

King Valarequil (the baddy) rules the Northlands from the castle Arcana. Deep within the castle is the Dark Clavicle, the most powerful book on Black Magic ever written. Naturally, Valarequil would love to know what secrets are inside the book but there are problems. The clasp of the book is sealed and the special incantation that is needed to unlock it is only revealed when the light of Shedding Moon falls upon it. As that is tonight, the elves of Estarion have sent you to find and destroy the book and you arrive at the castle with only two and a half hours to go before the moon rises.

When you are as evil as this king, you don't leave anything to chance and so the book is heavily defended. The main line of defence is the small matter of seven demons. Fortunately, there also happens to be seven Talismans which will protect you if you can find them. The second line of defence are the king's many minions who are hell-bent on sapping your energy. You can counter these by firing bolts of magical energy supplied to you by the elves.

The castle itself needs to be explored thoroughly. Most of it is a series of maze like corridors but there are also some 30 rooms spread over the four levels. These may include useful items or help you if you are carrying a specific item. Therefore, if nothing happens when you first enter, the chances are that you will need to return later. Moving round the castle is straightforward. Some doors are open, some locked and some just stuck so that they open when you blast them. There are stairs leading to different levels and an ancient transport mechanism to be found and used.

Although it bears a passing resemblance to Ultimate's arcade adventures, I found that Arcana had a better gameplay and was much more addictive. Definitely worth a look if you enjoy this type of game.

G.H. (Your Commodore 1985)

ARCANA

This game is a lot more fun than some of the 3D Isometric Arcade Adventures made by “Ultimate Software”, I found the puzzles more rewarding when solved and most puzzles are logical.

Having said that, it still took me about 3 attempts to complete.

The Music on the title screen is also quite good. This game is made by “New Generation Software”

Tips for those who want to play without Cheating !!

With the first attempt I was just making a Map, it was a suicide run just to make sure I had a Map of all rooms, and locations of all objects.

Next download a version of the game that has a trainer option added at the start.

Because the game is way too hard with only one life !!!!!

If you cant find a trained version then you can still easily find a POKE for unlimited Energy on the net.

If you have an Action replay you may wish to play the game without cheating, as I did once. All you have to do is SAVE the game a lot using the Freeze button, this way you can keep your energy high and if you stuff up you simply load your last best save.

If you are using an Emulator like VICE, this has a save option, so you wont need a cartridge.

Get the Magic ring as soon as possible. It will allow you to use 4 Teleporters that are located within the 4 areas. Note: The Teleporters are 4 Rooms and each one is small and empty with nothing in them except a switch on the wall which looks like an Arrow out of a Bow, Stand on the LEFT side of the switch and hold down fire after you have selected MAGIC RING, (using the “space bar”). This will save you a lot of walking, so less chances of being attacked and thus your energy will last a lot longer.

Keys

(SPACE BAR) = Select MAGIC FIRE or MAGIC RING

(F7) = Pause

Joystick = All movement and interaction with objects & doors is by Joystick & fire button only.

Arcana – Walkthrough

My Walkthrough is enough to complete the game easily; however it was created while playing 3 separate games, on 3 separate days so it may not be in the shortest or best order.

So before you play, look at the map and the objects in each section, as there may be a better order to perform tasks in than what I have written. My walkthrough is hand written so I scanned both pages and saved as JPG files and they should be in this archive with this note.

More Arcana style games !!

If you enjoyed Arcana, then you may want to play one of the original “Ultimate Software” games that Arcana is modeled from. These are :-

ENTOMBED (very similar to Arcana) (Score: 8/10) I have not completed this yet..

STAFF OF KANATH (quite hard but lots of fun) (Score: 7/10)

BLACKWYCHE (spooky – on a ship of lost souls, I loved this one) (Score: 9/10)

DRAGONSKULLE (The last one ever made – very small map and boring tasks –new look icon system,) (Score: 6/10)

All the above games have Good Loading screen pictures and very good music at the title screen.

Please keep in mind that these 3D games were a NEW concept back when they first appeared in 1985, so everyone got excited about them back then and they were excellent for that time period. DO NOT COMPARE THEM TO MODERN C64 GAMES.. that would be as dumb as comparing an OLD C64 to a modern AMIGA or PC..!!!

Solution By : **The Vortex (3-6-2006)**

For more games solutions, Visit my website at:-

<http://members.optusnet.com.au/vortex69/>

ARCANA

BY THE VORTEX
2006

- ① GO TO DOOR 1, GET KEY 1 TO OPEN DOOR 2
- ② GO TO WINE ROOM^④, SHOOT BARREL^⑥ - WINE FLOWS 100 ENERGY RESTORED
- ③ GO TO GATE (B), GO TO BEES ROOM, GET CROSSBOW BOLT
- ④ GO TO BLUE POT ROOM^⑩, TOUCH POT TO GET WING OF BAT
SPIDERS
- ⑤ GO TO WHITE DIAMONDS ROOM^⑪, SHOOT SHIELD WITH FIRE MAGIC TO GET TALISMAN OF ASTAROTH^①
- ⑥ GO TO BLACK BATS ROOM^⑨, TOUCH CHEST TO OPEN IT AND GET A RUNIC SYMBOL
- ⑦ GO TO HUNTED FURNITURE ROOM^⑦, RUNIC SYMBOL AUTOMATICALLY WORKS TO REVEAL A HEAVY WEIGHT
- ⑧ GO TO DOOR 4, SHOOT IT 4 TIMES TO OPEN
- ⑨ GO TO BLUE ROOM^⑬, STAND ON RIGHT SIDE OF CUPBOARD SHOOT TO OPEN, GET PENTAGRAM
- ⑩ GO TO BATS RED ROOM^⑭, TOUCH PURPLE BOX TO OPEN AND GET HEALING CHARM 100% HEALTH
- ⑪ GO TO GATE (C), GO TO FLYING DEVIL ROOM^⑰, TOUCH CHEST TO OPEN IT AND GET UNLOCK SPELL
- ⑫ GO TO DARK BLUE ROOM^⑬, STAND ON THE RIGHT SIDE OF THE TABLE, SHOOT THE POT 3 TIMES, TILL IT FALLS OFF THE TABLE GET OINTMENT 100% HEALTH
- ⑬ GO TO LIGHT BLUE SPIDER ROOM^⑱, GET KEY 2 TO OPEN "DOOR 3"
x2
- ⑭ GO TO GATE (C) TO THE STAR ROOM^⑫, STAR AUTOMATICALLY MOVES GET TALISMAN OF ASRADEL^②
BLUE
- ⑮ GO TO DOOR 3, GO TO BROWN ROOM^⑳, TOUCH CROSSBOW TO FIRE BOLT AND KNOCK RING OFF SHELF, GET MAGIC RING
- ⑯ GO TO PINK JAIL ROOM^㉑, TOUCH RING + CHAIN TO PULL AND REVEAL IT^③
HEAVY WEIGHT ATTACHES TO GET TALISMAN OF BALIAL

(17) GO TO BLUE + RED DAGGER ROOM⁽²²⁾, STAND ON RIGHT SIDE OF DAGGER, USE MAGIC RING TO PUSH TO KNOCK GREEN ITEM OFF SHELF, GET HERBS^{100% HEALTH}

(18) GO TO GATE TO DUNGEON⁽²⁴⁾, TOUCH THE BLACK POT, A BAT (USED = WING OF BAT) FLIES OUT TO KNOCK ITEM OFF SHELF, GET TALISMAN OF OROBAS⁽⁴⁾

(19) GO TO BLUE BEES ROOM⁽²⁵⁾, TOUCH THE CHEST TO OPEN IT, GET JAWBONE

(20) GO TO BROWN ROOM⁽²⁶⁾, USE MAGIC RING TO GET BOWL OF GRAPES = 100% HEALTH

(21) GO TO BROWN FLYING DAGGER ROOM⁽²⁷⁾, SHOOT JUG TO REVEAL ITEM, USE MAGIC RING TO GET LODESTONE

(22) GO TO BROWN ROOM⁽²⁸⁾, USE MAGIC RING TO PULL ITEM OFF SHELF, GET PROTECTIVE AMULET

(23) GO TO GHOST ROOM⁽²⁹⁾, TOUCH RIGHT SIDE OF TABLE TO GET ELIXIR OF LIFE

(24) GO TO BLUE LEVER ROOM⁽³⁰⁾, USE MAGIC RING FROM LEFT SIDE TO PUSH LEVER RIGHT = TELEPORT TO ROOM 1 DOOR 1 AREA SKULL + GHOST ROOM, TOUCH SKULL TO

SKULL ROOM⁽¹⁾

PLACE JAWBONE, USE MAGIC RING ON SKULL, GET TALISMAN OF BELETH⁽⁵⁾

(25) GO TO BROWN LEVER ROOM⁽²⁾, USE RING ON LEVER, TELEPORT TO ROOM 18 DOOR 4 AREA BLUE ROOM, GO TO GATE (C), GO TO RED ROOM^{SCALES (16)}

USE RING FROM RIGHT SIDE OF SCALES, THEN USE RING FROM IN FRONT OF SCALES, GET TALISMAN OF MORAX⁽⁶⁾

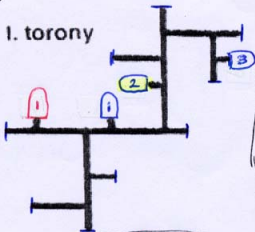
A SHIELD ON THE WALL WILL MOVE SIDEWAYS, THEN

(26) LEAVE DOOR 4 AND GO TO DOOR 2, GO TO ROOM⁽⁵⁾, TOUCH THE EAGLE ON THE RIGHT SIDE, CAGE WILL OPEN AS EAGLE FLYS AWAY (ELIXIR OF LIFE USED), GET TALISMAN VAPULA⁽⁷⁾

(27) NOW THAT YOU HAVE ALL 7-TALISMAN'S, GO TO THE EVIL BOOK ROOM⁽²³⁾, USE MAGIC RING, DESTROY BOOK "THE END" ENJOY THIS SOLUTION BY "THE VORTEX" JUNE 2006

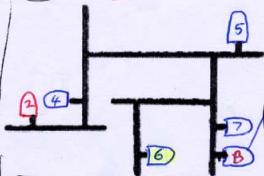
(1)

I. torony



(2)

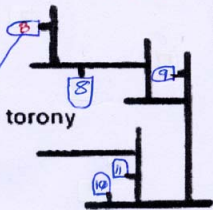
PURPLE



(2B)

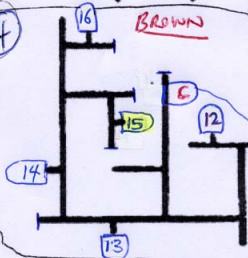
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II. torony



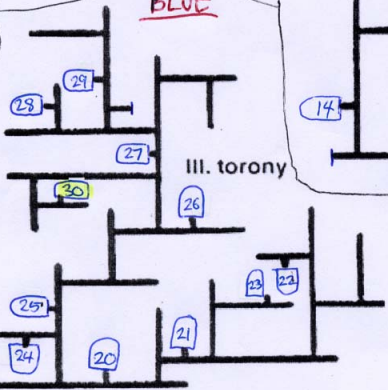
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BROWN



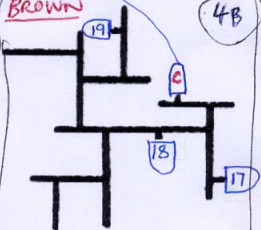
BLUE

III. torony



IV. torony

BROWN



(4B)