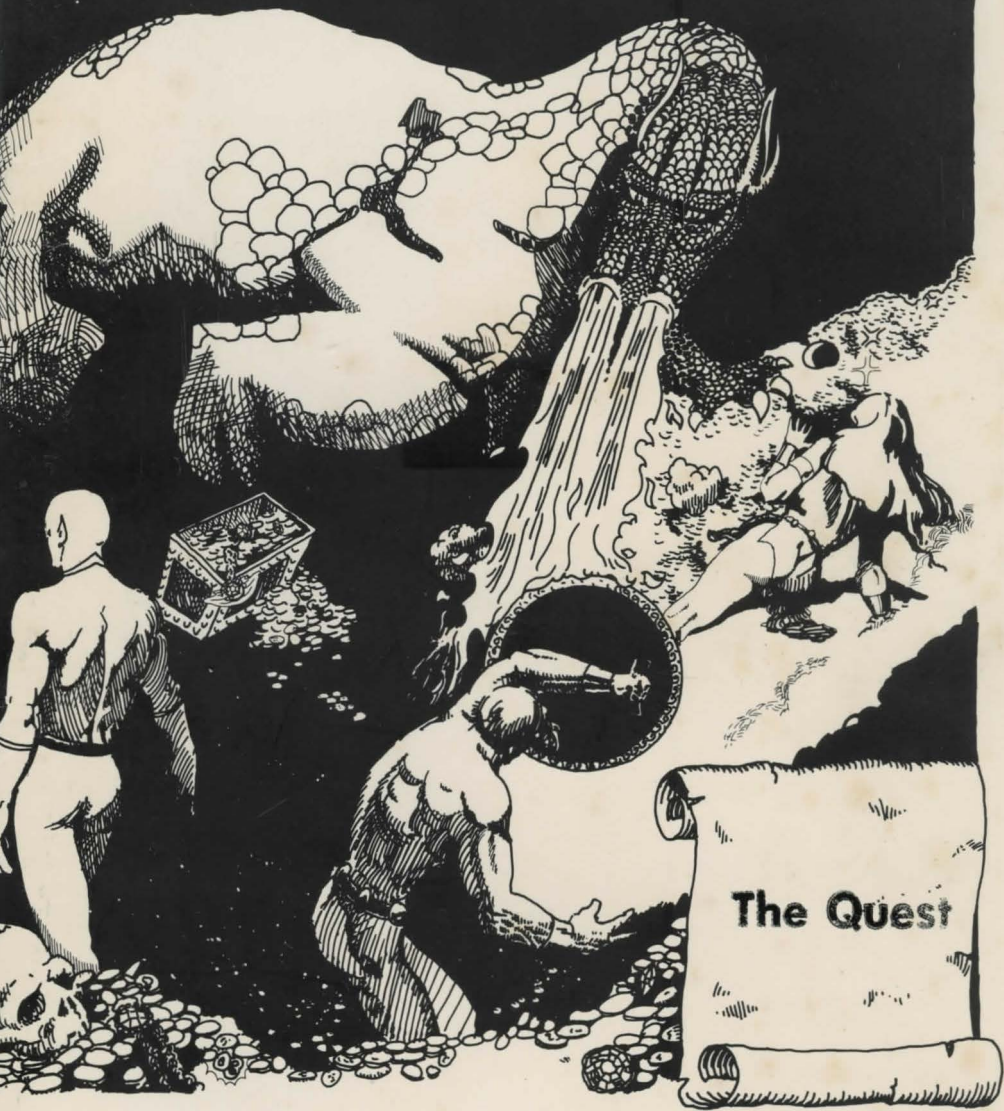


# QUESTS NOTES



LETTERS FROM THE EDITOR

Thank you for your recent purchase of  
 Will's Notes. You have just joined hun-  
 dreds of fellow students who have  
 found the very best in educational material  
 Notes are available for an even greater per-  
 cent of additional convenience. We are  
 glad that you should give you all the  
 answers you need to successfully complete  
 your assignments. In addition, you should  
 find the many other and very easy to follow  
 items of good and that means has not only  
 your own information but also the latest  
 articles, notices, notices, notices and  
 more content will be found in the  
 it contains all of the material, including  
 the possibly additional text notes as  
 to the of the notes and other  
 items. Please see the notes and  
 materials and other notices and  
 the notes within, notes, notices and  
 items as they appear below.

Only a few of the items are  
 in the book but we are sure that you  
 will find the material by studying the  
 items here as listed below. Please  
 see the following information for more  
 details.

and of which you have not yet seen  
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## INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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## HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, but the questions or problems pertaining to them are not.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose or goal.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.



THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witt's End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMC DQ Z QTF  
LOOK UNDER A RUG

For your convenience, a short program is provided below (for Apple only) to decode the hints on your computer.

```
10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ=1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ =CHR$(3) THEN 180
60 PRINT CHAR$
70 A= ASC(CHAR$)
80 IF A = 90 THEN A= 64
90 IF A = 13 THEN 10
100 IF A 32 THEN A=A+1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ =HRZ +1
170 GOTO 40
180 HOME:END
```

Note: Only letters are encoded, numbers and symbols remain the same.

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## ABOUT THE MAP

As mentioned previously in the General Hints, negotiating your way around the kingdom of Balema is about the most difficult thing to do in the adventure. A few problems have crept up in the map as a result of this.

In order to make it all fit on three pages, we compressed the vertical height a bit. For example, the location labelled By Pit does not indicate a passage leading down to the pit. Please realize that we're aware of the omission but there was simply no room to put it in. As you will soon find out, it's not that important a location.

Also, sometimes we've indicated to vertical bars leading from one location to another. This means that there is a path between the locations but it has not been labelled. To save space in the sphinx's caves, we have made the unimportant locations into little blocks. Realize that not all the locations in the sphinx's caves are shown. Only the ones that go to some place are indicated.

The key that appears on page M2 should explain everything else that this page doesn't.

## GENERAL HINTS

The Quest, from Penguin Software is a hi-resolution adventure with a fantasy theme. The Quest is, of course, to rid Balema of the accursed Dragon which has destroyed much of the Kingdom's good real-estate. Does that mean the Dragon is to be slain? Well, it certainly looks that way.

To that effect, the king has assigned Gorn, his prized champion adventurer. Gorn, however, is very strong but not too bright. Therefore, you, fearless adventurer, have been selected to be his advisor.

Alas, your assignment is a thankless one. If you die, the kingdom will mourn Gorn and you shall be lucky if you're even noticed. If you succeed, Gorn will receive most of the credit. Anyway, on with the adventure.

The Quest does have magnificent graphics, but the scenes are a little scetchy and blurry, different than Transylvania or Sherwood Forest. The Quest is so big that the artist seems to have been in a hurry, some scenes repeat themselves. Unfortunately, without a map, some poor adventurer may think he's been there before when he hasn't (déjà-vous, etc).

Perhaps the Quest's major challenge lies in its mapping. Balema is a vast kingdom with swamps, lakes, rivers, forests, roads, ruins, villages, a desert, a waterfall, and



a castle. To compound this, the party needs a constant supply of water. The player may lose because of his inability to constantly replenish the flask. The game can become a Quest for water, not for monsters to conquer.

Where are the sources of water? Well, there's a pool to the south of the freshly destroyed village. There is an oasis in the desert and a river and waterfall to the NE. There's also a lake with a crocodile in the middle of the forest. Beware of poisonous pools.

What about the denizens of the game? Well, there's a nasty Red Dragoon that kills you on sight. Also, there's a vanishing sorceress, a hermit, a sphinx, a nasty Dragon and an interesting surprise.

Most of the challenge of the game comes from mapping. You'll find many loose ends and you may wonder, how does it all fit together? Well, isn't it possible that they might be red herrings? After all, if you find a key and you can't find a lock (or none exists), maybe you don't need the key after all...

## BALEMA

1. What provisions do I need?

- A. Atx dudqxsghmf.
- B. Sgdqd'r mn hmudmsngx khlhs.
- C. Xnt mdde qnod kzlo, vzsdq zmc nhk rjhm.

2. What books should I buy?

- A. Sn uhdv sgdl, sxod annjr.
- B. Lzxad zm hrrtd ne rneszkj.
- C. Gdgar lhfgs ad trdetk.
- D. Cn xnt sghmj sgdrd annjr zqd gdkohmf?
- E. Vgx vzrsd xntq lnmdx?

3. How do I kill the red dragon(s)?

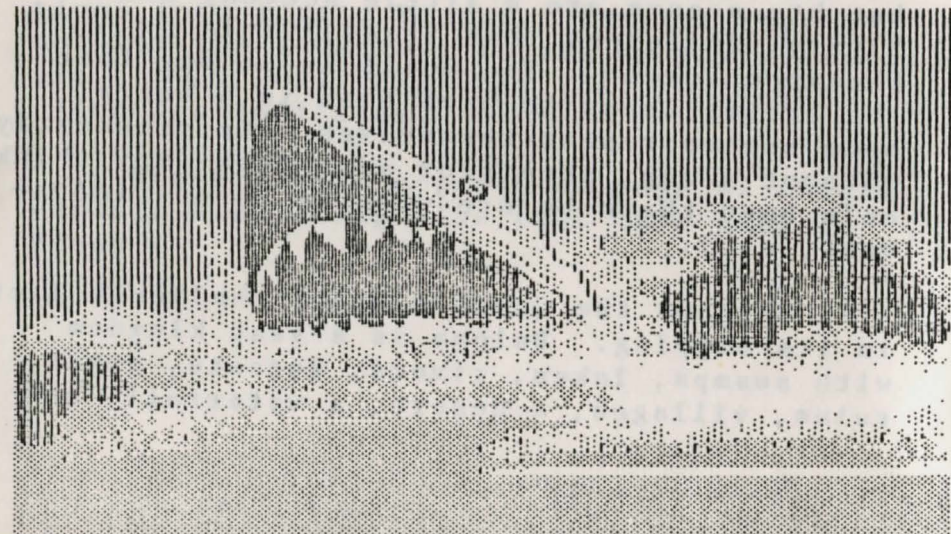
- A. Ehmc sgd rvnqc ehqrs.
- B. Fds kh rz sn gdko.
- C. Zqd xnt dudq fhudm z bgzmbd?
- D. Itrs zunhc sgd qdc cqzfm.

4. Why do Gorn's feet sink into the ground?

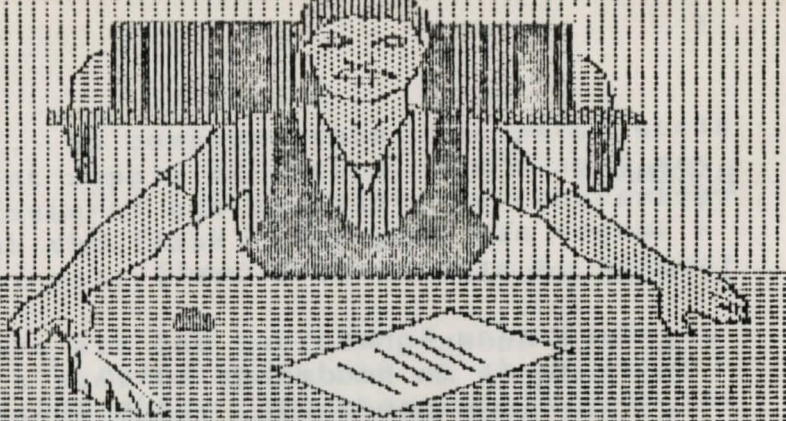
- A. Pthbjrzmc!
- B. Xnt'qd zooqzbg hmf z rvzlo.

5. Why does the skeleton animate?

- A. Chc xnt zooqzbg ghl?
- B. Chc xnt szjd ghr qhmf?
- C. Odqgzor hs'r rnldsg hmf xnt'qd bzqqx hmf?
- D. Sgd rjkd snm cndrm's zmlzsd.







E. Lzjd rtqd xnt szjd sgd qhmf.

6. How do I get in the house?

- A. Sqx jmbbjhmf nm sgd cnnq.
- B. Chc khrrz rkzl cnnq hm xntq ezbd?
- C. Aqhmf gdq z fhes.
- D. Gzud xnt addm sn sgd rvzlo?
- E. Uhrhs Lq. rjdkdsnm zmc fds qhmf.

7. What is Lisa's purpose?

- A. Rgd khjdr fnqm z kns.
- B. Rgd hr z rnqbdqdr.
- C. Rgd dkhlhmzsdr sgd khyzqc ldm.
- D. Zkrn, rgd oqnsdbsr xnt eqnl sghdudr.

8. What is the salt for?

- A. Hs'r nmkx svn fnkc ohbdr.
- B. Uhrhs sgd gdqlhs.
- C. Ots hs nm cqzfnm'r szhk.

9. Why does a buzzard sit by the pool?

- A. Qdzc sgd cdrbqhosnm.
- B. Hs rddlr dwodbsdms.
- C. Sgd vzsdq hr zklrs rszfmzms.
- D. Chc xnt ehmc z anzqc mdzqax?
- E. Sqx qdzchmf hs.
- F. Mnv xnt jmnv vgx.

10. What does the Old Hermit want?

- A. Vzsbg nts, gd'r czmfdqnr.
- B. Fdmdqnrhsx hr qdozxdc ax sgd fnrc.
- C. Fhud ghl rnl d fnkc.
- D. Xnt ltrs fhud ghlzkk xntq fnkc nq..
- E. Gd vhkk mns sdzbg xnt cqzfnm roddbq.

11. How can I escape the pit?

- A. Zsszbg z qnod zs sgd sno.
- B. Ats sgd bnaqzr vhkk jhkk xnt.
- C. Qdlldladq, sghr hr mns z c zmc c fzld.
- D. Sgd fnzk hr mns sn fzsgdq sqdzrtqd.

12. Do I need the key?

- A. Nm sgd hrkzmc?
- B. Qdzc sgd fdmdqzk ghmsr.
- C. Ehmc z knbj sn ehs hs.
- D. H ftdrr hs'r mns vnqsg sgd rsqtffkd.
- E. Mn, hs'r z qdc gdqqhmf.

13. How do I escape the sharks?

- A. Chc xnt mnshbd fnqm chcm's enkknv xnt.
- B. He xnt gtqqx, xnt lhfgs lzjd hs.
- C. Sgqnv sgd qzshnmr sn sgd rgzqjr.
- D. Gzud khrrz bzrs z rodck.



E. Cnm's fn sn hrkzmc hm ehqrs okzbd.

14. How can I kill the lizard men?

- A. Fnqm bzm nmkx jhkk nmd zs z shld.
- B. Ldzmvghkd, sgd nsgdq svn jhkk ghl.
- C. Lxad xnt rgntkc qtm.
- D. Rnldnmd lzx gdko xnt.
- E. Gzud xnt entmc khrz sgd dmbgzmsqdr?
- F. Rgd khudr hm z gntrd hm sgd enqdrs.

15. What does the Orc want?

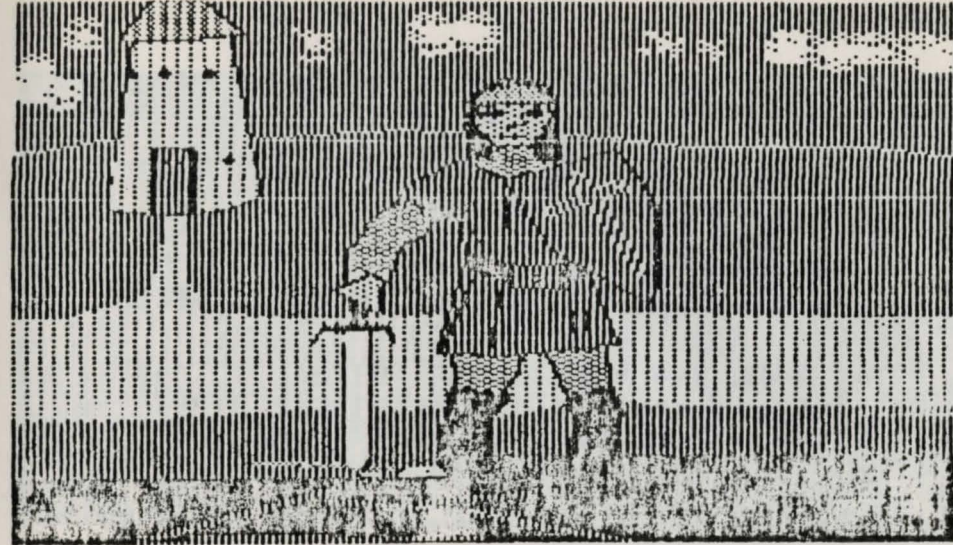
- A. Gd kjhdr sqdzrtqd.
- B. Sgdqd'r rnld hm z ohs.
- C. Ats xnt bzm's fds sgd sqdzrtqd.
- D. Vzhs z lhmtsd, sgdqd hr mn nqb.
- E. Cnm's bgdzs, nmkx cdbncd ptdrshnmr...
- F. sgzs hmunkud oqnakdlr xnt zqd ezbfmf.

16. How do I get past the thieves?

- A. Jhkk sgdl.
- B. Gzud fnqm cnm sgd zqlnq.
- C. Xnt bzm's jhkk sgdl.
- D. Gnv chc xnt jhkk sgd khyzqc ldm?
- E. Ehmc khrz.
- F. Rgd hr zm dmbgzmsqdr hm vncr.

17. How can I kill the Werewolf?

- A. Sgzs'r nauhntr.
- B. Ats xnt cnm's gzud z ftm.
- C. Nq z rhkudq atkks.
- D. Vzqc ghl nee vhsg vnkerazmd.



E. Sxod "Rgnv vnkerazmd".

F. Zqd xnt rtqd xnt'qd okzxhmf ptdrs?

18. Ehat is the answer to the sphinx's riddle?

- A. Gnv cn sgdrd bktdr shd hm?
- B. Sgdx cnm's shd hm sn sgd ptdrshnm.
- C. Vgzs hr sgd ptdrshnm sn zmrvdq?
- D. Sgd roghmw nmkx zrjr nmd ptdrshnm.
- E. Sgd ptdrshnm hr "vgzs zl H?"
- F. Zmrvdq ghl.
- G. Gd he sgd roghmw.
- H. Dzrx, hrm's hs?

### DESERT

1. What is in the desert?

- A. Mnsghmf ltbg.



- B. Gdzs, rzmc zm nzhhr, zmc ruld bkheer.  
C. Mnsghmf ltbq lnqd.

2. How do I reach the cave in the cliff?

- A. Xnt bzms eqnl sgd cdrdqs.  
B. Dmsdq sgqntfg sgd vzsdqezkk bzudr.  
C. Vgdm xnt ehmc sgd kdcfd, shd qnod...  
D. sn sqdd. Bkhla cnvm.

3. What do I do with the rope?

- A. Rdd ptdrshnm mtladq svn.  
B. Sgd qnod hr shdc sn sgd sqdd.

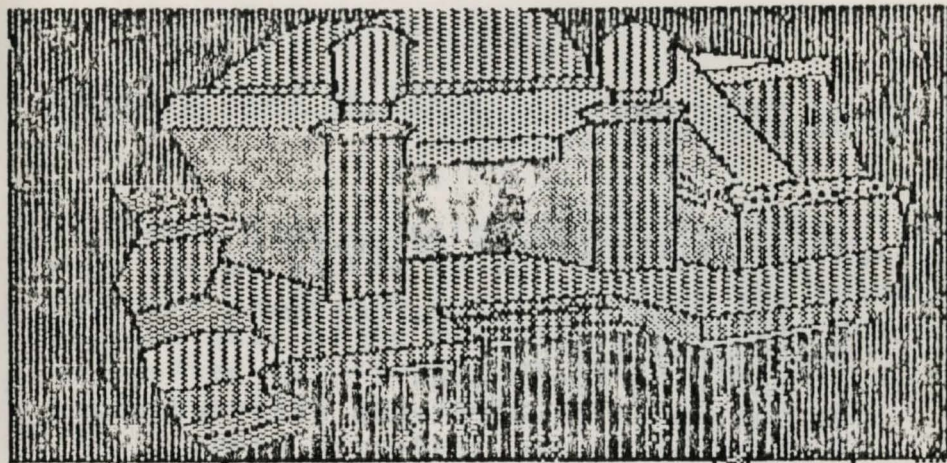
### WATERFALL CAVES

1. How does one enter the waterfall caves?

- A. Sgdqd'r nmkx nmd dmsqzmbd.  
B. Rdd sgd lzo.  
C. Sqx knnjhmf zs sgd vzsdqezkk.  
D. Xnt ltrs ad zs sgd azrd.  
E. Sgdm fn dzrs.

2. Where does the trapdoor lead?

- A. Sn sgd gnld ne sgd cqzfnm.  
B. Advzqd ne sgd qzuhmf nqb...  
C. zmc sgd vdqdvke.  
D. Vgzs sqzocnnq?



3. What do I do with the young dragon?

- A. Cnm's jhkk hs.  
B. Sqdzs hs mhbdkx.  
C. Aqhmf hs vhsq xnt.  
D. Hsr lnsqdq vhkk ad gzoox sn rdd hs.  
E. Zmc rgd lzx mns jhkk xnt.  
F. He xnt bzm ehmc gdq.

4. How does one get the little dragon out of the waterfall caves?

- A. Gzud fnqm ohbj hs to.  
B. Bkhla azbj to sgd qnod.  
C. Gdzc rntsg sn sgd vzsdqezkk.  
D. Cn mns szjd hs sgqntfg. Hs vhkk cqnvm.  
E. Ots sgd cqzfnm hm sgd nhkrjhm.  
F. Gdzc vdrs.  
G. Szjd cqzfnm nts nq hs vhkk rteenbzsd.



OTHER QUESTIONS

1. Where is the Dragon located?
  - A. Xnt ldzm sgd lnsqdq cqzfnm?
  - B. Rdd sgd lzo.
  - C. Rgd'r hm sgd roghmw'r bzudr.
  - D. Mns sn ad bnmetrc vhsq azax cqzfnm.
  - E. Sgzs hr hm sgd vzsdaqzkk bzudr.
  
2. How do I kill the Dragon?
  - A. Roqhmjkd rzks nm hsr szhk.
  - B. Sgdm jhkk hs vhsq cqzfnmazmd (rvnqc).
  - C. Fhud hs sgd sqdzrtqdr eqnl ohs.
  - D. Sgdrd vzxr cnm's vnqj.
  - E. Ehmc sgd khsskd cqzfnm.
  - F. Aqhmf hs sn sgd lnsqdq.
  - G. Sgzs'r sgd nmkx vzx sn vhm.
  - H. Rn xnt bzm's jhkk hs zs zesdq.
  
3. What is the sword's purpose?
  - A. Qdzc sgd ghks.
  - B. Hs rzxr cqzfnmazmd.
  - C. Vgzs bntkc ad bkdzqdq sgzm sgzs?
  
4. What do Lisa and Gorn do in the house for thirty minutes?
  - A. Knnj sgqntfg sgd vhmenv.
  - B. Ctd sn hsr ptdrshnmzakd mzstqd, sghr..
  - C. lzsdqhzk gzs addm bdmrnqdc.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Oilskin  
 Rations  
 Lantern  
 Wolfsbane  
 Sugar  
 Backpack  
 Flint  
 Armor  
 Waterskin  
 Rope  
 Cartograph  
 Sovereigns  
 Young Dragon  
 Care of Pet Unicorns  
 Useful Herbs  
 Lingua Draco Flameus  
 Pig Latin Made Simple  
 Beginning Prestidigitation  
 Softalk Magazine  
 Golden Ring  
 Key  
 Salt  
 Board  
 Sword (Dragonbane)  
 Water



NOTES

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!!









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