Syzygy
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Solution

NOTES
As this game gives a first-person perspective of the proceedings the directions are given in the
following manner: F means go forward (press the cursor key up arrow), L means turn left (left
arrow), R means turn right (right arrow), a number before a letter means move or turn that number of
times for the following direction (e.g., 4F means go forward four times; 2R means turn right twice,
i.e., turn to face the opposite direction).
The mini-arcade duels with Darth Vader are frustratingly difficult. Alongside this solution CASA
also contains a downloadable file under "Fixed Game" called
"Syzygy_Save_Games.zip". This file contains two save game files, each save game was taken
after defeating Darth Vader in one of the duels.
After saving or loading a game with the in-game save and load commands press any key to continue the
game.

STRING
4F, L, 2F, L, F, R, 2F, R, 2F, L, 2F, L, 5F, R, 3F, L, 2F, L, F (you should be in the
Engineer's room), L, examine desk, open drawer, examine drawer, get string.

FUZZY
L, F, L, 2F, R (you should be facing doors marked "Danger"), F, R, 3F, L, F, examine
computer (the screen says "Press keys one to six to release an alien specimen from it's
(sic) cell"), press four (found by trial-and-error), 2R, F, R, get fuzzy.

BLANKET
3F, L, F, R, 2F, L, F (you should be in the Maintenance Engineer's room), R, get blanket (you
can actually get a blanket from any bed, but the picture here is the most obvious clue).

LIGHT SABRE
L, F, R, 6F, R, 3F, L, 5F, R, 2F, L, F, R (you should be facing a black area), 2F (again found by
trial-and-error), throw fuzzy, F, press switch (found by luck), R, F, get saber.

DARTH VADER
2R, F (there's the switch!), L, 3F, L, 3F, L, 2F, R (you should be facing a black area), save
game (or if using an emulator save a snapshot), 2F, press switch (again found by luck).
Now comes the tricky part. You must cross the tip (about the final third of the beam) of his light
sabre with the tip of yours, and keep this up for some time. It is most likely that this task may be
possible only with an analogue joystick. If you fail, type 'y' (to start again),
'load' the last save game, and try again. Alternatively, insert the file
"Syzygy_1.cas" into your emulator and after losing the duel type 'y' (to start
again) then 'load game'.

COORDINATES
F, R, F, examine computer (the screen says "Transporter coordinates 2.7... 0.4...
1.6..."), 2R, F, L, 3F, L, 2F, R, 2F, L, 2F, L, 11F, L, 2F, L, 2F, R, F (you should be facing
some doors), save game (or if using an emulator save a snapshot), hold breath (holding your breath
seems to be time rather than movement limited, hence the 'save game', so don't hang
about during the next section), F, L, 3F, L, F, examine computer (the screen says "Transporter
coordinates ...3.0 ...1.5 ...0.3"), 2R, F, R, 3F, R, F, breathe.

THE PLANET
2R, hold breath (again, don't hang about), F, R, F, L, 2F, R, F, R, examine console, press
zero, press four, press one, press five (yes, where the coordinates take you is also found out by
trial-and-error), pull lever, L, F, breathe (the plot tells you that your communicator is in a pit
nearby), save game (or if using an emulator save a snapshot), (this next part may be random, but in
all tests so far the following has always worked) R, F, listen (if you don't hear "strange
static" re-load the last save game and try another direction before falling off the cliff,
repeat as necessary), get communicator.

THE GLOWING EMERALD
Hold breath, use communicator, F, L, press two, press seven, press three, press zero, pull lever, L,
F, breathe, get emerald,

DARTH VADER FOR THE SECOND TIME
Save game (ignore if using an emulator), hold breath, use communicator, F, L, press one, press six,
press zero, press three, pull lever, L (if using an emulator save a snapshot now), F.
Fight this duel in the same manner as the first duel, re-loading the last save game as needs be.
Alternatively, insert the file "Syzygy_2.cas" into your emulator and after losing the duel
type 'y' (to start again) then 'load game'.

GOING UP
Breathe, hold breath, use communicator, 6F, 2R, press button, breathe, (you may go forward and see
what is now outside the elevator before returning straight back to the elevator, but this is not
necessary), press button, 2F, R, (now follow the rest of the corridor round, going straight through
any force field that crosses your path).