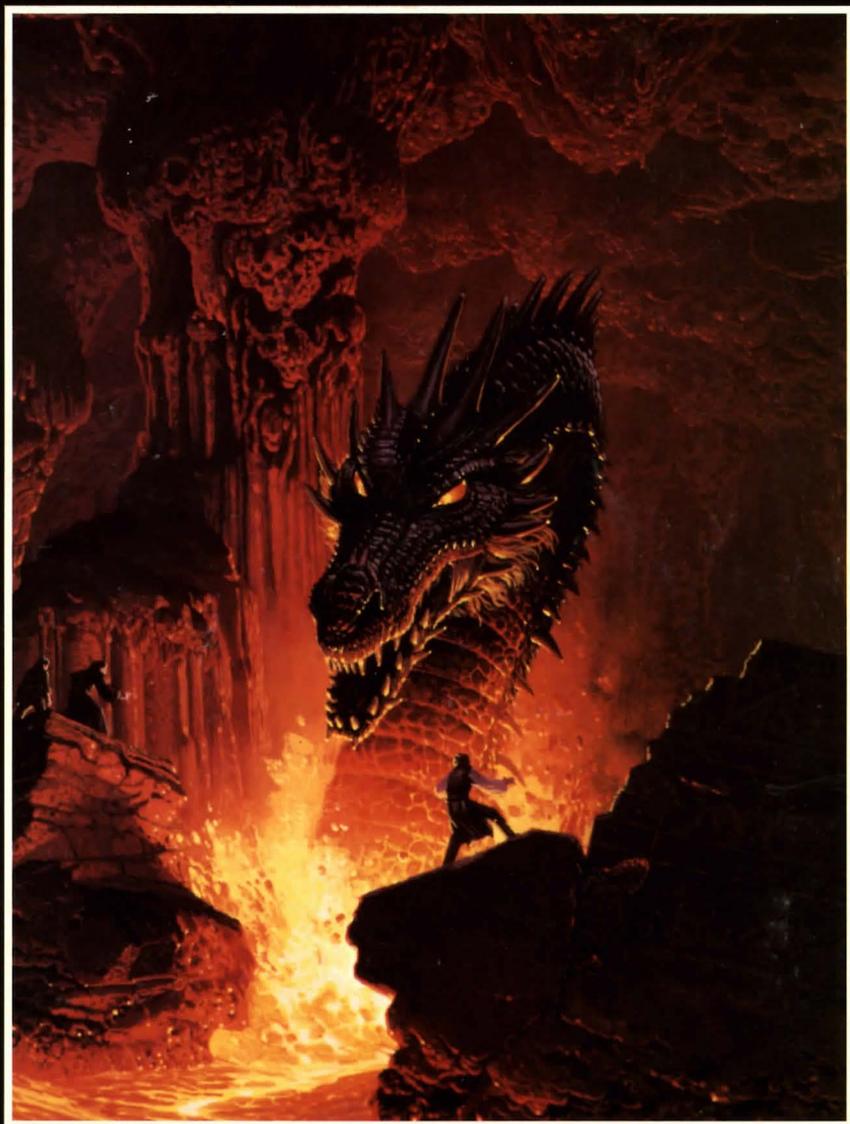


# Death Gate™



***The Official Hint Book***

## Acknowledgements

The editor wishes to thank...

electronic gaming columnist, Andy Backer  
for his enthusiasm and extensive editorial work on this project

the Legend Entertainment Testing staff  
for their unlimited patience

ISBN 0-7615-0077-4



0 86874 00077 3

# Death Gate™

**The Official Hint Book  
from  
Legend Entertainment Company**

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Printed in the United States of America

10987654321

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# INTRODUCTION

## & GAMING TIPS

Maybe you are playing *Death Gate* for the first time and you've just been stumped by one of its fiendish puzzles. Maybe you're a Margaret Weis and Tracy Hickman fan and collect everything related to their work. But whatever the reason you were moved to purchase this book, we thank you and hope that it adds to your gaming enjoyment.

Inside you will find sections on *Realms & Characters*, *Scoring* and *Fun Things to Try*, but the heart of this book is the *Puzzles & Answers* section which includes *Vague Hints*, *Specific Hints* and *Answers* (otherwise known as nudges, pokes and hammer blows to the head) for all the puzzles in the game. However, if you prefer to leave the puzzle solving to others, the *Walkthrough Input List* will take you step by step through the game from start to finish.

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If you are trying not to give in and run directly to the *Puzzles & Answers* section, here are a few tips to consider:

- Talk to every character. Use all the conversational options, even those that don't seem appropriate.
- Take every loose item you find. Each will have a purpose, and some more than one. Do not throw anything away.
- Examine every object. Read all the books and parchments you find as they provide many clues and often are a source of spells and runes.
- When you find a seal piece, transfer the rune to your ship's steering stone.
- You may not always be able to solve a puzzle the first time you encounter it. You may need an object from a possibly distant location.
- Watch for opportunities to use magic. To cast a spell, simply select a spell from the list of spells and the appropriate runes will automatically combine. Then, click on "Cast."

# GAME DESIGNER'S NOTES

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I have been a fan of Weis and Hickman's work since the days of *Dragonlance*. Their characters have always been interesting, their images compelling, and their plots imaginative. When they brought forth the *Death Gate Cycle*, I, along with legions of other readers, followed it eagerly.

As I read, it became clear that Weis and Hickman had spent an enormous amount of time developing the five worlds. Each existed as a separate entity (indeed, each had at least one entire novel dedicated to it), and yet each interlocked with the others to form a consistent and believable universe. Game designers eat this stuff up. Not only did the novels offer a powerful plot and complex characters to interact with, but they provided distinct and interesting environments to explore as well.

The series ended up totaling seven novels. Weis and Hickman had given me much more raw material than any one game can ever hope to cover. Some people (including myself on numerous sleepless nights) asked why I would even choose to try. I would answer that the story of *Death Gate* was *big*. No minor thread could compete with it. No subplot would be nearly as satisfying. Who wants to quest to recover the magic frob if instead you could save the world? How fulfilling would the game be if you missed out on even one of the magical realms? If you didn't encounter Zifnab *and* Lord Xar *and* Sang-Drax? The overall plot is what tied every little thread together, and that is what I wanted the player to experience.

*Death Gate* was both the most grueling and most satisfying project that I have ever worked on. It was Legend's most ambitious project to date; it involved more resources and technical advances than any Legend game before it. Every person responsible for this game (please check out the credits in the manual) gave their all to see it happen, and every one of them should be very proud. It is only because of them that I was able to realize my vision.

In my opinion, most games are crippled from the start—especially from the designer's point of view. Their vision is corrupted by lack of funds, talent, direction, disk space, time (shall I go on?). I have

encountered variations of this before to different extents; every product has these problems. But as *Death Gate* began to unfold, the rain of obstacles began to clear.

Too often, important pieces of a game are cut simply because there isn't enough space, but CD-ROM gave me the disk space I needed. Not only could I present all of the images my frenetic mind could produce, but I could do it in Super VGA. As other companies were racing to fill up this new found wasteland of data with plastic 3D-rendered art, I had incredibly talented and award-winning fantasy artists hand-crafting every pixel. A crew of top-notch voice talent played the parts of over forty characters. A hand-picked musician composed music that (at least in my opinion) is the best work he's ever done. And I could include it all. None of this talent had to go to waste.

*Death Gate* was my vision, but everyone who worked on the game contributed something invaluable. The final result is a work of art, a form unlike any other, and I sincerely hope you enjoy it.

Glen Dahlgren

# QUICK REFERENCE

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## REALMS & CHARACTERS

Confused about the myriad characters and worlds in *Death Gate*? This section offers a brief description of each world followed by notes on each of the main characters.

### **The Realms of Death Gate**

#### *The Nexus*

The Sartan created the Nexus to house the Patryns. They planned that the defeated race would first be rehabilitated in the prison known as the Labyrinth and then be allowed to live in the shining city outside its gates. But something went horribly wrong; the Sartan disappeared, the natural magic forces in the Labyrinth ran wild and the prison became a killing ground filled with deadly traps and constant danger. It is difficult to survive here and almost impossible to escape. Many Patryn are living and dying in the Labyrinth, all hating the Sartan for having put them there. From the Nexus, the only exit to the other worlds is through the Death Gate.

#### *Arianus (Air)*

Arianus contains three levels of islands and continents floating in the sky. Drevlin, the bottom level is populated by dwarves. Here everyone lives and works exclusively underground as protection from the constant violent thunderstorms. The dwarves run the Kicksey-Winsey machine which mines water for all of Arianus. Skurvash, the mid-realm is populated by humans and elves and is the home of the Brotherhood, guild of assassins. The upper realm is home to human sorcerers called mysteriarchs. Each of these races is highly prejudiced against the others and prefers living on their own island.

#### *Pryan (Fire)*

Pryan is a jungle world heated by four unrelenting suns. Dwarves live underground and above, the world is an impenetrable tangle of vegetation. Secluded clearings hide abandoned Sartan citadels now crumbling with age. Sightless giant humanoids called Tytans who communicate via telepathy roam the countryside. And entire cities populated by elves and humans are thriving high in the branches of the incredibly massive trees. The elves hire humans to do menial tasks, but otherwise there is little commerce between the races and much prejudice.

### ***Abarrach (Stone)***

This cold world of stone is marked by warrens, tunnels, magma and soot. Rivers of molten lava connect and heat the cave city states in this poisonous and harsh environment. The lesser races have all died, and the remaining Sartan survivors are fighting amongst themselves for the few remaining resources. Ruled by King Kleitus XIV, they have focused their magic on the art of necromancy and now revive the dead to serve as a labor force.

### ***Chelestra (Water)***

This world is a ball of water. The outer surface is ice and the inside is warmed by season. The land masses known as seamoons, are actually living creatures as large as islands. Chelestra is home to the men-sch as well as a breed of evil dragon-snakes who burrow into the seamoons and feed on the creature's agony. The dragon leader is the infamous Sang-Drax.

## **Main Characters**

Haplo	You are Haplo, a Patryn devoted to Lord Xar and his plan of revenge. Like all Patryn you have magical ability and can perform spells by signing runes invisibly in the air or onto objects.
Hugh the Hand	This human is the highest ranking member of a guild of assassins known as the Brotherhood.
Kleitus XIV	The Sartan ruler of Abarrach, this ruthless king bears a powerful scepter which can turn his enemies to ashes.
Lord Xar	The Patryn ruler who lives in the shining city. His ambitions are few. He only wants complete revenge on the Sartan.
Samah	Samah is the leader of the Sartan group that sun-dered the world.
Sang-Drax	This evil dragon-snake makes his home in a cave on Chelestra. constructed entirely of magic, he is seemingly impossible to defeat.
Zifnab	Zifnab is a mysterious character and either a very absent minded or a very clever Sartan. He seems to not only have traveled between the worlds, but to know the past and present state of affairs on our earth as well.

# PUZZLES AND ANSWERS

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This section contains *Vague Hints*, *Specific Hints* and *Answers* for every puzzle in this game. To use this section, first scan the *Puzzles* listing which begins on the next page and look for the puzzle you are having difficulty with. Note the question number and then look up either a *Vague Hint*, *Specific Hint* or *Answer* in one of the three help sections that follow.

For example if you are in the Nexus, you may be having difficulty getting the dragon ship to fly. This is question 2. Item 2 under *Vague Hints*, *Specific Hints* and *Answers* will all correspond to this puzzle and will give you increasing amounts of help. To prevent you from inadvertently looking up an answer, we have added a vertical black bar along the edges of all the *Answers* pages.

# PUZZLES

## The Nexus

1. Why can't I see anything inside my ship?
2. How do I get the ship to take me to another realm?
3. How do I get through the gate and into the Labyrinth?

## Arianus

### *Drevlin*

4. One of the zingers seems to be missing. Where is it?
5. Do I need to get into the cabinet in Jarre's room?
6. Limbeck told me about a dwarf named Grawple Rockdigger. Where is he?
7. Grawple's really stubborn. He won't tell me what I need to know. What can I do?
8. How do I repair the broken pipe dripping on Grawple?
9. Why can't I do anything in the room with the digger?
10. How do I get past the glowing god guarding the ship?
11. I'm in the sleeping wizard's quarters. Do I have to worry about waking him up?
12. What do I need to do with the glowing statuettes?
13. I'm in the slave galley. How can I free these poor slaves?
14. Duke Andrews told me somewhere new to go. Where is it? How do I get there?

### *King Stephen's Castle*

15. King Stephen's guards won't let me into the castle. In fact, they won't even let me wander around the castle grounds. What's their problem?
16. Why can't I open the shuttered window?
17. I'm in Trian's chamber, but there's nowhere to go but back out the window. What can I do?

18. The elf wizard isn't very helpful. If anything, he's downright rude. What use is talking with him?

### *Return to Drevlin*

19. Can I get the piece of pipe Limbeck is using as a candleholder?
20. How am I going to convince the dwarves to drive off the glowing elves?
21. Can I do anything with the ink bottle in Limbeck's room?
22. How do I remove the glow from the statuettes?
23. Now that the elves have fallen from grace, the whole group is on their way back to the ship. If I try to leave, I'll bump right into them. What do I do?
24. Why can't I open the strong box?
25. The ship has lifted off, but King Stephen hasn't attacked. Why not?

### *Skurvash*

26. This innocent-looking waif has asked me to track down his lost toy. Should I go after it?
27. The street rat keeps taking everything I've got. I NEED that stuff! How can I get it back?
28. How do I get into the Tower of the Brotherhood?
29. Hugh the Hand doesn't want anything to do with me. How can I get his attention?
30. How can I get some money?
31. How do I get into the merchant's mansion?
32. The house is empty. Where is the merchant?
33. Where is the secret journal?
34. What's the deal with this strange clock?
35. That poetry book is nice, but what does it have to do with anything?
36. If the merchant isn't here, then how can I get his magic amulet?

37. What am I supposed to say to this merchant?
38. What do I do with the magic amulet?
39. Hugh has left me to stew in the initiation room. Should I just wait around?
40. How do I open the locked door to the right of the wall of hands?
41. How can I get the necklace?
42. What do I do with the wall of hands?
43. I'm in the treasure room, but there's no treasure here! What should I do?
44. Hugh caught me. How can I escape?
45. I've got what I came for. What now?

### ***Return to Drevlin***

46. Stephen's men dropped me off in Drevlin. Now what should I do?
47. I tried to repair Grawple's pipe, but I don't think I have enough pieces. Where can I find the missing ones?
48. I have all of the pipe fittings, but I can't get them to fit together.
49. I repaired the pipe, but Grawple hasn't cheered up. There's still a hole in the pipe.
50. The pipe is perfect, but Grawple still won't help me.
51. Grawple says he can't help me. He doesn't have a map.
52. Now I know where the map is, but I still can't get it.
53. What am I supposed to do with a lump of ore?
54. I'm in the room with the statue and coffins. Where's the Seal Piece?

### **Return to the Nexus**

55. The game tells me that I can't go on until I report to Xar. What should I do?
56. Xar's research is kind of boring, but he makes me listen to it anyway. Is there a point here?

57. How do I get my ship to take me to Pryan?

## **Pryan**

### *The Citadel*

58. Can I enter the Citadel?

59. How do I get past the Tytans?

60. What is there to do around the Citadel landing area?

61. What can I do now? There's nowhere else to go.

### *Tree City*

62. What am I supposed to do in the kitchen?

63. How can I make friends with the elf girl?

64. How do I rescue the elf prince?

65. I rescued the elf prince, but now I'm stuck.

66. I'm in the clearing with the children, but I can't do anything. What now?

67. How do I get the ember?

68. How can I help the elf prince get together with the human princess? Why would I want to?

69. What's with the white disk?

70. Where do I get something pretty?

71. How can I give the 'right words' to the prince for him to say to the princess?

72. How do I get back over the chasm without using the transporter disks?

73. How do I get to the bottom of the Maw? That's where the golden staff is, right?

74. I see the golden staff but I can't get to it?

75. Nothing seems to kill that spider. What do I do now?

76. How do I keep the bugs from attacking me?

77. How do I kill the spider?

78. Now that the spider's dead, how do I get the golden staff?
79. How do I get the princess to accompany me?
80. Where to now? I think I've been everywhere around here.

### ***Return to the Citadel***

81. How can I get by the giants guarding the dwarf girl?
82. How can I free the dwarf girl?
83. How do I get the golden hammer?
84. The elders won't give me the hammer. Now how can I get it?
85. How do I cure the Princess' cough?
86. How do I get the meat of the Zuzu nut?
87. Where do I find the Plith plant?
88. How can I come by any Dead Man's Friend?
89. How do I get the large crystal from the Tytans?
90. I can't climb the tree to get the crystal. What do I do?
91. How do I escape from the Tytans?
92. Well, the Tytans don't seem to want to squash me anymore. What now?

### **Return to the Nexus**

93. How do I get to the third world: Abarrach, realm of stone?

### **Abarrach**

#### ***Telestia***

94. Who's this dead guy in the fields and what am I supposed to do with him?
95. I'm in the foyer. How can I get the butler's key?
96. Well, then, how can I get the foyer doors open?
97. The butler is ready to serve tea, but he just stands there. What is he waiting for?

98. How do I get the clock working?
99. Now, how to I get the clock to toll the correct time?
100. The clock has bonged, but I can't leave. The ladder is broken.
101. The clock bonged, but when I go back to the foyer, the doors are still closed.
102. I have the journal that I picked up from the book stand. What should I do now?

### *Kleitus' Palace*

103. Kleitus has poisoned me. Was it something I said?
104. Both Edmund and I are manacled to the wall. How can I escape?
105. How do I get the dog close enough to touch him?
106. My soul is free, but my body isn't. What do I do?
107. I'm no longer shackled, but I am still poisoned. I can't move.
108. Which bottle is the antidote?
109. How do I get out of the palace?

### *Secret Cave*

110. What should I do with the gamblers?
111. Why does the dog keep barking at the east wall?
112. How can I get into the hidden tunnel?
113. That vision was overwhelming. What was I supposed to learn from it?

### *Return to Telestia*

114. In the snake's lair, how do I get past the snake to that strange wall?
115. How do I open the door with all of the stone arrows?
116. The dead dwarf won't talk to me. How can I get him to be a little more cooperative?
117. In the clock tower, how do I get the headpiece out of the scepter that the statue is holding?

118. What should I do now that I've got a dead dwarf and a head-piece?

### *Return To Kleitus' Palace*

119. How can I get through the catacombs to the Colossus without my guide?
120. The Colossus looks fine. How am I supposed to fix it if it's not broken?
121. How do I repair the Colossus?

### **Return to the Nexus**

122. How do I get to Chelestra?

### **Chelestra**

123. How do I open up the city gates?
124. After I opened the gate, Sang-Drax pounced on me and took my glowing stone. How do I get out of this mess?
125. I want to enter the dark cave by the beach landing, but this field of fear keeps throwing me back. Is there any way to get in?
126. How can I get the glowing stone back?
127. Where can I find a steering stone?
128. How am I supposed to transport the globe to the ship?
129. How do I get the globe to where my steering stone is supposed to be?
130. How can I use the globe as a steering stone?

### **Return to the Nexus**

131. Is there anything to do in the Nexus now that Lord Xar is gone?

### *Labyrinth*

132. How do I pass the writhing vines?
133. How do I get past the tiger-men?

134. The tiger-men have almost caught up to me. What do I do?
135. How do I save the Patryn village from the tiger-men?
136. How do I get the zinger recharged?
137. Where did Xar and Sang-Drax go? How can I find them?
138. How can I heal the tracker?
139. How do I get past the chaodin?
140. I still can't enter the cave. A field of fear keeps me out. What do I do?
141. How do I keep Sang-Drax from killing me?
142. Sang-Drax is gone. What now?

### *Vortex*

143. How do I get past my double?
144. How do I get past the tentacles?
145. My lord is dead and Sang-Drax is standing in the fire-storm like it was a warm bath. He's about to breathe flame all over me. How can I stop him?
146. How am I supposed to learn the starting rune of the Interconnection spell?
147. How do I stop Sang-Drax when he is a worm?
148. I don't know how to interpret what Xar said to me. Is he just crazy, or did that statement mean something?
149. Sang-Drax has changed to a mist form. What do I do now?
150. How do I know where to focus the rune?
151. Now the focus is placed correctly, Sang-Drax is out there, and I'm left without any elemental Seal Pieces. What now?

# VAGUE HINTS

This section contains vague hints to help you solve the numbered questions beginning on page 11.

## The Nexus

1. Maybe it would help if you brought a little light to the subject.
2. Have you spoken to Lord Xar?
3. You spent your life trying to escape the Labyrinth. Do you really want to go back in?

## Arianus

### *Drevlin*

4. Ask Jarre, inside the cave. Maybe she knows.
5. Nope. It's rusted shut.
6. Somewhere nearby.
7. Something is making him grouchy. Maybe you should talk with him about it.
8. Does Grawple have any thoughts on the subject?
9. Because you don't want to draw attention to yourself.
10. Do you notice anything about the guard's behavior? Did Limbeck mention anything special about him?
11. He's out for the count.
12. As of yet, nothing.
13. Have you spoken with the Duke?
14. It's King Stephen's castle, as the Duke described.

### *King Stephen's Castle*

15. They don't know you from Adam. Why SHOULD they let some unknown vagabond wander around on castle grounds?

16. Something is holding it closed.
17. Did you see something when you opened up the shutter?
18. He may know something about magic, being a wizard and everything.

### *Return to Dreolin*

19. Did Limbeck have anything to say when you tried to take it?
20. What is convincing them that the elves ARE gods?
21. The first thing you have to do is take the cork.
22. Didn't your experience with the elven wizard teach you anything?
23. They'll be here soon. You'd better not be around when they show up.
24. You're no thief. You're not equipped for it.
25. When you lifted off, a voice called out that the ship was entering human space, and that everyone aboard had to be quiet and all lights must be doused.

### *Skurvash*

26. What do you have to lose?
27. Since you don't have anything left, the solution must not require any objects.
28. Only members of the Brotherhood know the way in.
29. He's only impressed by extravagantly illegal actions.
30. You may have to sell something.
31. Did your new friend, the street rat, give you something that might help?
32. It looks like he's moved.
33. Only time will tell.

34. Maybe it's not meant to keep time.
35. The bookmark was placed next to a special poem.
36. Perhaps as you ponder this problem, you can take in the scenery.
37. Do you have any information about the merchant's past?
38. Why were you supposed to get it in the first place?
39. No. Hugh will be back, and you want to be gone when he returns.
40. How did you open a locked door before?
41. Have you looked closely at the doll you got from the street rat?
42. Read your book about the Tower of the Brotherhood and look at the parchment that the street rat gave you.
43. Again, read Trian's book about the Tower of the Brotherhood. Also, you will need to get into the locked room before you make any more progress.
44. Wouldn't it be nice if they just went away?
45. What stopped you from leaving the Tower before?

### *Return to Drevlin*

46. Maybe Grawple is in a better mood now.
47. Do you have five pipe pieces? If so, then you have them all.
48. There are quite a few ways to fit the pipe together. Give it a few tries before you get discouraged.
49. That's because the T pipe has an open end.
50. Did Grawple tell you why?
51. Did he say where you could find one?

52. Limbeck doesn't really care that the parchment is a map. He's only using the back of it to write his speech. If only you could convince him to use another parchment.
53. Read the Kicksey-Winsey handbook you found in the Tower of the Brotherhood.
54. Again, read the Kicksey-Winsey handbook.

**Return to the Nexus**

55. Think about this one really hard.
56. Don't look a gift clue in the mouth (if that's possible).
57. In order to use the Death Gate to travel into a new realm, the realm's naming rune must be on the steering stone.

**Pryan***The Citadel*

58. Not yet.
59. You can't right now.
60. Have you met the strange animal in the grove?
61. That's right. There IS nowhere else to go around here. Do you remember spotting something when you went through the Death Gate and first arrived in Pryan?

*Tree City*

62. Pay attention to everything.
63. Talk with her.
64. He's stuck on a ledge and can't climb back up. Do you think you can help him somehow?
65. Have you spoken with the elf prince about the human wizard?
66. Be patient.

67. You can't hold the ember because it's too hot. Do you have anything that might help?
68. You need his help for the Unification (mentioned in the book of Pryan). Talk to the prince about his love life. His needs are pretty exact.
69. Cast your Identify spell on it.
70. What pretty gift do girls usually like?
71. Did you try making up a poem?
72. Make like Tarzan.
73. You can't jump down. You can't climb down. How many other ways do you know to transport yourself somewhere?
74. What's keeping you from it?
75. This is a big job. Maybe you need some help.
76. Didn't you see one of these bugs in the kitchen?
77. As much as the bugs hate the smell of stinkweed, they love something else.
78. The staff is in one of the pods, which is too thick to open by hand.
79. Perhaps you should speak to her.
80. That's right, you have.

***Return to the Citadel***

81. Have you read the book of Pryan?
82. Now that the Tytans aren't a problem, you just have to deal with those vines.
83. Ask the dwarf girl about it.
84. The elders won't open the weapons vault (which contains the golden hammer) unless the Tytans are attacking.

85. Introduce the princess to the dwarf girl.
86. Zuzu nuts grow in the grove nearby. Unfortunately, the Zuzu creature is the only thing strong enough to open them.
87. The Plith grow wild. They're not rare. You'll recognize the plant by its pink flowers.
88. Dead Man's Friend is a fungus that grows under dead bodies.
89. You already know a way to immobilize the Tytans.
90. Even for a Patryn, you're a big guy.
91. Is it really you that they are chasing?
92. Wasn't there someone you were supposed to meet?

### Return to the Nexus

93. You need to transfer Abarrach's rune onto your steering stone.

### Abarrach

#### *Telestia*

94. He's not very talkative, but you'll want to chat with him anyway.
95. That key DOES open the study, but it's not leaving the butler's possession.
96. Talk to the butler.
97. Talk to the butler again.
97. The weight is missing from the hook. You'll need something heavy to replace it.
99. They must have designed some way to set the time from the inside. Otherwise, only someone with a death wish could do it.
100. Ignore the ladder.

101. Did the clock bong four times?

102. What do you usually do with a book?

### *Kleitus' Palace*

103. Maybe you shouldn't have been so sarcastic. That'll teach ya.

104. There is someone who ISN'T chained up.

105. Maybe he'd like a snack.

106. Those shackles are a nuisance, aren't they?

107. Talk to Edmund.

108. Edmund should have mentioned that the antidote was in a clear bottle while all of the other bottles were colored. Of course, being a color-blind dog doesn't help.

109. Perhaps your cellmate can help.

### *Secret Cave*

110. Maybe you should start up a conversation.

111. What do you think he sees?

112. Doesn't Balthazar have an interest in illusions?

113. Quite a lot. Balthazar is more than willing to interpret your vision, if you wish.

### *Return to Telestia*

114. The snake's venom only affects the living.

115. According to the nursery rhyme, 'The Little Ones', the door will only open when all of the arrows point down.

116. The dwarf will only talk to his lord: the original dynast, Kleitus I.

117. The headpiece is the only part of the statue that wasn't made out of the same piece of iron.

**118.** Did Edmund say that he'd meet you somewhere?

*Return to Kleitus' Palace*

**119.** Your guide left something behind.

**120.** Everything is not what it appears to be.

**121.** Use your head.

**Return to the Nexus**

**122.** You need to transfer Chelestra's rune onto the steering stone.

**Chelestra**

**123.** Read Balthazar's journal. He's encountered this spell before.

**124.** Sang-Drax stated that he isn't just going to kill you, he is going to destroy your soul. That's something that you want to preserve.

**125.** Only after you've been through the rigmarole with Samah.

**126.** The stone reacts to Sang-Drax's magic. Aside from Sang-Drax himself, is there anything else that might radiate that?

**127.** Samah might have an idea.

**128.** The globe is too heavy to move a long distance by hand, and it's too large to fit out the doorways of the council chamber. You're going to have to come up with an unusual method.

**129.** The same way you got it there in the first place.

**130.** All the globe lacks is the naming rune for the Nexus, since that's where you need to go.

**Return to the Nexus**

**131.** While the cat's away...

*Labyrinth*

**132.** Did you look closely at the vines?

133. Discretion is often the better part of valor.
134. Those choke vines were bad news once. Too bad they're hibernating.
135. Look at the painting in the burial cave.
136. The zinger absorbed lightning when it was on a pole outside the cave on Drevlin.
137. Talk to the headman.
138. The healer isn't doing a very good job.
139. Be careful. If the chaodin spills one drop of blood while it lives, it will grow into a copy of the beast.
140. You've had this problem before.
141. Someone gave you a magic gift against just this sort of emergency.
142. Zifnab probably wouldn't appreciate your attitude.

*Vortex*

143. The arch stops all magic spells from passing through, and you can't seem to do any physical damage to your double.
144. Sawing at the tentacles with your shear won't work. It's too slow. You're going to need something quicker.
145. What stops fire?
146. Lord Xar knew it, but now he's dead.
147. Wouldn't you like to just step on him?
148. Do you remember what Xar originally told you about his research?
149. Nothing solid is going to move him.
150. Knowing who originally constructed the spell is half the battle.
151. Do the right thing and win.

# SPECIFIC HINTS

This section contains specific hints to help you solve the numbered questions beginning on page 11.

## The Nexus

1. Did you notice how bright it was in Lord Xar's room?
2. The steering stone requires the naming rune of your destination placed upon it.
3. At this point, you don't need to.

## Arianus

### *Drevlin*

4. Jarre will tell you that the 'gods' took it.
5. The cabinet is just scenery. Quit obsessing on it!
6. Drevlin isn't that big a place. Go exploring.
7. He doesn't like you to begin with, but there are two other things that he hates more!
8. You're going to need some replacement parts.
9. As long as the 'gods' are in control, you won't be able to do anything here.
10. The guard's hearing is very sensitive. If you could make a commotion to distract him, perhaps you could sneak by.
11. That wine on the floor is half-empty.
12. The statuettes are substitutes for the actual elves. As long as the glow spell remains on the figurines, the spell will remain on the elves.
13. You don't have anything that can cut the chains, but perhaps you might be able to arrange a rescue.
14. When you see a new place appear on the travel map, that means that your ship can now take you there.

*King Stephen's Castle*

15. Do you have something to make them believe that you actually have business being here?
16. Through a crack between the shutter and the wall, you can see that a bar behind the shutter keeps you from opening it. You have to get rid of it somehow.
17. You saw Trian enter the room and cast a spell on the tapestry. By watching him, you learned that spell.
18. Maybe he's just in a bad mood. Didn't he mention that he was thirsty? And don't you have something that elven wizards seem to like?

*Return to Drevlin*

19. If Limbeck had something better, maybe he'd give up the pipe.
20. The elves' glow is what maintains their story. You're going to have to stop them from glowing.
21. Do you have the white T-shirt from Jarre's room? If only it was black...
22. You have to make a Shroud of Darkness and for that you're going to need a black cloth.
23. Maybe there's another way to run besides off of the ship.
24. There are other boxes here. Focus on those for now.
25. The elves are trying hard not to be discovered. Can you do anything to draw the humans' attention to the ship?

*Skurvash*

26. How can you go wrong doing a good deed?
27. Turn the tables on this thief.
28. You're going to have to join the Brotherhood.

29. If you stole something really valuable, then fenced it to the barkeep, you'd kill two birds with one stone.
30. There might be something valuable in that strongbox aboard the elven frigate.
31. If you haven't yet, give your pile of money to the street rat. One of the things he'll give you in return is a lockpick. Put it in the lock and start experimenting,
32. If you found out the Brotherhood was after you, what would you do?
33. Pay special attention to both the clock and the poetry book on the mantle.
34. Don't think of it as a clock; it's a combination lock. Look at the poetry book for help on the combination.
35. The poem has a combination imbedded in it. Each stanza contains a different time of day. If you turn the clock's single hand to each of these times, the hidden compartment in the fireplace will open.
36. That mural on the wall looks something like the merchant you're supposed to kill.
37. Perhaps the merchant's journal can tell you something about him and his lady-love.
38. Isn't somebody waiting for it?
39. Wouldn't it be nice to get some fresh air?
40. Use your lockpick. The sequence of sounds that it makes is the same for all locks: Clack, Tick, Thunk.
41. Maybe if you can't get to the necklace, you can have the necklace come to you.
42. You have to push the hands in the right order. The combination changes depending on the time of the month, which is determined by the particular continent that is obscuring the sun.

43. Why do you think Hugh referred to the necklace as a set of 'key' crystals.
44. Maybe it's time to send the treasure back where it came from. You don't want to be greedy, do you?
45. You're ready to go, and the guard who stopped you from leaving is hanging out in the Otherwhere.

***Return to Drevlin***

46. Talk to Grawple.
47. You should have three elbow pipe fittings, a T pipe fitting, and a straight pipe fitting.
48. Make sure that you use the T pipe as an elbow pipe. Don't worry about the extra hole. You'll plug that up later.
49. You're going to have to plug up the hole.
50. Make sure the pipes are working.
51. Grawple tells you that the map could be anywhere ancient parchments are found. Do you know anywhere nearby that such a collection exists?
52. Jarre tells you that Limbeck has been waiting for his bread and marmalade, and that he is a very sloppy eater. If there's too much marmalade on his bread, he gets it everywhere.
53. The Kicksey-Winsey handbook states that if you want the Kicksey-Winsey to mine for a certain type of ore, you must place a sample of it in the compartment on the control panel.
54. The statue looks like it wants something.

**Return to the Nexus**

55. You've got the Seal Piece. Xar wants it. You always do what Xar says. Hmm, this is a toughie.
56. Maybe there's a reason that he's telling you all this.
57. Read any good books lately?

Pryan*The Citadel*

58. Those indentations are a clue, but you can't do anything with the alcove yet. Read the Book of Pryan for more information.
59. Read the Book of Pryan to find their weakness.
60. There are some things just lying around the grove that you may need.
61. Was the Citadel the only landing site you had to choose from?

*Tree City*

62. Listen to what the cook has to say, observe anything that happens, and watch the elf girl.
63. Do you think she's happy with her doll?
64. Maybe some rope would come in handy.
65. Did you tell the prince that you'd turn his friend in to the adults?
66. Maybe something will happen if you hang around a while.
67. Maybe if you used something to hold it you wouldn't burn yourself.
68. He needs his ancestor's golden staff, a pretty present to give her, and the right words to say.
69. Has Zifnab shown up yet? If so, then you've learned a useful new spell.
70. She could really go for some flowers, if only you could find some attractive ones.
71. The prince didn't like your homemade poem, eh? Perhaps he needs some professional help.
72. Get into the swing of things.

73. Maybe there's a magic alternative.
74. Every time you try to climb toward the staff, the spider cuts you off.
75. You've heard some pretty scary stories about those insects crawling everywhere, but right now they're too docile to attack anything. Do you know any way to make them angry?
76. The insects shy away from the bad smell of the stink weed.
77. The insects are attracted to sweet smells. Do you have anything like that?
78. Once the spider is dead, you can get to the pod containing the golden staff. If you had a tool to cut the pod open, you could take the staff.
79. Do you think you know the princess well enough to ask a favor of her?
80. You still need one more representative of the mensch races: a dwarf. Do you know where the dwarves are supposed to live?

### *Return to the Citadel*

81. The Tytans are susceptible to the music printed in the Book of Pryan. When it is played correctly, the Tytans become immobilized. You can't play it, though. You don't have a flute and, even if you did, you aren't talented enough. Do you know anyone else who qualifies?
82. The vines are too thick and heavy to untie. You might have to cut them.
83. Now that the dwarf girl owes you a favor, maybe she can get it for you.
84. The Tytans only care about one thing, but they're pretty possessive about it: their crystal gem.
85. When you introduce your companions to the dwarf girl, she

tells you about a cure. She even gives you one of the ingredients: the dried herbs.

86. In the grove, pick up a nut and toss it to the animal. When he opens it, you'll notice that the Zuzu carefully sniffs the interior to make sure that the meat is good.
87. The Plith plant can be found nearby.
88. Have you met any dead bodies lately?
89. Have you cured the princess yet?
90. Elves tend to be a bit lighter than Patryns or humans.
91. Maybe if you got rid of the crystal, the Tytans would be less interested in you.
92. According to the dwarf girl, what did the dwarves want to do if they finally got their hands on the crystal?

### **Return to the Nexus**

93. You grabbed the crystal fragment from the dwarf girl for a reason.

### **Abarrach**

#### *Telestia*

94. He doesn't have much to offer, but he'll give you anything he's got.
95. Perhaps instead of trying to get the key, you should try convincing the butler to open the doors.
96. He says that he's waiting for someone to bring him the tea to serve to his master.
97. He's waiting for the fourth hour.
98. The dead worker's pail would be dandy to hang on the hook, but it's not heavy enough by itself. You'll need something to put in it.

99. That time dial looks interesting. Why don't you examine it closely?
100. The same method you used to climb up will work to go down.
101. Are you taking too much time to get to the foyer?
102. Read it.

*Kleitus' Palace*

103. Not really. Kleitus isn't a nice guy down deep, believe it or not.
104. Review Balthazar's journal.
105. That rare steak looks pretty good--definitely not your standard low-grade dog food. You hope this dog is hungry.
106. The jailers were nice enough to leave the key on a peg in the dungeon. Evidently, they didn't expect the dog to help you out.
107. You need the antidote. According to Edmund, it's located in a bar in the banquet room.
108. The tablecloth's border made up of different colored lines. The border passes right behind the colored bottles.
109. Is Edmund still poisoned and shackled?

*Secret Cave*

110. You could ignore them. They'd probably be happy with that. Just watch your step when you leave.
111. Perhaps you need a new perspective.
112. Talk to Balthazar.
113. You need to figure out how to get through the catacombs and how to defeat Kleitus' scepter. Be careful about reading the answer to this question. You don't want to learn more than you bargained for.

***Return to Telestia***

- 114.** The dead worker is immune to the snake's attacks, but he needs to be constantly reminded to keep a hold of the writhing serpent.
- 115.** If we sense that you are becoming frustrated (if you have moved the circles and reset the puzzle five times), a hint button will appear. Read the hint for more help.
- 116.** The dead dwarf doesn't see very well any more.
- 117.** If somehow you could bend the tongs of the scepter away from the headpiece, it would fall to the floor.
- 118.** Why'd you pick up the dead dwarf in the first place?

***Return to Kleitus' Palace***

- 119.** The dog is a hunting hound, trained to track.
- 120.** Remember, Kleitus I cast an illusion spell on the Colossus' containment rune. It's broken, but appears to be whole.
- 121.** The headpiece of the statue's scepter is an exact replica of the original. It would complete the containment rune.

**Return to the Nexus**

- 122.** Look at closely at the pendant that Edmund gave you.

**Chelestra**

- 123.** You can add a rune onto an existing spell, as long as the result is another real spell. You cannot add a rune onto a spell that would turn it into nonsense.
- 124.** Your furry friend would sure like to help out.
- 125.** You need to stop the fear magic from affecting you.
- 126.** The dragon's scales kept you from entering Sang-Drax's lair. They have the same magical properties as Sang-Drax himself.

127. Only something magically prepared to receive the naming runes will work.
128. Perhaps magic might help.
129. Just remember which way gravity works.
130. You have something that has ALL of the realms' naming runes.

### **Return to the Nexus**

131. Aren't you interested in Xar's research, even a little bit?

#### *Labyrinth*

132. When you wandered through this field before, it was winter and all of the vines were dormant.
133. Run away!
134. If only the choke vines would wake up, then the tiger-men would have a devil of a time getting to you.
135. The painting in the burial cave is an interesting insight into the tiger-man religion. A death god, showing nothing more than a skull and a black robe, hovers over its followers, zapping them with bolts of electricity. The tiger-men in the picture are clearly afraid.
136. Lightning strikes the spires in the field of choke vines with regularity.
137. A tracker might be able to find them, but the village's best man is out for the count.
138. The healer could probably use some magic help.
139. You need a weapon that hits its target true, every time, to pierce the chaodin through the heart. Your magic arrow might be useful, but it requires a bow.
140. It would be nice if the field of fear didn't affect you.

- 141.** Look at Zifnab's stone.
- 142.** Maybe Zifnab has something to say on the subject.

*Vortex*

- 143.** Your double's actions exactly mirror yours. If you lift your right hand, he lifts his left. Whenever you cast a spell, he casts the mirror image, which usually ends up being a non-sense spell.
- 144.** You could sure use a complete set of shears.
- 145.** Water drowns fire.
- 146.** If only Xar could communicate from beyond the grave.
- 147.** If you can't step on him, how about pelting him with a few tons of rock?
- 148.** Perhaps Xar wasn't referring to a part of his body, but a person.
- 149.** Blow him away.
- 150.** The History of the Sundering could be a great help here.
- 151.** You do have ONE Seal Piece left.

# ANSWERS

This section contains complete answers to the questions beginning on page 11.

## The Nexus

1. Take one of Lord Xar's glowlamps and bring it into the ship.
2. First, talk to Lord Xar. Then cast the Transfer Rune spell on the silver marker to transfer the rune from the marker to the steering stone. Then use the stone.
3. You won't be able to enter until the gate is already open. Then you'll HAVE to go back in.

## Arianus

### *Drevlin*

4. The 'gods' have a ship docked outside the caves. They've stored it there, but it will be awhile before you can get it.
5. You can't open the cabinet, no way, no how.
6. Go north from Limbeck's room, then northwest.
7. He won't be cooperative until the pipes are repaired and the gods are gone. You have to accomplish both of these things.
8. You'll need five pipe fittings to repair the broken section of the Kicksey-Winsey. Grawple is using one of them as a hearing aid. Another is the pipe-repair box at his feet. You won't be able to get all of the others until you get rid of the 'gods'. Jarre is using one to hang clothes on.
9. Before you can do anything here, you have to drive off the gods.
10. Set off the alarm at the sleeping dwarf's workstation by casting your Heat spell on the sensor. While the guard is distracted, just walk right by him.
11. The wizard has drunk himself into a stupor. Unless you do

something VERY noisy, he'll probably just sleep right through your visit.

12. You need to remove the glow spell from the figurines, but you can't do that just yet.
13. Duke Andrews tells you that his cousin, King Stephen, can rescue them. He gave you a ring to substantiate his story. Take it to the king.
14. Go to your ship. Use the steering wheel. Then click on King Stephen's castle on the travel map.

### *King Stephen's Castle*

15. Give Duke Andrews' ring to the guard. He'll escort you inside to see the king.
16. Pick up the rusty garden shear on the ground, then lift up the bar with it.
17. Cast the Create Reality Pocket spell on the tapestry, then enter it.
18. Give the wizard the jug of wine that you picked up on the elven ship.

### *Return to Dreolin*

19. There is a real candle holder in Trian's room at King Stephen's Castle. Limbeck will gladly accept it in exchange for the pipe.
20. You're going to have to remove the glow from the figurines aboard the elves' ship. In order to do that, you'll need to make a Shroud of Darkness.
21. Dip the white shirt from Jarre's room in the ink bottle. It will turn the white shirt into a black one.
22. Get the white T-shirt from Jarre's room. Put it in the black ink jug found in Limbeck's room. Cast Shroud of Darkness over the result. Place the Shroud on the figurines.

23. Go down into the slave galley. When Duke Andrews points out the hidden storeroom to the west, hide there.
24. You don't have what you need to open the strong box yet.
25. Open up the crate to the right of the strong box. There's a fully charged 'lectric zinger inside. When you activate it, the light and sound show will alert the humans lurking outside to your position.

### *Skurvash*

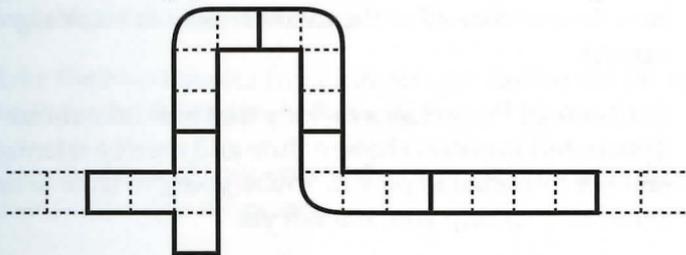
26. The waif isn't what he appears, but you should go after the toy anyway.
27. Cast the Swap spell on the street rat.
28. If you can convince Hugh the Hand (lounging inside the Devil's Workshop) to take you on as an apprentice, he'll escort you into the Tower.
29. Take the pry bar from the street rat's hidey-hole. Go to the storeroom aboard the elven frigate and break open the strongbox. Inside, you'll find a sack of jewels. Give it to the barkeep in the Devil's Workshop. Hugh will observe the transaction and call you over.
30. Take the pry bar from the street rat's hidey-hole. Go to the storeroom aboard the elven frigate and break open the strongbox. Inside, you'll find a sack of jewels. Give it to the barkeep in the Devil's Workshop. The barkeep will give you a pile of coins in exchange.
31. After you give your pile of coins to the street rat, he will eventually return with two items. One of them will be a lockpick. Put this in the merchant's lock. Then PUSH, JIGGLE, and TURN the lockpick. The door will spring open.
32. After the merchant found out that the Brotherhood had put a contract out on him, he packed up and left.
33. The journal is in a secret compartment in the face of the fireplace. The clock is a combination lock which will open it up.

34. The clock is a combination lock. You have to turn the hand to three specific times in order. This will spring the hidden compartment. The combination, taken from the marked poem in the poetry book on the mantle, is Wintertime, Toiltime, and Darktime.
35. The clock's hand starts out upon Mistymorne. The other stanzas contain the times--in order--Wintertime, Toiltime, and Darktime.
36. Cast the Create Reality Pocket spell on the mural, then enter it.
37. Tell the merchant that you are the messenger he's been waiting for. Say that you've come to collect the dowry, and that you want his amulet. The answers to the questions he asks are a) The Bouncing Beans b) five stepping stones c) How much?
38. Go to the tavern and give the magic amulet to Hugh the Hand.
39. Push the table under the window, open the window, and take note of the floating continent that obscures the sun.
40. Insert the lockpick in the door's lock, then SHAKE, PULL, and TILT it.
41. Look at the doll. Cast the Motion spell on the statue. Take the necklace.
42. Push the table in the initiation room, open the window, and look at the continent currently obscuring the sun. Find the continent's name on the street rat's parchment. The word above it consists of the first letters of the contents of the hands on the wall in the main hall. For example: if the continent outside the window is Aristagon, then the parchment indicates that Aristagon = 'DIE'. Press the Diamond hand, the Iron hand, and the Emerald hand--in that order. The wall should slide open.
43. Put the necklace that you took from the statue in the locked room upon the pedestal.

44. Pick the necklace up from the pedestal. This will not only send the treasure back to the Otherwhere, but Hugh and friend as well.
45. Leave the Tower by walking South. Your ship will take you back to Drevlin.

### *Return to Drevlin*

46. Now that you've driven the 'gods' off, Grawple is more inclined to give you some information, but he won't actually tell you anything until his pipes are fixed, so fix his pipes.
47. You need five pipe fittings. The first elbow fitting was located in Jarre's room, under the white T-shirt. The second and third elbow fittings were in the valve room. Grawple was using one as a hearing aid and the other was sitting in the repair box. The T pipe fitting was located in the strong box on board the elven ship. Limbeck was using the straight pipe as a candle holder. You can get that one by trading the silver candle holder from Trian's room inside King Stephen's castle.
48. Assemble the pipe sections as shown in this diagram.



49. Put the cork from Limbeck's bottle of ink on the hole in the fixed pipe.
50. Turn the valve.
51. Limbeck is writing his speech on the back of the map that Grawple wants.
52. Get a slice of bread and the jar of marmalade from Jarre's room. Put a dollop of marmalade on the bread slice three times. Then give the bread slice to Limbeck. He'll discard the parchment when he gets it all messy. Pick the map up from the floor.

53. Put the lump of ore in the compartment in the control panel of the Kicksey-Winsey. The digger will automatically mine a tunnel to the place that Grawple spoke about.
54. Place the crystal globe you took from the Tower of the Brotherhood into the statue's hands. The Seal Piece will rise from the floor. Take it.

## Return to the Nexus

55. Go to Xar's room and give him the Seal Piece.
56. Make a note of the six Sartan ancients along with the names that Xar gave them. You'll need them later.
57. Transfer the rune from the cover of the book of Pryan to the steering stone and use the stone to transport you to Pryan.

## Pryan

### *The Citadel*

58. The Citadel is the site for Pryan's Unification. You're going to have to convince all of the mensch races to work together to open it.
59. The book of Pryan has a melody that will immobilize the Tytans, but you don't have a flute and aren't a talented enough musician to play it. You're going to have to find somebody to help you, but not yet.
60. Take one of the shells from the pile under the squirrel creature's tree.
61. Reenter your ship, use the steering wheel, and fly to the Tree City.

### *Tree City*

62. If you've absorbed all of the information here, the next step is to make friends with the elf girl.
63. Give her the walking wooden doll you got from the street rat.

64. Get the clothesline in the clearing, then give it to the elf prince to haul him up.
65. If you've spoken with the prince about the human wizard, and you didn't threaten to turn him in, then the prince and his friends are waiting for you in the clearing to the south-east. If you did threaten to turn him in, you're going to have to make amends with the prince. Talk to him.
66. Click on the 'wait' button repeatedly. You and the children ARE waiting for Zifnab to show up, after all. Events will occur that will make things much clearer.
67. Pick up the ember with the shell that you picked up in the grove near the Citadel.
68. You're going to need to get the golden staff from the Maw, some blue flowers from the garden across the chasm from the clearing, and the book of poetry from the merchant's house (you should already have this one).
69. You cannot use the white disk until Zifnab appears. After he casts the transportation spell on it, you will learn that spell and should do the same.
70. Take the blue flowers from Zifnab's garden on the far tree after you have transported over to it.
71. Give the book of love poems that you picked up in the merchant's house to the prince.
72. Tie the clothesline to the branch in the dragon's lair, go down to the garden, and swing across the chasm.
73. Throw the black disk you got from the dragon's lair into the Maw. Then cast the transportation spell on the white disk at the campsite to transport yourself to the bottom.
74. You're going to have to kill the spider.
75. Put the shell containing the ember on the hive. It will catch fire and the insects will begin to swarm.
76. If you picked up some of the yellow flowers from Zifnab's

garden, crush them into a pile of petals. The resulting smell will keep the bugs away from you.

77. Throw the jar of marmalade at the spider. The insects will be attracted by the sweet smell and attack the spider.
78. After the spider is dead, cut open the pod containing the golden staff with the rusty shear.
79. When the prince has joined your party, talk to the princess. Ask her to do a favor for you, then ask her to accompany you.
80. Return to your ship with the prince and princess. Fly back to the Citadel landing, then go to the Tytan's forest.

#### *Return to the Citadel*

81. Give the book of Pryan to the princess, then ask her to play the tune inside. This will immobilize the Tytans for a time.
82. Cut the vines with the rusty shear.
83. Ask the dwarf girl to talk to the elders and convince them to give you the golden hammer. It might not work, but it's all you can do right now.
84. If the elders will only open the weapons vault when they are under attack, you must simulate such an assault. You'll have to steal the Tytans' gem and throw it into the dwarves' home.
85. When you introduce your companions to the dwarf girl, she lists the four necessary ingredients to cure the princess' cough, and even provides the dried herbs. The other three are the meat from the Zuzu nut, the plith plant, and Dead Man's friend.
86. In the grove, take a nut and stuff it full of the smelly yellow petals. Throw the nut to the animal. When he opens it, he'll sniff it, wrinkle up his face in disgust, and discard the meat. Take it.
87. A Plith plant grows right next to your ship at the Citadel landing. Just pick it up.

88. The toadstools grow under the corpse at the bottom of the Maw. Move the corpse, take the magic arrow, then take the toadstools.
89. Give all four ingredients--the dried herbs, the Plith plant, the meat of the Zuzu nut, and Dead Man's friend--to the princess to cure her cough. Then have her play the tune from the book of Pryan while you go north past the tree stump, into the Tytans' forest.
90. Ask the elf prince to climb the tree and get the crystal.
91. Pull the branch to open the stump and throw the crystal in.
92. Go back to the Citadel and wait for the dwarf girl.

### Return to the Nexus

93. Abarrach's rune is located on the crystal fragment. Cast Rune Transfer on the crystal, place the rune upon your steering stone, and use the steering stone to take you into Abarrach.

### Abarrach

#### *Telestia*

94. Ask the dead worker for his pail. You'll want him to accompany you later, but not just yet.
95. You can't ever get the key. You must convince the butler to open the doors for you. Talk to the butler.
96. Get the toy tea set from the nursery and give it to the butler.
97. He's waiting for the clock tower to toll four times. You'll have to make that happen before he will open the doors for you.
98. Get the bucket from the dead worker. Get the pile of rocks from the snake's cave. Put the rocks into the pail. Then put the pail on the hook in the clock tower. Climb the rope and then wind the drum. The weight of the pail filled with rocks will pull the rope down slowly and start the clock working.

99. Turn the time dial until the hand is just before the fourth hour.
100. Pull the release lever. The drum will unwind and you can climb down the rope.
101. You're taking too long in the clock tower. After the clock bongs, pull the release lever immediately and go directly to the foyer.
102. Read the journal from cover to cover. You'll learn two spells and a new place to go. Then return to your ship and take it to Kleitus' palace.

### *Kleitus' Palace*

103. Kleitus planned on poisoning you before you ever entered the room. Don't take it personally.
104. You have to cast Possession on the dog.
105. Give the steak to the dog, then cast the Hunger spell on him. He'll come just within reach. You can then cast Possession on the dog.
106. While your soul is in the dog, get the key from the peg on the wall and give it to your lifeless body. When you decide to touch your body to transfer your soul back, you'll be able to pick up the key and unlock your shackles as well as Edmund's.
107. Possess the dog, go north out of the dungeon, then go upstairs. Eventually, you'll find the banquet room. The wet bar containing the bottles of wine and the antidote is at eye-level (you being a dog, and all).
108. The different colored lines of the tablecloth's border are filtered through the colored glass of the bottles. When the color of the line matches the color of the bottle, the line is filtered away. The only bottle that allows ALL of the lines to pass through is the clear bottle, the second bottle from the left. Take it and return to your body. Drop it, touch your body, take it again, and drink from it.

- 109.** Give the clear bottle to Edmund. Unlock his manacles with the key. Talk to Edmund and ask if he will accompany you. Before you leave, be sure to take everything you can. Then Edmund will point out a secret passage in the hallway outside of the catacombs.

### *Secret Cave*

- 110.** Either talk to them, or walk out (you'll bump into one of them and have a conversation regardless). At the end of the dialog, one of the gamblers will give you four rune-bones.
- 111.** Cast the Possession spell on the dog and look at the east wall.
- 112.** Talk to Balthazar and tell him about the illusory cave wall to the east.
- 113.** Aside from Kleitus, only one other knows the way through the catacombs, and that is Kleitus I's original dwarf slave. He's located in the caverns in Telestia, behind the snake's lair. In order to render Kleitus' scepter useless, you have to replace the chunk of the Colossus that is missing. You can't get the original, but you do have access to a replica, which will work just as well. The headpiece of the scepter held by the statue in the clock tower is an exact copy of the chunk.

### *Return to Telestia*

- 114.** Go to the nursery above the foyer. Take the children's book from the dead nanny. Read it, flip to the poem 'Get That Snake', and stop reading. Talk to the nanny and ask her to accompany you. Go to the snake's lair and give the book to the nanny. She'll start reading aloud and forget all about you. Go outside to the fields, ask the dead worker to accompany you, then reenter the snake's lair. Jethro will hear the rhyme, assume that it's a command, and grab the snake. Then you can go north to the wall.
- 115.** Click on all of the four corner circles once, click on all four of the outside middle buttons twice (one sequence of all four, then another), and click on the center button once. This is a total of 13 separate click actions.

116. Wear the black robe you took from Kleitus' grave, then talk to the dead dwarf. He will mistake you for Kleitus I and, once asked, will follow you anywhere.
117. You need the vise from Kleitus' dungeon. Tighten it so that it will fit in the tongs of the scepter. Put it in the scepter and loosen the vise. The headpiece will fall out. Take it.
118. Reenter your ship, pilot it back to Kleitus' palace, and go back to the hallway outside the catacombs.

### *Return to Kleitus' Palace*

119. Take the cloth from the door. Show it to the dog. Following the dead dwarf's trail, the dog will guide you through the catacombs.
120. Cast the Unravel Illusion spell on the Colossus' containment rune. The hole will appear.
121. Place the headpiece in the hole.

### Return to the Nexus

122. Cast the Rune Transfer spell on Edmund's pendant. Transfer the rune for Chelestra onto the steering stone. Use the steering stone to pilot the ship to Chelestra.

### Chelestra

123. Read Balthazar's journal. It shows the Ward spell and the rune that was used to modify it into the Possession spell. This rune is also depicted on one of your rune bones (it should be the second from the left in your inventory). Cast the Rune Transfer spell on the rune bone, then transfer the rune onto the spell on the city gate.
124. Cast Possession on the dog and run for your life towards the west.
125. After you escape from Sang-Drax and survive your encounter with Samah, put some water into your clear bottle at the beach landing. Cast Nullify Water on the bottle, then

- drink from it. For a short while, your magical abilities will be gone, but other magic can't affect you, including the field of fear in the cave.
- 126.** While you are nullified, take the scales from Sang-Drax's cave, go back to the rock pile outside the city, and put them on the pile. The stone will react to the magic in the scales and start to glow. Then you can take it.
- 127.** You need the ceremonial globe in the council chambers.
- 128.** There's a rug on the floor with a lovely forest scene upon it. Push the globe. It will roll off its stand onto the rug. Cast Create Reality Pocket on the rug and the globe will fall through into the picture. Pick up the rug and take it to the ship.
- 129.** Put the rug on the supporting beam on board your ship. Cast Create Reality Pocket on the rug, enter it, and push the globe out of the portal. It will fall on the stand inside your ship.
- 130.** Cast Rune Transfer on Edmund's pendent and transfer its runes onto the globe. Now, you can use the globe to go back to the Nexus.

## Return to the Nexus

- 131.** Take the history book from Xar's desk. Read it.

### *Labyrinth*

- 132.** Cast the Cold spell on the choke vines.
- 133.** At this point, you can't get by them. Run southwest, then south to rest at the final gate.
- 134.** Cast the Heat spell on the choke vines. They will wake up, grab the tiger-men, drag them off to the nearest spire, and bind them there. After a while, a lightning strike will take care of them.
- 135.** You have to emulate the dark god in the painting on the burial cave wall. You can make one with your "Tiger-Man Death

God Kit' (tm), including a 'lectric zinger, a black robe, and a tiger-man skull found on a pole outside of the burial cave.

- 136.** While the choke vines are active, throw the zinger at them. Reflexively, they'll grab the zinger and take it to a spire where lightning will hit it. Then cast Cold on the vines again and reclaim the zinger.
- 137.** Heal the tracker, then ask him to find Xar and the Dragon.
- 138.** Apply your healing salve to the tracker.
- 139.** The magic arrow can pierce the chaodin through the heart and kill it before a drop of blood will spill. The arrow requires a bow to shoot it, however. You can make one with the bow-shaped bone from the burial cave and the cord dropped from the healer's sack.
- 140.** Drink from the clear bottle. The water will nullify your magic ability, and the field of fear will no longer affect you.
- 141.** As Zifnab described, crush the glowing green stone.
- 142.** Talk to Zifnab.

### *Vortex*

- 143.** You must cast the mirror image of the Self Immolation spell. The spell will be nonsense to you, but when your double casts the reverse, the magic will actually take affect and he will destroy himself. The easiest way to do this is to select the Self Immolation spell from your list of spells, examine the runes closely, then rebuild the spell by switching the leftmost and rightmost runes. The construct won't glow, but cast it anyway.
- 144.** Search through your double's remains. You will discover duplicates of everything you have. When you put both halves of the shears together, you'll have a complete set. Go north into the nest of tentacles and simply clip them away with your new tool.
- 145.** Place the Water Seal Piece in the water spire.

- 146.** Cast Resurrection on Lord Xar. Then talk with him.
- 147.** Place the Stone Seal Piece in the earth spire.
- 148.** Xar was referring to Orseph, the Devil of the Heart. He was one of the Sartan responsible for the original Sundering, and is referenced in the History of the Sundering.
- 149.** Place the Air Seal Piece in the air spire.
- 150.** Read the History of the Sundering and look specifically at the starting rune for Orseph's spell. When you move the focus, the interface is in the same orientation as the diagram. Move the focus over the symbol that matches Orseph's rune.
- 151.** Place the Nexus Seal Piece in the focus. This will ignite the Interconnection spell, and you will win the game. Congratulations.

# WALKTHROUGH INPUT LIST

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This section details all inputs necessary to complete the game in the most efficient manner. If you have checked the Puzzles & Answers section and are still lost (or if you are simply in a hurry), this section is probably just the help you need. For you adventurous souls, although you must visit the worlds in the order listed here, within each world many other routes are possible.

## Nexus

Talk to Xar.

Select "What is your plan?"

Take the glowlamp

West

West

Cast Rune Transfer on the marker

Transfer marker onto steering stone

Use the steering stone

## Arianus

Northeast

Northeast

In conversation with Jarre.

Select "I'm no god. Just a traveler."

Select "Can we talk about this later? I'm kind of in a hurry."

Take the white shirt

Take the elbow pipe

Take the marmalade

Take the bread slice

East

In conversation with Limbeck.

Select "I'm Haplo. What are you?"

Select "Whoa, take it easy. I think this conversation was a mistake."

Take the cork

North

Northwest

Take the elbow pipe from the box labeled "Pipe Repair"

Talk to old dwarf.

Select "Could I ask you a few questions?"

Select "Why don't you fix the pipes?"

Select "What about that box labeled 'PIPE REPAIR' on the floor?"

Select "What became of the missing pipe fittings?"

Select "Wait a second, what exactly are you holding in your ear?"

Select "Tell you what, if I repair your pipe, will you tell me what I need to know?"

Select "I don't think that pipe helps you hearing all that much. Can I have it?"

Select "Who cares about your plumbing problems? I think your personally blocked up! Constipation would answer a lot of questions about your personality."

Southeast  
 North  
 Cast Heat on the sensor  
 North  
 Up  
 Take the wine jug  
 Down  
 Down  
 Talk to the Duke.  
 Select "First things first. Who are you?"  
 Select "Why haven't you been rescued before?"  
 Select "If King Stephen knew you were here, could he rescue you?"  
 Select "That's all. Thanks for the information."  
 Up  
 South  
 South  
 South  
 West  
 Southwest  
 Southwest  
 Use the steering wheel  
 "Click" on King Stephen's castle

**Castle Landing**

Northeast  
 North  
 Give the ring to the guards  
 In conversation with King Stephen.  
 Select "Your cousin gave it to me to substantiate my story. If you'll allow me a couple words between threats, I'll relate the facts."  
 Select "Well, it's like this..."  
 West

Take the shear  
 Lift the bar with the shear  
 Open the shutter  
 North  
 Take the book or Look at the Books  
 Take the candle holder  
 Use Magic on the tapestry  
 Cast Create Reality Pocket on the tapestry  
 West  
 Give the wine jug to the wizard  
 Talk to the wizard.  
 Select "So, you're a wizard, huh?"  
 Select "If you hate this dungeon so much, can't you use your magic to change it?"  
 Select "How exactly does that 'Shroud of Darkness' spell go?"  
 South  
 East  
 South  
 Southwest  
 Use the Steering Wheel  
 "Click" on Drevlin

**Drevlin**

Northeast  
 Northeast  
 East  
 Put the Marmalade on the bread slice  
 Put the Marmalade on the bread slice  
 Put the Marmalade on the bread slice  
 Give the bread slice to Limbeck  
 Take the parchment

Give the candle holder to  
 Limbeck  
 Put the white shirt in the ink jug  
 North  
 North  
 Use Magic on the sensor  
 Cast Heat on the sensor  
 North  
 Up  
 Use Magic on the black shirt  
 Cast Create Shroud of Darkness  
 on the black shirt  
 Put the black shirt on the fig-  
 urines  
 Down  
 West  
 Open the box  
 Take the zinger  
 Activate the zinger  
 In conversation with King  
 Stephen.  
 Select "Wasn't there some-  
 thing about 'making it  
 worth my while'?"  
 Select "Perhaps you could just  
 supply some information."  
 Select "Where is the tower  
 located?"  
 Select "What about that elven  
 ship I just delivered to you.  
 Couldn't that sneak me into  
 Skurvash?"  
 Select "Very well. It looks like  
 my only alternative. Let's  
 get going."

**Skurvash**

North  
 "Click" on Wait  
 In conversation with the Street  
 Rat.

Select "Of course I'll help you,  
 lad. Wait here"  
 West  
 Use Magic on the Street Rat  
 Cast Swap on the street rat  
 In conversation with the Street  
 Rat.  
 Select "I'm looking for some-  
 thing."  
 Select "All right. I'll release  
 you if you agree to help me  
 out."  
 Pull the net  
 Look at the doll  
 Northwest  
 Take the prybar  
 Southeast  
 East  
 South  
 Down  
 West  
 Break the lock with the prybar  
 Open the strongbox  
 Take the T pipe or Take the Jewel  
 Sack  
 East  
 Up  
 North  
 East  
 Give Jewel Sack to barkeep  
 In conversation with barkeep.  
 Select "I've got something to  
 sell."  
 In conversation with Hugh.  
 Select "What's it to you?"  
 Select "Of course I'm interest-  
 ed. What lowlife cut-throat  
 wouldn't be?"  
 Select "Who's the target?"  
 Select "All right. I'm on the  
 job."

West  
 West  
 Northwest  
 Give the money to the street rat  
 Wait  
 In conversation with Street Rat.  
   Select "Good work.  
     Expensive, but good. I'll  
     take it from here."  
 Southeast  
 East  
 Southeast  
 Put the lockpick in the lock  
 Push the lockpick  
 Jiggle the lockpick  
 Turn the lockpick  
 Take the poetry book  
 Look at the clock  
 Click on Wine Time  
 Click on Toil Time  
 Click on Dark Time  
 Take the journal  
 Use Magic on the portrait  
 Cast Create Reality Pocket on the  
 portrait  
 North  
 In conversation with the  
 Merchant.  
 Select "No, I haven't seen  
 him."  
 Select "Why are you trying to  
 fill time?"  
 Select "I'm a messenger from  
 you wife-to-be. She sent me  
 with the dowry  
 information you've been  
 waiting for."  
 Select "It's quite simple. She  
 wants your magic amulet."  
 Select "You'll just have to trust  
 me."

Select "The Bouncing Beans."  
 Select "Er, five?"  
 Select "How much?"  
 West  
 Northwest  
 East  
 Give the amulet to Hugh  
 Push the table  
 Open the shutter  
 Look at the floating continent  
   (Important: Note its name)  
 Southeast  
 Put the lockpick in the lock  
 Shake the lockpick  
 Pull the lockpick  
 Tilt the lockpick  
 Northeast  
 Use Magic on the statue  
 Cast Motion on the statue  
 Take the necklace  
 Southwest  
 Read the paper  
 Find the name of the continent  
 you saw earlier and take note  
 of the word above its name  
 Spell out this word by pushing  
 the hands on the wall whose  
 contents begin with the letters  
 of that word.  
 [Example: 'R' for Ruby]  
 North  
 Put the necklace on the pedestal  
 Take the Book of Pryan  
 Take the handbook  
 Take the crystal globe  
 Take the necklace  
 South  
 South  
**Drevlin**  
 South

Northwest  
 Fix the broken pipe with the elbow pipe  
 Put the cork in the fixed pipe  
 Turn the valve  
 Show the parchment to the old dwarf  
 Southeast  
 East  
 Open the compartment  
 Put the iron ore in the compartment  
 East  
 Put the crystal globe on the statue  
 Take the Air Seal Piece.  
 West  
 West  
 South  
 West  
 Southwest  
 Southwest  
 Use the Steering Stone

**Nexus**

East  
 East  
 Give the Air Seal Piece to Xar  
 In conversation with Xar.  
 Select "Can you tell me about your research?"  
 Select "Tell me about Samah."  
 Select "What did you learn about Dimitri?"  
 Select "Who is Orseph?"  
 Select "Can you tell me about Lornoi?"  
 Select "Tell me about Tylor."  
 Select "Who is this Walyth?"  
 Select "Let's go back to some other topic."

Select "That's enough for right now. I'd like to talk to you later, if you don't mind."

West  
 West  
 Use Magic on the Book of Pryan  
 Cast Rune Transfer on the Book of Pryan  
 Transfer the Book of Pryan onto the steering stone  
 Use the steering stone

**Pryan**

North  
 Take the pink plant  
 West  
 West  
 Take the shell  
 Take the nut  
 East  
 East  
 South  
 Use the steering wheel  
 "Click" on Tree City

**Elf Landing**

Northeast  
 Northeast  
 Take the clothes line  
 West  
 In conversation with the cook.  
 Select "I'm just a traveler."  
 Select "Work? You've got to be kidding!"  
 Select "Of course I'll give you a hand."  
 Give the doll to the elf child  
 In conversation with the cook.  
 Select "You mean it's going to smell like that in here all day? I think I'm done with

this dough! You see? All nice and kneaded!"

East

East

Give the clothes line to the elf prince

In conversation with the elf prince.

Select "Have you met this human wizard who supposedly talks to children?"

Select "Never heard of him."

Select "Of course not. He sounds harmless enough."

Select "All right. Let's go."

Southeast

Wait

Wait

Wait

Wait

Wait

Take the ember with the shell

Wait

Wait

Use Magic on the white disk

Cast Transportation on the white disk

In conversation with Zifnab.

Select "I have had enough. Good-bye, Sartan."

Take the black disk

Tie the clothes line to the branch

Down

Take the yellow flowers

Take the blue flowers

South

East

Throw the black disk into the Maw

Southeast

Use Magic on the white disk

Cast Transportation on the white disk

Push the corpse

Take the arrow

Take the toadstools

Throw the marmalade at the spider

Crush the yellow flowers

Put the shell with ember on the hive

Cut the pod (containing the golden staff) with the shear

Use Magic on the black disk

Cast Transportation on the black disk

Give the gold staff to the elf prince

Give the blue flowers to the elf prince

Give the poetry book to the elf prince

Talk to the human princess.

Select "Would you mind doing me a favor?"

Select "I was wondering if you'd accompany me somewhere. I need you to use your golden sword for a task."

Give the Book of Pryan to the human princess

In conversation with the human princess.

Select "No. Wait a while. I'll tell you when."

Select "That's all I have to say."

Northwest

West

Southwest

Southwest

Use the steering wheel  
"Click" on Citadel

**Citadel Landing**

North

West

West

Put the yellow petals in the nut

Give the nut to the animal

Take the nut meat

East

North

North

Talk to the human princess.

Select "Would you mind doing me a favor?"

Select "Could you start playing that tune from that book I gave you?"

Cut the vines with the shear

In conversation with the Dwarf girl.

Select "Because you were in trouble. Everyone should help out those in trouble."

Select "That's fine, but could I talk with you a while before I ask for anything?"

Select "Let me introduce you to my companions."

Select "Can I have those herbs?"

Select "Can we talk about some other things?"

Select "Do you know anything about a golden hammer?"

Select "Do you think you could get it for me? That could be my favor."

Select "Could you go ask the elders if they'd make an

exception? No one seems to want the hammer anyway."

South

Give the pink plant to the human princess

Give the herbs to the human princess

Give the nut meat to the human princess

Give the toadstools to the human princess

North

In conversation with the Dwarf girl.

Select "I don't know about anything else. Perhaps we should talk a bit more."

Select "Could we go back to the subject of the golden hammer again?"

Select "This is getting us nowhere. The only thing I need is the golden hammer. Could you go try again to get it?"

Select "Very well. If you do somehow get the hammer, meet me at the 'Shining City'. I need you to do something with it there."

Talk to the human princess.

Select "Would you mind doing me a favor?"

Select "Could you start playing the tune from the book I gave you?"

North

North

North

North

Talk to the elf prince.

Select "Could you climb the tree and get that crystal?"

South

South

South

South

Pull the branch

Put the crystal fragment in the stump

South

Wait

In conversation with Zifnab.

Select "What will happen when I crush it?"

Take the Fire Seal Piece

North

East

South

Use the steering stone

## Nexus

East

East

Give the Fire Seal Piece to Xar

North

In conversation with Xar.

Select "That's enough for right now. I'd like to talk to you later, if you don't mind."

West

West

Use Magic on the crystal fragment

Cast Rune Transfer on the crystal fragment

Transfer the crystal fragment onto the steering stone

Use the steering stone

## Abarrach

Northeast

Northeast

Take the pail

North

Take the rocks

Put the rocks in the pail

South

East

North

Up

Take the tea set

Take the children's book

Read the children's book

Turn the pages of the children's book to the poem "Get That Snake"

Stop reading the children's book

Talk to the dead nanny

Select "Would you accompany me? I know where your book is."

Down

Give the tea set to the dead butler

South

East

Up

Turn the time dial

Turn the time dial

Turn the crank

Put the pail with rocks on the hook

Wait

Pull the release lever

Down

West

North

East

Take the book

Read the book from cover to

cover  
 Close the book  
 West  
 South  
 West  
 Southwest  
 Southwest  
 Use the steering wheel  
 "Click" on Kleitus' Palace

### Kleitus' Palace

Northeast  
 Northeast  
 In conversation with Kleitus.  
 Select "I'm not your friend  
 Kleitus."  
 Select "I'm alone."  
 Select "None of your business,  
 tyrant."  
 Select "Don't mind if I do."  
 Use Magic on the dog  
 Cast Hunger on the dog  
 Give the steak to the dog  
 Use Magic on the dog  
 Cast Possession on the dog  
 North  
 Up  
 Take the second bottle from the  
 left  
 Down  
 South  
 Give the bottle to Haplo  
 Take the key ring  
 Give the key ring to Haplo  
 Touch Haplo  
 Take the clear bottle  
 Drink from the clear bottle  
 Give the clear bottle to Edmund  
 Take the key ring  
 Unlock your manacles with the  
 key ring

Unlock Edmund's manacles with  
 the key ring  
 Take the vise  
 Talk to Edmund.  
 Select "Would you accompany  
 me? I'm looking to get out  
 of here."  
 North  
 West  
 Southwest

### Secret Cave

Northeast  
 East  
 Use Magic on the dog  
 Cast Possession on the dog  
 Touch Haplo  
 Talk to Balthazar.  
 Select "Have you noticed any-  
 thing unusual about that  
 cave wall to the east?"  
 Select "What would you say if  
 I told you that it was an  
 illusion?"  
 Select "I've looked at it  
 through the dog's eyes, and  
 it's no there. What do you  
 think that means?"  
 East  
 Take the spell book  
 Read the spell book from cover  
 to cover  
 Close the spell book  
 Take the robe  
 West  
 In conversation with Balthazar.  
 Select "I just had an incredible  
 vision when I picked up  
 this black robe. What do  
 you think it means?"  
 Select "That's all I need to

know."

Talk to the gamblers.

Select "Since I was responsible for your throw, don't you owe me some of your winnings?"

Select "That's all. Thanks pal.

West

Southwest

Use the steering wheel

Click on Telestia

**Telestia**

Northeast

Talk to the dead nanny .

Select "Would you accompany me? I know where your book is."

Northeast

Talk to dead worker.

Select "Would you accompany me?"

North

Give the children's book to the dead nanny

North

Click on the top left corner arrow

Click on the top right corner arrow

Click on the bottom right corner arrow

Click on the bottom left corner arrow

Click on the top center arrow

Click on the top center arrow

Click on the right center arrow

Click on the right center arrow

Click on the bottom center arrow

Click on the bottom center arrow

Click on the left center arrow

Click on the left center arrow

Click on the center arrow

Wear the robe

Talk to the dead dwarf.

Select "Of course. Come with me now. We shall go there immediately."

South

South

East

East

Up

Tighten the vise

Put the vise in the scepter

Loosen the vise

Take the headpiece

Down

West

West

Southwest

Southwest

Use the steering wheel

Click on Kleitus' Palace

**Kleitus' Palace**

Northeast

East

North

Take the cloth

Show the cloth to the dog

North

North

North

North

West

South

West

North

North

North

West

North

North  
 North  
 Use Magic on the rune (on the colossus)  
 Cast Unravel Illusion on the rune  
 Put the headpiece in the hole  
 Take the Stone Seal Piece  
 South  
 West  
 Southwest  
 Use the steering stone

**Nexus**

East  
 East  
 Give the Stone Seal Piece to Xar  
 In conversation with Xar.  
 Select "That's enough for right now. I'd like to talk to you later, if you don't mind."  
 West  
 West  
 Use Magic on the pendant  
 Cast Rune Transfer on the pendant  
 Transfer the pendant onto the steering stone  
 Use the steering stone

**Chelestra**

Northeast  
 Put the water in the clear bottle  
 West  
 Use Magic on the rune bone (second from the left in your inventory)  
 Cast Rune Transfer on the rune bone  
 Transfer the rune bone onto the spell on the city gate

Use Magic on the dog  
 Cast Possession on the dog  
 West  
 In conversation with Samah.  
 Select "All right, Sartan. You want the truth? I'll give it to you!"  
 Select "I don't have time for talk. Now's the time for action!"  
 Use Magic on the rug  
 Cast Create Reality Pocket on the rug  
 Push the globe  
 Take the rug  
 East  
 East  
 Use Magic on the clear bottle  
 Cast Null Water on the clear bottle  
 Drink from the clear bottle  
 North  
 Take the scales  
 South  
 West  
 Put the scales on the rock pile  
 Take the stone  
 East  
 Southwest  
 Put the rug on the beam  
 Wait  
 Use Magic on the rug  
 Cast Create Reality Pocket on the rug  
 West  
 Push the globe  
 East  
 Use Magic on the pendant  
 Cast Rune Transfer on the pendant  
 Transfer the pendant onto the

globe  
Use the globe

**Labyrinth**

East  
East  
Take the history book  
Read the history book  
(Important: Take note of the position and design of the rune associated with Orseph)  
Northwest  
North  
Use Magic on the choke vines  
Cast Cold on the choke vines  
North  
Northeast  
Southwest  
South  
Use Magic on the choke vines  
Cast Heat on the choke vines  
Throw the zinger at the choke vines  
Use Magic on the choke vines  
Cast Cold on the choke vines  
Take the zinger  
North  
Northeast  
East  
Take the bone  
West  
Take the skull  
Put the skull on the zinger  
Put the robe on the zinger  
Northwest  
Activate the zinger  
Apply the salve to the tracker  
Take the cord  
Talk to the tracker.  
Select "Do you think you could help me?"

Select "I'm on the trail of Lord Xar and his companion, who happens to be a shape shifting dragon. Do you think you can find them?"

North  
Put the cord on the bone  
Shoot the arrow at the chaodin  
Drink from the clear bottle  
North  
Crush the stone  
Talk to Zifnab.  
Select "What do we do now?"  
Select "All right. I'm ready to go. Take us through, Zifnab."

North  
Use Magic on the double  
Cast the mirror image of Self-Immolation on Haplo  
(Reconstruct the Self-Immolation spell but switch the left-most and right-most runes. Do not move the top and bottom runes)  
Search the ashy remains  
Put the shear on the shear  
North  
North  
Cut the tentacle with the shears  
Cut the tentacle with the shears  
Cut the tentacle with the shears

**The End Game**

North  
Move the focus  
Click on the rune to the immediate left of the focus (Orseph's rune, learned from the history book)  
Click on 'EXIT'

## The End Game

---

Put the Water Seal Piece in the  
water spire

Put the Stone Seal Piece in the  
earth spire

Put the Air Seal Piece in the air  
spire

Put the Nexus Seal Piece in the  
focus

The End.

# SCORING

For the detail oriented gamers among us, this listing shows you exactly how you earn the 1,500 points available in this game.

---

<b>Number of Points</b>	<b>Achievement</b>
-----------------------------	--------------------

---

## *Nexus*

- |    |  |
|----|--|
| 5  | Take the glowlamp.                                 |
| 10 | Transfer the Arianus rune onto the steering stone. |

## *Arianus*

- |    |   |
|----|---|
| 5  | Take Jarre's elbow pipe.  |
| 5  | Ask Grawple for his 'hearing aid' elbow pipe.                         |
| 10 | Cast Heat spell on the sensor.  |
| 5  | Ask the Duke about rescue; he gives you his ring.                     |
| 5  | Give the Duke's ring to the King's guard.                             |
| 5  | Lift the bar with the shear.  |
| 10 | Cast Create Reality Pocket spell on the tapestry in<br>Trian's study. |
| 5  | Give the wine jug to the elf wizard.                                  |
| 10 | Ask elf wizard about Shroud of Darkness spell.                        |
| 5  | Put the white shirt in the jug of ink.                                |
| 5  | Cast Create Shroud of Darkness spell on the black<br>shirt.           |
| 15 | Put the darkened black shirt on the glowing fig-<br>urines.           |
| 5  | Hide aboard the elf ship when it leaves Drevlin.                      |
| 10 | Discharge the 'lectric zinger in the elf ship.                        |
| 20 | Cast Swap spell on the street rat when you're in the<br>net.          |
| 5  | Take the prybar.  |
| 10 | Break the strongbox lock with the prybar.                             |
| 10 | Give the jewel sack to the bartender.                                 |
| 10 | Give the money to the street rat.                                     |
| 10 | Pick the lock on the merchant's house.                                |
| 15 | Solve the merchant's clock puzzle.                                    |

<b>Number of Points</b>	<b>Achievement</b>
15	Enter the merchant's portrait.
10	Give the merchant's amulet to Hugh the Hand.
20	Pick the lock in the Tower of the Brotherhood.
10	Cast Motion spell on the crystal statue.
25	Open the door to the treasure room.
10	Put the crystal necklace on the pedestal in the treasure room.
5	Take the crystal globe.
5	Take the Book of Pryan.
5	Take the Kicksey-Winsey handbook.
15	Take the crystal necklace from the pedestal in the treasure room.
5	Give the candle holder to Limbeck.
20	Repair the pipes.
10	Put the cork into the tee pipe.
10	Give the map to the old dwarf.
10	Put the iron ore into the compartment on the Kicksey-Winsey control panel.
25	Put the crystal globe into the hands of Samah's statue.
25	Take the Air Seal Piece.
<b><i>Pryan</i></b>	
10	Transfer the Pryan rune onto the steering stone.
5	Take the nut shell.
5	Give the walking doll to the elf girl.
10	Give the clothes line to the elf prince when he's stuck on the ledge.
5	Take the ember with the nut shell.
10	Cast Transportation spell on the white disk.
10	Take Zifnab's black disk.
10	Tie the clothes line to the branch in Zifnab's tree.
10	Throw Zifnab's black disk into the Maw.
5	Take the toadstools.
5	Take the magic arrow.
10	Throw the marmalade jar at the spider.
5	Crush the yellow flowers.
10	Put shell with ember in hive; stinging insects kill spider.
10	Cut the pod with the shear.
10	Give the gold staff to the elf prince.

---

**Number  
of Points****Achievement**

---

- 5 Give the blue flowers to the elf prince.
- 5 Give the poetry book to the elf prince.
- 10 Give the book of Pryan to the human princess.
- 10 Free the dwarf girl from the Tytans.
- 5 Take the nut.
- 10 Give the tainted nut to the animal.
- 5 Give the nut meat to the human princess.
- 5 Give the toadstools to the human princess.
- 5 Give the herbs to the human princess.
- 5 Give the pink plant to the human princess.
- 5 Cure the human princess' cough (included with one of the four above).
- 10 Ask the elf prince to take the crystal fragment.
- 10 Put the crystal fragment in the hollow stump.
- 25 Enter the Citadel.
- 25 Take the Fire Seal Piece.

***Abarrach***

- 10 Transfer the Abarrach rune onto the steering stone.
- 5 Take the bucket.
- 10 Give the tea set to the butler.
- 20 Enter Balthazar's study.
- 5 Read Ward spell from Balthazar's book.
- 5 Read Possession spell from Balthazar's book.
- 5 Discover the illusionary wall in Balthazar's cave.
- 15 Tell Balthazar about the illusionary wall.
- 10 Take Kleitus I's robe.
- 10 Kleitus throws you into the dungeon.
- 5 Cast Hunger spell on the dog
- 5 Give the steak to the dog.
- 10 Cast Possession spell on the dog.
- 10 Drink the antidote.
- 10 Give the antidote to Prince Edmund.
- 5 Unlock your manacles.
- 5 Unlock Prince Edmund's manacles.
- 5 Take the vise.
- 15 Return to your ship with Prince Edmund.
- 20 Jethro grabs the snake.
- 10 Wear Kleitus I's robe.
- 10 Talk to the dead dwarf while wearing Kleitus I's robe.

<b>Number of Points</b>	<b>Achievement</b>
10	Open the vise when it's in the scepter.
10	Enter the catacombs when the dead dwarf is with you.
15	Give the cloth to the dog to follow the dwarf through the catacombs.
10	Enter the Colossus room.
10	Cast Unravel Illusion spell on the Colossus' ward rune.
25	Put the headpiece on the Colossus' ward rune.
25	Take the Stone Seal Piece.
<b><i>Chelestra</i></b>	
10	Transfer the Chelestra rune onto the steering stone.
20	Transfer rune bone onto Ward spell.
25	Cast Possession spell on the dog when Sang-Drax kills you.
20	Enter the Sartan council chamber.
15	Take the glowing stone from the pile of rocks outside the Sartan city.
10	Cast Null Water spell on the bottle of water.
20	Push the stone globe from the rug into your ship.
10	Transfer Edmund's pendant onto the stone globe.
<b><i>Labyrinth</i></b>	
10	Cast Cold spell on the choke vines.
15	Cast Heat spell on the choke vines when the Tiger men are chasing you.
10	Throw the 'lectric zinger at the choke vines.
20	Discharge the 'lectric zinger in the Patryn village, scaring the Tiger men away.
10	Put the healing salve on the tracker.
10	Shoot the magic arrow at the chaodin.
10	Enter Sang-Drax's cave.
20	Crush the glowing stone in Sang-Drax's cave.
<b><i>Vortex</i></b>	
25	Cast mirror-image of Self Immolation spell for your double.
10	Cut the first tentacle with the shears.
10	Cut the third tentacle with the shears.
20	Reveal the false Haplo.

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**Number  
of Points****Achievement**

---

20	Put the Water Seal Piece in the Water spire.
20	Put the Stone Seal Piece in the Earth spire.
20	Put the Air Seal Piece in the Air spire.
25	Cast Resurrection spell on Lord Xar.
10	Talk to the resurrected Lord Xar.
105	Put the Nexus Seal Piece into the focus.
<hr/> 1,500	<b>TOTAL</b>

# FUN THINGS TO TRY

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If you think you've poked in every nook and cranny of this game, here are a few suggestions from our writers and testers.

- Try every conversational gambit available. You will always get a reply.
- Give all your inventory items to the character of your choice.
- Give anything to Xar.
- Take unorthodox items such as the mountains in the Nexus or Limbeck's castle

## *Magic is fun*

- Cast the spell of your choice on the object of your choice. Be creative! For example, cast HEAT on the Kicksey-Winsey pipes.
- Cast Heat, Hunger, Resurrection or Self-immolation on self.
- Cast Heat on the character of your choice.
- Cast Swap on the character of your choice (try the street rat, guard, cook, elf girl or Zifnab).
- Cast Reality Pocket on every painting in the game.

## *Arianus*

- In Jarre's room, put marmalade on the bread slice, then put it back on the counter.
- Put anything on the counter.
- In the Control Room, take the boulder.
- In Limbeck's study, cast heat on the ink jug while the cork is in it.

## *Pryan*

- Tie the clothesline to the dragon, or tie any character up with it.
- In the Maw, push the corpse after you have already pushed him.
- Close the door to the Citadel after you've opened it.

## *Abarrach*

- In the dungeon, put Vice on anybody.
- In the Colossus chamber, show the cloth to the dog.
- When you are the dog, SAVE your game and travel as far as you can before your real body is poisoned.
- Smell everything.

## *Chelestra*

- Climb the mountains in the rug room.

## *Labyrinth*

- Take the sitting stone.
- Talk to the skull.



US \$9.95  
Can \$13.95  
UK £ 9.49 Net

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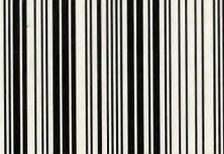
 **LEGEND**™  
ENTERTAINMENT COMPANY  
P.O. Box 10810  
14200 Park Meadow Drive  
Chantilly, VA 22021

In association with Prima Publishing, Rocklin, CA 95765

ISBN 0-7615-0077-4

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