

## PART TWO

OXYGENE (correct password, gives you magic lamp and baking tray) - Y/N (intro or not) - (Now you start in a small field where the archer is about to fire at you) - RUB LAMP (genie appears and, after a lot of messing about, he gets rid of the archer for you), N (on a small road, dead archer here), X ARCHER (around neck is a scarf) - GET SCARF - X SCARF - N (before a castle) - N (drawbridge up) - SWIM (dragons can't) - FLY (leap into air) - (Now in air falling down wards rapidly) - FLAP ~~W~~ WINGS (dorso, it helps you fly... land in tangled heap in castle) - FLY (enough flying for one day) - S (portcullis is closed) - X SIGN ("welcome to the Gorgan's Castle) - W - N (slip over on a banana skin) - GET SKIN - X SKIN - S - W (passage) - ~~W~~ W (study, guard here) - X GUARD (fast asleep) - DROP BANANA (skin) - X SHELVES (on a shelf find a display case) - X CASE (inside is a copy of the 'Dorks and Dimwits' rulebook) - X TABLES (find pencil and pick it up) - E (as you go to leave, knock over chair and wake guard up... he slips on banana skin and crashes down on floor unconscious) - E - E - E - E (tower base) - U - U (stonework, clue given here... 'genesis') - X STONEWORK (complex engravings, above them '2:3:24' - reference to a section of Genesis in the bible) - X ENGRAVINGS (four raised, button-like sections) - PRESS EAST - PRESS TURNED - PRESS EVERY - PRESS TREE (wall opens to reveal a secret room to south) - U - U (chamber) - X PEDESTAL (see chocolate orange) - GET ORANGE (small click, trapdoor opens above you... from it falls a huge boulder) - D - D - S (into secret room, boulder crashes down stairs) - N - D - D (boulder here) - GET BOULDER (weighs too much for you) - DROP ALL - GET BOULDER (ok) - DROP IT (it smashes the display case, pick up rulebook out of wreckage) - GET ALL EXCEPT BOULDER - W - W - N - N (kitchen) - X CUPBOARD (find tin and take it) - X TIN (curry) - X WORKTOP (find a pan) - X SINK (find washing up liquid) - S - S - E - N (inside main building) -

E (cupboard door firmly locked) - X WALL (take a battleaxe from wall) - X HEAD (gaping mouth) - X MOUTH (huge and gaping) - FEEL INSIDE MOUTH (it snaps shut) - PROP MOUTH WITH PENCIL (Jam it open) - FEEL IN MOUTH (find a small curious key) - X KEY - UNLOCK DOOR (to cupboard, then drop key) - E (manage to squeeze in) - GET POLISH - W (can't squeeze out) - RUB LIQUID ON SELF (squeeze out of door) - N - N (chasm) - N (Balrog) - N (if you want to pass you will have to fight him) [Ramscave here and try fighting him without doing the following] - READ RULEBOOK (to stop him from cheating) - ATTACK BALROG WITH BATTLEAXE - N (across to other side of chasm) - W (entrance to lair of Gorgon) - W (force stops you!) - X ORANGE - EAT ORANGE (or open orange, ring hidden inside) - GET RING, WEAR RING, W (can now get through) - X SIGN ("if you can read this don't enter") - X TRAY (dull) - CLEAN TRAY (more specific) - TIP POLISH ON SCARF - RUB TRAY WITH SCARF (now shiny) - HOLD TRAY UP (in front of you) - CLOSE EYES - W (Gorgon turns herself into stone) - X GORGON (eyes still closed, now open) - X GORGON (in her hand is a staff, you slide it out) - GET STAFF - X STAFF (knob on one end) - X JUNK (find 'Deacon Blue' tapes) - GET TAPES - E - E - E - E - E - GET MATCHBOX - E - X ARROWS (pointing to hole) - INSERT STAFF INTO HOLE (formed a lever) - PULL LEVER (sound of machinery) - W - W - S - S - S - S - S - W - N - N - LIGHT HOBB - MAKE CURRY - BREATHE FIRE (can't) - EAT CURRY - BREATHE FIRE (now you can) - S - S - E - S - S - S (krytze appears and asks for tapes but don't give them to him) - BREATHE FIRE (krytze faces) - GET AMULET (left behind by wizard) - X AMULET (hypnosis) - SWING AMULET (nearly fall asleep) - RUB LAMP (Genie appears but will not help you again) - SWING AMULET (you persuade him otherwise and he transports you to the Nether regions) - N (into temple where there is a demon) - N (demon stops you) - GIVE TAPES (bribes demon to let you get past) - X ALTAR (camcorder on it) - GET

CAMRECORDER (voice booms out and requires you answer a riddle) - SAY COFFIN  
(The answer to the riddle and you are transported back to the town where you defeat the orc army).

GAME COMPLETE.

Note

All the above was written out by the author, so I hope you can understand his writing - I never can - also hope that it is all correct but if the authors cannot remember what the correct inputs are then what chance do us mere mortals have !!!!!

BALOG