

Adventure II Strategy Guide

The ***Strategy Guide*** section covers strategies, explanations, and revealed secrets for the Atari 5200 game, Adventure II, which was published by atariage.com starting May 2007.

The ***Scrapbook*** section is after the Strategy Guide. It contains developer notes and discarded ideas that you may find interesting!





The Troll

If you are getting frustrated because the Troll is stealing from you too frequently, then start to be proactive in your gameplay style, centering it around the possibility that on each screen he may appear and ruin things.

- Troll only steals from the current screen. He doesn't move items around in the background. If you see that Troll is heading for an item, if you can leave that screen before he touches it, he may not steal it. Simply return to the screen a few seconds later.
- Switch carried items from left/right if necessary. Troll always enters from the left or right side of the screen. So if you are carrying an item and you are close to the right side of the screen, use button 2 to flip the item to be on your left side. If Troll appears, you should have time to quickly move up or down so he can't touch your carried item on his path across the screen. It doesn't matter if Troll touches you – only if he touches your carried item.
- Drop the Bridge if the Troll appears while you are carrying it. He won't steal the Bridge if it is not carried. Pick it up again after Troll has left the screen.
- Wait & make a run for it. On some screens with tight paths near the left/right edges of the screen, especially inside the bigger castle interiors, I will pause after entering a new screen and I'll wait more in the center of the screen. Often, Troll will show up after several seconds and start his path and he'll be easy to avoid, so then I make a break for it and head for the desired exit.
- Use "unwanted" items. Don't need a wood plank or a used key anymore? Keep it close by and purposely run into the troll as you are carrying it. He'll steal it -- who cares, you don't need it anymore -- and he'll thus do 2 things: (1) reward you with SPEED powerup, and (2) he'll run offscreen where he'll sleep for a while. Troll always sleeps after he steals and leaves the screen. You can be pro-active even more by carrying unwanted items into different kingdoms as you go, which keeps them "in play" more. For example, after opening any castle, I often keep holding its key until I hit a screen with the troll on it; I run into Troll, he steals it, and the resulting SPEED powerup allows me to zoom through the mazes faster. Drag a wood plank into the hedge maze or Kingdom 2 castle interior (which functions as a hub between Ice and Dark Kingdoms). This keeps items in play later in the game. You never know if it'll help you gain speed later on. (Note: there are no Troll thefts or resulting SPEED rewards in Beginner difficulty!)
- Dragon corpses. Troll is afraid of dragons, even their corpses. If you kill a dragon on a screen with tight winding paths, you'll never have to worry about the Troll on that screen again, unless you press #5 and revive that dragon along with yourself!



Dragons:

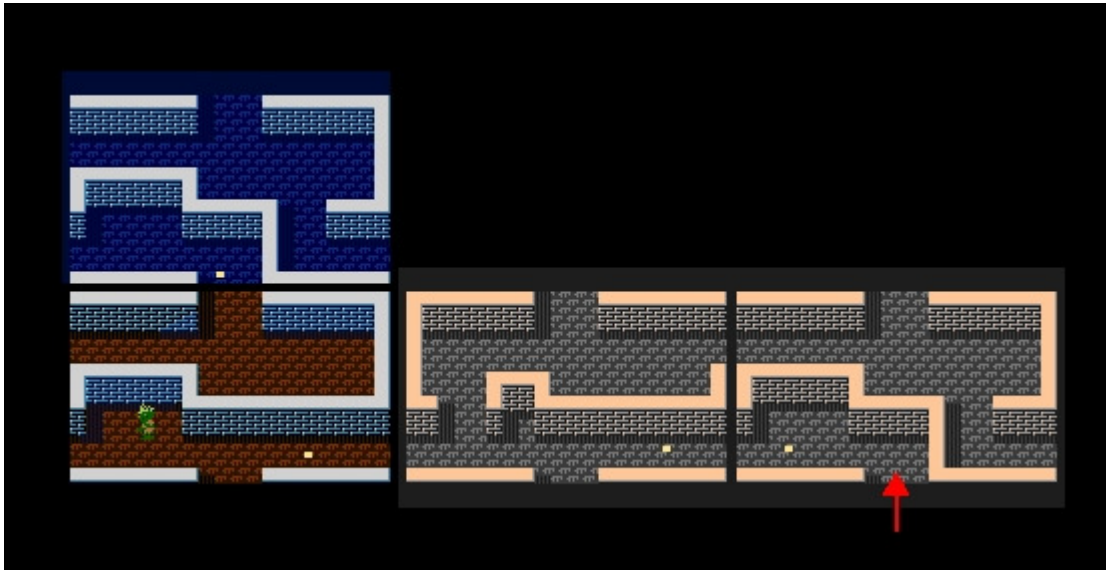
- Stab them with the sword in the belly area. They aren't hurt by hitting them in the head or mouth. The longer the sword is colliding with the dragon's belly, the more hit points it loses. Don't just graze a dragon by sitting still and letting it collide with your held sword - instead, ram the sword deep into the dragon's belly for more hit points and quicker dragon kills.
- If you see a dragon and you have no sword, quickly leave the screen before it bites you. It may still follow you around, but it isn't in "chase" mode unless it bites you.
- Once a Dragon has tasted you, it never gives up the chase, unless you wound or kill it. To do this, you must earn SHIELD power, or find the sword and wound/kill it. Your health will slowly regenerate as you change screens. So you can take a lot of bites if you keep on the move.
- Don't cross the broken islands screen (using the bridge) until you've killed the dragon in Kingdom 1! You can't quickly escape while hopping islands, and she'll likely appear and gobble you up. If you are playing on a "Special" game variation where the dragons auto-revive after some time, you'll have to hurry, or just use the magnet to pull an item across the islands & waves.

Power-Ups

- SPEED - is rewarded when Troll steals an item out of your hands; when you kill a dragon; also the first time you touch the Chalice. SPEED only awarded **if** you don't already have an active power-up at that moment. Thus, allow any speed or other power-up to wear off before first grabbing the chalice (wait on a nearby screen so Troll doesn't appear and steal it while you wait) - you'll get a nice lengthy burst of SPEED when you first touch it.
- SHIELD - you get it when opening the Green (2nd) castle; also you **may** get it after Minotaur ejects you from the maze. SHIELD will deflect Troll, Minotaur, or Dragons.
- FLIGHT - awarded when you touch a bat egg or kill a dragon via the Dragon Trap screen. You can make a lot of progress through the mazes by shortcutting, when you have FLIGHT, if you know your way around.
 - Bat eggs: ("Secret Dots") -- Dot1 is on the Atari symbol hedge maze screen. Dot2 is in the ice maze inside a rectangular boxed-in section. Dot3 is in the Vast Ice Castle on a hidden Wall Tapestries screen – feel around on the floor.
 - Dragon Trap exists in Vast Ice Castle maze, on a brown-floored tapestries screen
 - You can enter a locked castle when you have FLIGHT - just fly to the very top of the screen above the castle.

Rankings

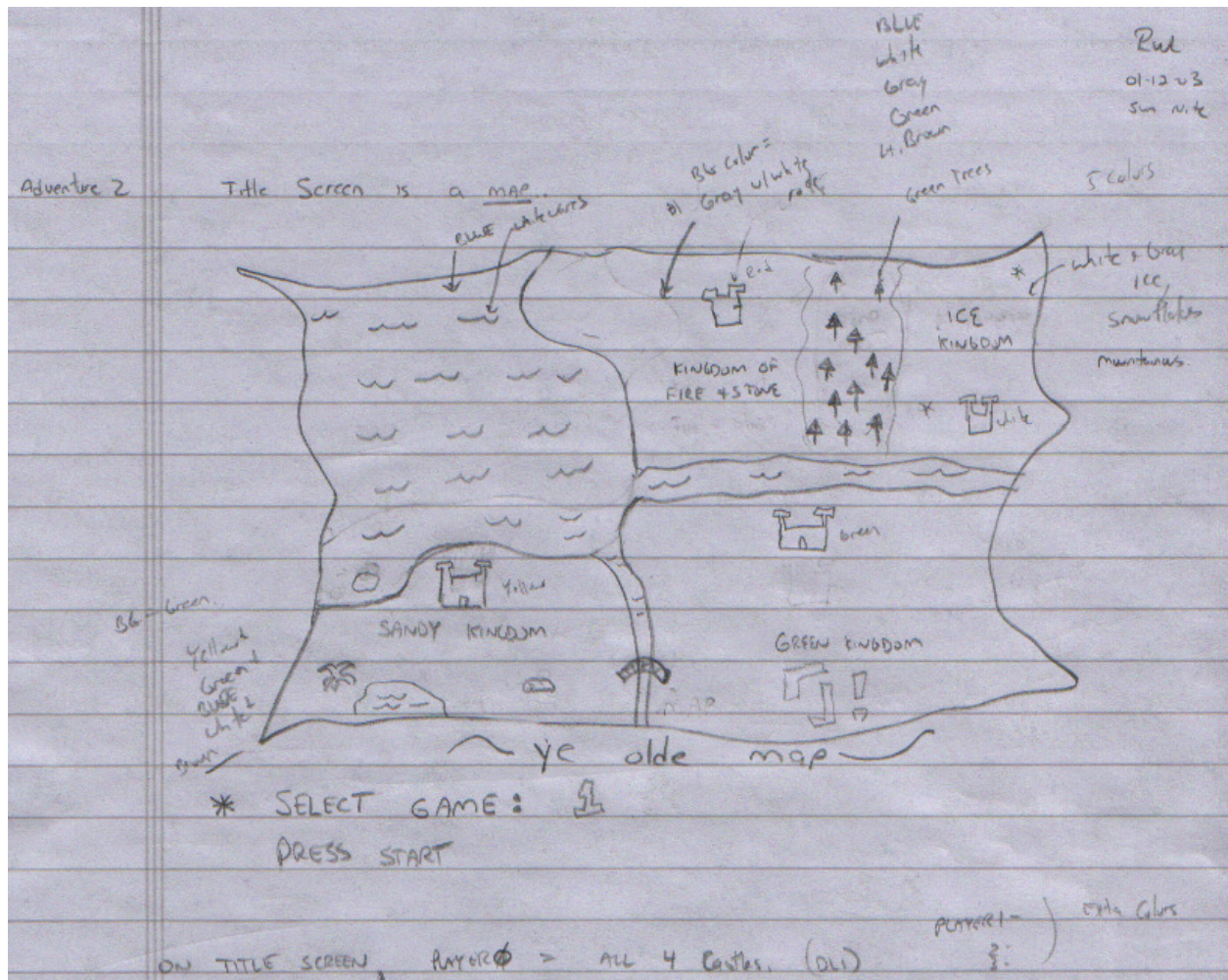
- The 7 Rankings are based on number of dragon kills; number of times you got eaten; and how many secret dots you found. Get eaten too much -- you're Duck Food! Didn't kill any dragons? -- you're a Peasant! You can get eaten 1 time and still achieve the highest ranking if you satisfy the other criteria. For the best rankings, always kill the 3 dragons at least once and find at least 1 secret dot.



Finding your way through Castle interior mazes

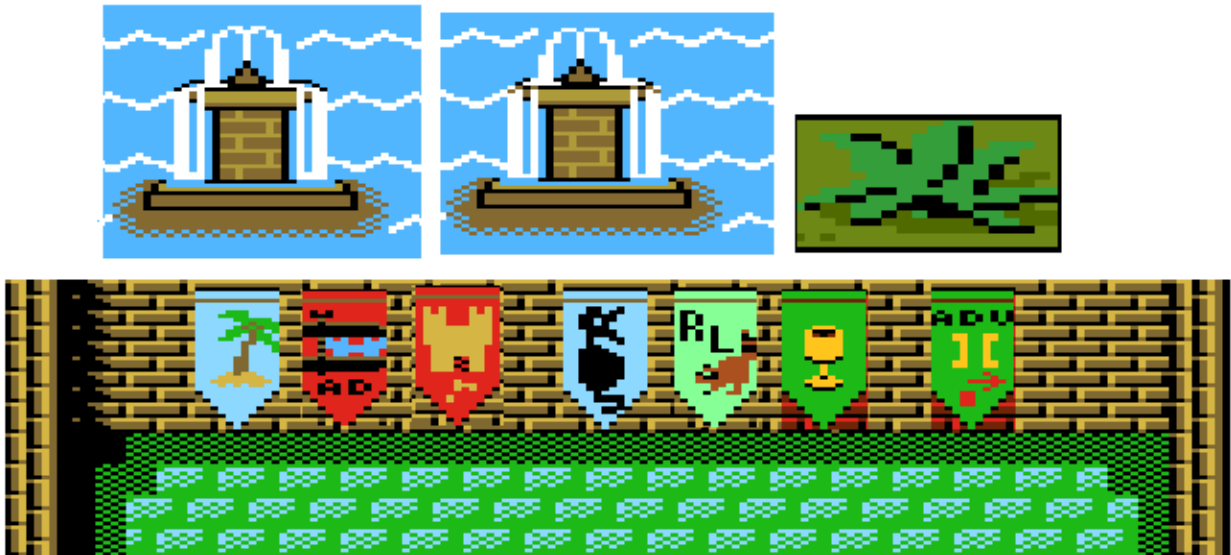
- Pay attention to the color of each screen's floor color. You won't see the same screen layout and floor color twice in the same castle.
- You can drag an item or two into the bigger castles to leave on certain screens as 'breadcrumbs', to help you get your bearings later on when you might get lost. If you see the Troll heading for your 'breadcrumb' item as you enter the screen, quickly leave the screen again and return in a few moments, so that the Troll won't steal it.

Adventure II Scrapbook



We always wanted there to be 4 connected Kingdoms in Adventure II. I thought about the Title Screen being an actual overview map, but this idea never materialized.

Art & Animations



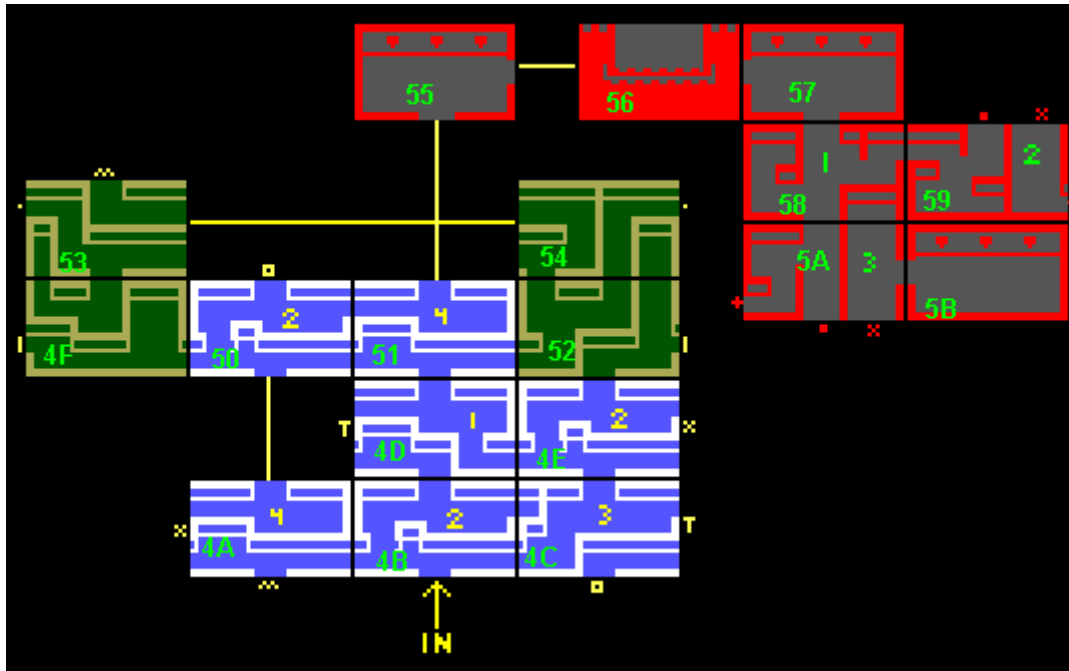
One of the goals was to have actual background animated objects. Waves, Fountains, Plants, and Fire are animated in-game on various screens.

Artist Raccoon Lad had worked up different wall tapestries that didn't make it into the final game, illustrated above.



This could have been cool too. Just an idea the artist threw around for a $\frac{3}{4}$ isometric Adventure. Yes, we also had screens identical to the Atari 2600 Adventure game worked up at one point, but Atari Corp. asked us not to include any images from the first game, so these were discarded.

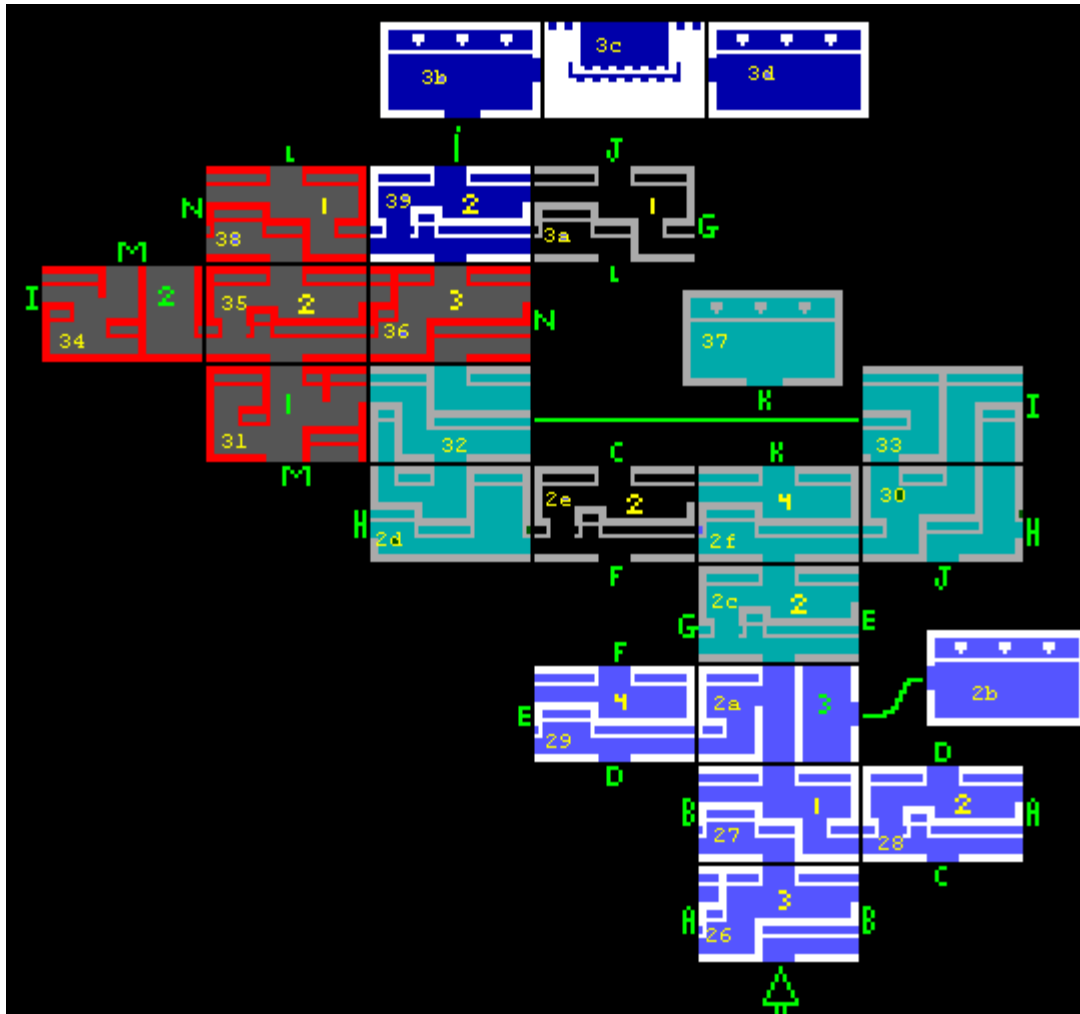
Designing Castle Maze Layouts



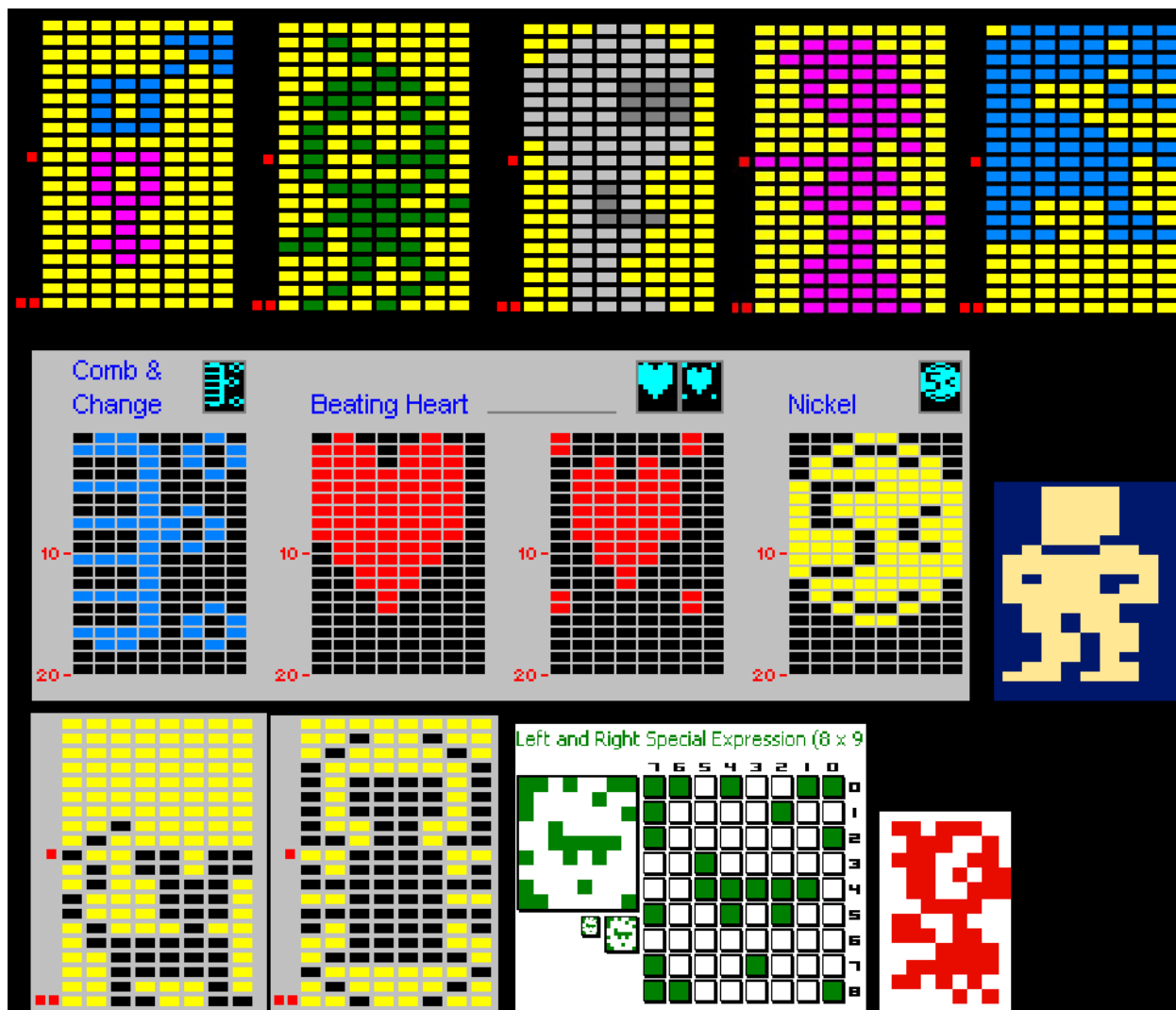
We used simplified bitmap pictures like the one above to design the mazes. This one is the Dark Kingdom's "Vast" interior castle maze.

For "Medium" sized mazes, go from "In" straight up to the red tapestries screen labeled as "55". That's a lot smaller!

Designing Castle Maze Layouts part II



Ye Old Adventure II Sprite Design Contest!



There were many entries but the game was running out of memory quickly so I only picked a handful, in the end. Above are some of the entries that were submitted.

Thanks for reading!

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