

CASTLE ADVENTURE

OBJECTS & WHERE FOUND

LAMP	At top of south west tower
LARGE KEY	Found on body of dead Black Knight
ROPE	In Dungeon:EXAM WALL:REMOVE BRICK
STEEL	In anteroom of south west tower
TORN NOTE	Top of north east tower
TORN NOTE	In dungeon
FLINT	Found in cellar:DIG
SUIT OF ARMOUR	In armoury south east tower
BARREL OF GUNPOWDER	In castle arsenal(need large key for door!)
LENGTH OF FUSE	Find in arsenal:SEARCH ARSENAL
SPADE	Found in alcove to east of armoury
BROADSWORD	Top of gate tower west of courtyard
BATTLE AXE	At dead end in gloomy tunnels
SHIELD	In hidden armoury west of anteroom NW tower
SHORT SWORD	At top of south east tower
THE PRINCESS	Held captive by red knight on top of NW tower

OBJECT USES

LARGE KEY	Unlocks arsenal door and dungeon door
ROPE	Only way down after rescuing Princess
STEEL & FLINT	For lighting lamp and fuse
TORN NOTES	You need to read both bits!
ARMOUR/SHIELD/BROADSWORD	Needed to kill black knight
ARMOUR/SHIELD/BATTLE AXE	Needed to kill red knight
SHIELD/SHORT SWORD	Needed to kill dragon and lion
LENGTH OF FUSE	Add to gunpowder for heavy door destruction!
SPADE	Guess what you use this for??
LAMP	RUB LAMP:in anteroom NW tower and genie will transport you to the top...but only if you have read both halves of the note!
PLAQUE	TURN PLAQUE(twice) to open hidden armoury but only in anteroom NW tower...NOT in NE tower!!
SCROLL	PULL SCROLL:panel opens

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KILLING ORDER	Dragon/black knight/lion/red knight
TUNNEL ROUTE	from alcove D/N/W/W....dead end from dead end E/S/S/UP..alcove

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Having rescued the Princess and left the castle the end game starts!!

There are 10 treasures to find and store in the correct place and if you don't know where that is it's the room with the wooden panels!

PEARLS	DIG:at the dead end
DIAMONDS	Use TRANSMUTE spell on the carbon
RUBY	In the bucket at the bottom of the well
EMERALD	RUB LAMP(except anteroom in NW tower)
GOLD	In casket in small bare room east of dungeon
SILVER	Use EXCALABAR spell to open up way west at base of SW tower.Move chest in hidden store room and down to forgotten cellar.Move chest back when you leave or guard will follow you!
COINS	Found on red knight
TIARA	Behind panel in wood panelled inner chamber
MEDALLION	The princess is wearing it
CROWN	In room with shining walls:LAMP OFF to see it

The spell book in the wizard's den has the following spells:-

TRANSMUTE SPELL	Changes carbon to diamond
EXCALABAR SPELL	At picture of sword:opens passage west
MAGIC WAND	Must have it for spells to work! It's in a secret compartment in the casket!
TO CROSS STREAM	DROP LIGHT:SWIM:ENTER PENTICLE and you will be transported to wizard's den..to destroy the spell that stops you going east WAVE WAND (To retrace steps simply reverse procedure)
TO GET RUBY FROM WELL	PULL ROPE
THE MAD WIZARD	WAVE WAND(easy really!!)to get rid of him
THE LION'S MATE	KILL LION(if you have the short sword/shield)

#### REMOVING PANEL IN THE WOOD PANELLED INNER CHAMBER

You need to be carrying the iron bar,which is in the chest in the secret store room;and to get into the chest you have to SMASH CHEST with the battle axe!

A good way to start is to go DOWN the steps at the dungeon entrance and as you go down one of the steps will sink under your weight showing a passage to the east!

You get 8% for each treasure and 20% for the princess!

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