

Staff of Power potted solution.

Collect the rope and tie it to the tree to descend. Examine the boulders then smash the boulder to get a light spell. Enter the cave, tie rope, down and "spell light" so you can see. Go to the cave where you feel a breeze and examine it to find a ledge. Jump to get up there and make your way to the lake.

Enter the boat and raise the mast so it will move. Examine the boat and move the seat to find another spell. Sail to the gravel beach and dig to find a key. Sail towards the waterfall and spell water-breathing to get past. Unlock the door you find below and move the sack inside to find a ring. Get the compass and go back up to the crossroads.

Examine the compass and wear the ring. Go north through the forest to the building. Drop the compass and enter. Examine the firewood in the kitchen and get the scroll. Get the meat and bucket. Move the tapestry in the hall and go to the son's room. Examine and feed the bear. Open cupboard, take and wear clothes. Take or lead the bear and fill the bucket in the bathroom. Go to the watch tower. Wait if necessary until the bear scratches at the north wall.

Examine the wall, drop or release the bear and get and open the box. Unlock the door in the dungeon with the key you've gained, enter and get and wear the sword. Get the armour from the armoury and the torch from the cell.

Enter the chief's room, light the torch, extinguish the fire and open the trapdoor. Wear the armour. Check you have the armour, lit torch, ring, sword and spell. Go down, remove and drop the clothes, wear the armour, get the potion from the secret room and find your way to the crossroads.

You should have the armour, sword, ring, spell (unlock door) and pink potion and 35 points.

Go to the castle and enter to learn of a sub-quest. Go to the hall, remove and drop your armour or it will cause problems later on. Examine the dwarf/body to find a key. Go to the end of the corridor and examine the alcove to find a doorway. Go to the music room. Take the harp. Go to the dining room, examine and move the picture to find an exit. Get the plank from the storeroom and go to the balcony. Make a bridge with the plank. Examine the shelves in the library to find a book and another spell. Go south and examine the fireplace. Enter it and go up and west. (By now you should have used about half your allotted time)

Drink the pink potion, get the glass key. Return to the balcony (carry the harp, glass key and restore spell at least), go to opposite balcony across the plank and down (the magnet here would have attracted your armour). Unlock the door, enter the room, play the harp and get the silver key. Collect the blue potion, go to the wolf compound and drink the blue potion. Unlock the door, cast the appropriate spell and free Reya. Get the spell she gives you,



go and collect the cold-dispel spell too. Go back to the barrier; cast each spell in turn until you find a locked door. Unlock it, enter and get the shield (which you would have seen from the moat when you went swimming). Move the grill and leave through there and the moat to return to the crossroads.

You should have the sword, ring, shield and unlock door spell.

Go to the lake edge and cross the stepping stones. Enter the building and unlock the north door using your spell. Go to the statue and examine it, then pull its staff. Go west, examine the picture and take the spike (NB you must examine the picture to get full points). Examine the table and open the trapdoor. Go to the room with the chest and jam or prop door with the spike so you don't get gassed. Open the north door, go through and take and examine the plaque. Go back, open the chest and get and wear both hat and robe. Go to the bee room, examine the hive, get and read the parchment. Go back to the trapdoor and down. Clean the plaque and jump east. Use your spell to fill the well with water and get and open the box. Go back to the cylinder and up before the acid kills you (you have 9 moves in all). Read the plaque. Go back to the hall and say zyx (you must be wearing the sword and ring and carrying the shield and warhorn). Give the ring to the hand, blow the warhorn to shatter the glass and kill the monster.

North takes you to Zyx. When he fires a bolt of lightning at you, use shield or reflect lightning to defeat him. Get the staff, go east, examine the mirror and go east to return to Arcon's Court. Score 100/100.