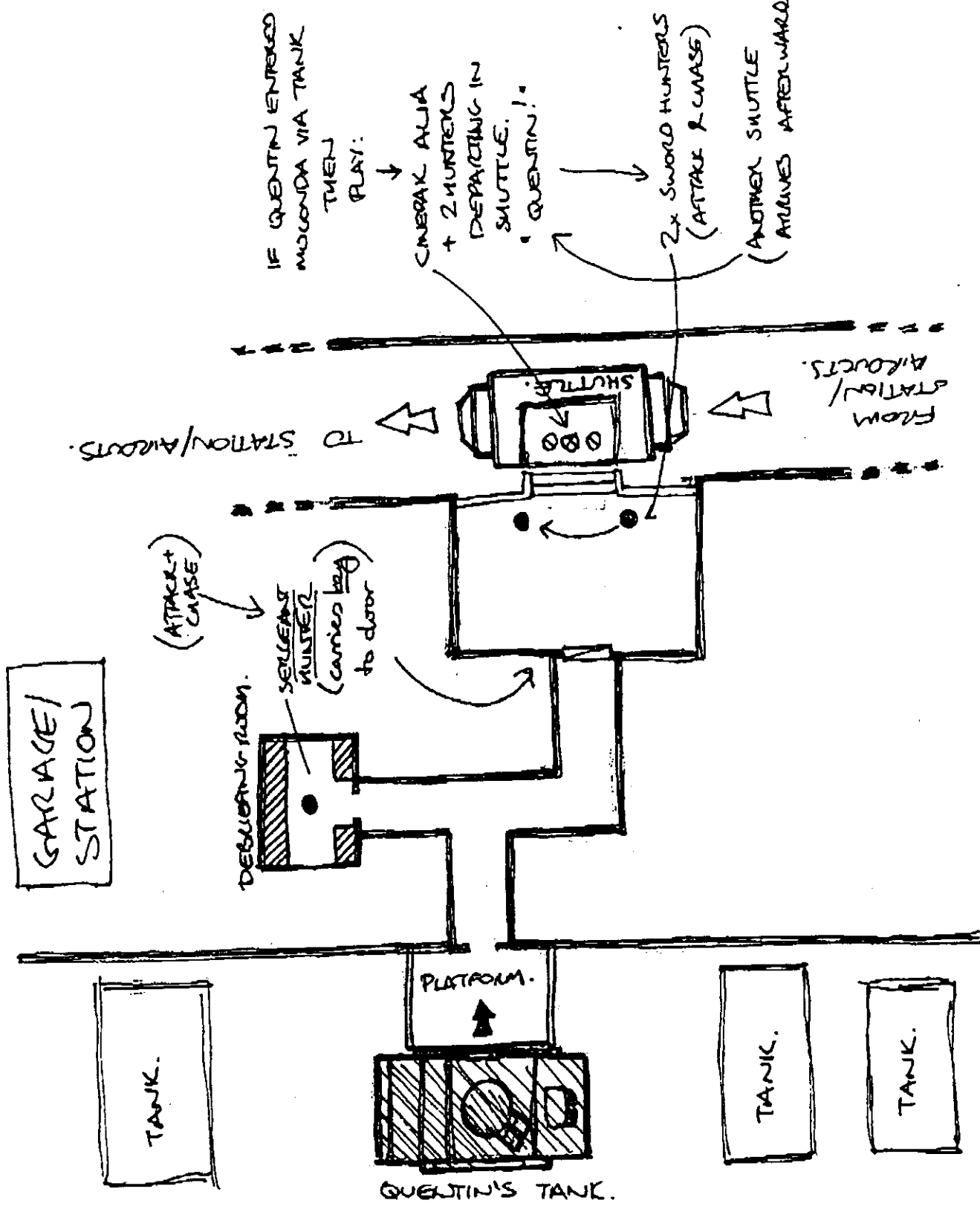
Area Description

This is where the player ends up if he enters Mogonda using a tank. This area comprises a the internal Mogondan tank garage and a travel shuttle station. The shuttle goes to the other station on the 'Station & Airducts' level.

Puzzles

i. Getting To The Shuttle - D(1451)

This requires the player to get the key to the shuttle station door. This is in the possession of the hunter sergeant in the debriefing room. Killing him will prove necessary.



G A R A G E

THE GARAGE & STATION.

OBJECTS PRESENT.

i. Key To Station Door - I(1400).

This allows the player to open the shuttle door.
It is found on the hunter sergeant in the debriefing room.

CHARACTERS PRESENT.

i. Sergeant Hunter - C(1426).

180 Hit Points.
To be killed.
Need his key to open Station door.
Will chase Quentin.
Will attack Quentin on sight.
Carries 'Key To Station Door' - I(1400).

ii. Sword Hunter A- C(1427).

120 Hit Points.
To be killed.
No puzzle.
Will chase Quentin.
Will attack Quentin on sight.
Carries no items.

iii. Sword Hunter B - C(1428).

120 Hit Points.
To be killed.
No puzzle.
Will chase Quentin.
Will attack player on sight.
Carries no items.

b - The Anoma's Cage

Items

Key to Anoma's Cage (on Arak) I(1200)

Characters

Arak	C(1226)
Sergeant Hunter	C(1227)
2 x Anoma Guardians	C(1228, 1229)
2 x Sword Hunters	C(1230, 1231)
Crossbow Hunter	C(1232)

Area Description

This set is based on a location seen in episode 6 of the animated series. Anoma's are large giant ants which fight selected prisoners for the amusement of the masses. Their guardians are large armoured hunters, with very distinctive and different uniforms. They are armed with spears. This area can be reached either through the elevator from the sewer or from the airducts connecting to the upper station. This area is a trap set by Arak to capture or kill (he doesn't really mind) the highlander. As soon as the player enters all the doors will lock. Most of the resulting fight will take place on a walkway over the anoma's fighting cage. If Quentin either falls or jumps in, the fight will continue down there. This is to the death.

Puzzles

i. How do I get through the Cage Door ? - D(1251).

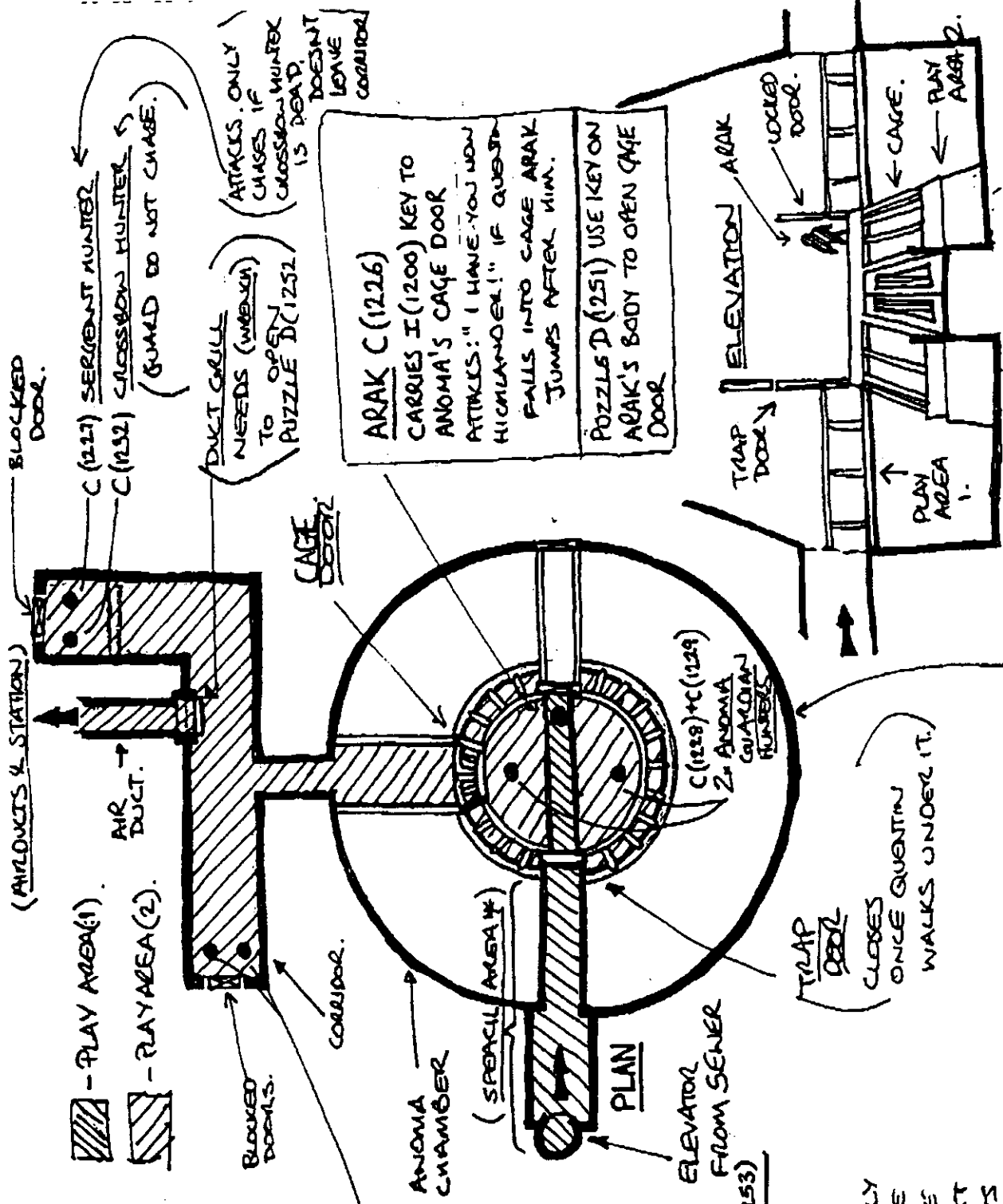
Door A is locked. Quentin must kill the Hunter Sergeant and take the 'Key To Door A' from him in order to unlock this door.

ii. How do I get through this grill? - D(1252).

The player can enter this level from the Anoma's Cage level. In order to do so he must use the 'Wrench' to force open Duct Grill 'C'.

iii. Where's the light switch? - D(1253).

When the player first enters the 'Special Area' the whole chamber is in darkness, with only the walkways clearly visible. As Quentin passes through the 'Trap Door' it slams shut behind him. The entire chamber is now lit by flood lights revealing the cage, Arak and all. Arak says 'I Have You Now, Highlander!'.



ANOMA'S CAGE

C(1230)+C(1231)
 2x SWORD HUNTERS
 A: GUARD DO NOT CHASE.*
 B: ATTACK & CHASE DO NOT LEAVE CORRIDOR.
 * A: ATTACK ANO CHASE IF B DEAD.

* SPECIAL AREA PUZZLE D(1253)
 THE WHOLE CHAMBER IS DARK WHEN FIRST ENTERED WITH ONLY THE WALKWAYS CLEARLY VISIBLE. THEN AS THE TRAP DOOR CLOSES, THE WHOLE CHAMBER IS LIT UP WITH FLOOD LIGHTS REVEALING THE CAGE, ARAK & ALL. ARAK: "I HAVE YOU NOW HIGHLANDER!"

ARAK C(1226)
 CARRIES I(1200) KEY TO ANOMA'S CAGE DOOR
 ATTACKS: "I HAVE YOU NOW HIGHLANDER!" IF QUEST FALLS INTO CAGE ARAK JUMPS AFTER HIM.
 PUZZLE D(1251) USE KEY ON ARAK'S BODY TO OPEN CAGE DOOR

DUK GULL NEEDS (WENXA) TO OPEN PUZZLE D(1252)

ATTACKS ONLY CHASES IF CROSSBOW HUNTER IS DEAD. DOESNT LEAVE CORRIDOR

C(1211) SERGEANT HUNTER
 C(1212) CROSSBOW HUNTER
 (GUARD DO NOT CHASE.)

BLOCKED DOOR.

(AIRLOCKS & STATION)

- PLAY AREA (1)
 - PLAY AREA (2)

BLOCKED DOORS.

CORRIDOR.

ANOMA CHAMBER

(SPECIAL AREA)

PLAN

ELEVATOR FROM SENER

TRAP DOOR CLOSES ONCE QUENTIN WALKS UNDER IT.

(ATTACK, DON'T LEAVE CAGE)

THE ANOMA'S CAGE.

OBJECTS PRESENT.

i. Key To Cage Door - I(1200).

This allows the player to escape the Anoma's Cage.
It is found on the dead body of Arak.

CHARACTERS PRESENT.

i. Arak - C(1226).

220 Hit Points.

To be killed.

Need his key to open Cage Door.

Will not leave Anoma's Cage, if Quentin falls into cage Arak will jump in after him.

Will attack Quentin on sight.

Carries 'Key To Cage Door' - I(1200).

ii. Hunter Sergeant - C(1227).

200 Hit Points.

To be killed.

No puzzle.

Will not chase Quentin around, unless Crossbow Hunter is dead.

Will attack Quentin on sight.

Carries no items.

iii. Anoma Guardian A - C(1228).

178 Hit Points.

To be killed.

No puzzle.

Will not leave Anoma's Cage.

Will attack player on sight.

Carries no items.

iv. Anoma Guardian B - C(1229).

150 Hit Points.

To be killed.

No puzzle.

Will not leave Anoma's Cage.

Will attack player on sight.

Carries no items.

v. Sword Hunter A - C(1230).

120 Hit Points.

To be killed.

No puzzle.

On guard duty, will not leave immediate vicinity, unless Sword Hunter B is dead.

Will attack Quentin on sight.

Carries no items.

vi. Sword Hunter B - C(1231).

150 Hit Points.

To be killed.

No puzzle.

Will chase Quentin, but will not leave corridor.
Will attack Quentin on sight.
Carries no items.

vii. Crossbow Hunter - C(1232).

178 Hit Points.
To be killed.
No puzzle.
On guard duty, will not leave immediate vicinity.
Will attack Quentin on sight.
Carries no items.

c - The Interior Sewers

Items

None

Characters

None

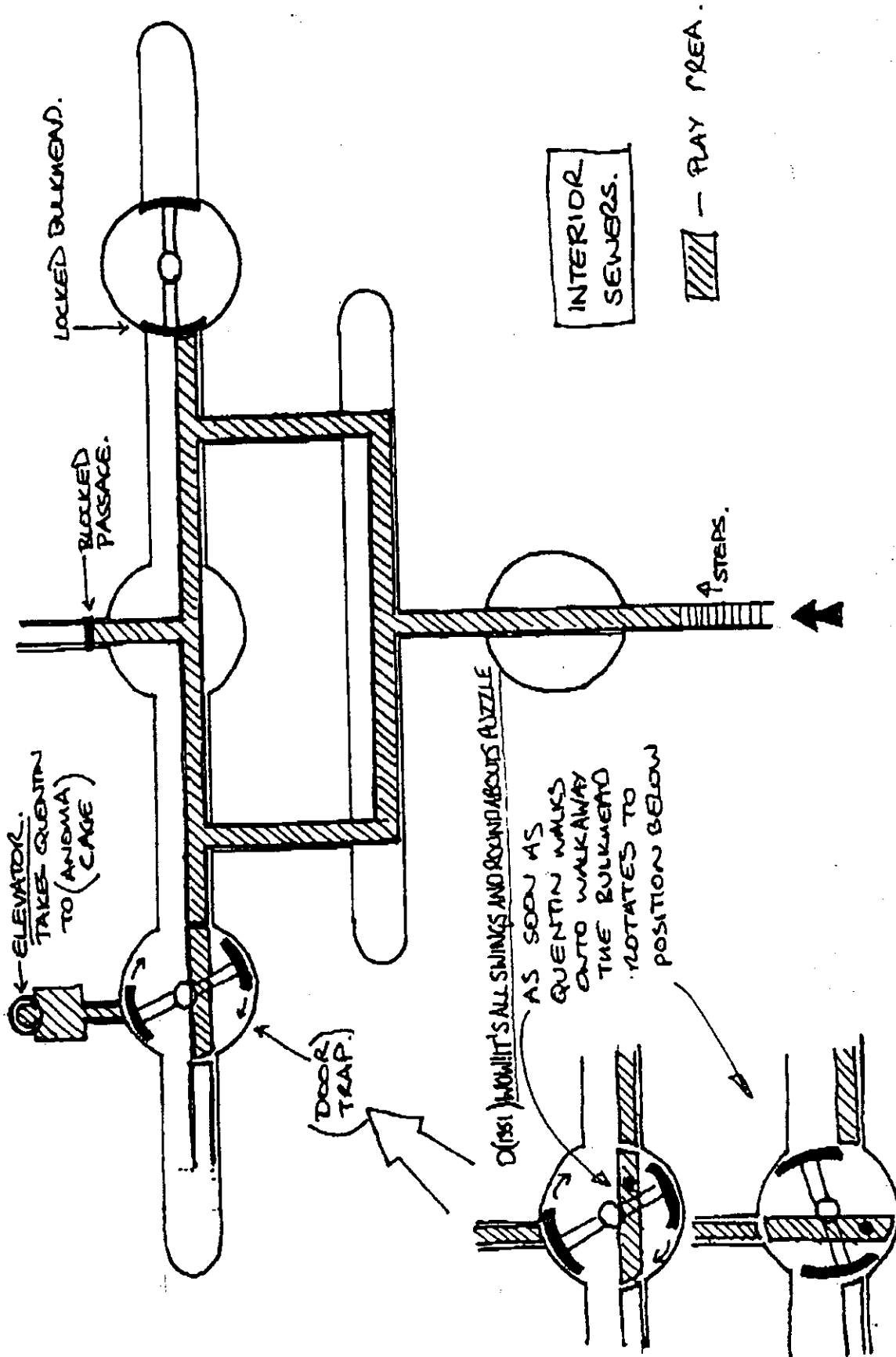
Area Description

This area is based upon the old maze of sewers from disk 1. This is part of the back-door entrance to Mogonda which is entered through Favellas. This area is part of an elaborate trap and if the player ventures into here in a similar manner to that required in disk 1 will firmly enmesh Quentin in the web. Most of the passages have been blocked off except for one gate-passage. If the player ventures through this then it will close behind him and he will have no choice but to take the elevator to the anoma's cage level and Arak's trap.

Puzzles

i. Wow! It's all swings and roundabouts - D(1351).

As Quentin enters the 'Door Trap' the bulkhead rotates to a position giving access to the elevator. The door will not move again and the player is forced to take the elevator to the 'Anoma's Cage'. There are no two ways about this, Quentin has been trapped by Arak!



THE INTERIOR SEWERS.

OBJECTS PRESENT.

None.

CHARACTERS PRESENT.

None.

d - The Pleasure Level

Items

Fred's Bacterial Virus Cylinders	I(1000)
Elevator Key	I(1001)

Characters

Frederick	C(035) & C(1026)
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Area Description

This area is based on a location seen in numerous cartoon episodes. This is basically an arcade, entertainment complex and is where the citizens of Mogonda, Bureaucrats and off-duty hunters came to spend their spare time. Unfortunately for them, they're now all dead. Fred is here with his deadly little bacteria and, due to his own ABC suit, is the only person still alive on this level. Quentin arrives here after switching the tracks in the middle shuttle station level and taking the shuttle again.

Puzzles

i. The air don't taste too good... - D(1051).

This entire area has been filled by Fred with the bacteria. Quentin must have the ABC suit on when he enters or he will take a massive life point loss and may have his reaction speed and animations slowed down.

ii. Getting rid of the little **'s - D(1052).***

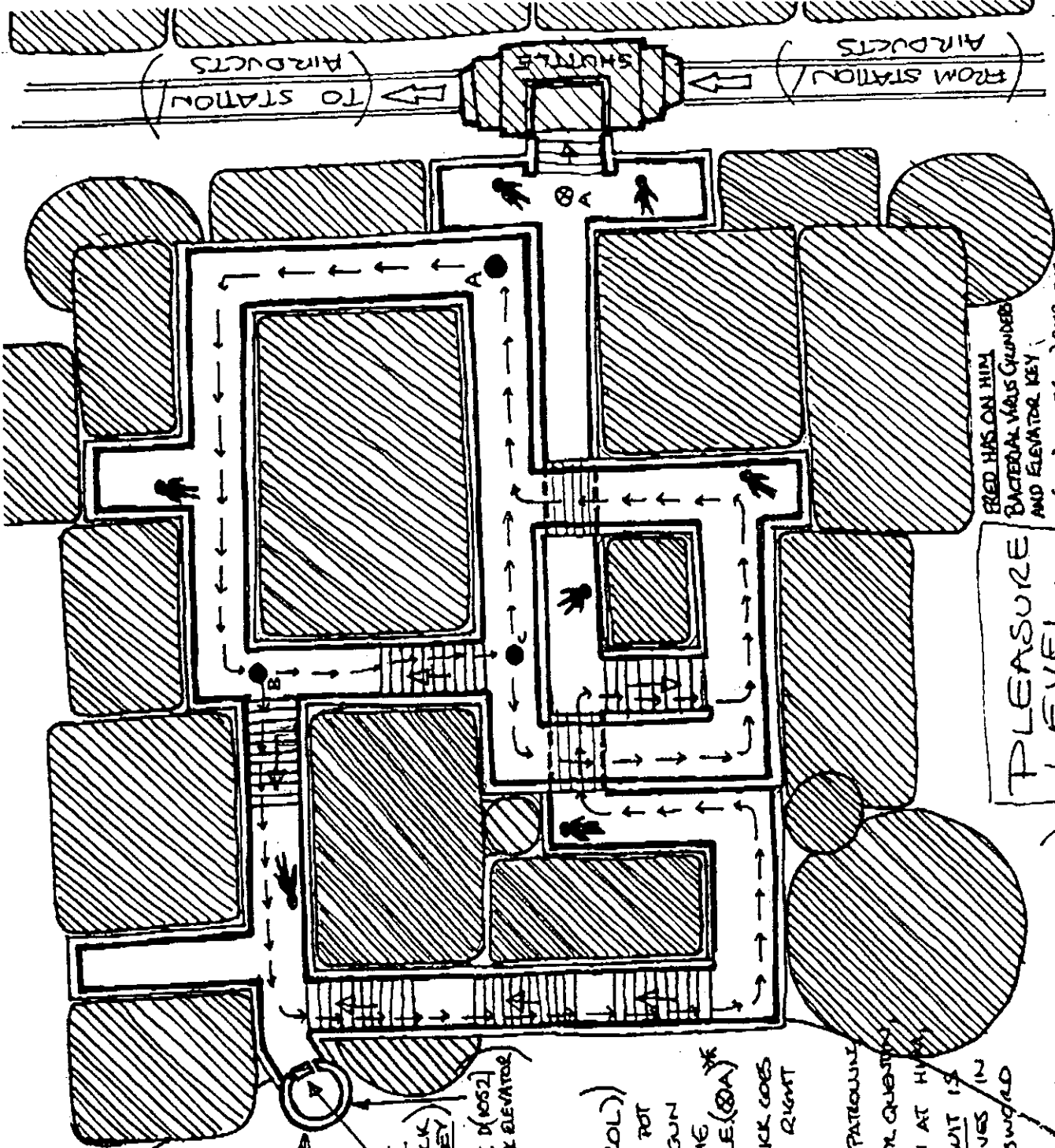
The bacteria must be disposed of. Plotwise because it will otherwise kill all in Mogonda. Gamewise because it will undoubtedly help kill the player if his ABC suit gets punctured. Using the antidote cylinders will release the antidote virus and kill the bacteria.



iii. What do you do with a psycho with a gun? - D(1053).

Fred has a gun, he will not come near to Quentin until the ABC suit is punctured. If the bacteria has not been dispersed by the player then this will result in massive life-point loss and possible slowing of movement. If the bacteria has been dispersed, Fred will not know and will still follow the same modus operandi. The player should attempt to sneak up behind Fred and force him into melee.

iv. How do you use the elevator? - D(1054).

The elevator is locked. Quentin must kill Fred and take his key then he will be able to use the elevator.



 = BUILDINGS.
 = DEAD CITIZEN OF MOONDA.

PUZZLE D (1051)
 STOP FRED WITH GUN
 (SEE BELOW)

ELEVATOR
 (TO THRONE ROOM)

ELEVATOR
 OVER
 (FREDRICK
 HAS KEY)
 PUZZLE D (1052)
 (THE LOCK ELEVATOR)

● = (C (1026)
 = (FREDRICK (PATROL))

START: A: FREDRICK TAKES A POT
 SHOT WITH A GASGUN
 AT QUENTIN AS HE
 LEAVES THE SHUTTLE. (80A)

B: 50% PROB! FREDRICK GOES
 LEFT. 50% GOES RIGHT

C: AS B.

(* HE MISSES. THEN STARTS PATROLLING
 SLOWLY FREDRICK ENCOUNTERS QUENTIN
 HE SHOOTS THE GAS GUN AT HIM
 UNTIL QUENTIN'S ABC SUIT IS
 PUNCTURED - THEN MOVES IN
 FOR THE KILL WITH SWORD
 DRAWN.

SOLUTION: ATTACK FREDRICK FROM
 BEHIND AND FORCE HIM INTO MELEE.

THE PLEASURE LEVEL.

OBJECTS PRESENT.

i. 'Fred's Bacterial Virus Cylinders' - I(1000).

This is the deadly poisonous stuff that Frederick has been on the rampage with.

It is found on Fred's dead body.

ii. 'Elevator Door Key' - I(1001).

This allows access to the elevator.

It is found on the dead body of Fred.

CHARACTERS PRESENT.

i. Frederick - C(1026).

Although plotwise, this is the same character seen in the swamp village, he has a new character number because it will feature a new (ie Fred in an ABC suit).

model

255 Hit Points.

To be killed.

Fred must be stopped or more innocent people will die.

Fred follows a patrol path, deviating only to attack Quentin.

Will shoot at Quentin until ABC suit is punctured, then he will close for the kill with sword.

Carries the red 'Bacterial Virus Cylinders'.

e - The Station & Airducts

Items

Key to door A (see map) {on hunter sergeant}	I(1100)
Key to door B (see Map) {on hunter officer}	I(1101)

Characters

Hunter Officer	C(1126)
Hunter Sergeant	C(1127)
Sword Hunter	C(1128)
Hunter Cadet	C(1129)
Gas Gun Hunter	C(1130)

Area Description

This area is the main mid-level interchange for the shuttle system. The shuttle will travel between the ground floor station and the pleasure level station. To change between the two lines, the player must physically change the lanes from the control room. This area has a high concentration of hunters due to it's importance.

Puzzles

i. The Shuttle ride - D(1151).

The shuttle travels to and from the Tank Park, unless the player switches the tracks from inside the Shuttle Control Room. In which case the shuttle travels to and from the Pleasure Level.

ii. How do I get through Door A? - D(1152).

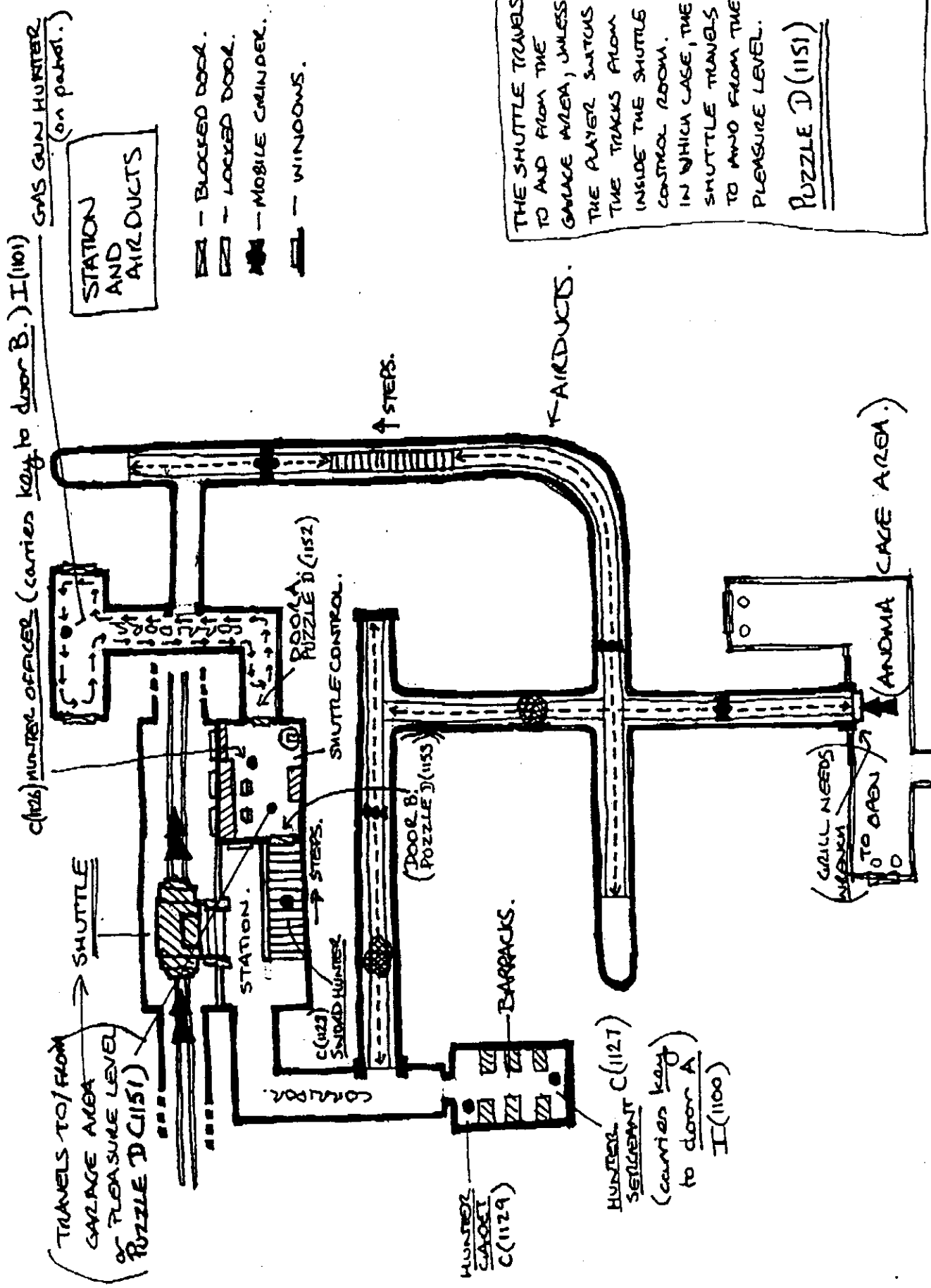
Door A is locked. Quentin must kill the Hunter Sergeant and take the 'Key To Door A' from him in order to unlock this door.

iii. How do I get through Door B? - D(1153).

Door B is locked. Quentin must kill the Hunter Officer and take the 'Key To Door B' from him in order to unlock this door.

iv. How do I get through this grill? - D(1154).

The player can enter this level from the Anoma's Cage level. In order to do so he must use the 'Wrench' to force open Grill 'C'.



GAS GUN HUNTER
(on patrol.)

STATION
AND
AIRDUCTS

- █ - BLOCKED DOOR.
- ▣ - LOCKED DOOR.
- - MOBILE GRINDER.
- - WINDOWS.

THE SHUTTLE TRAVELS TO AND FROM THE GARAGE AREA, UNLESS THE PLAYER SWITCHES INSIDE THE SHUTTLE CONTROL ROOM. IN WHICH CASE, THE SHUTTLE TRAVELS TO AND FROM THE PLEASURE LEVEL.

POZZLE D (1151)

C (1123) HUNTER OFFICER (carries key to door B.) I (1101)

TRAVELS TO/FROM GARAGE AREA OF PLEASURE LEVEL POZZLE D (1151)

THE STATION AND AIRDUCTS.

OBJECTS PRESENT.

i. Key To Door A - I(1100).

This key gives access to the Shuttle Control Room from Door A.
It is found on the dead body of the Hunter Sergeant.

ii. Key To Door B - I(1101).

This key gives access to the Shuttle Control Room from Door B.
It is found on the dead body of the Hunter Officer.

CHARACTERS PRESENT.

i. Hunter Officer - C(1126).

220 Hit Points.
To be killed.
Need his key to open Door B.
Will not leave Shuttle Control Room.
Will attack Quentin on sight.
Carries 'Key To Door B' - I(1101).

ii. Hunter Sergeant - C(1127).

200 Hit Points.
To be killed.
Need his key to open Door A.
Will chase Quentin around, but will not enter airducts.
Will attack Quentin on sight.
Carries 'Key To Door A' - I(1100).

iii. Sword Hunter - C(1128).

178 Hit Points.
To be killed.
No puzzle.
Will not leave station area.
Will attack player if in station area.
Carries no items.

iv. Hunter Cadet - C(1129).

120 Hit Points.
To be killed.
No puzzle.
Will not leave barracks.
Will attack Quentin if he enters barracks.
Carries no items.

v. Gas Gun Hunter - C(1130).

150 Hit Points.
To be killed.
No puzzle.
On patrol of Corridor. Will chase Quentin, but will not enter
airducts.
Will attack Quentin on sight.
Carries no items.

f - The Throne Room

Items

Kortan's Sword (on Kortan) I(900)

Characters

Kortan C(926)
Malone C(927)

Area Description

Based on a location seen in numerous episodes of the animated series and also briefly visited in disk 1 whenever Quentin died. This is Kortan's throne room and the seat of his power in Mogonda. This area has been seen in numerous episodes and featured in disk 1 as the scene where you get your head taken off. This is the area where the final showdown will take place.

Puzzles

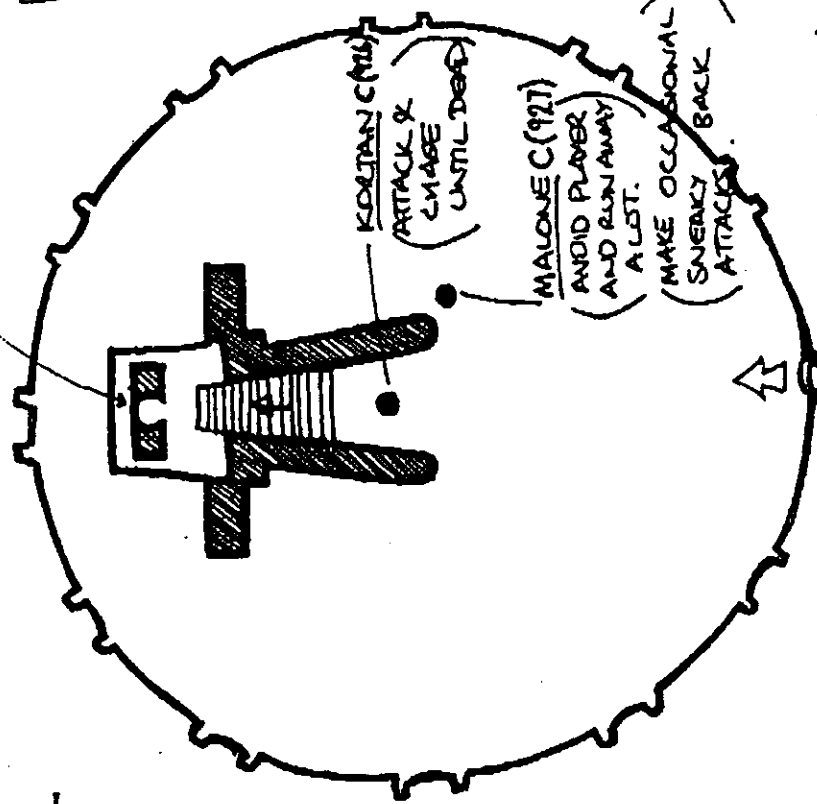
i. Why have I been brought here? - D(951).

Quentin is brought to the Throne Room against his will, the elevator just does not stop where he wants it to. Now that he's here he must defeat Kortan in order to escape. The elevator will not take him anywhere else. Anyway, this is Quentin's destiny!

THRONE/ELEVATOR IF KORTAN = DEAD
THEY WILL TAKE QUESTIN
TO AND FROM WEAPONS
CHAMBER.

THRONE
ROOM.

— carrying EVIL SWORD



KORTAN (MIS)
ATTACK &
CHASE
UNTIL DEAD

MALONE C (927)
ANDID PLAYER
AND RUN AWAY
A LOT.
MAKE OCCASIONAL
SNEAKY BACK
ATTACKS

PUZZLE D (951)
ELEVATOR FROM
PLEASURE LEVEL

(LOCKS BEHIND QUESTIN)
(AND ONLY OPENS AGAIN)

IF KORTAN'S SWORD IS RETURNED TO THE WEAPON
CHAMBER

(GOES TO THE SLAVE PITS
(AFTER WEAPONS CHAMBER))

WEAPONS
CHAMBER

PLACING EVIL SWORD
BACK INTO HOLDER
GENIVATES ELEVATOR
TO SLAVE PITS.

THE THRONE ROOM.

OBJECTS PRESENT.

I. Kortans Sword - I(900).

This must be taken to the weapons chamber beneath the throne and put back in it's housing. Doing this will unlock the elevator and allow the player to head to the slave pits and rescue Alia from the prison.

CHARACTERS PRESENT.

i. Kortan - I(926).

255 Hit Points.

To be killed.

Quentin cannot leave until Kortan is dead.

Will not leave Throne Room.

Will attack Quentin and chase him around the Throne Room.

Carries no items.

ii. Malone - I(927).

60 Hit Points.

To be ignored/killed as mood dictates.

No puzzle.

Will not leave Throne Room.

Will run away from Quentin. However, if the opportunity arises he will stab Quentin in the back.

Carries no items.

g - The Weapon Chamber

Items

None.

Characters

None.

Area Description

Based on a location seen in various episodes of the animated series. This area is reached by the in throne elevator but only when Kortan is dead. This is Kortan's weapon chamber and where his armour and weapons are stored.

Puzzles

i. Kortan's Sword Puzzle D(1552)

Quentin must return Kortan's sword to the weapon holder at the far end of the room. This reactivates the elevator, which now will take you to the Slave Pits.

h - The Slave Pits

Items

None.

Characters

Gas Gun Hunter

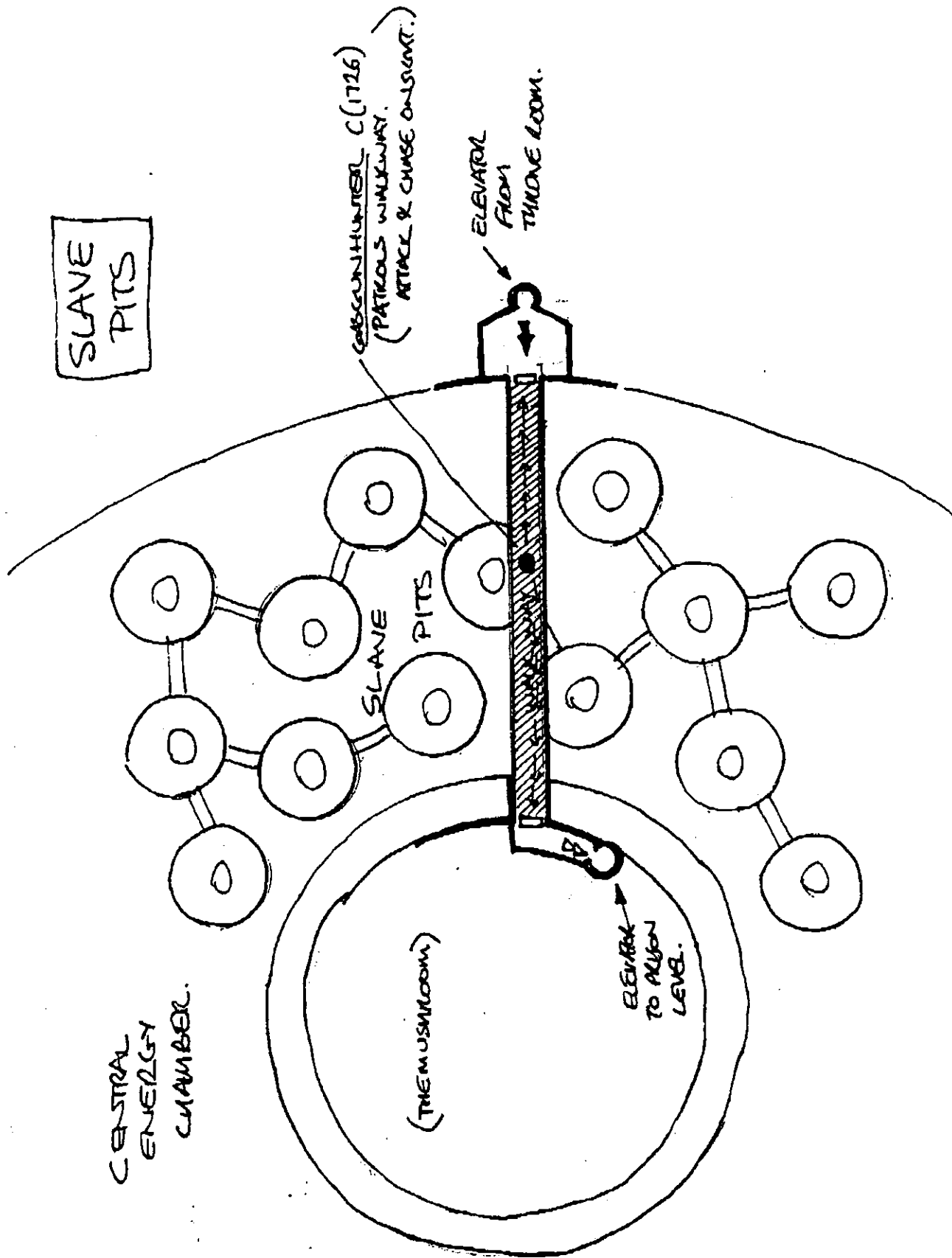
C(1726)

Area Description

This area is actually above the slave pits of Mogonda. It consists of a walkway over the grand power complex in the centre of Mogonda. This area is reached from Kortan's elevator. The elevator opens on to a walkway above the slave pit leading to the elevator to the prison level.

Puzzles

None.



SLAVE PITS

CASCUNHUNTER C (1726)
(PATROLS WALKWAY.
ATTACK & CHASE ON SIGHT.)

ELEVATOR
FROM
THIRONE ROOM.

SLAVE PITS

CENTRAL
ENERGY
CHAMBER.

(THE MUSROOM)

ELEVATOR
TO ALIGN
LEVEL.

THE SLAVE PITS.

OBJECTS PRESENT.

None.

CHARACTERS PRESENT.

i. Gas Gun Hunter - C(1726)

190 Hit Points.

To be killed.

No puzzle.

Will patrol walkway.

Will attack and chase Quentin.

Carries no items.

i - Prison Level

Items

Key Pass A (on hunter sergeant A)	I(1600)
Key Pass B (on hunter sergeant A)	I(1601)
Key Pass C (on hunter sergeant A)	I(1602)
Key Pass D (on hunter sergeant A)	I(1603)

Characters

Sergeant Hunter A	C(1627)
Sergeant Hunter B	C(1628)
Sergeant Hunter C	C(1629)
Sergeant Hunter D	C(1630)
Sword Hunter	C(1631)
Hunter Officer	C(1632)

Area Description

Based on a location seen in numerous animated episodes and lightly used in disk 1. The Prison Level is the final level of the game and consists of a circular corridor with four cells off the corridor and a security room. Quentin must find Aila who is randomly placed in one of the four cells and then must proceed to door three before the time limit expires. If Quentin succeeds this will complete the game. If Quentin fails, he is vaporized in the explosion and the game ends with Quentins death.

Puzzles

i. Control Panel Puzzle. D(1651)

Quentin first must acquire a key from one of the hunter sergeants in the corridor. Then enter the security room and defeat the guards inside. He must then use the control panel in the room to unlock the doors to the cells and the exit from this level (door 3). Now by finding Alia and leaving by door 3 inside a predetermined time the player will successfully finish the game.

THE PRISON LEVEL.

Items

- i. Key Pass A to security room. I(1600)**
Gain's Quentin access to the security room.
- ii. Key Pass B to security room. I(1601)**
Gain's Quentin access to the security room.
- iii. Key Pass C to security room. I(1602)**
Gain's Quentin access to the security room.
- iv. Key Pass D to security room. I(1603)**
Gain's Quentin access to the security room.

Characters

- i. Sergeant Hunter A. C(1627)**
200 Hit Points.
To be killed.
One of these hunter sergeants must be killed to get key.
Patrols corridor.
Attack and chase on sight.
Carries key to door 4.
- ii. Sergeant Hunter B. C(1628)**
200 Hit Points.
To be killed.
One of these hunter sergeants must be killed to get key.
Patrols corridor.
Attack and chase on sight.
Carries key to door 4.
- iii. Sergeant Hunter C. C(1629)**
200 Hit Points.
To be killed.
One of these hunter sergeants must be killed to get key.
Patrols corridor.
Attack and chase on sight.
Carries key to door 4.
- iv. Sergeant Hunter D. C(1630)**
200 Hit Points.
To be killed.
One of these hunter sergeants must be killed to get key.
Patrols corridor.
Attack and chase on sight.
Carries key to door 4.
- v. Sword Hunter. C(1631)**
180 Hit Points.
To be killed.
No puzzle.
Does not leave room.
Guards room.
Carries nothing.
- vi. Hunter Officer. C(1632)**
220 Hit Points.
To be killed.
No puzzle.
Does not leave room.
Guards room.
Carries nothing.