

WHEN ALL ELSE FAILS—

WATERWORLD™

MADE SIMPLE

An
approach
to solving
the puzzle

The following instructions present a more simplified, step-by-step scenario on how to play WATERWORLD. While no critical secrets are revealed (of course), dedicated adventurers and puzzle solvers may wish to ignore these suggestions and work out their own approach.

1 Power ON. Press RESET to start. You're in the sea of sharks. Try to swim to the other side of the screen. There is a time limit for this particular skill-and-action test.

If you succeed in swimming past the sharks within the time limit, an image of the Ultimate Sword of Sorcery will appear briefly and you will enter room I with all objects in that room available to you. If you fail to swim past the sharks, the word "Swordquest" will appear instead and you will enter room I with only the Shoes of Stealth available to you.

2 With the red button pressed down, move your Joystick until your playing figure is directly over the shoes. It may take a few passes until you make the right connection, but when you do, the shoes will be transferred to the backpack at the bottom of the screen. Observe what happens during that transfer; make a note of it. If "nothing" happens, then note that "nothing happened" when you transferred the shoes in room I from the room to the backpack.

3 By leaving objects in the backpack, you can carry them as you travel from room to room. So, leave the shoes in the backpack; carry them with you to the next room. Exit from room I through one of the lower exits. Oops! You're caught in a school of octopi. OK. Try to swim past them into the opening at the bottom of the screen.

If you succeed in swimming past the school of octopi, you'll enter room II with all objects in that room visible and available to you. If you fail, only the Cloak of Invisibility will be available to you.

4 With the red button pressed down, move your playing figure directly over the carrying pouch symbol. You will be transferred to the pouch in the form of a flashing square (cursor). With your Joystick, move the flashing square (cursor) directly over the shoes and press the red button. Now observe what happens: You get a hint.

Your hint: The sword and the amulet are related to each other! You now know that they belong together in one (or more!) of the rooms and are part of a set that can trigger a numerical clue. Make a note of this.

5 Your task from here on is to take all the objects into all the rooms and make a note of what happens when you transfer each object back and forth from each room to the backpack. With this information, you can now make some logical inferences as to which objects belong in which rooms.

6 Go to those rooms. Place combinations of objects in the rooms until you can trigger a numerical clue. Be prepared to make a note of the numerical clue when it appears, because it will remain on the screen for only a moment. Then use that numerical clue to look for a word clue in the DC comic book.

7 Use this technique to find all seven numerical clues in the WATER-WORLD video game. Look with the eye of an artist for the corresponding word clues in the comic book. Then—with the discriminating pen of the poet—choose four of those seven word clues which you think are correct, write them on the entry blank and send them to ATARI.®

All set to meet the SWORDQUEST™ CHALLENGE? En garde!

Swordquest™



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