

"WIZARD QUEST" by Sean Vennard

Copied from author's solution.

BEAR - Fight it or use the WEIGHT spell. When killed, it can be cooked to provide food for you or the troll. See also DULGAN. The bear will eventually be replaced by a new one.

BEGGAR - Give him some food.

BOAT - Throw the hook to pull it across. BOARD BOAT to cross the river.

BODY - Light the dynamite stick and examine the body at the back of the cave to reveal the grappling hook. Wet the stick using the bottle of clear water to prevent an explosion.

BOULDER - SAY JUMP when you encounter it.

CHARM - Give some firewood to the barmaid and she will reward you with this.

CLIFF - THROW HOOK to haul yourself up.

DARK ELVES - Ask the barbarian to go in, then ask Dulgan to help. Enter the inn. Ensure that the barbarian is healed again.

DULGAN - found in the last location in the hut. Can help with the bear, magic carpet and dark elves.

ELEPHANTS - See beggar.

FIREWOOD - Ask the dwarf to help in the location with the logs. Used to light a fire or given to the barmaid.

FOUNTAIN - Fill the bottle you find under the bed at the inn.

GIANT - Pay him to cross the bridge. The toll is 1 gold coin. Best not to attack him if you happen to have the Samurai sword.

GOAT - To pass it, ask the elf to help.

GUARDS - Ask the dwarf to help.

HEALTH - replenished by food, sleep, vials.

MAGIC CARPET - Ask Dulgan to help. When it stops glowing, unroll it and sit down to finish the game.

MIST - Exits South to the edge of the chasm and back to the plateau.

ORCS - Fight them, using the WEIGHT spell if you have it. Take the food they leave. On first meeting the orcs you will have been poisoned by an arrow.

OGRES - Ask the elf to shoot them.

POISON - See WITCH.

ROPE BRIDGE - Collapses beneath you if you're carrying more than 4 objects.

SAMURAI SWORD - Found in the Troll Hole. A powerful weapon.

SHOP - Talk to the shop-keeper. Buy what he offers you and GET ALL.

SLEEP - In your room at the inn, after midnight.

START - Go in, talk to the inn-keeper and ask him about Dulgan. Talk to the barmaid, rent a room and buy some food. When the inn-keeper returns, take the envelope and open it. When the letter explodes, GET ALL to pick up the spells and hire the dwarf.

TREASURE CHEST - Ask the elf to shoot it. Inside is gold and a dynamite stick. See also BODY.

TROLL - You need firewood, matches, a dead bear, some sleeping tablets and the WEIGHT spell.. Light the fire, cook the bear, drug the bear, then wait until the troll has eaten, go east and SAY WEIGHT. Look under troll and burn troll just to be safe.

TROLL HOLE - You need the key found under the dead troll. You must be wearing a peg on your nose or the stench will force you to leave. See also TREASURE CHEST, MAGIC CARPET, SAMURAI SWORD.

VAMPIRE - In the mist. You must be wearing the charm. Just take the bow and arrow, shoot the vampire, ask the dwarf to behead (cut) vampire and burn the vampire.

WITCH - Defeat the bear so she can tell whose side you are on. Talk to her and buy any spells you need. She will cure poisoning automatically and for free.

WOLVES - SAY JUMP when you see them, then ask the elf to help.

Note If there are any inaccuracies, please blame the author ... he can be contacted at the following address just tell him ZENOBI sent you!

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