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THE

QUESTTM

**adventure
walk-
through**

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THE QUEST

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with special thanks to our friends,
and especially Evan.

The story up 'til now:

King Galt looks upon the scene before him, frowns, and gestures to the woman before him.

"Rise, Lady Diana. Rise and speak to me what you will," he commands.

The Lady Diana slowly gets up off of her knees, raising her head so that she looks directly into King Galt's eyes. She opens her mouth, and begins to plead with the king.

"Please, sir, spare my people!" she begs, "for we have been ravaged by a Hell-Spawn Beast! Our crops are burned, and the village lies in ruins! The Demon has left our poor village smitten and in ashes! Please, sir, in place of our taxes which we cannot pay, accept me!"

After much consideration (the Lady Diana is very beautiful), the king tells her to sit down.

"Go back to your people, Lady Diana, and tell them thus: The King sends his champion, Gorn, forth into the kingdom, that he shall slay this Snake and rid the country of terror. Let it not be said that King Galt does not care for his subjects, for I am as one of them. Never will I let the people of Balema feel threatened if I may prevent it!"

The Lady Diana bows and thanks him, then she is escorted out of the room. The King turns to Gorn and tells him that he must slay the Dragon. Gorn protests, claiming that he cannot do it all on his own.

"Yes, you are right," says the King, "but who will go with you on such a dangerous mission?"

The rest of the court surges back, knowing that it is certain death to accept this mission. But you, brave advisor, were sleeping and did not hear all of this. The King points at you, and two guards move towards you, disturbing your slumber with the sharp point of a spear.

Gorn takes your arm and looks you in the eye, asking, "Your first suggestion, revered advisor?"

GENERAL HINTS

Some of the commands in this game have been shortened down to one letter. A list of these commands is given below.

N for North

S for South

E for East

W for West

D for Down

U for Up

I for Inventory

A period may be used to separate one command from the next. Therefore, a multi-directional command may be given as "N.N.E.E.D" meaning that you wish to go north, north, east, east, and then down.

Two more things. Hitting return will switch between the picture mode and the text mode. It is important to know that the top of the text screen shows you where there are exits and what items (if any) are near you.

And lastly, if you have already observed the terrain, you can hit "RETURN" and travel in the text mode. This is much quicker than the picture mode, and it saves you time.

DON'T FORGET TO SAVE THE GAME OFTEN!
THIS WILL ALLOW YOU TO RE-ENTER THE GAME AT ANY POINT TO SHOW YOUR FRIENDS HOW CLEVER YOU ARE!

SECTION ONE

THIS SECTION WILL TAKE YOU FROM THE CASTLE TO THE ANCIENT, REPTILE-INFESTED SWAMP.....

SECTION ONE

You are standing in the court with Gorn glaring at you, waiting for you to speak. Tell him to go "NORTH".

You are now in the provisioner's room. Before you is a list. "READ LIST". Now you must buy all of the items. Do this by purchasing each item separately. If you try to "BUY ALL" the provisioner will tell you to slow down because he can't keep the bill correctly. After you have bought all of the items, check your "INVENTORY". Now "READ LIST" again. If there is anything on the list, buy it immediately. Also, there appears to be something behind the provisioner, doesn't there? Yes, there are books.... Just in case the books might be of use, "BOOKS" and purchase any that you feel will help you on your quest. Maybe an issue of SOFTALK.....

Now instruct Gorn to go "NORTH" once again. Behind you is the castle, the spires rising majestically into the sky. Ahead of you lies.....danger! Go "NORTH" twice.

You are now at a crossroads that branches in four directions. Take the west road and continue "WEST" for two turns.

You may now go west, east, or south. Tell Gorn to go "SOUTH.SOUTH", and then go "WEST" two times. You will find yourself at the edge of a swamp infested with boa constrictors, skeletons, and (gasp!) ruins of ancient civilizations. When you can see a skeleton that is attached to a tree (by a chain, not by love), go "SOUTH". There is a gold ring on the skeleton's finger. Have Gorn "GET RING".

Now go back the way you came by going "NORTH.EAST.EAST.NORTH.NORTH.EAST.EAST." You are now at the four-way intersection just north of the castle.

BEFORE CONTINUING WITH THE QUEST,
PLEASE SAVE THE GAME.

SECTION TWO
of sorts, and the speech of dragons. In order to get to Lisa's house, you must go "NORTH" from your present location, and then go "WEST".

THIS SECTION WILL TAKE YOU TO
LISA'S HOUSE AND THEN TO THE GENERAL
STORE.....

Now continue west for 4 turns. You are now at a three-way intersection that runs east, west, and south. Turn south out of the door to the "SOUTH.WEST.WEST". You are now at the east of the intersection. Turn east to a small house. Have Lisa "WORK". The door now opens slightly and there is a small stand in front of it. Before you walk away stand in front of the stand. Now, if you got the ring that was in the "NORTH.NORTH.NORTH" stand at home, Lisa will accompany you in your quest. If you do not have the ring in this case Lisa will not go with you. In your quest, follow the directions in section one and get the ring.

SECTION TWO

You stand now at the four-way intersection that is north of the Castle. From here, you and Gorn need to go to and see Lisa. Lisa is a sorceress of sorts, and she understands the speech of Dragons. In order to get to Lisa's house, you must go "NORTH" from your present location, and then go "WEST".

Now continue west for 4 turns. You are now at a three-way intersection that runs east, west, and south. Go "SOUTH. SOUTH.WEST.WEST". You are now at the door to a small house. Have Gorn "KNOCK".

The door now opens slowly and there before your very eyes stands.....Lisa! Now, if you got the ring that was in the swamp, Lisa will accompany you in your quest. If you do not have the ring (in which case Lisa will slam her door in your face), follow the directions in section one and get the ring.

You now have three members in your party (provided, of course, that Lisa is with you), and you can now go to the General Store. At the General Store you may purchase many amazing items such as salt.

To get to the Store, you must tell Gorn to go "EAST.EAST.NORTH.NORTH". This will take you back to the long east-west road that you followed to get to Lisa's house. From here you need to go "EAST" five times. This will bring you to the first three-way intersection. Now tell Gorn to walk "NORTH.NORTH.NORTH.NORTH. WEST.WEST. SOUTH.".

This will bring you to the door of the General Store. Enter the store by going "WEST". Now you must buy salt, for it is known that salt, when poured on a dragon's tail, will cause a dragon to be rooted to the ground and unable to fly. This may be of help, may it not? Okay, "BUY SALT" from the clerk at the General Store; it will only cost 2 gold sovereigns, and that's a small price to pay for something as valuable as that, isn't it?

PLEASE SAVE THE GAME HERE BEFORE CONTINUING WITH THE QUEST.

SECTION THREE

THIS SECTION WILL TAKE YOU FROM THE GENERAL STORE TO THE POISON POOL, THE BURNING VILLAGE, AND, FINALLY, TO THE ENTRANCE OF THE CAVES OF THE SPHINX.....

SECTION THREE

Gorn, although mightily upset at your spending good money on salt when there isn't even a single french fry around, will still follow your orders. You now need to go to the Sphinx's caves, those halls of rock that hold many secrets.

First, exit the General Store; go "EAST". Now go "NORTH.EAST.EAST." You are now at a four-way intersection. DO NOT, UNDER ANY CIRCUMSTANCES, GO "NORTH.NORTH" FROM THIS POINT!

For if you do, you will encounter a Border Guard who is at Border Station #3 who will inform you that a mysterious "Red Dragoon" has been terrorizing the northern area. The Red Dragoon will KILL you if you enter their territory. They are not nice people.

Okay, now that that's established, go "SOUTH" five times. You should now be at the four-way intersection that is north of the castle. From here, go "EAST.NORTH.NORTH" and "FILL FLASK" at the stream. Now go back "SOUTH.SOUTH.WEST.NORTH" and you will find yourself at a three-way intersection that branches north, south, and west. Go "WEST" eight times. This will bring you to another three-way intersection, this one leading north, south, and east.

PLEASE SAVE THE GAME HERE.

Now go "SOUTH" once. This will bring you to a pool of water. Hanging over the water is a tree with a rather large bird sitting in it. (Is that a buzzard? you may be asking yourself...) It is a buzzard.

Also near the pool of water is a board. Get the board, and read it by telling Gorn to "READ BOARD". If you decipher what is written on it, you will see that it is not a good idea to drink this water. It would probably do the same thing to you that the Red Dragoon would. If you have already filled your water flask from this pool (a bit of a stupid thing to do, considering), you are in trouble. If you saved the game at the point where you were asked to, just restart by typing "RESTORE" and then typing in the name that you saved it as.

Since you now know where not to get water from, it seems a good idea to go to a place where you can get water. Go "NORTH.NORTH.NORTH". This brings you to (yet) another three-way intersection, leading north, south, and

west. DO NOT, UNDER PENALTY OF DEATH BY THE RED DRAGOON, GO NORTH FROM HERE! Go "WEST.WEST". This will bring you to an intersection that leads west, east, and south. Follow the road "SOUTH". Here you find a beautiful village that has many happy people in it. You stop, suddenly, and look upwards, to the deep blue sky above you. There is a shriek (SHRIEK!!) as an immense form hurtles down at you, fire and smoke leaping from the nostrils and mouth of this creature; it's tongue a flame that seems to curl outward, directly at you and your party! On and on comes the Snake, flying swifter than anyone could ever believe. It sinks lower to the ground now, and spews it's orange spittle all over the village. And then, just as quickly as it came, it is gone, flying off to the southwest.

Now it seems that you may finally fulfill your mission! Quickly go "SOUTH" and "FILL FLASK". Then return to the main road by going "NORTH.NORTH". You must now track down the Dragon, so follow it's course. Go "WEST.WEST.SOUTH.SOUTH.SOUTH.SOUTH."

Before you now stands The Sphinx. He is a majestic sight, tall and proud, with his colorful wings shining in the sunlight. Suddenly he speaks, his voice rich and clear. He gives you a riddle that you must solve in order to enter the caves. Here is the riddle:

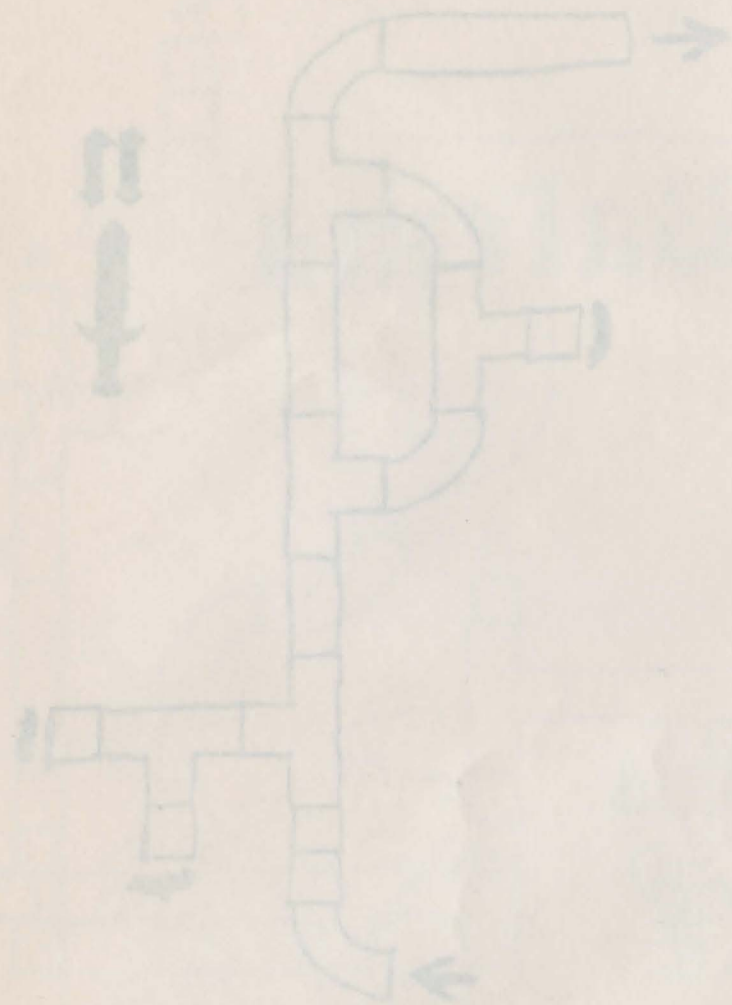
"Blue as the sky on a summer day,
Fresh as a field of just cut hay,
Deep as the pits beneath the fires
of Hell,

- 1) Thieves in forest
- 2) Waterfall with secret Entrance to Caves
- 3) The General's Store
- 4) Pit
- 5) Lizard's House
- 6) Beach
- 7) The Hermit's Cave
- 8) Skeleton with Gold Ring
- 9) Ancient Ruins with entrance to the Sphinx's Caves
- 10) Poison Pool
- 11) Pond south of Burned down Village
- 12) Main entrance to the Sphinx's Caves
- 13) Burned down Village
- 14) Burning Desert
- 15) Border Station protecting Balms

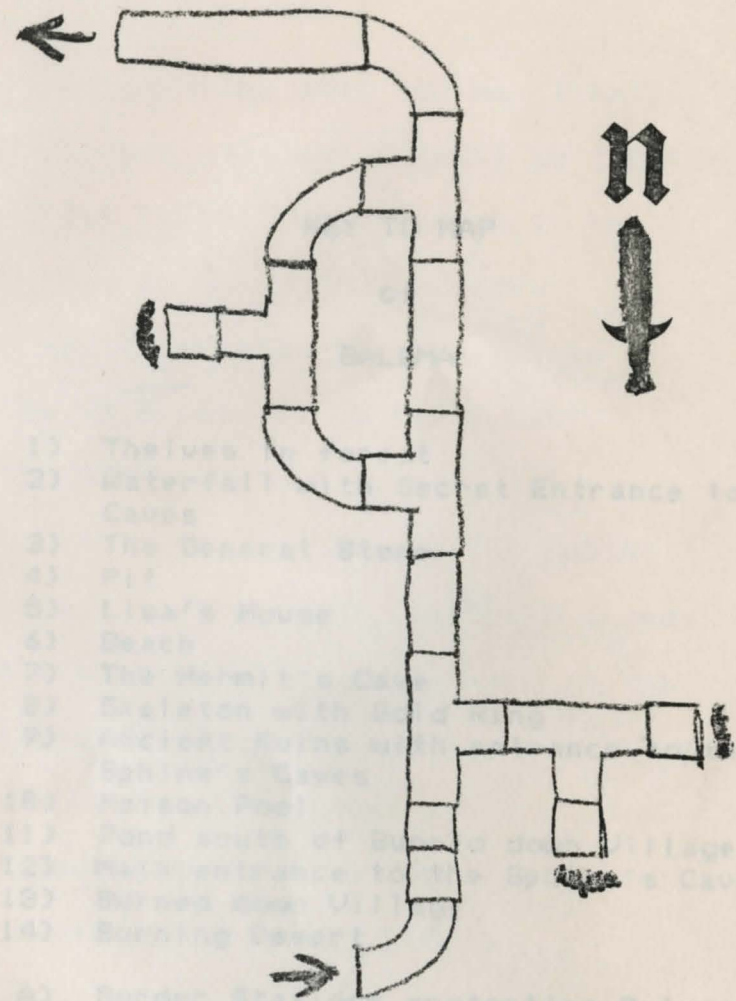
KEY TO MAP

BALEMA

- 1) Theives in forest
 - 2) Waterfall with Secret Entrance to Caves
 - 3) The General Store
 - 4) Pit
 - 5) Lisa's House
 - 6) Beach
 - 7) The Hermit's Cave
 - 8) Skeleton with Gold Ring
 - 9) Ancient Ruins with entrance to the Sphinx's Caves
 - 10) Poison Pool
 - 11) Pond south of Burned down Village
 - 12) Main entrance to the Sphinx's Caves
 - 13) Burned down Village
 - 14) Burning Desert
- A) Border Stations protecting Balema

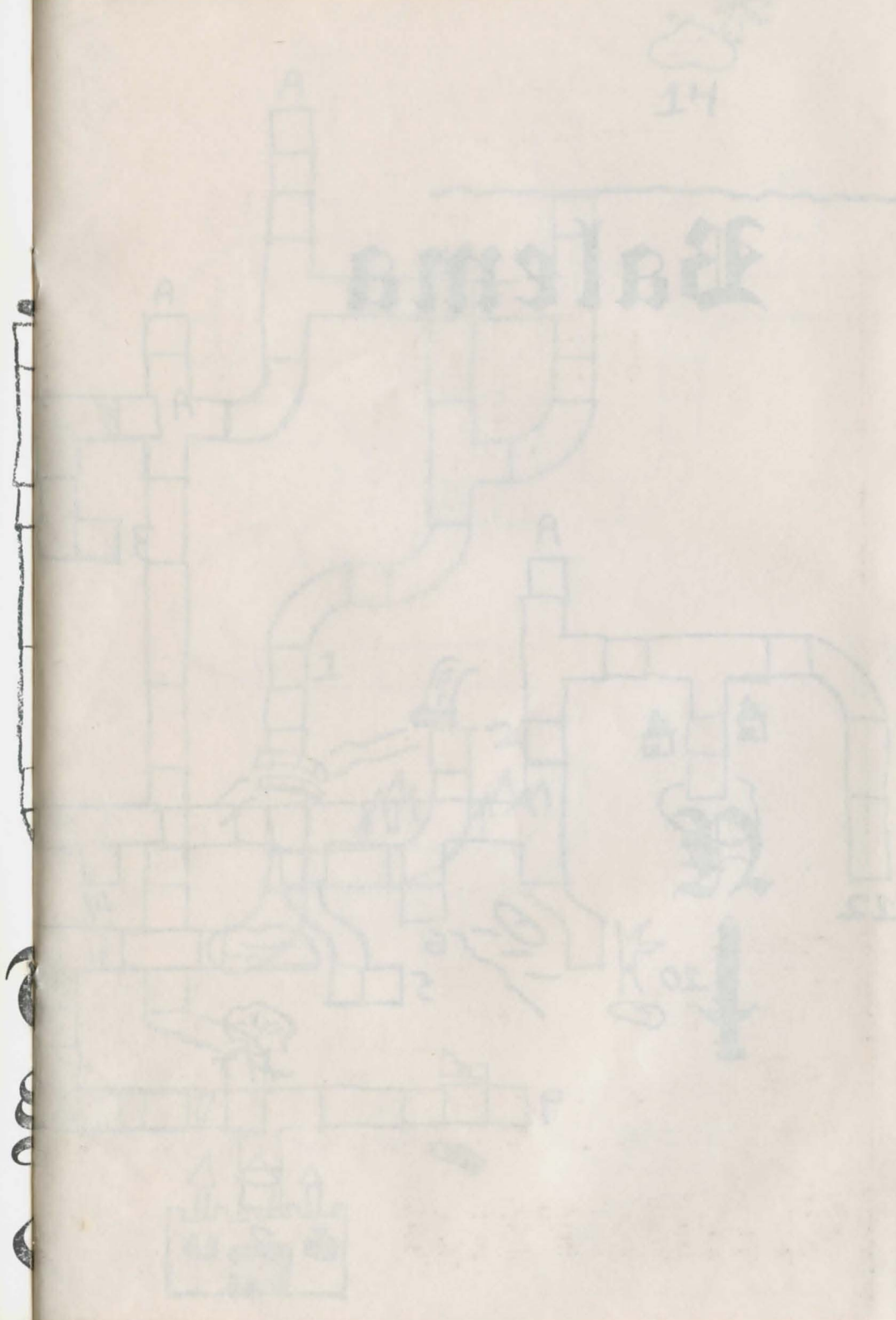


THE
Mystical
Adventure

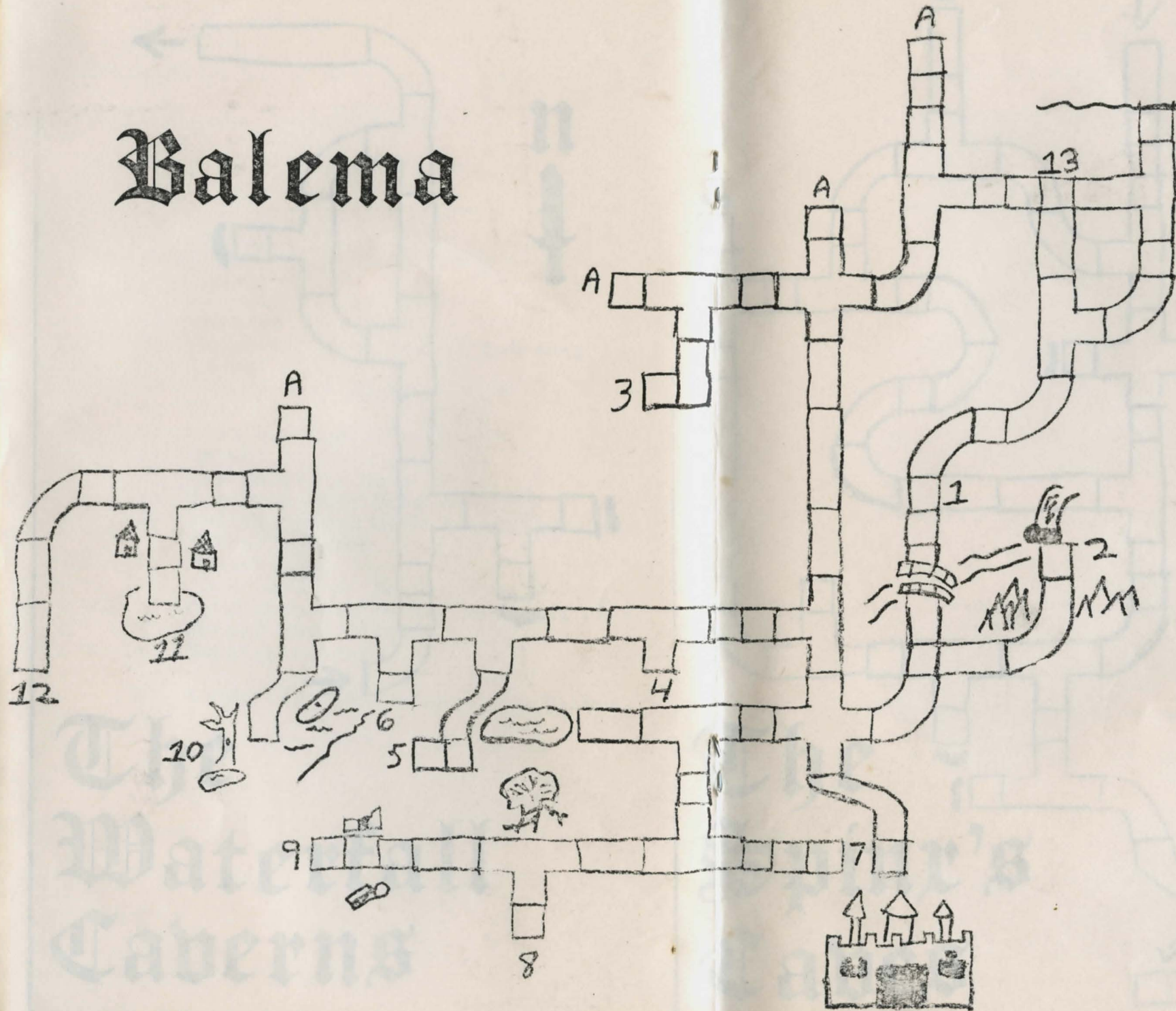


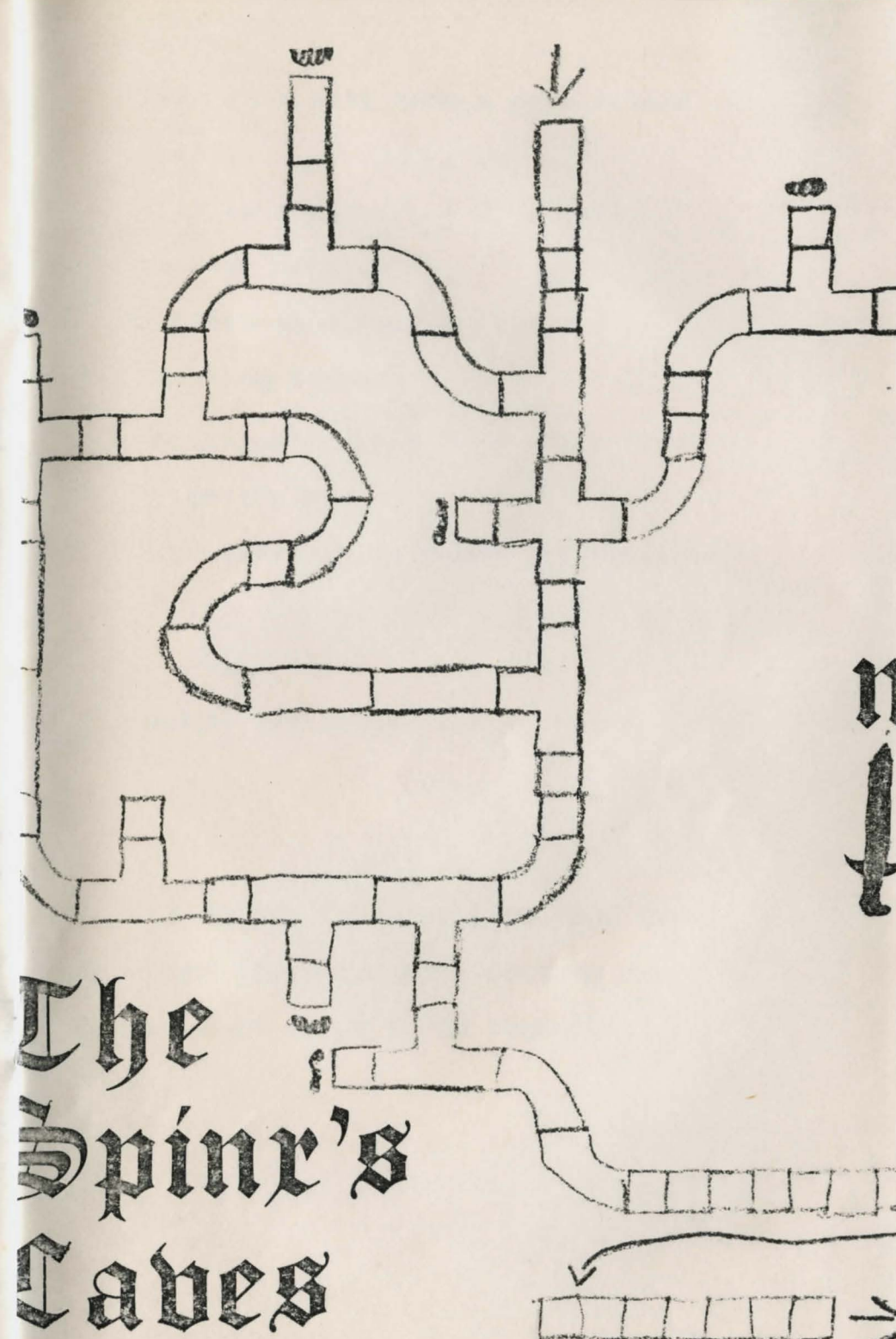
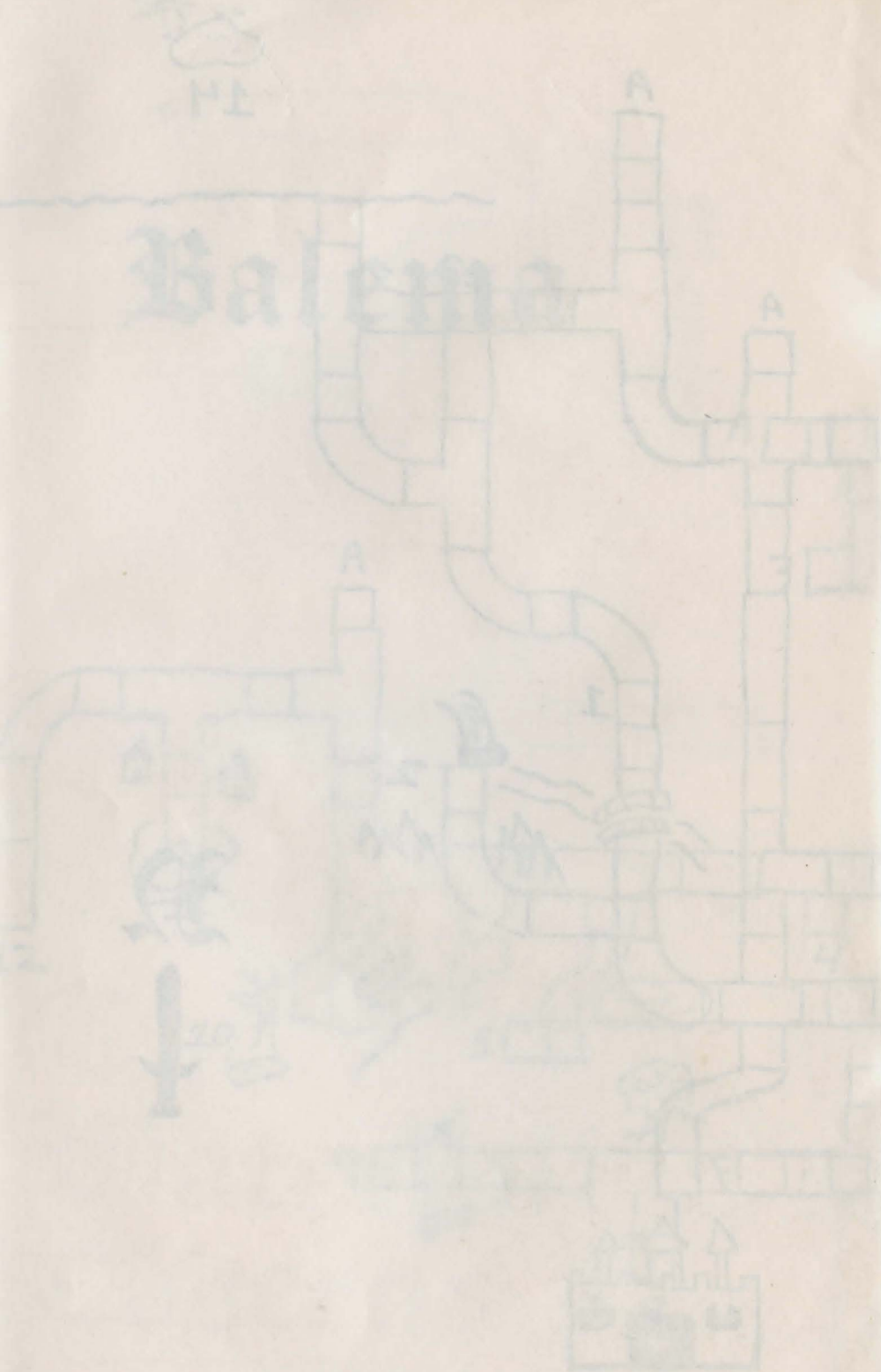
- 11 Thelvas
- 21 Waterfall
- 31 The General Store
- 41 Pit
- 51 Lisa's House
- 61 Bench
- 71 The Hermit's Cell
- 81 Skeleton with
- 91 Ancient Bones
- 101 Lighted Caves
- 111 Heron's Pond
- 121 Pond south of
- 131 Hermit's Cell
- 141 Bones
- 151 Burning

The Waterfall Caverns



Balema





Clear as a note from a pure silver
bell,

Still as a graveyard on a cold
winter night,

Ruthless as a hawk in its death-
dealing flight,

As peaceful as a river that flows
gently by,

The question to answer is "What am
I?"

(HINT: The answer isn't "Man")

PLEASE TRY THE RIDDLE ON YOUR OWN.

THE ANSWER IS IN THE NEXT SECTION ONLY

IF YOU CANNOT SOLVE IT ON YOUR OWN.

Clear as a note from a pure silver

bell,

Still as a graveyard on a cold

winter night,

Ruthless as a hawk in its death-

dealing flight,

As peaceful as a river that flows

gently by,

The question to answer is "What am

I?"

(HINT: The answer isn't there.)

PLEASE TRY THE RIDGE ON YOUR OWN.

THE ANSWER IS IN THE NEXT SECTION ONLY.

IF YOU CANNOT SOLVE IT ON YOUR OWN.

Good luck - a partner you need not

and will follow, following you.

May one, your partner, not "TBA"?

SECTION FOUR

that you're a "TBA" and you

look again at the "SPHINX" and you

SECTION FOUR

SPHINX has asked you. The only question

that he asks is "What am I?" Well,

what am I? He is the "SPHINX". Now you

need to "LIGHT UP" as that

of "LIGHT UP" as that

THIS SECTION WILL ANSWER THE

SPHINX, TAKE YOU THROUGH THE MAZE OF

CAVES THAT HE GUARDS, AND BRINGS YOU

THROUGH THE RUINS IN THE SWAMP TO REST

AT THE HERMIT'S HOUSE.....

SECTION FOUR

Look again at the riddle that the Sphinx has asked you. The only question that he ever asks is "What am I?". Well, answer him. He is the "SPHINX". Now you need to "LIGHT LANTERN" so that Gorn does not run out like the coward that he really is. See, he lets you pass when you go "SOUTH", doesn't he?

Now go "SOUTH.SOUTH.SOUTH.SOUTH.
SOUTH.WEST.SOUTH.SOUTH.SOUTH.SOUTH.
WEST.SOUTH.SOUTH.EAST.SOUTH.EAST".

This seems confusing, but if you do this, you will be okay. BE CAREFUL!

EXPLORING ON YOUR OWN CAN BE DANGEROUS!

You have now entered a very long hall that runs east-west. Follow the hall "EAST" for fourteen turns, and you will find yourself at a stairway that leads up. Go "UP", and you enter a room with an altar, a sword, and three lizard men. Three lizard-men?!?! How did they get here?!?!

Don't concern yourself with the lizard-men at present. They mean only to kill you and take all of your provisions in order to sell them at the annual Church Bazaar next month. What, you say, should I do? Should I attack them or.... Oh. You see now that Lisa has already disposed of them with her magical abilities, and there was really no need for that senseless display of fear, was there?

Now that the danger is gone, look around the room. There is a sword hanging on the wall over the altar. Tell Gorn to "GET SWORD". After Gorn has done this move off to the "EAST" seven times, passing through the swamp, and moving on to the road once again. You now will see a sign that tells you that you are headed towards the Hermit's cave. Continue on, going "EAST.EAST", you find yourself face to face with the Hermit, and then listen carefully to what he says. He's almost as nice as the Red Dragoon, isn't he?

PLEASE SAVE THE GAME HERE BEFORE THE HERMIT CARRIES OUT ANY THREATS.

SECTION FIVE

THIS SECTION WILL TAKE YOU FROM THE HERMIT'S HOUSE TO THE UNENDING HEAT OF THE DESERT TO THE DRAGON'S CAVE.....

SECTION FIVE

Before you leave, and before the Hermit does anything to you, "GIVE 70 GOLD" to him.

And lo! and behold, what is this that you hear? Knowledge is this man's power, and he gives it all to you because of your generosity. Read carefully, friend, because it's important.

So, you really do need that salt after all, don't you?

Now that you have become a learned scholar on some very important subjects, it's time that you left and got on with your adventure again. Go "WEST. WEST.WEST.NORTH.NORTH.EAST.EAST" to get to the first four-way intersection. From here, you must go on a long journey to the terrible desert. To get there

safely, (the kingdom of Balema is no vacation land) take the road "NORTH. NORTH.NORTH.NORTH.EAST.NORTH. EAST.EAST.EAST.EAST.NORTH." You are now standing at the edge of the desert, with a sign at your right. The sign warns you of the perils at hand, but brave advisor that you are, you venture "NORTH" once more, entering the desert.

Now you will see an amazing sight. Or you will after you follow these directions. However....

CAUTION!!!! DO NOT DEVIATE FROM THESE DIRECTIONS OR YOU MAY BECOME LOST AND TEAR YOUR HAIR OUT!!!!

PLEASE SAVE THE GAME AT THIS POINT.

SECTION FIVE

Okay, now that that's established, tell Gorn to go "NORTH.NORTH.NORTH. NORTH.NORTH.NORTH.EAST.EAST.EAST.SOUTH. SOUTH." What is that, you cry out, that Gorn has seen? That, friend, is a hole in the cliff wall, and that is your next destination after we take care of the thirst that you are feeling. Go "WEST.WEST" you will find yourself at an oasis. Or is it a mirage, a dream that was born out of the great thirst and fatigue that all three of you are feeling at the moment. Well, just in case it's not a mirage, fill your waterskin by asking Gorn to "FILL FLASK" from the oasis. Well, gosh darn! It wasn't a mirage!

Will the floor, you wonder, rise up by itself? Well, it won't.

Now that your thirst is quenched you'll probably want to get out of this Hell. To do so, go "SOUTH.SOUTH. SOUTH.SOUTH.WEST.SOUTH" and you will find yourself at the last stop on the Balemian Janitorial Union's route.

Now you need to find that cave that Gorn spotted in the desert. The safest, but slowest, way to get there is to take another long journey. This time you need to go "SOUTH.WEST.WEST.WEST.SOUTH. WEST.SOUTH.SOUTH.SOUTH.SOUTH.EAST. NORTH.NORTH.EAST.EAST."

After this lengthy journey, it would be a good idea to "FILL FLASK" before continuing onward.

PLEASE SAVE THE GAME AT THIS POINT.

You stand now at a great, white, foaming waterfall. The water cascades down from a great height, smashing at your feet. You can actually feel the cold of the water as the spray splashes from the riverbed onto you and your fellow party members, causing the supplies to get wet and become ruined.

You look for a way out, knowing that going back will be useless. "LOOK WATERFALL", quickly. Aha! A passage is concealed behind the waterfall! You run "EAST" and enter the passage quickly, trying to keep from getting wet, protecting your supplies as you race for the entrance.

You are now in a maze of caverns that will, if you do not get lost, take you to the home of the Dragon! The dank floor of the caves is musty, and as you walk it seems to resent being disturbed.

Will the floor, you wonder, rise up by some spell of a long dead magician and swallow you up.....?

It might, so go "NORTH.NORTH. NORTH. NORTH.NORTH.NORTH.NORTH" and then turn and move "WEST.WEST". You stand now on a cliff that is directly above the Dragon's Cave. The wind ripples through your hair, and you stand in awe as you gaze out at the desert that so very recently nearly killed you. Suddenly, you remember your quest. You "TIE ROPE TO TREE" quickly, and scramble "DOWN" the rope.

The claw marks on this perilous ledge are fresh, and deep. Is it worth it, you think, to risk my life for the King? The answer is an obvious (and strong) yes, for if you had refused this assignment you surely would have been tortured by the King's evil Torturers.

Now that you have this established firmly in your mind, you set off "EAST.EAST" to reach the inner cave where the Dragon lives. The heat increases as you move, and you see in front of you a wonderous sight: The Dragon! But, you wonder, peering closely at him, isn't he a little small?

PLEASE SAVE THE GAME AT THIS POINT. ALSO, PONDER THE QUESTION ABOVE FOR A LITTLE WHILE.

SECTION SIX

THIS SECTION WILL TAKE YOU FROM THE YOUNG DRAGON'S CAVE TO THE SWAMP, AND TO THE HOME OF THE MOTHER DRAGON.....

SECTION SIX

The answer is (your on a roll here) yes. He is not the Dragon that has been causing all of the problems, but rather the offspring of the problem.

Right about now, you should, because of your intelligence, be realizing just what has happened. Are you? No? Okay, well, what has happened is that you have (possibly) a little bit of leverage on the Big Dragon. If you had a baby, would you want to see him killed? Yes? No! Quickly tell Gorn (don't risk your own life) to "GET YOUNG DRAGON" and then get out of there. Go "WEST.WEST.UP.EAST.EAST" and....oops!

Forgot something, didn't you? The rope, remember, the rope! Go back "WEST.WEST" and "GET ROPE", then head off "EAST.EAST.SOUTH.SOUTH.SOUTH.SOUTH.SOUTH.SOUTH" and you will find yourself at the end of the caverns that you entered at.

DO NOT LEAVE THE CAVERNS YET!!!!!!!!!!!!!!

First, you must "PUT YOUNG DRAGON IN OILSKIN" because water is fatal to Dragons. Don't laugh, isn't nuclear radiation fatal to fish? After you have gone "WEST", you need to "TAKE YOUNG DRAGON FROM OILSKIN" so that he doesn't suffocate. Once again, don't laugh. If you were shut up in an oilskin, would you need air?

Now you will probably be needing some water, so "FILL FLASK" while your right here at the riverside. Now that you have water, what's next? Hmmm..... why not.....the finale? Excited by your new leverage (you hope, oh! how you hope), you set off to find the Mother Dragon's lair. Where would it be, where would a Dragon live? A voice, out of the air, perhaps, tells you to go to the swamp, for where else would the Dragon live, but in the swamp? You think for a full three hours on this, and then proceed to the "WEST.WEST.SOUTH.SOUTH.WEST" to find yourself at the very first four-way intersection that you came to on your journey. With rest in mind you

venture "SOUTH.SOUTH" only to find that the castle guards will not admit you until you have slain the Dragon. Warily, you head "NORTH.NORTH.WEST.WEST.SOUTH.SOUTH.WEST" and find yourselves once again headed for the swamp. You go "WEST" once more, and look in vain for the Dragon's lair. Not seeing it, you once more go "WEST". You are now in sight of the ancient ruins that you found when you....wait a minute! Might a Dragon not live under the ground?!? Yes, you cry, leaping about as if you have gone mad, they might!

Go "WEST.WEST.WEST" until you find yourselves in the ruins, in fact, it is the same room that you came into when you emerged from the....CAVES!!!!

You are now excited, and the adrenalin pumps as you race "DOWN" the stairs and into the long corridor. You continue "WEST" for fifteen turns, nearly exhausting yourself in the process. You have a notion of where it is, but..... You turn right, and head off "NORTH.WEST.NORTH.NORTH" finding yourself faced with a choice of three ways to go. You look back and see Gorn and Lisa following you, so you head "WEST.WEST.WEST". You stop there,

panting, as Gorn and Lisa draw up behind you. Yes, this is the place. You can feel the extra heat blowing from the entrance to the chamber. You regain your breath slowly, explaining to Gorn and Lisa what you figured out.

Then, when you feel ready, you turn and go "NORTH", entering the Dragon's lair, for whatever fate may befall you.....

THIS CONCLUDES THE QUEST BY PENGUIN
SOFTWARE. PLEASE TRY THE ADVENTURE ON
YOUR OWN; THERE ARE MANY DIFFERENT
SOLUTIONS. WHO KNOWS, MAYBE YOU CAN FIND
A DIFFERENT WAY TO RID BALEMA OF THIS
HELL-SPAWN TERROR....

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