

The Dark Tower - Objects and their uses.

Bird's nest - search the foliage up the tall tree near the rose bushes. Stuff it down the cottage chimney to make occupant open the door. Push it down the chimney so that you can enter.

Dice - found in nest guarded by bird - give them to dice playing orcs.

Specs - dropped by old man from the cottage when you talk to him - wear them to read small writing on the ring and also to read the runes on stone archway but must have first visited rose bush location to change specs into rose-coloured specs.

Ring - found on bottom of pool after you have taking a paddle and stirred up the sediment. It will help you out in many tight corners. When worn you can rub it to give you light - turn it to make yourself invisible for 3 turns - point it at a single enemy. Practise makes perfect!

Cloak - wear it to scare bird guarding the nest. See loom.

Phial - search dead orc found in the grave - drink the potion to become stronger.

Spade - search the vegetation - use to dig up dead orc.

Horse - really a unicorn minus its horn.

Rose - pick one from the rose bushes - see ladybird.

Gauntlets - search the bushes - wear them so that you can turn the dome - see chalice.

Meat - found in meat store - its food for the dogs - see bottle.

Troll - guarding underground entrance to the Dark Tower - just remember he doesn't like the light - see ring.

Gigantic orc - guarding the bridge - make a point of using the ring.

Dog handling orc - see gigantic orc above.

Dice playing orcs - guarding silver goblet - see dice above.

Loom & Spinning wheel - found in the cottage - use them to make a cloak - see dice above.

Black sack - found in the chest in the cottage - it will hold all that you find and you can also climb into it to pass through the archway.

Horn - high on a wall in the Dark Tower - climb on the table to obtain it - fit it on the horse and then ride unicorn in the end game.

Dogs - running loose on the first level of the Dark Tower. Trap them in their compound and then feed them poisoned meat.

Carpet - in the cottage - it has a loose piece of yarn at one end - pull the yarn to form a ball and then go to work room and make the cloak.

Orc archers on roof - the only way to avoid them is by making yourself invisible - remember the ring must not be shining when you turn it and you must not carry anything.

Chalice - One of the stolen items that you must return with - found under dome on the platform - examine platform then turn on the switch - turn dome but must be wearing the gauntlets.

Diamond studded egg - search dead dog handler - see chalice.

Pearl necklace - around neck of statue in room on the 4th level - the room has a tipping floor - the only way to obtain the necklace is via the platform in the roof below - climb on platform after first removing the chalice - another returnable item.

Table - dead dog handler lying across it - push him but you must have drunk the potion first - use the table to reach the horn and also to reach the trapdoor in the ceiling in the dog's compound.

Lever - examine room below first level to find it - pull it twice to trap the dogs in the compound. Be careful not to open the trapdoor in this room until you have trapped the dogs.

Band of orc soldiers - guarding the perimeter of the base of the hill below the Dark Tower - always RAMSAVE when using this route as their is a 10% chance of getting caught.

Skull - found when you try to move the skeleton - wear it when climbing the flagpole and then swap it for the crown that you find on the top. Another item to take back with you.

Cross - found in secret room above the dog's compound - returnable item.

Bottle - full of poison - search the dirty rags - poison meat with it and then feed the dogs.

Key - unlocks the chest - feel or search the mantelpiece.

Ladybird - blocking the tunnel under Shadow mountain - examine it - then drop the rose.

Unicorn - ride it at the end of the game but you must be carrying the black sack filled with all the stolen treasures.