

## DRAGON QUEST

Objects - how to find - how to use.

HELMET - Found in hut - wear it when you meet the dragon and ensure that the visor is closed.

DORMOUSE - Found in nest - drop it when you meet the owl.

STEEL - Found in one of the huts - use with flint to light lantern.

SWORD - Stuck in a rock - kills the lion.

CHEST - Under the bed in the Inn.

MAP - Found in one of the huts - shows route through desert.

ROPE - Found in debris - use it to cross gap in floor and also to descend hole at dead end.

CLOTH Found on bar in Inn - use it to polish the shield.

AXE Found in one of the huts - use to chop a branch off fallen tree.

LARGE KEY - The owl has it - see Dormouse - use it to gain access to Smaegor's lair.

COAK - Wear it when you are ready to return home - SAY HOME.

POUCH OF BACCY - Give water to traveller to receive it. Give it to chief.

RUCKSACK - Found in one of the huts. Its use is obvious and essential at times.

FLINT - Found in one of the huts - see steel.

SPADE - Look in the pool - needed to find many items.

BOOK - Give chief the pouch of baccy - read it to learn how to translate old language.

GOLD - Found in cell - change it in bank for silver coins.

SUIT OF ARMOUR - Found in chest in the Inn. You need to be wearing it when you meet the dragon. Don't let the tavern keeper see it!

PLUMP PILLOW - Found in bed in Inn - again don't let tavern keeper see it.

LANTERN - Found in hut - see flint and steel.

HORSE - In stable - you need to give man 1 coin. You can only carry one object when riding. Needed to reach Smaegors volcano.

SHIELD - Look behind notice board where owl is resting. See cloth - see Dragon.

BAG - Found under skeleton - fill it at the pool - see pouch of baccy.

BRANCH - Cut one from fallen tree - tie it to rope to descend hole.

STAFF OF OFFICE - Found among treasure in Smaegor's lair.





Step by step solution for Dragon Quest - Spectrum.

I ( YOU HAVE A CLOAK ) - EXAM CLOAK ( WEAR IT AND SAY HOME WHEN YOU WANT TO RETURN TO THE PALACE ) - NORTH - EXAM TRAVELLER ( HE'S NOT VERY WELL ) - SAY HELLO ( HE NEEDS WATER ) - NORTH TO NATIVE VILLAGE - ENTER - EXAM STRAW ( YOU PULL OUT A RUCKSACK ) - EXAM RUCKSACK ( CRUDELY MADE CAN BE WORN ) - LEAVE - NE - ENTER - EXAM STRAW - LEAVE - EAST - ENTER - EXAM STRAW - EXAM HUT - DIG - LEAVE - EAST - ENTER - EXAM MAN ( NATIVE CHIEF ) - SAY HELLO ( WILL HELP YOU IF YOU FIND HIM SOME BACCY FOR HIS PIPE ) - LEAVE.

EAST - EXAM POOL ( DRINKING WATER ) - LOOK IN POOL ( YOU SEE A SPADE ON THE BOTTOM ) - GET SPADE - WEST - WEST - ENTER - MOVE BED - DIG ( FIND HELMET ) - GET HELMET - EXAM HELMET ( IT HAS A VISOR ) - WEAR HELMET - CLOSE VISOR ( BEARD STOPS YOU ) - LEAVE - SW - ENTER - MOVE BED - DIG ( FIND FLINT ) - GET FLINT - EXAM FLINT ( STRIKE IT ON A STEEL TO MAKE A SPARK ) - LEAVE - WEST - NW - ENTER - MOVE BED ( YOU SEE A NEST ) - EXAM NEST ( YOU SEE A DORMOUSE ) - GET MOUSE - LEAVE - NE - ENTER - EXAM HUT ( SEE A LANTERN ) - GET LANTERN - LEAVE.

NE TO EDGE OF ARID DESERT - RAMSAVE - NORTH - WEST - MOVE SKELETON ( UNCOVER A BAG ) - GET BAG - SOUTH - EAST - WEST - SOUTH TO EDGE OF DESERT - EXAM BAG ( MADE FROM ANIMAL STOMACH HAS BEEN USED AS A WATER CONTAINER ) - SE - ENTER - EXAM HUT ( FIND A MAP ) - GET MAP - EXAM MAP ( PRINTED IN ANCIENT LANGUAGE ) - MOVE BED - DIG ( FIND A STEEL ) - GET STEEL - PUT ALL IN RUCKSACK - GET STEEL - LEAVE - SE - ENTER - EXAM HUT ( FIND AN AXE ) - GET AXE - LEAVE - EAST - EAST - FILL BAG.

WEST - WEST - SW - WEST - SOUTH - GIVE BAG ( TRAVELLER DRAINS ALL THE WATER AND GIVES YOU A POUCH ) - EXAM POUCH ( IT'S FULL OF TOBACCO ) - NORTH - EAST - NE - EAST - ENTER - GIVE POUCH ( CHIEF LIGHTS UP HIS PIPE AND HANDS YOU A TATTY OLD BOOK ) - READ BOOK ( NOW PROFICIENT IN ANCIENT LANGUAGE ) - GET MAP - READ MAP - TRANSLATE ( ROUTE THROUGH DESERT NOW KNOWN ) - LEAVE - EAST - FILL BAG - WEST - WEST - NW - NORTH - WEST - NORTH - EAST - DRINK - EAST - SOUTH - SOUTH - DRINK - EAST - EAST - EAST - NORTH - DROP BAG - DROP MAP - DROP BOOK - EXAM NOTICE - TRANSLATE ( WAVE HANDS TO ATTRACT ATTENTION OF FERRYMAN ) - WAVE HANDS.

ENTER - SIT - LEAVE - NE - EXAM NOTICE - TRANSLATE ( PRISON IF CAUGHT WITHOUT ANY MONEY ) - EXAM OWL ( DRAGON TRAINED IT HOLDS A KEY ) - GET DORMOUSE - DROP DORMOUSE ( OWL CHASES IT AND DROPS KEY ) - GET KEY - EXAM KEY ( DRAGON'S LAIR ) - LOOK BEHIND BOARD ( YOU PULL OUT A SHIELD ) - GET SHIELD - EXAM SHIELD ( DIRTY ) - CLEAN SHIELD ( NEED A CLOTH ) - EAST TO LARGE ROCK - EXAM ROCK ( SEE SWORD IN ROCK ) - GET SWORD ( FAST ) - PUSH SWORD ( CLICK ) - PUSH SWORD ( ANOTHER CLICK ) - PUSH SWORD ( YET A FURTHER CLICK ) - PUSH SWORD ( NOW FREE ) - GET SWORD - EXAM IT.



EAST - ENTER ( BARBERS ) - SAY HELLO ( 1 SILVER COIN FOR SHAVE ) - LEAVE - NORTH - ENTER ( STABLES ) - SAY HELLO ( 1 SILVER COIN TO HIRE HORSE ) - LEAVE - NORTH - ENTER ( BANK ) - SAY HELLO ( GOLD CHANGED INTO SILVER COINS ) - LEAVE - NORTH - ENTER ( INN ) - SAY HELLO ( 1 SILVER COIN FOR ROOM ) - LEAVE - NORTH TO EDGE OF TOWN - NORTH ( NEED HORSE ), EVENTUALLY YOU WILL BE ARRESTED AND THROWN IN GAOL. EXAM CELL - EXAM BED - EXAM MATTRESS - EXAM LUMPS - FEEL LUMPS ( YOU'VE FOUND A GOLD PIECE ) - CALL GUARD ( YOU SHOW HIM THE GOLD AND HE LETS YOU OUT ).

SOUTH - SOUTH - ENTER - CHANGE GOLD - EXAM PURSE ( 5 SILVER COINS ) - LEAVE - NORTH - ENTER - GIVE COIN ( LANDLORD GOES UP TO SEE IF THE ROOM IS READY ) - EXAM BAR ( SEE A CLOTH ) - GET CLOTH - PUT IT IN RUCKSACK ) - WAIT ( LANDLORD RETURNS ) - UP - NORTH - EAST - EXAM BED ( SEE PLUMP PILLOW ) - GET PILLOW - PUT IT IN RUCKSACK ( IT'S TOO BIG ) - OPEN WINDOW - THROW PILLOW OUT/THROUGH WINDOW - WEST - NORTH - WEST - LOOK/FEEL UNDER BED ( YOU PULL OUT A CHEST ) - EXAM CHEST ( NO LOCKS STRANGE WRITING ) - READ WRITING - TRANSLATE ( PUSH LID DOWN TO OPEN ) - PUSH LID DOWN - EXAM CHEST ( SEE SUIT OF ARMOUR ) - GET ARMOUR - EAST - SOUTH - EAST - THROW ARMOUR OUT OF WINDOW.

GET CLOTH - GET SHIELD - CLEAN SHIELD - EXAM SHIELD ( SEE RUNES ) - READ RUNES - TRANSLATE ( REFLECT RAYS TO DEFEAT THE DRAGON ) - DROP CLOTH - WEST - SOUTH - DOWN - LEAVE - EAST - GET ALL - EXAM SUIT - WEAR SUIT - WEAR SWORD - WEST - SOUTH - SOUTH - SOUTH - ENTER - SIT/GIVE COIN ( BARBER CUTS YOUR HAIR AND SHAVES YOU ) - LEAVE - WEAR HELMET - CLOSE VISOR - NORTH - ENTER - GIVE COIN - RIDE HORSE - LEAVE - NORTH - NORTH - NORTH - NORTH - EXAM DEBRIS - DISMOUNT - EXAM DEBRIS - GET ROPE - EAST - EXAM TREE - GET AXE - CHOP BRANCH - DROP AXE - GET BRANCH - EXAM BRANCH.

EAST - NW - EXAM VOLCANO ( SEE A DOOR ) - EXAM DOOR ( SEE A NOTICE ) - READ NOTICE - TRANSLATE ( ENTER AT OWN RISK ) - GET KEY - UNLOCK DOOR - DROP KEY - GET LANTERN - GET FLINT - GET STEEL - LIGHT LANTERN - DRAW SWORD - RAMSAVE - ENTER - EAST - KILL LION - KILL LION - KILL LION - DROP SWORD - NORTH - SLIDE ( PILLOW SAVES YOU ) - DROP PILLOW - WEST - NORTH - NE - ( FLOOR HAS FALLEN IN ) - EXAM TUNNEL ( SEE A ROOF HOOK ) - TIE ROPE TO HOOK - SWING ACROSS ( MUST HAVE BOTH HANDS FREE ) - THROW ALL ACROSS - SWING ACROSS.

GET LANTERN - GET BRANCH - GET SHIELD - PULL ROPE - GET ROPE - EAST - NW TO HOLE IN THE FLOOR - TIE ROPE TO BRANCH - PLACE BRANCH ACROSS/OVER HOLE - DOWN ( MUST HAVE BOTH HANDS FREE ) - DROP ALL DOWN HOLE ) - DOWN - GET ALL - OPEN DOOR - NORTH - REFLECT RAYS ( THE DRAGON IS BLINDED ) - EXAM TREASURE ( FIND AND TAKE THE STAFF OF POWER ) - GET CLOAK - WEAR CLOAK - SAY HOME.

GAME OVER 100% IN 422 TURNS.