

## **QUEST FOR GLORY 1 EGA - THIEF WALKTHROUGH**

### **SPIELBURG TOWN**

You have just arrived in the town of Spielburg, eager to prove yourself a hero. The sheriff welcomes you. It would be a good idea to get some background information about Spielburg, so **ASK ABOUT SHERIFF, ASK ABOUT MONSTERS, ASK ABOUT BRIGANDS, ASK ABOUT BARON, ASK ABOUT WOLFGANG, and ASK ABOUT GUILD HALL.**

Now since you are a thief, it is important that you can enter places quietly, and undetected. Start **SNEAKing** immediately.

Enter the Hero's Tale Inn, and Shameen will welcome you. **ASK ABOUT MAGIC, ASK ABOUT MONSTERS, ASK ABOUT BRIGANDS, ASK ABOUT WOLFGANG, ASK ABOUT TOWN, ASK ABOUT INN, ASK ABOUT SHEMA** (Shameen's wife), **ASK ABOUT KATTA, ASK ABOUT ABDULLA, ASK ABOUT ROBBERY, ASK ABOUT CARAVAN, and ASK ABOUT GUILD HALL.** Now sneak over to the chair, and **SIT**, so that Shema will welcome you. **ORDER FOOD**, and Shema will prepare a meal for you. **EAT** food, **STAND**, and leave the inn.

Head left to the next screen, and enter the Magic Shop (it has a big eye above it). Walk right up to the counter, so that Zara will appear. **ASK ABOUT ZARA, ASK ABOUT MAGIC, ASK ABOUT SHERIFF, ASK ABOUT MONSTERS, ASK ABOUT BARON, ASK ABOUT TOWN, ASK ABOUT AURA, ASK ABOUT ERANA.** Now leave the Magic Shop.

Enter Guild Hall on the left. **READ LOG BOOK**, and then **SIGN LOG BOOK**. **LOOK QUEST BOARD** to see what quests are available. Now click on each individual quest to read more about them. When you have finished, exit the close-up. Walk up to the Guildmaster, Wolfgang, and **ASK ABOUT CURSE**. He will not have heard you the first time, as he was sleeping, so **ASK ABOUT CURSE** again. **ASK ABOUT BABA YAGA, ASK ABOUT HERO, ASK ABOUT SHERIFF, ASK ABOUT MONSTERS, ASK ABOUT PURPLE SAURUS, ASK ABOUT TROLL, ASK ABOUT GRYPHON, ASK ABOUT DRAGON, ASK ABOUT CHEETAUR, ASK ABOUT MOOSE, ASK ABOUT BRIGANDS, ASK ABOUT BARON, ASK ABOUT WOLFGANG.** Now leave the Guild Hall.

Head right 2 screens, until you reach the Farmer's Mart. Speak to Hilde the Centaur, and **BUY APPLES**. You need to do this 5 times, so you end up with 50 apples. You should be able to afford it, but 50 apples weigh a lot!!! **ASK ABOUT CENTAURS, ASK ABOUT FATHER and ASK ABOUT BRIGANDS,**

Enter the Dry Goods Store and speak to Kaspar the proprietor. **BUY FLASK** (3 will do for now). **LOOK ARMOR**, but you cannot buy any yet. Never mind, you will get it eventually. Now leave the shop.

Walk left into Tavern Street. Enter the alley to see Sam begging on the street. **GIVE SILVER**, and you will be able to question him. **ASK ABOUT NIGHT, ASK ABOUT BRIGANDS**. When you have finished talking to him, leave the alley. Sam will warn you not to drink the Dragon's Breath in the Tavern.

Enter the Tavern. Notice that white thing on the floor, near the stool. **GET NOTE** to learn some about 2 people called 'B'. **DROP NOTE** to replace the note where you found it, and avoid suspicion. **SAVE YOUR GAME HERE**. For a bit of fun, **SIT** on the stool, and **BUY DRAGON'S BREATH**. Now **DRINK** Dragon's Breath (hee hee). Lucky you saved your game! When you have finished experimenting with the drinks, load your game, and leave the inn.

Check the time, and when it is evening, return to Hero's Tale Inn. Abdulla Doo is here, and he is very upset about the Brigands robbing him (you learned about this from Shameen & Sheema earlier on). Sneak over to the chair, and then **SIT, ORDER FOOD**, and then **EAT** food. Talk with Abdulla, and **ASK ABOUT ABDULLA, ASK ABOUT BRIGANDS, ASK ABOUT SHEMA, ASK ABOUT SHAMEEN**. Show some sympathy for him, **GIVE MONEY** and **GIVE RATION**. He will tell you about his magic carpet, and also about the land of Shapeir. **ASK ABOUT CARPET**, and **ASK ABOUT SHAPEIR**. When you have finished talking, **STAND** and leave the inn.

Since you are a thief, the night-time holds many delights for you. Wait until it is dark, and then walk left to the Magic Shop, but do not enter the Magic Shop. Now look at the house next to the Magic Shop. Remember the old lady was sitting in her rocking chair. Since she has gone to bed for the night, this would be a good time to practise your lockpicking skills.

### **THE OLD LADY'S HOUSE**

Since it is dark now, you can practice your thief skills without being seen. Walk up to the old lady's house, and **PICK LOCK**. Repeat this until you manage to break into her house. As soon as you enter, **SAVE YOUR GAME**. There is a cat wandering around here, so **PET CAT**. Be careful not to act aggressively to the cat, as he will alert the owner. **SEARCH DESK** on the left, **SEARCH COUCH** to get some coins, **OPEN PURSE** on the couch to get some more coins, **SEARCH BASKET** for the string of pearls, and **TAKE SILVER CANDLESTICKS** on the coffee table. Now leave the house.

### **THE SHERIFF'S HOUSE**

Walk right twice, to the Sheriff's House. His house is in a different place to the Sheriff's Office - it is the pink door next to Farmer's Mart. Now **PICK LOCK**, and you should hopefully be able to break in. If not, practice your skills a bit more on various doors around the town, and then come back to this house. Once inside, **SAVE YOUR GAME HERE**. **TAKE CANDELABRA** off the roll-top desk. **TAKE SILVER** in the desk. For some fun, **OPEN MUSIC BOX** on the table. You can only do this once though. Now **TAKE MUSIC BOX**. A nice house like this is bound to have a hidden safe somewhere. Notice vase on the fireplace. **TAKE VASE** to get to the painting behind. **MOVE PAINTING**. **PICK SAFE**, and **TAKE BAG OF SILVER** inside. **CLOSE SAFE**, and **REPLACE PAINTING** to hide your tracks. Now leave the Sheriff's house.

### **SPIELBURG TOWN**

Now it is late, and you are very tired. Head back to Hero's Tale Inn, and enter the inn. Walk over to Shameen, and **PAY ROOM**. You automatically enter your room and sleep for the rest of the night. When morning comes, **SIT**, and **ORDER FOOD**, so that Shema can bring your breakfast. Now **EAT** food, **STAND**, and leave the inn.

If the Hero's Tale Inn is locked for the night, you will have to **SLEEP** next to the town gates. This is not as good, because you will not be as well rested and you will loose some of your money. When morning comes, enter Hero's Tale Inn. **SIT**, and **ORDER FOOD**, so that Shema can bring your breakfast. Now **EAT** food, **STAND**, and leave the inn. Head down through the town gates.

If Bruno is here (he will be tossing a knife), **SHOW THIEF SIGN**, as he is also a thief. **GIVE SILVER**, **GIVE SILVER** again, and **ASK ABOUT BABA YAGA**, **ASK ABOUT CASTLE**, **ASK ABOUT GOBLINS**. Finally, **ASK ABOUT GUILD**. Don't worry if he is not here though. Now **SAVE YOUR GAME HERE**.

Now these apples are really weighing you down. Maybe you should do something about that. If you meet any enemies at this point, simply **RUN** away. Walk right, and continue right, until you reach the avalanche. Now turn round and head back to town (but don't go through the town gates). Walk back and forth between town and the avalanche, and eventually you will find a fox that is trapped near the road. **FREE FOX**, and he will thank you, then give you some advice. Now walk up one screen, and head right until you meet Brauggi. **GIVE FRUIT** to Brauggi, and he will give you a glowing gem in return. Aren't you glad you bought all those apples!

Now let's head back to town. Walk left one screen, down one screen, and then left 2

screens until you reach the town gates. Again, if you meet any enemies, **RUN** away. When you have finished running, you can simply **WALK** again.

### **THE HEALER'S RING**

Walk up one screen to the Healer's Hut. If you have read the Quest Board, then you will know that the Healer has lost her ring. **KNOCK DOOR**, and the Healer will let you in. **ASK ABOUT POTIONS, ASK ABOUT COMPONENTS, and ASK ABOUT RING**. Leave her hut, and **LOOK NEST** in the tree, then **SAVE YOUR GAME HERE**. **CLIMB TREE**, and keep trying this until you manage to climb up the tree. Remember to **REST** every so often. Now **LOOK NEST**, and then **GET RING**. You automatically climb back down. **KNOCK DOOR** again, and the Healer will let you in to here hut. **GIVE RING** to the Healer, and she will reward you with 6 gold pieces and 2 healing potions. You automatically leave the hut.

### **THE CASTLE**

Head up one screen to the Castle Gates, and talk to Karl the Gatekeeper. **ASK ABOUT BARON. ASK ABOUT BARNARD. ASK ABOUT ELSA. ASK ABOUT BABA YAGA. ASK ABOUT CURSE.** Ask him to **OPEN GATE**. If he didn't hear you the first time, ask him again to **OPEN GATE**. Now head up through the gate, and enter the Castle.

Inside the Courtyard, Weapon Master may be here. Since you are not a fighter, you cannot fight him. Now head right to the Stables. The Stable Hand will ask if you are looking for work. Tell him **YES**, and you will do some raking. The Stable Hand will give you 5 silvers as your wages.

Return left to the castle gates, and then walk down to the Healer's Hut.

### **HEINRICH THE CENTAUR AND THE GOBLIN CAMP**

Remember to **SNEAK**. From the Healer's hut, walk left once to meet Heinrich the centaur. You have already met his daughter Hilde in town - you bought some apples from her. **ASK ABOUT HEINRICH, ASK ABOUT HILDE, ASK ABOUT FARM, ASK ABOUT BRIGANDS, and ASK ABOUT LEADER.**

Now continue left for 3 screens, until you reach the Goblin Camp. **SAVE YOUR GAME HERE.** This is a good place for practicing your fighting skills. You will not be able to fight much at first, so take things slowly. Walk up to a goblin, and **FIGHT**. Use the arrow keys to move your sword, and the Up Arrow key to attack. When you have defeated a goblin, **SEARCH BODY** to get some goodies. Make sure you keep an eye on your health and stamina. So if your health gets too low, just **RUN** away back to the centaur. If you want to stop running, simply **WALK** again.

Continue **FIGHTing** goblins, and **SNEAKing** for the rest of the day, and remember to **SEARCH BODY** to find some goodies. **REST** for a quick 10-minute rest, but make sure you keep an eye on the time.

From the Goblin Camp, you can head down twice to the Mushroom Ring. **GET MUSHROOMS** a few times (3 or 4 times should be enough), as they will be handy later on.

Keep an eye on the time. When evening comes, return to town, and enter Hero's Tale Inn. **SIT** and **ORDER FOOD**, so that Shema can bring your supper. **EAT** your meal, and then **STAND**. Now leave the inn.

### **SPIELBURG TOWN**

It is night time again - the time for thieves! Practice **SNEAKing** until it gets dark. Now you have all this stolen loot, but what are you going to do with it? Maybe there is a Thieves' Guild somewhere around. Make your way back to the tavern, and you will see a flashing light coming from the alley. **SAVE YOUR GAME HERE.** Enter the alley to see something flashing at the far end. Walk towards it, and 2 thieves will jump out at you. **MAKE THIEF SIGN**, and they will tell you to give the password to Crusher in the Tavern. The password is randomly generated, and changes for each game. It is most likely to be either **SCHWEINHUND** or **ANTWERP**, but make sure you take a note of it. Leave the alley, and enter the Tavern. **MAKE THIEF SIGN** to Crusher, and type the password given to you by the thieves. He will let you into the Thieves' Guild.

### **THIEVES GUILD**

Inside the Thieves' Guild, the Chief Thief will complain about 'beginner' thieves. He will also tell you that it costs 25 silvers to 'work' in the town. Walk over to Boris, at the back. You should have plenty of money now, so **PAY FOR LICENSE**. You are now the proud owner of a Thieves' Guild License that allows you to sell your stolen loot.

**SELL PEARLS, SELL SILVER CANDLESTICKS, SELL CANDELABRA, SELL MUSIC**

**BOX**, and **SELL VASE**. If you have enough, **BUY THIEF TOOL KIT**. Now **CLIMB LADDER** to leave the Thieves Guild, and then leave the tavern.

It's getting late, and you are tired. Return to Hero's Tale Inn, and enter. Walk up to Shameen, and **PAY ROOM**. Now enter your room at back of the inn.

The next morning, **SIT**, and **ORDER FOOD** so Shema can bring your breakfast. **EAT FOOD**, **STAND**, and leave the inn. Make sure that you are still **SNEAKing**. Head down through the town gates, and **SAVE YOUR GAME HERE**.

## **SPIELBURG FOREST**

You have been in Spielburg for a couple of days now, so it is time to explore the forest.

From outside the town, head up to the Healer's Hut, and then left to the Centaur. Now go all the way up to the top (4 screens). Walk right once, and then up once to reach Erana's Peace. It is a magical place that has mystical healing properties. This is the best place to sleep from now on, as you will be fully healed by the next morning. You can also **EAT FRUIT** from the tree every day, to satisfy your hunger. While you are here, **GET FLOWERS** (2 or 3 times) for the Healer. **SAVE YOUR GAME HERE**.

From Erana's Peace, head down once, left once, down once, and left once. Make sure you are **SNEAKing**. Watch the Spitting Flowers spit their seed to each other. If only you could get that seed. **SAVE YOUR GAME HERE**, and then **CLIMB ROCK** to climb up to the Spitting Flowers. If you don't manage this at first, **CLIMB ROCK** again, and keep repeat this until you manage to climb up to the flowers. Now **CATCH SEED**, and you will eventually get the seed. Now **CLIMB DOWN** again.

Now walk down, and then left. Head down a few screens until you see a white stag. Follow the stag left 2 screens. Walk left a little bit, and the Dryad will introduce herself. She will ask if you are a friend of the forest, so tell her **YES**. She will ask if you will give her the seed of the Spore Spitting Spirea (spitting flowers). Tell her **YES**, and give her the seed. She will give you the recipe for a Dispel Potion in return. The Dryad will now return to her tree, but she will leave behind a magic acorn. You must **GET ACORN** to pick it up. Now start **SNEAKing** again.

Make your way back to the Healer's Hut. **KNOCK DOOR** to enter, and **BUY HEALING POTION**. Now return to the Goblins Camp, and practice fighting and **SNEAKing** for the rest of the day. Use the arrow keys to move your sword, and the Up arrow key to attack. **REST** for 10 minutes when you need to, and **SEARCH BODY** after you have defeated a goblin. When evening comes, make your way up to Erana's Peace, and **SLEEP** until morning. When morning comes, **EAT FRUIT** from the tree to satisfy your hunger.

Since you are a thief, it is important that you have good throwing skills. Head back into town, and **BUY DAGGER** (3 or 4) from the Dry Goods Store. Now leave town. Over the next few days, you should build up your throwing skills. From outside the town, head down twice. Now go left once, and then up to the archery range. **THROW DAGGER** at the target, and **GET DAGGER** to retrieve them. Keep practising this until your skill has reached a decent level (about 70). **BUY HEALING POTION**, and **BUY VIGOR POTION** from the Healer when you can afford it, and **DRINK HEALING POTION** or **DRINK VIGOR POTION** when you need to. Keep an eye on the time, and remember to **EAT FRUIT** and **SLEEP** at Erana's Peace every day.

### **SPIELBURG TOWN**

When your throwing skills have reached a decent level, head back to town. **SAVE YOUR GAME HERE**. Enter the Inn in town, and say the password (either **SCHWEINHUND** or **ANTWERP**) to Crusher to enter the Thieves' Guild. You can **PLAY GAME** to play Dag-Nab-It with the Chief Thief for some extra money. It is kind of like darts, except you use daggers instead of darts. The aim is to throw a dagger at the centre of the target. You can adjust your angle with Left and Right arrow keys, and you can adjust the force used with Up and Down arrow keys. You can bet as much money as you want, but try to throw better than the Chief Thief does. Make sure to **SAVE YOUR GAME** after every game you win, then load your game when you lose. When you have finished playing, leave the guild and leave the inn. Don't worry, you can return at any time to play again.

### **ERASMUS'S CASTLE**

We still haven't met Erasmus yet, so this is as good a time as any. Make your way back to the Healer's Hut. Now walk right once, and head up 2 screens. Walk right twice, until you reach Mount Zauberburg, where Erasmus lives. Look at all the funny magic signs, and then continue up the mountain. Once you reach the castle, the Gargoyle above the house will ask you 3 questions. Make sure you answer them correctly. He may ask any of the following:

What is your name:	<b>ENTER NAME</b>
What is your quest:	<b>HERO</b>
What is your favourite colour:	<b>PURPLE</b>
Whose spell protects the town:	<b>ERANA</b>
Whom do you seek:	<b>ERASMUS</b>
What is the Baron's first name:	<b>STEFAN</b>

Thieves' Password:

**I DON'T KNOW**

Now enter the castle. Inside the castle, do not touch anything. Look as much as you want, but don't touch anything. Head straight up the stairs to the tower. **SIT**, and you will talk to Erasmus and Fenrus. **ASK ABOUT ERANA, ASK ABOUT BABA YAGA, ASK ABOUT ZARA, ASK ABOUT WARLOCK, ASK ABOUT HENRY, ASK ABOUT CURSE, and ASK ABOUT COUNTERCURSE.** This is very awkward, as he keeps drinking tea and telling jokes with Fenrus. When you have finished talking, **STAND**, and he will send you to bottom of the mountain.

### **FINDING INGREDIENTS FOR DISPEL POTION**

Now remember the Dryad has given you the recipe for a dispel potion. This could be very useful, but you need to find all the ingredients first.

***Flowers from Erana's Peace:*** Head up to Erana's Peace, and **GET FLOWERS**. Remember to **SLEEP** here at night.

***Green Fur:*** Make your way back to the Goblin Camp. Don't bother fighting the goblins right now. Walk down one screen, then head left twice to the Meeps. Notice how the Meeps keep popping out of their holes. **TALK MEEPS** when one has popped up. They will have a discussion amongst themselves, and then the Green Meep will jump out and talk to you. **ASK ABOUT MEEPS. ASK ABOUT FUR. ASK ABOUT GREEN FUR** and he will give you some of his fur. Tell him **THANKS**, and then **TAKE FUR**.

***Fairy Dust:*** Wait until night and go to the Mushroom Ring. You will see some fairies dancing. They will ask if you can dance. Tell them **YES**, and then **DANCE** for them. Afterwards, **ASK ABOUT FAIRY DUST**, and they will give you some. Now it is getting late, so head up to Erana's Peace to **SLEEP** for the night. Fight any monsters you meet on the way, and **RUN** away when you need to. Remember to **EAT FRUIT** from the tree, the next morning.

***Magic Acorn:*** The Dryad gave you this. If you don't have it, Go back to the Dryad screen, and look carefully on the ground. Now **GET ACORN**.

***Flying Water:*** From the Dryad, head all the way right until you reach the Flying Falls. **DRINK** to quench your thirst. If you have an empty flask, then **GET WATER** to get some Flying Water. You will see a door on the cliffside. **GET ROCK** and **THROW ROCK** at the door. Repeat this a few times, and 'enry the 'ermit will open the door. He will reveal a ladder that was hidden in the wall. **CLIMB LADDER**, and **KNOCK DOOR**. Make sure you step to the right of the door so it doesn't knock you off the cliff. You will walk inside, so talk with Henry. **ASK ABOUT CAVE, ASK ABOUT MAGIC,**

and **ASK ABOUT BRIGANDS, ASK ABOUT WARLOCK.** When you have finished talking, leave 'Enry's cave. **CLIMB DOWN LADDER.**

You have all the ingredients for a Dispel Potion now, but you don't know how to make the potion. Make your way back to the Healer's Hut. **KNOCK DOOR** to enter the hut. **GIVE FLOWERS, GIVE GREEN FUR, GIVE FAIRY DUST, GIVE ACORN, and GIVE FLYING WATER.** She will start preparing the potion. Leave the hut, and immediately **KNOCK DOOR** to enter again. The potion is now ready, and she will give it to you.

While you are here, **SELL FLOWERS** and **SELL MUSHROOMS.** You should have at least 100 silvers now. If not, go back to the goblin camp and **FIGHT** some more goblins. Remember to **SEARCH BODY** afterwards. Now **BUY UNDEAD UNGUENT** from the Healer, and then leave the Healer's Hut.

### **BABA YAGA**

You should have the Undead Unguent now, so you are ready to face the fearsome Baba Yaga. Head left, all the way to the Goblin's Camp, and then head up to Baba Yaga's place. Bonehead (the skull at the gates) will turn you away, unless you agree to deal with him. **ASK ABOUT DEAL** then say **YES.** He wants a glowing gem for his eyes, so he can see again. Now **ASK ABOUT HUT** and **ASK ABOUT RHYME** to learn the secret rhyme to enter Baba's hut. **GIVE GEM** to Bonehead, and he will lower the gate. Say **HUT OF BROWN NOW SIT DOWN** to make the hut squat. **SAVE YOUR GAME HERE.** Enter the hut, but Baba Yaga does not like unexpected visitors. She turns you into a frog. She will ask if you have a name, so tell her **YES.** Now she asks if you are a hero. Again, tell her **YES.** Agree to help her, and she will transport you back outside her hut, and also return you to human form. Start **SNEAKing** again.

Now your time here is limited. You have one day to find a Mandrake Root for Baba Yaga. Go down 3 screens, and right 2 screens until you reach the graveyard. The Mandrake Root is that red plant, but you can only pull it out at midnight. Stay close to the graveyard until midnight. Fight any monsters that appear, and keep **RESTing**. When 'You Are Getting Tired', then you know it is midnight. **USE UNDEAD UNGUENT** and enter the graveyard. You will see some ghosts playing around, but they cannot hurt you since you have the undead unguent. Walk over to the red plant and **TAKE ROOT.** When you have it, return to Baba Yaga's. **SAVE YOUR GAME HERE**, and then say **HUT OF BROWN NOW SIT DOWN** to enter the hut. When she asks if you have the mandrake root, say **YES.** She will take the root from you, and then let you go.

It is getting late, so make your way up to Erana's Peace to **SLEEP** for the night. When morning comes, **EAT FRUIT**, and then **SAVE YOUR GAME HERE.**

## **FREE THE MAN FROM THE BEAST**

You skills should be at a decent level by now, so it's time to start working on the quests.

Return to town, and **BUY FRUIT** from Hilde in the Farmer's Mart. Now leave town, and make your way to the Healer. **BUY HEALING POTION** and **BUY VIGOR POTION** (3 of each should be enough, if you can afford it). Now head all the way up to Erana's Peace and **SAVE YOUR GAME HERE**. Leave Erana's Peace, and head right one screen. There is an Ogre guarding a cave. **FIGHT** the ogre. When you have defeated him, **SEARCH BODY**, and **PICK LOCK** of the chest that is lying beside him. You can't see it, but it is there. If your pick locking sill is high enough, you will open it and get 1 gold and 43 silvers.

Enter the cave, and you will see a fierce bear that is chained to the floor. What ever you do, do not fight him. **FEED BEAR**, and he will let you walk past him into the next cave.

In this new cave, you will see a nasty Kobold sitting with a key around his neck. **SNEAK** up to the Kobold, and **GET KEY**. **DRINK HEALING POTION** and then walk towards the bottom of the cave. You will bump into a chest. **PICK LOCK** (it will explode) and **TAKE COINS** to get the 6 golds and 10 silvers left behind.

Now return to the cave with the bear and **UNLOCK MANACLE**. The bear will turn into the Baronet, Barnard von Spielburg! He is not very grateful to you for freeing him, and he teleport back to the castle using his amulet.

Leave the cave, and make your way to the castle. Karl will let you in. Walk up to the front door, and you will be allowed to enter the Castle. The Baron will thank you for helping his son. **ASK ABOUT BARON**, **ASK ABOUT CURSE**, **ASK ABOUT BRIGANDS**, **ASK ABOUT LEADER**, **ASK ABOUT WARLOCK**, **ASK ABOUT PROPHECY**. Try to leave, and he will ask you to stay the night. He will also give you 50 gold reward.

Next day, go back to the Dry Goods shop in Spielburg Town, and **BUY CHAINMAIL**. Now go to the Healer's Hut to stock up on supplies. **BUY HEALING POTION** and **BUY VIGOR POTION** several times, and then leave Healer's Hut.

## **BRING THE CHILD FROM THE BAND**

Let's deal with the Brigands now. If you don't have chainmail armour yet, then go to the Dry Goods Store in town and **BUY CHAINMAIL**. Go to the Tavern in town to find a

note under the stool. **GET NOTE** to read it. The note mentions a meeting at the Archery range at noon, so keep a close eye on the time. Now **DROP NOTE**, so that the meeting can still go ahead. Leave the town, and head down one screen. This bit is tricky, so **SAVE YOUR GAME HERE**. When the time says 'midday', **SAVE YOUR GAME** again. Head left to the Archery Range, and you will see Bruno and Brutus talking. You learn about a secret entrance to the Fortress, and the 'secret word' - Hiden Goseke. Bruno will leave now, and you need to get the key to that secret door. **SAVE YOUR GAME HERE**. **THROW DAGGER** at Brutus to kill him. Now go south, and then quickly go back north before Bruno sees you. It is very tricky to time this right. Back at the Archery range, **SEARCH MAN** to get the key. Leave the area and head down one screen. Now walk left twice, and then down to where 'The Bouncer' stays. This is the Antwerp. **SAVE YOUR GAME HERE**. Run around the Antwerp, so he won't jump on you. Once you get to the door, **UNLOCK DOOR** with the key, **OPEN DOOR**, and say **HIDEN GOSEKE**. This will cause a fierce Troll to retreat to the back of the cave. Now enter the cave. Inside the cave, there is a dark passage that leads down and right. **DRINK HEALING POTION** to heal yourself, and then follow the path round, and continue to the next screen.

You have now reached the Fortress Gate. Toro the Minotaur is guarding this gate. This bit is **VERY** tricky, so **SAVE YOUR GAME HERE**. Make sure you are still **SNEAKing**. Wait until Toro is walking away from you. **SNEAK** up towards the fence, and then **RUN** across to the other side. Now **CLIMB ROCK** to enter the fortress.

You find yourself in a courtyard. Directly in front of you are 2 blockades, with a rug in between them. Be careful not to step on the rug, as it is a trap. **SAVE YOUR GAME HERE**. Go to the right and **LOOK ROPE** to see the trip-rope. Now **STEP OVER ROPE** to reach a pit. There are 2 bridges here. Cross bridge on the right (the one with the sign). Now **LOOK ROPE** to see another trip-rope. **STEP OVER ROPE** to enter the next room.

You are in the fortress' main hall now. This bit is very tricky, so **SAVE YOUR GAME HERE**. Things will move really fast in here, and it is easy to die. As soon as you enter the room, **CLOSE DOOR** at bottom of screen. Walk up to the door on the right, with the chair near it. Make sure to go up between the 2 tables on the right, otherwise brigands will come before you are ready. A few brigands will come to the main entrance (at the bottom), notice the closed door, and then leave. As soon as the brigands start to leave, not before they leave, **MOVE CHAIR**. This will stop them coming in than entrance. Walk towards the nearby candelabra. Now, three brigands will enter from the left. They walk towards you from behind the table. As soon as the first one walks behind the table, **PUSH CANDELABRA**. Now, quickly walk in front of the table, and after the last one has passed the chair on the left, **CLIMB TABLE**. Wait until the candelabra has fallen on the 3 brigands (therefore trapping them), then **OPEN DOOR** to go through the door on the back wall.

This is a strange room. Talk to **ME** (Yorick the Jester), and **ASK ABOUT ELSA**. He now knows that you are a friend, and goes to tell Elsa that help is at hand.

**SAVE YOUR GAME HERE.** Now walk over to the door on the right. You will fall through a trapdoor and start skidding. Simply **STOP** to stop skidding. Try again to enter the door on the right, and you will come out the middle left door (above the yellow 'BOX'). **PULL CHAIN** in front of you, and you will see a door open at the top right. Quickly return the way you came (go back through the door on the middle left, and come out through the door on the right) and head through the newly opened door at the top right. You'll now find yourself at the top left door. Try to **OPEN DOOR**. This is a trick door. Quickly step out of the (be careful not to go too far through the archway) before the door flattens you. The real door is behind the trick door, so **OPEN DOOR** again. Now, walk through this last door and into the final room.

Finally, you reach the Brigand Leader's room. She will jump over her desk to challenge you. This is really Elsa, the Baron's lost daughter, so do not fight her. **USE DISPEL POTION** on Elsa, and she will remember who she is.

Elsa and Yorick will return to the castle, and leave you behind. You don't have much time here, as the brigands are trying to break in. Quickly **GET HEALING POTIONS** and **GET MAGIC MIRROR** from the desk.

Now leave the room by the passage Yorick used. It's on the right. You find yourself back outside the Antwerp's cave.

### **DRIVE THE CURSER FROM THE LAND**

Now remember Baba Yaga turned you into a frog earlier on? It's time to get your own back on her. Head up to Baba Yaga's hut, and **SAVE YOUR GAME HERE**. Bonehead will ask you if you want to go in, so tell him **YES**. Say **HUT OF BROWN NOW SIT DOWN**, and then enter the hut. **HOLD MIRROR** ready, and move over to the other side of the hut. Baba Yaga will try to turn you into a frog again, but the mirror will reflect the spell back to her, and turn her into a frog instead.

Well you have dealt with Baba Yaga, dealt with the brigands, and freed both of the Baron's children. Now sit back and enjoy the ending.

This walkthrough was written by Frodo for Abandonia.