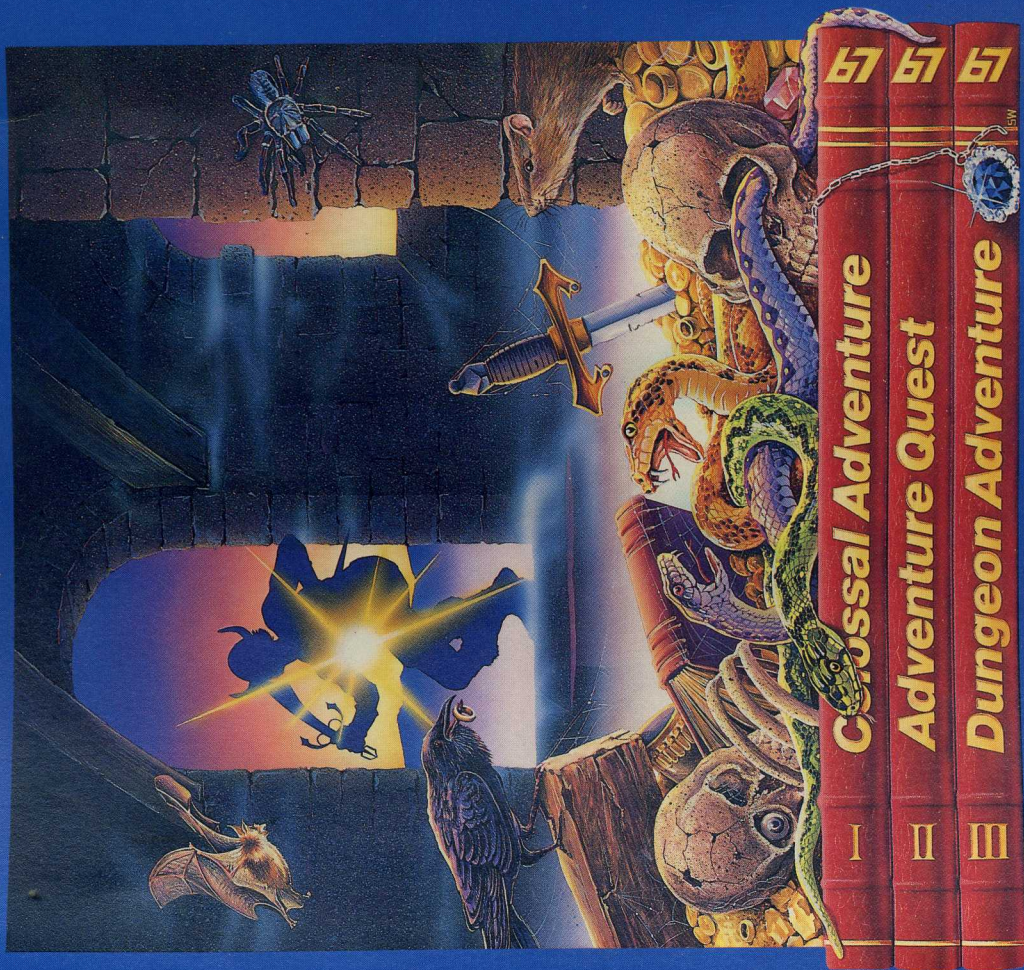


THE DARKNESS RISES



67 67 67

Crossal Adventure
Adventure Quest
Dungeon Adventure

I II III



SUSAN ROWE

The Jewels of Darkness

By Level 9 Computing



Loading Instructions and Gameplay Guide

Introduction

Welcome to the adventure world of the Jewels of Darkness.

This adventure is a trilogy of the classic Level 9 adventures Colossal, Quest, and Dungeon. The trilogy retains the acclaimed quality of the original versions, but now stretches the imagination even further with the addition of graphics, extended text descriptions, an extremely flexible English-language sentence interpreter, and a whole host of user-friendly features which allow the player a more versatile means of communication.

For the player new to adventure games, the first part of this booklet will explain how to use the keyboard to enter the magical world of orcs, dragons, dwarves and fabulous treasures.

The seasoned adventurer will find the first section of the booklet a quick and easy guide of how to use the extensive features available.

Scenarios have been included to set the scene for each adventure in the trilogy, and point you roughly in the right direction. Further information on what your objectives might be have been included in the 'Scoring and Hints' section.

Part two of this booklet contains the novella 'The Darkness Rises' by Peter McBride, which will take you even deeper into the fantasy world of the adventurer in the Jewels of Darkness.

Good fortune on your quest, and remember that to succeed in your quest, you must show courage, determination, skill, cunning, and have a brain the size of a planet!

Loading Instructions

Cassette users: To remove a cassette from the box, firmly press the top of the cassette label inwards, and the cassette will pop out.

Remember to always have a blank cassette or a formatted disk at hand to save your game position on. See part iii (Special Commands) of 'Game instructions' for more information about saving and restoring your game position.

Each version of the Jewels of Darkness has a menu program, which will instruct you in the further loading of the program (if necessary). Simply refer to the table below, and select the appropriate loading instruction(s).

Machine	Cassette	Disk
Amstrad CPC 464	RUN ""	-
664	Type TAPE and	-
6128	RUN ""	RUN "MENU"
Amstrad PCW	-	MENU
Apple II	-	Insert disk in drive and turn the machine on.
Amiga/Mac/Atari ST	-	Select the appropriate drive. Double click the MENU icon on the screen
Atari XE/XL*	Hold START & OPTION when turning on. Start the tape and press RETURN	Insert disk. Hold down OPTION while turning the machine on
Commodore 128	In 128 mode, type GO 64 and then load as Commodore 64	In 128 mode, type GO 64 and then load as Commodore 64
Commodore 64	Press SHIFT and RUN/STOP together, and start the tape	LOAD "MENU", 8,1
IBM PC	-	Insert disk in drive A and type MENU
MSX 64k	RUN "CAS."	-
Sinclair QL	Insert 1st microdrive and type	RUN "MDV0:MENU"
Spectrum 48k	Type LOAD "" and start the tape	-
Spectrum 128	Switch on, select Tape Loader with the SPACE BAR and press ENTER	-

* 8-bit Atari users should turn off the machine and remove all cartridges before loading.

Loading Advice

If you're having any problems loading the Jewels of Darkness into your computer, then try the following...

Cassette

1. Try the other side of the cassette.
2. Load another game from cassette that you know works correctly, to check that everything is connected correctly.
3. Vary the volume and tone settings on the recorder if you are able to.
4. Clean and demagnetise the recorder (following the maker's instructions).
5. Try another cassette recorder if possible.

Diskette/Microdrive

1. Try again from the very beginning, including removing all disks/microdrives and turning the computer completely off and back on again.
2. Is the disk the right way up? (This especially applies to Amstrads).
3. Load another game from disk/microdrive to check that everything is connected correctly.
4. Have you added any non-standard or peculiar hardware to the computer?
5. Clean the drive (following the manufacturer's instructions).

Guarantee (What to do if the program doesn't work!)

If you have no success in getting the program to run correctly, return it to Rainbird **without our packaging**, and we'll replace it (if you're returning a floppy disk, then make sure it's safely packed!). Please include a short letter telling us exactly what the problem is, and what your computer system comprises of. Postage will be compensated.

Software Returns Department
Rainbird Software
Wellington House
Upper St Martin's Lane
LONDON
WC2H 9DL

Adventure Scenarios

Colossal Adventure

Colossal Cavern is a name of power, whispered in dark corners, embodying incredible riches and untold danger. Sensible folk hold this cave to be a myth, the product of fevered imaginations - but every year a handful of people set out to find it, driven by necessity, or by overwhelming greed.

Most return empty-handed with tales of fruitless wanderings, or lies about the dangers faced: volcanos, dragons, gigantic snakes and the like. But some have never returned, and speculation holds that they are the successful ones who have found the cave and perished - or maybe used the enormous wealth from it to found great empires in far-off lands where they live in luxury.

Thus it is a unique event when a travel-stained warrior enters the tavern where you are sitting one evening, pays the inn-keeper with an absurdly high value gold coin, and over his drink claims that he has visited Colossal Cavern - and escaped with his life!

The other drinkers flatly disbelieve him, "thief" and "mercenary" are two of their more flattering suggestions to explain his wealth, but you are not so sure - for he has a haunted look and refuses to discuss his exploits. Thus, when you realise that an ambush is being planned to deprive the stranger of his money (and life), you lead him out to safety by a back route.

"A thousand thanks!", he exclaims when the sounds of pursuit finally die away, "May the Gods smile upon you for your deed tonight! But I fear that your friends may seek revenge if you return."

"Thus, to reward you for your valour, I will give you the most valuable treasure that I own... the location of Colossal Cavern!", and he presses a crumpled scrap of paper into your palm. Frankly, you were expecting hard cash - and a lot of it - but he looks like a good man in a fight, so you accept the meagre reward and even manage to shake his hand warmly.

Despite your natural suspicions that the map may be a fake, it would be foolish to stay and face the wrath of your fellows, so you set out to follow it. And the map turns out to be genuine! It leads you through uncharted lands: over mountains, through forests and skirting deserts - always avoiding the inhabited places of the earth - until one day's journey would bring you to Colossal Cavern itself.

Then disaster strikes. You are leaning on the wall of a building from which a river emerges and follows the road south. To the north is open country and all around is dense forest. As you attempt to decipher the next part of the map, a freak gust of wind lifts it from your hand - and carries it into the water. Rescue is not possible

for the river sucks it down instantly, and in any case you cannot swim.

It is now up to you to find the Cavern, enter it and return with its treasure. And, as you stand thinking, you remember a scrawled note on the margin of the map:

"Warning, Magic works in the Cavern!"

Adventure Quest

Hundreds of years have passed since the time of Colossal Adventure, and life has become peaceful and tranquil in all the surrounding lands.

The last elves sailed for the West centuries ago, after the rescue of their fellows from the dungeons below Colossal Cavern. Indeed, nothing remotely interesting has happened for ages, and the ordinary folk lead peaceful, mundane and - for the most part - contented rural lives.

At least this was true until a year ago. First there was a complete crop-failure in the northern provinces due to a drought of unprecedented severity. This was followed with attacks by maddened wild animals on storehouses and outlying farms, with the result that people fled south in their thousands.

Then the troops sent north to keep order were ambushed and decimated by unseen enemies in a hundred coordinated attacks. And finally a vast army of orcs moved in.

There was total panic.

The combined armies of all the friendly kingdoms were mustered and marched north. As yet nothing has been heard from them but it is rumoured that they are besieged near Amon Sul.

Then a messenger appeared at the gates of Valai. "My Lord AGALLAREPT calls on you to surrender. Even now his armies are sweeping towards you and he cannot be defeated in battle. If you surrender, you will be permitted the boon of death with dignity: otherwise it will be much worse when you are defeated. You will have one week to decide."

The name AGALLAREPT is well known to the magicians in the city: it is that of a Demon Lord renounced for his ferocity and skill in battle - there is no doubt that he will be victorious and there seems to be no hope.

There seems to be only one option open to the King, and he takes it. The leader of the Wizards Guild is hauled before the throne and issued with an ultimatum. "We remember the favours bestowed on your guild over the years. Now is the time for you to repay them. You have one week to defeat the Demon Lord by magic. Fail and you will not live to see the fall of the city. That is all."

You are an apprentice magician (as are all members of the Wizards Guild under 60 years old), and have taken courses in the three M's (Meditation, Mysticism and Money-making) but not yet used a spell in earnest. Thus you are amazed to be called before the Wizard's High Council.

"The base of the Demon Lord's power has been discovered: He has taken up residence in the Black Tower, on the far edge of the world. Even now the full council is preparing an assault on its defences."

"But there is a second way. Perhaps one person, acting alone, could find the four Stones-of-the-Elements and use them to enter the tower. Then, the Amulet-of-Life could perhaps enable you to defeat the Demon. There is little chance of success.... But will you do your duty and try?"

You mumble a reply and are rushed from the room. As you leave you think that you hear the shouted order "Next!"

Shortly afterwards you are dressed in travel clothes and stand before the tele-portal. You step through and there is a sensation of rapid movement. As your vision clears you find that you stand at the end of a road, outside a small brick building.

Dungeon Adventure

A day has passed since the success of Adventure Quest and jubilation reigns in Valaii! At sunset yesterday the city was besieged by a sea of orcs, with more arriving every hour, and it seemed that the defenders were doomed. But at sunrise, the watch looked out over an empty plain - the attackers had given up the assault when on the point of victory.

Initially, the only reaction was stunned amazement. But gradually a rumour began to spread: first whispered in quiet corners, lest the telling should make it untrue, but eventually shouted in every street...

"The Demon Lord is dead!!!"

When this was confirmed by the Wizard's Council, a two week carnival was announced - the provisions hoarded against a long siege were lavishly dispensed and the population proceeded to enjoy themselves as you would expect.

But a few people, yourself included, thought along different lines, as follows:

- 1) The Demon Lord must have been very rich;
- 2) If he really is dead, his treasures may be unguarded;

- 3) When the orcs marched south they cut a swathe of destruction through the countryside but they moved too fast to completely loot the area;
- 4) So, if I were to ride swiftly north, I'd have no problem in finding provisions and could probably reach the Black Tower in ten days. The wizards would never have repaired their teleport system by then, so I'd very likely be the first person there.
- 5) This could make me incredibly rich.

You gather together all the lethal weapons you can get your hands on and leave within the hour.

All goes well. You have taken a team of horses and make very great progress indeed (aided by Horseshoes-of-Speed, a Staff-of-the-Seasons for fodder, night-sight goggles etc. 'donated' by a cavalry barracks) and after eight days are nearing the Black Tower, lair of the late Demon Lord.

Then, about a mile from the tower itself, you are riding through a seemingly deserted forest when a spell is cast! Your anti-magic defences spring into action, but too late... you fall to the ground asleep.

Some time later you wake, cold and wet, on a mudbank below a bridge spanning a wide river. All of your weapons and magic are lost. It seems that you were robbed and then your body was thrown into the river but that, rather than drowning, you have survived long enough to be washed up on the shore.

You clamber soggily up onto the bridge and ponder over your fate. Can you take on the Dungeons of the Demon Lord unaided? It seems you have little choice, as this is where the adventure starts....

"Good Luck! You'll need it!"

Game Instructions - Commands

The Jewels of Darkness uses an advanced command language interpreter (called a 'parser') that understands both simple one or two word commands and complex multiple command sentences. This chapter is split into sections describing ways in which to communicate with the program.

i. Movement

To move around the land, use the following commands:

WORD	ABBRV.	WORD	ABBRV.
NORTH	N	NORTHEAST	NE
EAST	E	SOUTHEAST	SE
SOUTH	S	SOUTHWEST	SW
WEST	W	NORTHWEST	NW
UP	U	DOWN	D
INSIDE	IN	OUTSIDE	OUT
CLIMB	-	JUMP	-
CROSS	-		

The EXITS command will list any likely exits.

ii. Actions

The majority of commands that you will use are actions, such as picking up objects, opening doors, lighting lamps, etc. Here are some examples of the most common action commands.

COMMAND	MEANING
GET SWORD	Pick up the sword from here.
DROP AXE	Leave the axe in this room.
GIVE FOOD TO UNICORN	Feed the unicorn with the food i'm carrying.
FILL THE BOTTLE	Fill bottle with a liquid.
WEAR ARMOUR	Put on the armour that i'm carrying.
OPEN THE DOOR	Open the door (!)
LIGHT LAMP	Turns on the lamp that i'm carrying.
EXAMINE THE GOLD	Take a look at the gold I just found.
INVENTORY (INV)	What am I carrying?
SAY SESAME	Utter the magical word.
SCORE	How well am I doing?

QUIT
AGAIN (A)

Abandon your quest.
Repeat the last command entered.

You can use punctuation, or the word AND to string together multiple commands, for example...

OPEN THE DOOR. GO SOUTH AND CLOSE THE DOOR. GO EAST AND SAY SESAME.

The parser also understands the words ALL and EVERYTHING to mean everything moveable that it can see. This is an extremely useful time-saving feature. In most other adventures, to pick up a number of objects, you would have to do the following...

GET LAMP
GET WAND
GET CROWN

Without using the ALL command, the Jewels of Darkness would allow you to use...

GET LAMP, WAND AND CROWN

But this can be abbreviated even more simply to...

GET ALL

Another useful feature is the ability to refer to the last used item/object as IT, for example...

EXAMINE THE PLATINUM RING AND TAKE IT

or...

GET THE GREEN BOTTLE AND FILL IT WITH WATER.

Exceptions are also understood by the parser, such as...

TAKE EVERYTHING BUT THE SAPPHIRE

or...

EXAMINE ALL EXCEPT THE CROSS.

*Using all of these command structures allows you to type in near-English sentences of great complexity, such as...

EXAMINE ALL BUT THE CROSS, DRAGON AND LAMP AND GO EAST.

DROP EVERYTHING BUT THE LAMP. SAY XYZZY

GET THE KEYS. OPEN THE DOOR AND WALK NORTH. INVENTORY

iii. Special commands

There are a few commands that are neither movement or actions. Two of these affect the way the adventure is presented to you; they are...

WORDS PICTURES

Turn off the pictures.
Turn them back on again.

A HELP feature has been included, to give you a clue at certain points within the three games. The HELP command is generally useful in the locations around the start of each adventure, to get you on your way.

The other commands are concerned with saving and restoring your game position. Full instructions will be displayed on the screen where necessary. Those marked with an asterisk may not be available on all versions.

SAVE

Stores game position to your filing system. Be sure to have a blank tape or formatted disk ready. If you are using cassette, press PLAY and RECORD before issuing the command.§

RESTORE

Loads a saved game position. Lenslok will be needed. Please refer to the Lenslok instructions at this time. If you are using cassette, start the tape after the Lenslok procedure.§

RAM SAVE*

Stores game position in the computer's memory.

RAM RESTORE*

Loads a RAM SAVED position from the computer's memory.

OOPFS*

Restore position as it was before you last moved. OOPFS is a very useful command, and versions on larger machines let you use it several times in succession to go back a long way in time.

Naturally, you can use OOPFS, RESTORE or RAM RESTORE, even when you have just been killed, so that you can return to your position before your fatal accident!

§ Commodore 64/128 users should add ,§ after the save/restore filename to save the file to disk.

Lenslok Instructions

Lenslok is a plastic lens which is folded and placed against the television in order to read a security code. Lenslok is extremely easy to use, but it is vital that you read these instructions carefully, so that you familiarise yourself with its use.

About halfway through each game, and whenever the RESTORE command is used, the program enters Lenslok mode, and you have to complete the Lenslok sequence before you can return to the adventure.

1. A large 'H' appears on the screen. Place the unfolded lens lengthwise on the screen, between the two vertical legs of the 'H', and using the keys specified on the screen (usually the cursor keys or < and >), adjust the 'H' until it is the same width as the lens holder before it is folded (Fig. 1). In other words, adjust the 'H' until it is 4 inches across. Press the SPACE BAR to move to the next section.
2. Now fold the lens holder into a U shape, ensuring that the words on the holder "This Side Out", and the large raised "LENSLOK" logo are on the *outside*. You will not be able to decode the characters on the screen if the lens is folded the wrong way, and you may even break the lens holder.
3. Hold the lens *at arms length* against the screen with the feet of the lens holder firmly against the screen and "Top" at the top (Fig. 2). If you have a flat anti-glare screen, you may have to hold the lens closer to the screen by relaxing the U shape slightly.
4. Align the centre line of the lens with the vertical line on the screen and close one eye. Holding your head at least 1 ft away from the screen with your eyes level with the lens, the letters "O" and "K" should be visible.
5. Keep the holder in the same position and press any key when "OK" can be clearly seen (Fig. 2 & 3).
6. The two character security code, has now appeared on the screen.
7. Read the two characters using Lenslok and enter them on the keyboard. Make sure that you differentiate between upper and lower case characters, if applicable. If you get the code right, you're through to the next part of the game. If you get the wrong, you'll be given two more chances with the same pattern. Three errors, and you're back in the adventure at the point just before the Lenslok check.

*Lenslok is a trademark of A S A P Developments Limited.

Scoring and Hints

The Jewels of Darkness can be played as three entirely separate games, if you wish. However, the only way to obtain a maximum score and the title of "Supreme Adventurer" is to complete them in the order **Colossal Adventure, Adventure Quest, Dungeon Adventure**, carrying your score across from one adventure to the next (when you finish Colossal Adventure with a maximum score, you will be told how to carry your score across).

Each adventure has its own scoring system and objectives, and these are listed below, along with a few pointers to get you going in the right direction.

Colossal Adventure

You score points for finding fabulous treasures, but only get the full points for each treasure by carrying them back to the small brick building near the start. You also score points for entering the Colossal Cavern (when and if you find it!). You will lose points if you are killed. A number of bonus points can be obtained, and one of these is for not using SAVE/RESTORE.

To reach the 'end-game', and so have the opportunity for high scoring, you must find all the treasures. If you can't get to the end-game, there must be at least one treasure that you have missed.

There are many magic words in Colossal Adventure, and one in particular is needed to get at one of the treasures. To make it possible to guess this, it is included in one of the room descriptions.

Almost everything in Colossal Adventure has a purpose.

Adventure Quest

In Adventure Quest, you score points for getting nearer to the Demon Lord's Black Tower, and more for possessing any of the four Stones-of-the-Elements. There are bonus points available for entering the Tower itself and, of course, for winning the adventure.

On the debit side, you lose points as time goes by, and lose more points if you manage to get yourself killed.

Almost everything in Adventure Quest has a purpose: if only to keep you trying to work out its purpose!

Use SAVE/RESTORE regularly. Adventure Quest involves an epic journey and

you don't want to have to start all over again if you get killed. SAVE the state of play when you get past a significant obstacle and you can start from there if you have a later accident.

Dungeon Adventure

To score points, you must collect treasures left by the late Demon Lord, and take them to the store room. There are bonuses for getting rid of undesirable beings (though, to prevent a massacre, only the worst enemies give you a bonus score).

Try to avoid getting killed, as you will lose points in doing so...

Almost everything in Dungeon Adventure has a purpose, and you may get some idea as to what this is likely to be by EXAMINING an object.

Resurrection is possible, and uses a machine which is initially situated very close to where you start the game. By default it only works while you remain close to this machine, and you must register your body pattern for it to work at all.

The setting for Dungeon Adventure is a "cave network" that was originally the headquarters for the Demon Lord. Some parts are now blocked off by rock falls, but it may help you to bear in mind the original functions (if you can guess them) of the accessible areas.

In response to an overwhelming public request, there are several ways of carrying a lot of objects at once!

Are you really stuck? Take a hint from us...

Trying to move an immovable object, which simply MUST conceal a vital piece of treasure? Don't know how to get out of a maze? Can't work out the magic word? Don't despair! Although Rainbird bring you the most fiendishly devised adventures, we've got a heart, so if you really are stuck trying to solve a seemingly unsolvable problem, then fill in the Hint Request Form provided with this package.

Credits

The Jewels of Darkness trilogy was bought to you by the following people:-

Game design and text: Pete Austin

Programming: Mike, Nick and Pete Austin

Pictures: James Horsler

"The Darkness Rises"

A novella by Peter McBride

THE DARKNESS RISES

1

As he struggled to raise himself, a searing shaft of pain stabbed through his skull and set a deep throbbing thrumming in his temples. He was blinded by an angry vivid light though his eyes were closed, lids weighed down by a weariness that reached from the depths of his tortured body.

He tried to lift an arm, and the pain redoubled, sweeping in a rush, a floodtide of great waves of crashing agony that crashed on the shores of his innermost self. A cry escaped his lips, bitten back almost as soon as it was sounded. Even in the tormenting fires of his pain, the treacherous cry was accursed. He must show no weakness.

Once more he fought to sit up and to look about him. A heavy hand rested on his shoulder and held him down.

"Be still. Be still. You have suffered much. You must rest."

The deep voice rumbled softly, easing through the agony and from the heavy hand flowed a gentle strength that reached into his soul and pressed back the tide of pain. The glaring agony dimmed and he sank once more into the darkness.

He slept the deep sleep of exhaustion, but in the early dawn he woke again, drenched in sweat yet icy cold, haunted by the hideous faces of the nightmare. Nightmare? Nightmare? No, for it had been!

He opened his eyes and looked at the firelight flickering on the rough-hewn walls, but he saw only the light of his camp fire and the dancing points of light reflected off the vicious curved blades and in the vicious animal eyes of the shrieking, leaping, hacking devils that had burst upon them from the blackness of the night, from the blackness of the caverns of evil, bursting into their circle of light and life and sweeping through it in a ravaging torrent of death.

He saw again that evil face, eyes afire with the lust of destruction, mouth agape and great crooked fangs poised to plunge into his throat. The howl of triumph. Then the sudden jerk, and the howl of death and the black tongue lolling and the choking cough and the black blood welling and the

blackness covered him.

He recoiled from the vision and with the movement the pain returned, but the voice and the hand were there.

"Be still."

And he was still and slept once more.

2

Brandon the dwarf jutted out his chin and stared at the dragon, waiting for it to make its move. Slowly the dragon reached out a horny claw towards him, then suddenly it snatched at his beard and lifted it.

"Keep your beard off the board. I can't see the pieces" it hissed.

"And I know you cheat behind it!" It lifted the beard higher, pulling Brandon's chin up until all he could see was the cavern roof high above. With its other claw, the dragon rearranged the red and blue gems on the chequered board.

"Your move, master dwarf!" It let go of Brandon and gave him a leering grin. The dwarf looked at the board and knew he had been had again. The dragon was a terrible cheat. It was probably a rotten loser too, but until they got to the end of a game without it cheating, Brandon would never know.

"Looks like you win again, Oh Great One." said Brandon. "Another game? Double or quits?"

"Why not? I do enjoy our little games." The dragon picked up a long golden sword encrusted with jewels and bit a nick out of the blade. "How much do you owe me now?" it asked, counting along the nicks. "1, 2, 3, 8, 16, ..er. 22, . .um 40 bags of gold. One of these days, master dwarf, you are going to have to pay your debts."

"One of these days I might win!" said Brandon brightly.

The dragon belched smoke as it laughed.

Brandon coughed and wiped the smoke from his eyes as he set up the board again. This time he was going to watch the dragon like a hawk and make

sure it didn't cheat.

3

In the days that followed he was aware of waking time and again into pain and the presence of the big man. The pain eased, but the big man was always there. He remembered bowls of a hot sweet infusion, and the taste was there still, redolent of forest herbs and wild mountain honey. Its warmth and fragrance had done much to dispel the cold nightmare of suffering.

He heard a movement on the other side of the room, and turned to the noise. He saw a broad back bent by the fire, thick coarse hair merging into the thick coarse fur of a dark wolfskin jacket. He heard the sound of a pot being stirred and the rich smells of thick broth wafted across to him.

Fully awake now, he realised that the one who tended him must also be the one who had saved him from a savage death. There could have been no other, for he had seen all his comrades fall around him, hacked and torn. He should have died too.

"Mayhaps. Now it's time to eat." He brought a bowl of broth over to his patient and propped him up in the pallet bed. "Eat."

The food was good, and as he ate, he took in his surroundings. It was a cottage in the old style, with low walls and a steep pitched roof of hewn logs. In the centre of the room a hearth of stone held a fire now burning low. In its orange-red light he could see the skins of bears and wolves on the floor around it. Beside the fire lay a dog almost as huge and shaggy-haired as the man who squatted on a stool by the bed.

"Who are you that tend me?"

"Peasants call me the Woodman. You shall too."

"I am no peasant!" He spoke sharply, stung into life and for a moment forgetting his blood debt. "I am sorry, I owe you my life. I should not speak so."

"Ha!" the Woodman cut him off with a brief laugh. "There's fire in you yet. That's good. And as for your life - when I killed that orc I didn't know it was still there to be saved."

"Orcs! So that's what they were. I had heard of them, but I thought they were the stuff of old men's tales and children's nightmares." In his mind's eye, he saw them again. Smaller than men, and wiry, clad in coarse leather with breastplates of steel, and helmets of steel low over the coarse leather of their skull-like faces. Most of all he remembered the gleaming eyes of red, and the yellowed ivory of the glistening fangs.

"What were you doing in the Old Forest?" The Woodman's question cut through his vision. "It's a dark place for a young prince." His eyes glittered with amusement as he watched the reaction.

"How do you know who I am?"

"I could see it in your pride, even if your clothes and the uniforms of your men hadn't made it clear. Prince Tobiah isn't it? I have heard of you - and heard well."

"Thank you. Yes, I am he. Would that I had heard of you before we set out. You would have been a good man to have had on our expedition."

"You were hunting wolves." It was a statement, not a question.

"Yes. They terrorise our people, those few that still try to scratch a crop from the dried up lands in the valleys below. We sought to rid the forest of wolves, but there are so many! We had killed four score or more in a se'nnight, yet still we heard their howls from all quarters of the forest. And then chance brought the orcs upon us."

"Not chance! The orcs hunted you as you hunted the wolves." The Woodman turned and spat into the fire in disgust. The sharp sizzle woke the great hound. It turned its head and looked at his master. He caught the mood and bared his teeth in a snarl. The Woodman nodded. "Yes Dog, orcs. He picked up their trail at sunset four days ago. I saw then that they were on the track of men. Would that we had caught up with them sooner. There was little to do by the time we reached your camp."

"My men did well," Tobiah recalled with pride. Though taken unaware, they had fought back and wreaked a heavy toll on their attackers. "Would that there had been more of us . . . Woodman," he asked after a moment's silence, "what brought those orc bandits to the forest?"

"They were no bandits, Tobiah, and they were not the only orcs in these parts. The forest has been infested with them throughout this last year. At first they came in twos and threes - spies! Though few returned to tell

of what they found." He nodded towards a great longbow of yew that stood in a corner beyond." This last month they came in greater numbers - the vanguard of an encroaching army, if I'm right. They seek to seal off the forest, to mass in its cover ready for an assault on your country."

"Why did we know nothing of this?"

"The Kingdom of Valaii has grown soft in the long years of peace." He snorted his contempt. "When did your father last send a patrol beyond the borders?"

"It's true," Tobiah replied, "my party was the first in many a year to venture into the Forest."

"And that only at your insistence?"

The Woodman expected no answer. He could see in the face of the prince the strength of the ancient kings and perhaps some little hope for the future.

Tobiah lay silent. There was much to do, if he but knew where to begin.

4

"Lutist, stop!" cried Queen Gwendalan, catching a noise from beyond the window. The musician laid a hand on the strings so that they could hear the street sounds more clearly. "The people shout. Does it mean that Tobi has returned at last?"

"By the Gods, it's time he did." King Astuin wrung his hands. "I should never have let the boy go on that foolishness."

The hubbub grew closer, bursting into the courtyard below. A wailing of grief foretold ill tidings. Soon footsteps were pounding towards the Royal chambers. The guard outside tapped briefly on the door, then opened it in haste.

"My son! What news of my son?" asked the king desperately.

"None, my Lord" replied the guard. "Two merchants bring ill news from the northern road."

Dusty, dishevelled, nearly dropping with exhaustion, the two staggered

into the room and fell at the king's feet. "Orcs!" they cried.

"Where? Out with it!"

"My Lord," panted the leader of the merchants, "our caravan was passing through the valley by the edge of the great forest. Of a sudden one of the outriders cried 'Orcs. Flee for your lives.' We turned, and the valley sides were black with orcs rushing down upon us. My companion and I were at the head of the caravan and our horses are swift, else none would have returned to tell the tale."

"Orcs!" cried the king in horror. "Oh ye Gods, truly the darkness rises around us and will swallow us up!"

"Our son! He said they came from the forest!" cried the Queen. "What of our son? Is he too slain? Do you have news?" she implored.

The merchants shook their heads slowly and dolefully.

"Hush, woman." The king spoke harshly to hide his fears. "We know nothing yet. Guard!" he called, "Call the High Council together immediately."

The king's command was scarcely needed, for the councillors, hearing the cries of 'Orcs' spreading through the city, were already hurrying to the Great Hall.

It was a sombre and despairing meeting of the High Council. Too many of its members had grown old and softened by the years of ease and peace. Even the great drought and the plague of wolves that afflicted the northern provinces had done little to stir them. Food was never short for the rich in the city, but the loss of the caravan to the orcs had shaken them to their souls, and to their pockets.

"I am ruined!" cried Kerrinan of the Merchant's Guild. "I had ten thousand ducats invested in that caravan."

"And I," moaned Verdin, the Royal Wizard. "I had sent money with the traders too - on your advice!" He turned on Kerrinan.

"It's the army's job to protect those roads and keep them safe for honest travellers," replied the merchant, looking at Eliglas, the Chief Marshall. "All the taxes I have paid these many years, and what is the army doing now?"

"The army is short of men and short of arms," retorted Eliglas. "Those

taxes you complain of were never enough to defend the Kingdom properly. Anyway," he continued, turning to Verdin "the wizards should have warned us. These are orcs, not human foes. There must be magic at work."

Verdin sat with his head in his hands and said nothing. The others lapsed into melancholy silence.

"Where's Jarnac? Why isn't he here when we need him?" asked the king at last. Jarnac was crusty and sharp-tongued, but at least he wouldn't be wailing and wringing his hands like the other wizards. "Where is he?" King Astuin demanded, glaring at the Royal Wizard.

"I know not, my liege." Verdin replied. He chose to say nothing of his last meeting with the old wizard. It was one that he would have preferred to forget. Jarnac had warned him that he felt evil was at work; that the great drought and the plague of wolves had been brought upon them by the black arts; that the Dark Lord had returned to Dom Burnur, the Black Tower beyond the northern mountains. He had even warned that they should soon see the shadow of orcs in their lands. Verdin had called him an old fool, frightened by the weather and a few wild animals, and had forbidden him to spread panic with his fears. He had felt no evil magic in the air, and was he not the greatest of them? Was he not the Royal Wizard? Jarnac had left the city the same day, but his parting remark stayed with Verdin. "I shall seek out the truth." He had said. "Pray that I find it before it finds you."

"Would that Prince Tobi were here." muttered one guard to another as they stood by the door. "These have no stomach for war."

The king then turned to his marshal. "This is an army matter, Eliglas. I expect action immediately."

"I shall send an expeditionary force out directly, sire. I think we can clear up these orc bandits within a few days."

"If I may say, my liege . ." Verdin interposed hesitantly. "It may well be that this ambush is but part of a larger problem. Taken with the other signs - the drought, the wolves, the disappearance of the Prince Tobiah - one might suspect some evil hand behind it. It may be that a Dark Lord has returned to the Black Tower and will try again to conquer our world." The wizard was still not convinced that Jarnac had been right, but he felt it prudent to give the warning now if only to protect his own position. His announcement caused instant consternation. Where before men had grieved for their lost wealth, now they feared for their very lives.

"The Demon Lord!" exclaimed the king. "Why was I not told of this earlier?"

"It is but a surmise, Your Majesty. We have no firm evidence. We could perhaps send a party to investigate. . ."

"No!" The king cried fearfully. "If he has returned, we must act immediately. I want the full army assembled within the week. I want ambassadors sent to all our neighbouring friends entreating their support in this terrible time. I want the defences of the city strengthened, and you, Eliglas - you must send troops today to the forest to drive out those orcs and search for my son."

"It shall be done." Eliglas bowed to the judgement of the king.

And so it was done. And so it came to pass that on the third day's march from the city, 200 horsemen of the Queen's Guard and 600 foot soldiers of the Second Regiment reached the plain below the hills of Culdaron. Terror and death waited for them there.

5

Brandon had been right. The dragon was a rotten loser. When Brandon finally managed to win a game, it had bitten the score sword clean in two and eaten the jewelled handle. And when Brandon had asked nervously if he could collect his gold now, it had snarled "What gold? You said double or quits, and now we're quits!" Then it clambered back up onto its huge pile of treasure and sulked.

The dwarf, with more greed than good sense, had suggested another game. His idea had been greeted with a sudden jet of flame that had set this beard on fire.

Now he sat in a passage just off the great cavern, trimming the singed ends of his beard and planning his next move. There was another opening on the far side and a couple of interesting looking sacks close by it. He might just be able to grab those and get away. All he had to do was to find a way round the cavern.

It was a journey no man would have attempted. The passages were narrow and twisted and as black as pitch. Brandon set off steadily, feeling his way, aiming to stay at the same level and to circle around the cavern. Oftimes he would stop as his keen ears picked up a distant sound. The

hoarse shout of an orc, the eery flapping of a giant bat, the scurrying of some small creature or the heavy slither of things too evil to be thought about.

He trudged on. Sometimes squeezing through tight corridors, sometimes inching his way along narrow ledges above bottomless canyons. For a while he marched on a broad highway that sloped gently upwards, then stumbled and staggered down precipitous winding stairs. All too often the passages ended in disused storerooms - long since emptied of anything of interest or value - or in boulder-strewn rockfaces where once dwarves had mined for precious metals. And always he went in a timeless darkness.

Who knows how long he had travelled before at last he smelt the foetid stench of dragon blowing strongly towards him, and saw the glint of gold at the end of a tunnel. He hurried on silently, then paused and risked a quick glimpse through the opening. He was back where he had started.

"Hello," said the dragon. "Fancy a game of chance? I'm, bored."

6

Tobiah woke from a deep healing sleep. He lay still for a moment, flexing his muscles and feeling their repsonse. The wound in his arm still troubled him and would slow him down in a fight, but he knew he was strong enough to walk and he must return to the city.

He rose into an empty room. Both the Woodman and his hound had gone. Hunting? Perhaps, thought Tobiah, for there was little enough to eat and he was ravenously hungry. He found some bread and the remains of a roast hare and set to. Later he strapped on his sword and stepped out into the bright light of an autumn morning.

The Woodman's cottage was built in a small clearing encircled by tall oaks. Tobiah looked around, trying to get his bearings, and as he turned he saw a hawk launch itself from the top of the tallest tree and beat its way powerfully up and away to the south east. He stared after it with envy. "Ha! If I could fly like you, I would be home before nightfall."

"Then it's as well that you can't. I need you elsewhere."

Tobiah span round in surprise, drawing his sword clumsily. He let it fall back in its sheath as he saw who had spoken.

"Jarnac! What brought you here?"

"My feet. And they're sore, and I'm hungry. Did you leave me any breakfast? I don't suppose so, but no matter. The Woodman knows I have arrived. He'll bring something back with him."

"How does he know? Have you seen him?"

"He knows everything that happens. His birds keep him informed. Did you not see the hawk that went to tell him that you were practising at being an orc's target?"

The young prince looked again at the dark spaces between the trunks of the great trees. "Are they, then, around here?"

"No, but you weren't to know that. Come inside. We'll build a fire to roast that young fallow deer that the Woodman has shot, and you can tell me of your adventures with the orcs while we wait."

Tobiah followed him into the cottage, marvelling at the old wizard.

Later, as they sat around the table eating venison, Tobiah asked how Jarnac had known about the deer. The Woodman answered the question.

"He didn't. He was just hopeful. Jarnac's been living on roots and berries up in his cave. He was eager for some real meat. Isn't that true?" He grinned at the wizard.

Jarnac nodded and took another bite. "Thank you, old friend. I knew you wouldn't fail me, but I haven't just been sitting in my cave." He waved away Tobiah's unasked questions and spoke no more until he had finished eating.

At last the wizard pushed himself back from the table and wiped his grey beard. "Now, Tobiah. You were going to ask me something?"

"Indeed! Will you now tell me what brings you here? I didn't know that you and the Woodman were friends. He never spoke of you. And also, what of this cave of yours?"

Jarnac spoke slowly, savouring a pot of the Woodman's beer. "The cave is but a day's long walk from here. I have used it for many a long year, retreating there whenever I needed to think deeply or to search out truth. The city is no place for that. It is too full of distractions for inner peace, and its walls too high for distant friends. And if he did not speak of it to

you, why should he? He has never been one to say more than is needful. Is that not right?"

"Get on with it, Jarnac. Even I don't know why you are here. Though I can guess."

"And perhaps you would be right. There's little that escapes your knowledge. You will know, Woodman, and you may have guessed, Tobiah, that the storm clouds are gathering over our lands. That skirmish of yours with the band of orcs was but the smallest hint of what is to come. Soon the whole land will ring to the stamp of orc armies on the march."

". . . I must get back to the city to alert them!" burst in Tobiah.

"There's no need. They already know of the orcs. Jarnac, you have missed this on your travels. A host of the enemy passed through the southern bounds of the forest last week and descended upon a merchants' caravan and slew them. A few managed to escape and reach the city."

"Then the orcs could be at the gates of the city by now. I must return and lend my sword to the fight."

"Be still, Tobiah." The Woodman chided him. "The city is not yet in danger for the host was not that great. Now pay heed to Jarnac. He has come far to speak with us."

"Indeed, Tobiah. The wizard looked steadily at the young prince. "Your sword will be little use until your wound is fully healed, but you have within you the spirit of ancient kings. It gives you a strength that will be of more value in another part of this battle. Don't worry about the city. Its walls can withstand a long siege if it comes to it. There is a greater danger in the mountains to the north, and that is where we must go."

Tobiah had been ready to argue with the wizard, but at the hint of his mission he fell quiet and waited to hear more. The Woodman sat impassively, patient and watchful as the forest itself.

"There is a Dark Lord again in the Black Tower. If I am right, his name is Agallarept, a warrior wizard terrible in battle and a master of the black arts. I have heard some rumours of him in the far northern lands, and it would seem that he seeks to extend his empire to encompass us. It was he who sent the wolves to plague us, who holds back the clouds so that our lands shrivel in the burning sun, who directs the orc armies and is even now stirring yet viler creatures in the bowels of the Earth. But fearsome though his armies are, the danger lies less in them than in his magic. The

darkness of his great presence spreads out from the Black Tower and falls as a shadow to chill the hearts of men and to cloud their minds with fear. Yet his power is not complete. I can feel him questing, searching the lands for that final link that will join the chains to enslave us all." The wizard fell silent and the room grew still and dark.

"What is this link?" asked the Woodman at last.

"I know not. I know only that he has found the Stones of the Elements and unlocked their secrets. There were other gems and rings and amulets that the great ones of old invested with their powers. I know from his works that he has gathered many of these unto him, but something is yet missing or his darkness would have already fallen upon us all. We must seek out the source of his power and destroy it, or find that weakness in his armour that will let us drive a blade into the black heart of his evil. Either way our quest must take us within the very bounds of his dark empire."

"Come, the road ahead is long and grim." The Woodman spoke sombrely, aware of the dark days ahead, and seeing in his mind's eye the foreboding Orc's Head, dark gateway to a dark land. "Let us at least start in full sun."

7

It was just before noon that one of the forward scouts came galloping back to the main column. He headed directly to Thornback Hamber, Captain of the Queen's Guard and leader of the expeditionary force.

"Sire, the enemy! Less than an hour's march from here."

"How many and where?" As he spoke, Thornback reined in his steed and signalled the column to halt.

"About a hundred in all, mainly orcs with some dwarves and men - Northmen by their red hair and the axes they carry. They are camped on the far side of a stream bed just below yonder hills. A rise in the land conceals them from view." The scout paused, then added, keen to do battle, "Do we attack, Sire?"

"We haven't marched all this way for the exercise," said Thornback grimly. He knew that the enemy ahead was but a fraction of the main force, and wanted a good victory that would inspire his men for the more difficult times to come. "To attack their camp directly will cost us many men. I

know that land, and the steep sides of the stream bed are as good as fortress walls. Elyett!" he called to his second-in-command. "Take sixty horsemen and make a feint at their camp. Fall back immediately towards that rise where I shall be waiting with the foot soldiers. Denat will take the rest of the horses and circle round in the cover of the hills. The enemy will charge after you believing that you are routed and then. " he snatched at the air with his hand. ". we will have them in our grasp and slaughter them."

Elyett's troops rode off ahead of the main column, the sunlight glinting off their burnished armour, and the pennants on their lances fluttering in the wind of their passage. As they topped the rise, the riders' hearts filled with the excitement of battle. The enemy lay before them, unsuspecting and at their ease.

"Onward men of Valai! Onward to victory!" Elyett cried, launching his horse down the slope at the gallop, attacking with such vigour that the enemy could not suspect it for a feint.

"Valaii and victory!" his men shouted with one voice and the tide flowed onto the enemy's shore.

But waves break upon the shore, and just so was the onslaught checked by the orcs. They leapt to their weapons and rushed out to meet the charge. Their black barbed arrows found targets in the flesh of men and horses, and their curved swords hacked at the riders as they fought their way up from the stream bed. For a few moments the fight was poised along the edge of the bank, lances plunging, swords and battle-axes flailing, then Elyett took up his horn and sounded the retreat.

The riders whirled and swept away as swiftly as they had come. The orcs shouted in triumph and ran after them. Elyett's horsemen galloped up the slope, drawing the enemy after them into Thornback's trap. But the trap did not close. Where were his Captain's foot soldiers that should now have been rushing down to join the fray? Where was Denat's troop that should have been sweeping in from the side?

As Elyett reached the top, the truth struck him like a blow. They were the ones who had been trapped. The orc camp was bait for them, and their every move had been foreseen. Denat's horsemen had been scattered by a host of orc riders that must have lain in wait for them in the hills. The remnants of the troop were even now flying towards the main column with terror at their heels. Wolves were steeds for the orcs and their howling echoed across the plain. From behind Thornback's army and from the right, dense lines of orcs closed in at the trot, the thunder of their feet and the

clamour of swords on shields striking fear into the men of Valaii.

Elyyett's riders wavered at the sight before them, but he rallied them with a great cry "To me, men of Valaii! To me!" and as a troop they galloped across the plain and into the midst of the battle.

He led his men across the path of the wolf-riders, hewing to left and right and breaking their charge. His fleeing comrades rallied to his cries and turned once more upon their foes. Round they surged in a milling mass of men and orcs, of horses and wolves, half-blinded by the clouds of dust churned up from the dry plains, half-deafened by the cries of battle and the clash of steel on steel.

At last the orc cavalry withdrew. The wolves, maddened by the iron-shod hooves that lashed at them, were throwing off their riders and running wild. Elyyett looked around to count the cost to his troops and to view the main action beyond. Of two hundred riders that had set out from the city, but two score remained mounted and fit. The foot soldiers were faring little better, their dwindling band hard-pressed on all sides, yet the standard still flew aloft. Thornback Hamber could be seen in the thick of it, urging his men to hold firm against impossible odds.

Once more Elyyett rallied his men and led them against the enemy. Once more the sharpness of his sword and the valour of his voice gave new heart to near-exhausted men. For a moment it seemed as if his charge might turn the tide of the battle, but its impact was absorbed by the great mass of orcs and the cavalry were pressed back.

In the burning heat of the afternoon sun and the choking dust of the plain, the fight raged on; the black noose of orcs drawing ever tighter around the men of Valaii. Then Thornback saw his chance. For a moment there was a clear path through to the enemy leader who directed his troops from the back of a great black stallion. He was a tall and thick-set orc with a single, gleaming eye. Thornback spurred his horse forward, his sword held high and the cry of 'Valaii' ringing across the blood-soaked field.

The huge orc turned to his attacker and they met with a crash of tempered steel. Their battle steeds whirled and lunged at each other as man and orc fought blade to blade and shield to shield. Around them all other action ceased and all eyes were drawn to this combat of champions. Thornback at first gained the initiative and began to press the orc back into the ranks of his army, but his opponent steadied, then turned the fight with a mighty blow that snapped the man's sword in two. The Captain of Valaii pulled back, cast aside his sword and took up the ball and chain that hung from his pommel. As he swung it about his head the orc pressed home his

advantage and thrust his scimitar into Thornback's breast. Yet the man fell not, but gathering all his dying strength he smashed the heavy spiked ball into the orc's head.

The orc leader, his skull crushed, fell from his horse but Thornback, the scimitar protruding from his breasts remained mounted, the ball and chain still swinging in his hand. "Valaii!" he cried again, and the host of orcs turned and fled. And then he fell.

Thus ended the battle of Culdaron.

8

"Perhaps the Great One would like a song?" suggested the dwarf. Legend had it that here in the dragon's hoard was the Harp of the Sirens - the harp with the magical power to lull to sleep all who listened to it.

The dragon thought about it for a moment, then rummaged through the glittering mound on which it lay. It pulled out a golden flute and tossed it to Brandon. "Yes, sing me a song."

"Oh Wondrous Light of the World, I fear I cannot play a flute and sing at the same time. Would you perhaps have a harp?"

The dragon snorted. It liked the sound of flute and voice. "You're a poor musician," it accused Brandon, then gestured behind him. "Try over there in the chest. I think I put one there."

Brandon raised the heavy brass-bound lid of a great oaken chest and trembled at the sight that met his eyes. Never before had he been so close to so much wealth. True, the mound that was the dragon's bed was worth infinitely more, but the dragon kept him at a distance from that. He lifted the treasures out one by one and placed them lovingly on the floor beside him. Cunningly carved ornaments of brilliant green jade and the purest ivory; a golden crown beset with a dozen matching black rubies; a statuette almost a foot long fashioned from a single flawless diamond; rings, necklaces, belts and bracelets without number, all of glittering gold and heavy with rare gems.

"Come along, master dwarf!" The dragon grew impatient. "Get the harp and put those oddments away."

The dwarf shook his head to try to clear it of the fogs of gold-greed. He could see the harp now, and picked it from the chest. It was the Harp of the Sirens, of that there was no doubt. What other harp would be made of white gold and decorated with golden shells inset with pearls as big as a dwarf's hand? He grinned at his cunning, and went back to the dragon.

"I hope the song is about gold. I like songs about gold." The dragon stared at Brandon, daring him to sing about anything else.

"Well, . . . it starts 'The golden day. ' You'll like it." said Brandon hopefully.

The dragon puffed a cloud of grey smoke as if to say 'I'd better'. Brandon played a few melodic chords then struck up a song that his mother had taught him when he was but a dwarf-child.

"The golden day is ending,
The time for play is done.
It's time to lay your head in sleep,
For sleepeth now the sun."

The dragon yawned and settled closer to Brandon.

"Though night is drawing on us,
Be not thou afraid,
But lay your head in mother's lap
And hold your mother's beard."

The dragon fell asleep, with a smile on its face. Its head lay in Brandon's lap and it clutched Brandon's beard tightly in its taloned claw. The dwarf didn't notice. He too had fallen asleep as soon as the song had ended.

9

Their path took them along narrow forest trails, winding steadily northwards and upwards. By late afternoon they had left the oaks and beeches of the lower slopes, and entered into a more rugged land of dense pines. There were no sounds of bird or beasts up there, and the pine needles beneath their feet deadened the noise of their passage.

They passed the night among the firs, and the next day marched many miles beneath the dusty, low-hanging boughs. At length, the trees thinned out, and by noon they stood on a rocky upland clear of the Great Forest. Jarnac

scanned the barren hills and cliffs ahead, then turned and cast his eyes over the tree-clad lands behind them.

"Woodman, you are a marvel!" The wizard congratulated him. "How many leagues have we travelled through that sea of greenery, scarce ever seeing more than a few yards in front of us? Yet you bring us out just here, within sight of our first goal, the Pinnacle of Obdurat. I must ascend that pinnacle. It is a place of seeing." He pointed to a spire of rock that rose from the hills before them.

As they walked the final mile towards the pinnacle, Jarnac explained his purpose to Tobiah. "Within our lands and the lands of the enemy, there are several such places of seeing. They have a magic within them that makes each place an aspect of the other. From that pinnacle I shall be able to see, not merely the land around here, but the land around every place of seeing. I believe that in the ancient days, when the magic was stronger, a man could transport his whole body - not just his vision - from one such place to another. Would that we commanded that magic now. It would save my poor feet much labour!"

"Do you think that the Dark Lord possess the secret of the places?" asked Tobiah.

"There is no great secret to the seeing, Tobi. Many magicians have acquired that art, and we can use it to communicate with each other, though as most of the places are in these distant parts, they are little used normally. As for the Dark Lord, I think I may even have come upon that one, once. It was some time ago, before he began to expand his evil upon us. I think he had but newly discovered the power of the places, and thought that he alone commanded it for I sensed great surprise in him. I also sensed a force of hatred and fury, far more potent than any I had ever felt before. Then he was gone. In after times, some of the places became clouded with a mist that obscured vision. I seek now to clear those mists and to learn his plans."

By then, they had reached the pinnacle, and as the old wizard began to mount the steep and narrow steps, Tobiah asked after him "Is there not great danger for you in this?" But Jarnac replied not.

While they waited for the wizard, Tobiah and the Woodman sat and ate in silent contemplation of the lands before them. The pinnacle was on a ridge of high land above a rocky-sided valley that opened out onto a great rolling plain. In the far distance, shimmering in the heat of the day, was a thin line of purple-blue; the mountain wall that marked the edge of the Dark Lord's vastness. The land between was dry and barren, save for a few

stunted trees and patches of burnt-out gorse at the mouth of the valley below.

A thin, brief cry from the pinnacle made them start. Swiftly they ran up the rocky staircase only to find, when they reached the top, that the wizard was no longer there.

"Has he then discovered the power of movement between the places?" asked Tobiah breathlessly.

"No!" replied the Woodman. "For look, he has left his wand behind. It is the Demon Lord who has that power, and who has taken him."

"Then we must rescue him!"

"We must try." His older companion said grimly. "The wand points to the eastern end of yonder mountain chain. The Black Tower lies there, and there we may find him." The Woodman tucked the wizard's wand into his belt and led the way down again.

Once more at the base, they shouldered their packs and prepared to set out.

"Wait!" said the Woodman, catching sight of a movement high in the sky. It was a hawk far above, winging swiftly towards them. The bird circled once over their head, then flew off, turned and came back low flying as straight and true as an arrow. It rose and landed on the pinnacle.

"What does it mean?" asked the young prince.

"Orcs! A party is coming swiftly towards us along the line of the ridge. The enemy may have seen us, or may have guessed that Jarnac had companions on his journey. There will be too many for us to fight in the open. Let us find shelter in the valley. There are caves in its rocky sides where we may hide or stand and fight if need be."

The Woodman led Tobiah at a scramble down the slope, dog loping swiftly alongside. Near the bottom they found a deep, high-mouthed cave and flung themselves into its cool darkness. They lay still, breathing deeply and silently, straining to catch any sounds from beyond. But another sound came first to their ears. A deep regular rumbling from deeper in the cave told them that they were not alone. They peered into the darkness and tasted the air. The heavy smell of sweat and badly cured leather, and an undertone of cold roast meat suggested orcs or wild mountain men, but the rumbling snores told of a much larger frame. And as their eyes became accustomed to the darkness they could see the great bulk of a giant lying

on a bed of skins.

Tobiah shifted his position to bring his sword to hand, and the movement upset a small pile of bones by his feet. The rattle as they fell echoed through the stillness of the cave. The giant stirred and yawned mightily. He scratched his massive gut and stretched out arms as long as a man is tall, then he yawned again. The travellers pressed cautiously back into the deeper shadow against the cave wall.

Other sounds now reached them - the soft padding of leather-soled feet on rocky ground and the sniffing of an orc tracking his prey. The giant also heard the sounds and rose from his bed. Tobiah could scarcely believe how one so large could be so nimble and silent. The giant crept swiftly to the cave mouth, paused and listened, then leapt outside. They heard the orc cry in surprise, and the swish of a sword being unsheathed, then a sickening crunch as the giant caught up his victim and dashed him against a rock.

The deep voice rumbled softly as the giant returned, trailing the orc by one leg. "Ho, ho. Roast orc for supper. Better than scrawny goat, though I'd rather have a bit of man-flesh. Bin a long time since I had any of that. It's you lot what have done it. Driving all them good tasty farmers away. Right. I'll hang you up by the chimney, and see if I can find another 'un. You never comes 'ere by yourselves. . . ."

The giant left the orc hanging upside down at the back of the cave and returned quietly to the hunt. As he reached the cave mouth he paused, the smell of men reaching his nostrils. He turned and looked towards the travellers, though seeing them not in the darkness of shadow. The Woodman and Tobiah prepared to sell their lives dearly, but the giant turned away again, hearing more orcs outside.

"Cor! Loads of 'em. I'll not go 'ungry this month." He picked up a massive club from the floor by the cave mouth and went outside.

"What now, Woodman?"

"Leave the orcs to him, and him to the orcs. Come! He spoke of a chimney. There may be a way out there."

The chimney was a natural feature of the rock, a wide fissure that angled steeply upwards and backwards. Though it was slippery with greasy smoke, the two men and the dog were able to scramble up through it, emerging into daylight on a brush covered slope. There was no sight of orcs, though the sounds of fighting drifted to them over the hill from the

valley beyond. As they climbed down the slope, the cries of the orcs ceased one by one.

"We have lost time, Tobiah, and I fear for Jarnac. Let us hurry."

Together they set off at a steady trot northwards across the wide and dusty plain.

10

King Astuin sat brooding in the Council Chamber, scarcely aware of Marshall Eliglas, his aides and the other councillors who were brooding over maps spread out on the great table. Why, after so many centuries of peace, had the orcs chosen his reign in which to return? He was no warrior king. He didn't even enjoy hunting, let alone battle, and was now far too old to ride out at the head of an army. Why couldn't they have waited ten or twenty years when Tobiah would be king? He would have thrown himself into the campaign heart and soul - probably pulled some good young bloods round himself too. The king looked balefully at the ageing marshal and his fluttering advisers.

And what of Tobiah anyway? The queen had scarcely stopped crying in the week since the merchants had brought news of the orcs. And when she wasn't crying she was cursing the king for allowing the boy to go off alone. Boy! Tobiah was over twenty - a grown man. And the king had sent him with a guard of a dozen men. That seemed more than enough for anything at the time.

A disturbance at the door made the king look up. Verdin, the Royal Wizard came hurrying across.

"My liege! I have had communication from Jarnac. He has much news of the enemy - and of your son."

"News!" cried the king eagerly. "Is it good? Is he yet alive?"

"Some good news, my liege. Prince Tobiah is alive and well, but. ."

"Enough!" The king cut him off sharply. "Does the queen know this?"

"No, my liege. I came straightway to you. But. ."

"Later, Verdin." The king called to a servant. "Take the news to Her

Majesty that Verdin has spoken with Jarnac the wizard, and that Prince Tobiah is alive and well." He waited until the servant had left, then turned once more to his councillor. "Only good news for Queen Gwendalan. She has worn me out with her crying this week. Now you may tell me the rest."

"Jarnac spoke to me from the Pinnacle of Obdurat - it is to the north of the Great Forest on the borders of the wastelands. Prince Tobiah was with him, and though wounded in a fight with orcs was much recovered. They intended to press across the waste into the enemy's vastness. . ."

"You forbade it, of course. I cannot allow the prince to go there!" the king burst in.

"My liege, he wouldn't listen to me. He. ."

"You blithering fool! Do you know what the queen will do when she hears of this?"

"My liege!" implored the Royal Wizard. "There was nothing I could do!"

"Her Majesty must not know of this." The king was adamant.

"The secrets of the High Council do not pass beyond this door." said Kerrinan the merchant, who also had a wife. The other councillors nodded their support, and the king looked a little relieved.

"Jarnac also had news of the enemy." Verdin began again. "He had a vision within the realm of the Black Tower and had seen a great army assembling and beginning to march east - towards Valai." He paused for a moment and tried to find the right words in which to convey the rest of Jarnac's message. "He estimated the force at one hundred thousand orcs, and suggested that we would be unable to defeat them on the field. He - Jarnac - suggested," the wizard continued over the protests of the marshal, "that we seek a solution in magic."

"Poppycock!" cried Marshall Eliglas. "We have defeated them once on the field of battle. We shall do so again. Magic, ha! Where has your magic got us so far?"

"Have we defeated them?" asked Verdin. "What news is this?"

Eliglas showed the magician a scroll. "A messenger brought this within the hour. The expeditionary force met with an army of orcs on the plains at Culdaron. After a fierce fight, the orcs withdrew, and our troops return. Casualties were heavy on both sides. This is Captain Elyett's report on

the campaign."

"Did not Hamber lead that force?" asked the magician.

"Thornback Hamber died gloriously in combat. His body is being borne back to the city."

"Do you mind if I read Elyett's report?" Verdin was sure that the marshal was leaving much unsaid about the battle, but knew that the young Captain could be relied on to give a fair account. He took the scroll and read it silently. At length he spoke quietly to the marshal. "Elyett estimates a force of two thousand orcs against the eight hundred of ours. He puts the enemy's dead at under a thousand, while our own force is reduced to a miserable handful. They were outmanoeuvred and outfought and they would have been utterly defeated had it not been for Thornback Hamber's valiance. How can we repel one hundred thousand orcs, especially now that the flower of our troops lie dead at Culdaron?"

"We have full twenty thousand men under arms now, and the promise of as many again from our neighbouring princes. As for the enemy's numbers, we have only Jarnac's word for that. My army stands ready to defend our country." The marshal spoke stiffly to Verdin.

"Can we not sue for peace?" asked Kerrinan. The merchant had little faith in either Eliglas' army or Verdin's magic.

"Peace with the orcs?" Verdin laughed bitterly.

"Never!" cried Marshal Eliglas. Then he added, impetuously. "My liege, I ask permission to lead my forces against the enemy."

"Not all of them!" replied the king in haste. "The city must remain well guarded. You must leave at least half of them here."

The marshal thought over his command, and weighed the likelihood of Jarnac's estimates being right. "Then perhaps, Sire, I shall wait for Elyett's return and send him with ten thousand to join forces with our allies against the enemy. I shall supervise the defence of the city myself."

"Do what you will," said the king.

11

Jarnac lay where he had been thrown on the filthy floor of an evil-smelling dungeon. He had seen much from that magic place on the pinnacle, and had managed to contact the Royal Wizard in the city to pass his knowledge on, but he had lingered too long. The Demon Lord had felt his queuing eye and had come to him, face-to-face. They had locked their wills in combat, and though Jarnac was strong, the enemy was stronger yet and had prevailed. He had beaten down the old wizard's defences and swept through, capturing him bodily and transporting him to another place deep within his citadel. There he had given him into the charge of his orcs to guard until he had time to spare to question the wizard. His jailers locked and bolted the cell door, then one went to report to his chief.

Grok, Keeper of the Orc's Head Tower - for that is where Jarnac had been taken - was in his room staring out of the single round window. For over two hours he had been standing there, watching the Demon Lord's army march across the bridge of stone and down to the crossroads beyond. From there the soldiers were turning southwest towards Valaii. Many thousands had already passed, and many more thousands yet were still assembling in the great caverns beneath and behind the guard tower.

"Chief. . It's me, Zaxz."

"What is it?" Grok snarled, without turning his gaze.

"We just put a prisoner in the fourth dungeon. Some wizard what 'Is Worship caught. We gotta keep 'im safe, 'cept if 'e tries any of 'is magic, we've gotta chop is 'ead off. An' if we don't keep 'im safe. ."

". 'Imself'll chop our 'eads off, right?" Grok growled, and turned at last. "Who's bleeding, think 'e is? That's what I wanna know. Who does all the bleedin' work round 'ere? Who goes out an' gets 'emselves killed? Eh? Orcs! That's who! An' who sits around where it's safe giving the orders, livin' off the fat of the land? Eh? 'Imself! That's who! It 'ain't right. Orcs does the work. It oughta be an orc as sits on 'is throne."

"Don't talk like that Chief! 'E'll 'ear you! 'E'll 'ave you strung up inside out!" Zaxz whispered frantically.

"Bleedin' nonsense! 'E won't know nothin' unless some squealin' rat goes tellin' 'im. Now you wouldn't do that would you?" Grok grabbed the guard by the throat and hissed in his face.

"No, Chief, no!"

"'Ere, did you say a wizard? A wizard like 'imself?"

The trembling orc nodded. Grok let go of him and paced the floor. "A wizard, eh?" he mused, his small red eyes gleaming brightly. "Now tell me, my lad, what's 'imself got what we 'avent'? Don't know, do you? Well I'll tell you. 'E's got a bleedin' great big army - what's just marchin' out the door - and 'e's got magic. Now we got our little lot what's lookin' after the tower - all mates from the same cave - an' the only soldiers what'll be left 'ere soon. Now just suppose we 'ad a wizard of our own. . then we'd 'ave magic, and we wouldn't need 'im. Would we?"

"Nah, it wouldn't work." Zaxz shook his head, then stopped as cunning overcame fear. It might just work. It was certainly worth playing along with Grok. If things started to go bad, he could always shop him to the Dark Lord - perhaps get his job as keeper. He grinned conspiratorially. "Yeh, why not. I'll go get the others."

"Not yet." Grok stopped him quickly and gestured to the open window and the marching army beyond. "Wait till that lot 'ave gone. An' wait till I've 'ad a word with this 'ere wizard."

Jarnac stirred as the heavy feet of the orcs tramped into his cell. He had been stunned by his encounter with the Demon Lord and he had to struggle to bring his mind back into focus. He was aware of an orc bending over him, a horny hand pulling him up by his beard and a warty face only inches from his own.

"Wizard!" Grok hissed, and the foulness of his breath made Jarnac snap his head back. The orc turned to his fellow "Zaxz! 'E's awake. Go and keep that lot busy out there. I want a bit of quiet chat with our friend 'ere."

Grok waited while the wizard sat up, then handed him a flagon. "It's alright," he urged, as Jarnac refused it. "Some men's drink. Never touch it meself." He preferred the flagon again. The wizard took it cautiously, sniffed and tasted it. A honey liquor, thick and sweet with a fiery heat. He drank and felt the warmth spread inside.

"Enough!" Grok snarled and grabbed the flagon. "Maybe a little more later if you're a good boy."

The wizard stiffened. No orc was going to weasel information out of him. But Grok's questions were not what he expected.

"Now what do you think's gonna 'appen to you, eh? Well, I'll tell you. As of right now, you got two choices. Either they torture you till you tell 'em what they wanna know an' then they kill you, or they torture you till you

die without telling 'em nothin'. Not a lot o' bleedin' choice really is it?" Grok grinned evilly, then hunched closer. "But supposin' there was another choice, eh? . Now, I got a proposition for you, my old son. . ."

12

The dragon woke first and tugged Brandon's beard to wake him too. "I liked that, master dwarf. Sing me another - only make it a bit livelier this time."

The dwarf shook his head to clear the fogs of sleep. Then the dragon shook Brandon's head. "I won't take no for an answer. I want another."

"All right, all right!" said Brandon, half-dazed. "Just give me a minute or two, Oh Master of the Living Flame!"

"Only one." The dragon spoke severely. "If you want two minutes, you'll have to give me two songs. . . Wait! That's a good idea. Let's have two songs - but make them about gold."

"Yes, right." Brandon though frantically, trying desperately to remember a song. He had heard so many in his hundred and forty years. Why couldn't he recall one - or two! - when he needed it.

"Time's up!" The dragon was smouldering gently, ready to burst into flame if it didn't get its song.

"Er. . .er. . . I've got one! It's called Gilmor's Quest for Gold. It's all about how a warrior is torn between love for a dwarvess and love of gold. You'll like this one." He struggled to find the right chords on the harp, then began.

"She was a golden maiden fair
And would have given him ought.
Though gold her beard and gold her hair,
'Twas not the gold he sought."

Getting drowsy, and beginning to dream about gold, Brandon lost concentration and got his fingers tangled in the harp's strings. The dragon looked at him crossly. It was enjoying this song. He snorted smoke and hissed at the dwarf. "Never mind about the harp, just get on with the song."

Brandon shrugged and carried on unaccompanied.

"She loved her handsome warrior tall,
And the golden axe he carried.
Full three foot two he stood in all
Oh, fain she would have married.
Come sit by me and drink, she cried,
Handing him a flagon.
No, no, he said, for I must go
And kill that flaming . . er . . wolf."

Brandon's song ended rather lamely. He peered up at the dragon to see how it was taking the ending. The dragon was disappointed.

"That doesn't rhyme. I don't like songs that don't rhyme. Why doesn't it rhyme?"

"O Living Volcano, O Golden-Winged Elegance!" said Brandon hurriedly before the dragon could think too much about rhymes. "I have just remembered. There's a whole scroll of songs in my pack. I left it in that passage. If your Smokiness will but wait, I'll go thence and fetch it." He scurried off while the dragon was still thinking, and had reached the entrance to the passage before there was an explosion of anger.

"Pah! It should have been 'flaming dragon!' Come back here you tricky little dwarf, and bring back my harp. I'll give you flaming dragons!" And to make its point, it sent a burst of fire after Brandon.

13

All through the long hot afternoon, Tobiah, the Woodman and his hound ran across the baked-dry plains. As evening came, a wind sprang up and whipped the dusty earth into a choking, blinding fog that made further progress impossible. They stopped and took the enforced rest, then later, in the chill of the night when the air was again calm and the stars could guide them, they urged their weary legs into action once more.

Through the night they ran, running through pain and exhaustion, running at last in a mindless state in which nothing existed save the ground beneath their feet and the Pole Star above their heads. In the half-light before the dawn, they saw the mountain wall looming high on the horizon and the plain falling away to their left in wooded valleys. They ran on, into the

cover of the woodlands and there slumped down for a few hours' sleep.

Towards sunset of that day the two men and the dog came onto an ancient road that ran eastwards from the edge of the woodland and across the grassy plain beyond. The weeds that grew through its cracked surface were trampled and crushed. The Woodman bent low and studied the road, then read the signs to his companion, pointing to faint marks as he spoke.

"A great army has passed, heading southwest. Orcs without number - many mounted on wolves. A train of wagons with iron bound wheels, drawn by the sturdy ponies of the south, led by dwarves. Engines of war and siege towers drawn by oxen. Elephants, hunting leopards and the feet of many men from distant countries. All these have passed by in the last two days - some but a few hours since."

"The Demon Lord has spread his net wide to amass such a force. Now he seeks to engulf the world." Tobiah spoke sombrely.

"Perhaps," replied the Woodman evenly, "but this army marched away from his lands. How many now are left to guard his fortress? Our passage will be much easier now that the army has gone, and Valaii is safe for yet a while. That great host must move slowly. Come, I would reach the Orc's Head before it is fully dark."

They marched off with the setting sun at their backs and their shadows long before them. But the road also was long and the sun had sunk far below the horizon before they reached the cross-roads and saw the Orc's Head to the north. It looked an evil, fearsome place in the dismal twilight. A great head, fully sixty foot high, carved out of the solid stone at the base of a high cliff. Its stone tongue formed the bridge over a fast flowing river and led into the foetid darkness of the fang-fringed mouth. Beneath a massive brow, its stone eyes in deep sunken sockets stared a deadly challenge across the lands below. Many centuries ago, another Dark Lord had caused it to be built as a guard tower and gateway to his kingdom. Ancient battles and the long years of neglect had etched deep scars in the graven face, making it yet more grim and foreboding. Now once again it stood guard at the entrance to a land of evil.

The hound growled deep in his throat, and his hackles rose. "Aye, dog. There's orcs in there, but go quietly now." The Woodman laid a hand on its head and calmed him down.

"How far is the Black Tower from here?" asked Tobiah.

"How far?" echoed the Woodman. "Time and distance have no meaning

beyond that bridge, Tobiah. It has ever been thus. I ventured in there once, in the days before the Demon Lord took possession of the lands. How long I wandered I will never know. Beneath is a maze of unlit passages and caverns; above a marsh of mists and forgetfulness. I know only that the Tower is there, somewhere above and beyond, and that to find it we must go only where we least want to." He pointed down the road. "Do you want to cross that bridge?"

Tobiah looked at the glaring Orc's Head and sensed the evil flowing out from it. "No," he spoke heavily. "That must be the way."

They set off up the road in single file, the Woodman in the lead, with his hound padding silently at his heels. As they crossed the narrow bridge of stone the noise of the rushing waters below rose up to greet them, but from within the gatehouse came no sound. They stepped inside the cavernous mouth with its broken rows of stone fangs jutting up from the floor and hanging low from the ceiling. All was still and quiet, then suddenly from somewhere deep inside, there came the echoing clang of an iron door being flung open, and distant sounds of harsh voices raised in angry argument. At the thundering of heavy feet running towards them, they drew their swords and made ready to fight. But the running stopped and instead they heard the lashing of a whip and cries of pain and death. Then the footsteps receded, the iron door clanged again and all was silent once more.

"What do you make of that, Woodman?"

"I know not, but it would seem that the guards have no time for us. Now, which way, Tobiah? I judge that Jarnac could be either in some dungeon or in the Black Tower itself. But which? The wizard would tell us to seek light in the darkest places, and the darkest opening is to that passage over yonder."

They trod softly forwards, swords drawn and all senses alert. The passage angled sharply to left and then to right, but always sloping gently downwards. The air was cold, damp and heavy with the smell of orcs and the walls and floor were slippery with a slimy wetness. In that total darkness, where they dared risk no light, they moved slowly, feeling their way, listening for any sound that might guide them. They came to a junction and paused. To the left rose a flight of stairs, while to the right the passage seemed to continue downwards. Tobiah moved towards the stairs, but the Woodman held him back.

"Listen and look!" he whispered. From up above there drifted a faint murmuring of voices, and there was the merest hint of light that

suggested a flickering torch somewhere far out of view. "I would guess that leads to the guard rooms. We need to go much further in to find the Black Tower."

The passage down which they now walked had many doors leading off it. Massive doors of wood or iron, at which they listened but heard nothing. Then at one where a slit of light beneath told of its use, the Woodman heard the scraping of stools on the floor and the sound of footsteps. He hurried Tobiah forwards urgently. They had gone only a few yards when the door opened, and an orc bearing a torch stepped out into the passage. He was startled to see the men and it was a moment before he turned to call to his fellow guards.

"There are m. . ." The Woodman's swift sword cut him down before he could finish, but the damage was done. More orcs poured out from the guard room, swords and whips flailing.

The Woodman and Tobiah fought back fiercely, hewing at the orcs with their swords. The great hound also lunged forward, massive jaws agape, but sheer weight of numbers told against them. They fell back steadily looking for some way of escape. Tobiah felt an opening in the wall beside him and turned to tell the Woodman. In that one brief moment that his attention slipped from the fight, an orc whip wrapped around his leg and jerked him off balance. Down he crashed through the opening, and headlong down a steep flight of stairs.

Up above, the Woodman fought on with renewed ferocity, careless of his own life, seeking only to protect the young prince and to safeguard his escape. Blind to his wounds, he pressed forward, scything at his foes and hewing them to the ground. One by one the orcs fell, but they were all battle-hardened soldiers who sold their lives dearly. At last it was over. The orcs lay all around him, slain by the Woodman's sword or rent by the hound's fangs. And the Woodman, overcome by his many grievous wounds laid himself down by his dying dog, and together they passed into the spirit world.

14

Brandon ran along the passage, the dragon's fire licking at his back. The stone walls echoed to the clatter of his clogs, the panting of his breath and the occasional twang as a harp string caught on a toggle. At last he reached a sharp bend and once round it, he was safe from any further jets of flame.

"Typical!" he puffed, pressing his back gratefully against the cold wall. "Two dozen ways out and I pick the straight one that's wide enough for it to get its head in! Still, mustn't complain. I've got the harp. It must be worth a king's ransom. I suppose I could even go back and sing it to sleep and collect a bit more. . ."

He walked on for some way, debating the issue with himself, weighing treasure that had been gained against even greater treasure that might be gained. At last, overcome by the memories of the dragon's hoard, Brandon sat down to think about it properly. How could he just walk away and leave it? But could he get any more? Perhaps a song would work - though he must remember to stop up his own ears first. Or perhaps there were other ways. The dragon must leave its hoard sometimes, if only to feed. Perhaps if the dwarf learnt the ways of the passages, he could even lure the dragon out then slip in and take a few sackfuls. As he lay day-dreaming, his hands stroked the golden harp making soft melodic music.

An orc patrol found him there a few hours later, and carried him off, fast asleep. Brandon woke as he bounced down the steps into a cell. A hard thump in the back and a resonant twang told him that his harp had been thrown in after him.

"You musicians ain't supposed to be down 'ere. You just wait till 'imself 'ears about this!" the guard shouted as he locked the door.

The true strength of dwarves lies not in their thick muscles and sturdy bones, but in their resilience in the face of sudden misfortune. Brandon may have been a thief - though he would call himself an 'adventurer' - but he was a true dwarf. He waited until his orc jailers had settled to their supper in the guard room just beyond. Then he rose and sat by the iron bars of the door, stuffed his hair in his ears and struck up a song. It was one that he had composed while he was waiting.

"There were four vicious orc soldiers,
None worse in all the land.
They loved to kill and maim their foes,
To chop off head and hand."

Brandon glanced round to check the reaction. So far, so good. The orcs seemed to be enjoying it.

"Now Nazgarod their captain
Was the nastiest of them all.

He used to grab foes by the nose
And smash them 'gainst the wall.

But Grindlesocks the greedy
Was no use in a fight.
As soon as he had killed a man,
He'd sit down for a bite.

While Bumblespots the horrible
Was a foul and filthy fiend.
He'd . . .er. . ."

The dwarf let his song trail to an end. The orcs all seemed to be asleep, and he still hadn't worked out the rest of the verse. He couldn't find a rhyme for 'fiend'.

It was then that he realised the shortcomings of his plan. The cell door was locked. The keys were on the table and the table was out of reach. He turned back into his cell to hunt for something long; found nothing and wandered back to the door. The fourth orc was standing there, holding out a plate of vile-smelling stew. The dwarf could see the other three slumped over the table, snoring loudly. He looked up at his jailer and wondered.

"Would you like another song?" he asked hopefully.

"Eh?" replied the orc, cupping a hand to his ear. "Speak up!"

"Never mind." Brandon accepted the food through the bars and sat down.

15

"Now then, mates. You all knows me, an' what I stand for, don't you. You all knows you can trust Grok, don't you. 'Ave I ever whipped or killed anyone as didn't deserve it? No, course not! Not like some as I could mention." Grok gestured upwards in the direction of the Black Tower and there were grunts of agreement.

"'Ere, Chief!" called a voice from the back. "We knows you, but who's this wizard you got with you?"

"Ah, don't you mind 'im. 'E's all right. I'll tell you why 'e's 'ere in a minute. The wizard you got to worry about, mate, is that other one up there. An'

what I says is, who's 'e think 'e is, going round givin' out all the orders an' killin' orcs what don't do just what 'e says. What I says is, it's time we got ourselves a new boss - an orc like us - what 'ud look after our interests, not 'is own."

"Forget it!" another orc jeered. "You don't stand a bleedin' chance. Not an earthly. 'E'd 'ave yer guts for garters before you'd even started."

"Guts! What would you now about guts? Apart from filling that fat gut of yours. " Grok snarled back, and waited while the cruel laughter died down. "You need real guts for this. Guts enough to stand on your two feet an' say 'I'm an orc, an' orcs don't take orders from no wizards!'"

Grok looked over his audience as they cheered and shouted their approval. There were a few at the back who would need careful watching. "An' we can do it. " he went on, speaking more quietly, so that the other orcs had to be silent and listen. " . . an' 'ere's 'ow. There's three score of us 'ere now, all orcs from the same cave, bin through thick an' thin together, an' we'll stick together in this one too. Out there in the rest of this place, there ain't no more than fifty - an' most of 'em 'll join us when they sees what's 'appenin'. So that's the fightin' sorted out, right?"

"What about his bleedin' great army?"

". . . Yeh, an' what about his magic?"

"Don't you worry yerself about the army, mate. By the time it gets back, we'll be in charge 'ere, an' the army'll do what its told, like what it always does. An' as for magic. . . that's where our friend 'ere comes in." Grok cocked a thumb in Jarnac's direction. "We gotta wizard of our own. Only this one don't wanna be boss. 'E just wants to go 'ome, ain't that right, my old son?"

"Yeh, but is 'e any good?" asked a worried voice.

Jarnac made no reply but looked steadily at the one who doubted his powers. The orc held his gaze for a brief moment then recoiled clutching his head. "All right, all right. Tell 'im to stop. I only wanted to know."

"An' now you do." Grok didn't know what Jarnac had done, or how, but it had done the trick. "All agreed then?" He glanced around the company.

"No! I still don't reckon it'll work, an' anyway, I'd rather 'ave 'imself for boss than you. Look at all them battles what we won with 'imself tellin' us what to do."

"Yeh! But it were the orcs what done the fightin', an' it always will be. We'd 'ave won them battles without 'imself, but if it weren't for us, 'e wouldn't 'ave got nowhere."

"You're wrong, Grok. An' I'm not gonna get meself killed for you. I'm off." The angry orc stormed to the door and crashed it open.

"Stop 'im!" shouted Grok. "'E'll squawk to 'imself an' ruin it."

Zaxz stepped into the passage after the other, unwinding his whip as he moved. Before the running orc had gone ten paces, Zaxz had lashed out, catching him by the legs and bringing him crashing down. Flicking the whip free, he lashed the dazed orc again and again as he walked closer, down on his victim. One blow was enough. Zaxz turned and went back to the meeting, slamming the door shut behind him.

"Any more objections?" Grok asked. "No? Right. Now we're all goin' down the stores to get ourselves some extra weapons, then we 'eard for 'is tower. Anyone we meet on the way, we gives 'em a choice - join us or get topped. When we get there, the wizard goes in an' sorts out 'imself - an' that's it! Right?"

"What 'appens then, Grok?" Zaxz asked the question that he had arranged with his chief.

"We raid 'is cellar an' 'ave a booze up." Grok knew that this would delight the crowd.

The shouting, cheering orcs cleared a way for Grok across the room to the door. "Follow me, mates!" he cried.

Jarnac was swept along in the crush. This was not the way he would have chosen to approach the Black Tower, but it was better than none. Quite how he was supposed to 'sort out' the Demon Lord was another matter altogether. Most of all he wanted to know what had happened to Tobiah and the Woodman.

16

There was a thudding and crashing down the stairs towards the cell block. Brandon ignored it, the deaf jailer couldn't hear it and the other three slept through it.

Tobiah lay stunned for a few moments, then picked up the sword that had clattered down ahead of him. He rose cautiously and painfully, peering through the open doorway to the jailers' room. Three orcs were slumped about a table - the stone walls echoed with their snoring - while a fourth was picking his teeth with a key, his head turned partly away from the man. Tobiah hefted his sword to his left hand, took up a club that stood against the wall and crept upon the unsuspecting orc. The club came down on the orc's skull with a loud thud that made Brandon turn and take notice. He watched with interest as Tobiah span round towards the other three, ready to deal with them too.

"I shouldn't bother," Brandon told him, "they'll not wake up for ages."

"Who speaks?" asked Tobiah, startled by the dwarf's voice.

"Brandon Branningon's son at your service, or will be if you would be so kind as to open this door." replied the dwarf politely.

"A dwarf, eh?" said Tobiah, picking up the keys and approaching the door. He looked closely at the captive.

"Yes, but no friend of the orcs, as you can see." He gestured to the keys and the lock. The prince eyed him doubtfully, for dwarves had a poor reputation amongst men and some were known to be in the Demon Lord's service. "And what are you doing in this place?" he asked.

"I might ask the same of you, noble sir, for you are my visitor are you not?" The dwarf politely reminded Tobiah of his manners, but went straight into his explanation, for he was keen to be free. "I am, good sir, but a humble minstrel. I came to these parts by chance and was thrown into this dungeon for my pains. And I, who want only to please the world with my music. . . Shall I sing you a song?" He realised that if Tobiah fell asleep where he then stood, the keys would come into reach.

Tobiah looked at the harp and laughed. "And what humble minstrel carries a harp of gold? Ha! I judge you for an adventurer, come to steal gold and caught in the act." Even as he laughed he unlocked the door. "Come out, for I am an adventurer too, though it is not gold that I seek. I am Tobiah of Valaii, come here in search of knowledge. Now tell me again about yourself. But tell me no more lies!" He swung the club with half-serious menace to emphasise his point.

"My noble lord is right. I am an adventurer in search of gold. There is a vast treasure here, guarded by the most cunning dragon. So far I have

acquired only this harp - though it does have its uses!" He gestured with the harp towards the sleeping jailers.

"A Sirens' harp, no less! And you would have sung to me?"

Brandon shrugged. "An adventurer must take care of himself. ."

"What do you know of these caverns?" Tobiah grew suddenly sombre. He had found the dungeons, but the wizard was not there. He had become separated from the Woodman, who might be captured, or even dead. It fell now to him alone to seek out the Demon Lord's lair and discover what he could. "Do you think you could guide me to the Black Tower?"

"I think I would rather guide myself to the outside. I have decided that I shall give up adventuring and go home."

"Home! Do you think you have a home to go to? Do you not know that this Demon Lord has already conquered the northern world and is even now set to overwhelm the rest of the surrounding lands?"

"No." This was all news to Brandon.

"How long have you been here?" asked Tobiah incredulously.

"I confess, I do not know. I would guess a few weeks. The first snows had fallen the day I entered these caverns."

"But 'tis now autumn! Have you then been here nearly a year?"

Brandon looked surprised, then he shrugged again. "Time has little meaning in this place, and I am in no special hurry."

"Well I am! And you, master dwarf, will use your knowledge of these passages and caverns to take me where I must go. There are things that must be done, for your sake as well as for the rest of our peoples. When all is done, Valaii will be grateful - in gold!"

The promise of gold seemed to overcome any doubts Brandon may have had about getting involved in Tobiah's enterprise. He took a flickering torch from a wall bracket, strapped the harp on his back and strode purposefully towards the exit opposite the staircase. "Follow me."

"Is the torch wise?" asked Tobiah.

"Yes." replied Brandon firmly. He was tired of being lost in the dark. "But

don't worry about orcs. I could hear one at a thousand yards."

Tobiah was not entirely reassured by the dwarf's confidence and kept his sword poised as they walked.

Brandon stumped solidly on. He reasoned that orcs were orcs, and that their Demon Lord, whatever he might be, would certainly be no better. Therefore, the path from the dungeons to the Black Tower would be well worn and probably marked by trails of blood. It was not a cheerful thought, but it seemed to be paying off. Their route took them along passages and up stairways that grew steadily wider and higher. At last they reached a junction with a broad highway lit by torches all along the walls. It stretched away in both directions, as far as the eye could see. Both ways were equally well worn, and both splattered with patches of dried blood. Brandon came to a standstill.

"I think we should go to the right," Tobiah suggested, sensing a great force of evil in that direction.

"Definitely not! It's this way." The dwarf could also feel it, and was not going to argue about the way. He set off to the left, then almost immediately he stopped and turned. In the far distance he could see a group of orcs marching towards them. He pointed them out to Tobiah. "Perhaps you are right, fair lord. Let us hurry on this other way."

They ran swiftly until the orcs behind had fallen from view and the far end of the highway was in sight. It opened out into a great cavern, and a massive ornate stairway could be seen on the opposite side. There were orc guards on the stairs.

"Master dwarf, it's time to unstrap your harp again. Play it as we walk the last mile."

Brandon nodded his agreement and made ready. "What shall I play?" he asked, but got no reply, for Tobiah had already blocked his ears and gone on ahead. The dwarf swung into "There were four vicious orc soldiers" and followed at a distance. His caution was not necessary, and before they had reached the cavern the guards had lain themselves down on the stairway and fallen into a deep sleep.

17

Tobiah stood at the end of the passage. Though the immediate danger of

discovery had been removed, he was reluctant to go further. The air in the cavern was so heavy with menace that it pressed upon him with a physical force, and evil shimmered on the stairway. Brandon came and stood by him, then shuddered. "I think my harp is of no further use here, my lord. If you don't mind, I'll await your return in that little storeroom we have just passed."

The prince nodded and spoke leadenly. "Thank you, master dwarf, for all that you have done. I shall look for you on my return." He gritted his teeth and forced his way forward.

That last short distance across the cavern and up the great flight of stairs seemed infinitely long, his feet growing heavier with each step. The evil bit into his body, chilling him to the bone and numbing his brain. No ordinary mortal could have made that journey, but Tobiah of Valaii was no ordinary mortal. In his veins flowed the blood of ancient kings, and he had inherited their strength in full measure. The flame of his inner self flickered and dimmed but never stopped burning.

At length he stood before a pair of massive doors of ebony studded with silver. They were closed firm, but slivers of light showered around a wicket gate within the left-hand door. Tobiah moved to it and slowly pushed it ajar.

From where he stood, he could not see that black sorcerer and Demon Lord, the evil genius Agaliarept, but the shadow of his robed figure loomed high on the wall beyond. A giant, menacing shadow dancing a sombre dance of death in the vivid red light of a fire that seemed to rise and fall at his command. And his voice! So cold, so harsh, hissing venomously, it cut through his consciousness like a jagged knife. What was said made little sense to him, yet would not be forgotten. But to whom did he speak? Tobiah could see no other shadow, hear no other voice.

". . . but not yet. Let them sweat for seven more days. Fear will make them weaker yet and our victory so much easier. . . ."

". . . Bangara! You have found the Amulet? . . . I will not have failure!" The shadow of a robed arm swept across the wall. Its long talons slicing through the air. ". . . You! What is your name? . . . Well, Talak, you have charge of this miserable crew. Throw this body to the wolves, then go! Find that talisman! I must have it! . . ."

"Tobi! Tobi! Come away boy!" Another voice, kindly and warm, pushed itself urgently into the prince's mind. "Come away! You must not linger here.!"

Tobiah drew his eyes from the unholy sights within and turned towards the voice. Jarnac stood beside him, tugging at his sleeve, pulling him away from the door. "Come quickly! Soon he will sense me, then all is lost!" The young man resisted, transfixed by the black power beyond the doors, but slowly Jarnac overcame him, drawing him step by step away.

Then the Demon Lord returned from his visionary travels and sensed the presence of the two, sensed that he had been betrayed, or had betrayed himself somehow, and a great shriek of rage rent the air, echoing down the stone staircase. That scream released Tobiah from the grip of his power. "The Amulet! He seeks the Amulet" the prince whispered.

"The Amulet of Life! Of course! What other talisman could resist the magic of the bane fire that he commands. Come quickly, Tob! Our mission here is done." The wizard led the way down the staircase at the run. Before they made the final turn that would bring them insight of the cavern, he thrust Tobiah behind a tapestry and told him to wait. Then he continued on alone to face the orcs below.

They had heard the great shriek and now cowered fearfully, wondering what it had meant. When Jarnac appeared, there was a ragged cheer and hoarse sighs of relief.

The wizard said nothing, but stood to one side, and gestured to the orcs to pass him. Grok's eyes gleamed brightly, his nostrils quivered with the false scent of success. He swirled his scimitar above his head and shouted to his troops. "Come on! E's ours now!"

The orc rebels charged swiftly up the staircase, and when they were past, the wizard called softly to Tobiah. As they ran together across the great cavern, they heard from above the screams and cries of the orcs as they burst into the Chamber of the Bane Fire and were met by the Demon Lord's great anger.

18

"My councillors, my friends. . ." the old king looked around the table, his face full of sorrow. He spoke on, with quavering voice. "This morning an ambassador of the enemy did approach the gates of the city. He bore this message." King Astuin opened a scroll with shaking hands, and read to the High Council. "My Lord Agaliarept calls upon you to surrender. Even now his armies are sweeping towards you and cannot be defeated in battle. If

you surrender, you will be permitted the boon of death with dignity; else if you resist it will be the worse for you when you are overcome. You have one week in which to decide."

He raised his eyes from the scroll. "I am not a fighting man and never have been - though in our long years of peace that has been of little account - but I will not give up my people to slaughter by this tyrant. If we must die, we shall die fighting." Pride and a strong sense of duty had overcome the fear felt by the king, and he made his pledge with dignity. He turned then to his council. "Well, Eliglas, what of our armies? And Verdin, what have the wizards to say?"

The marshal answered first, summing up the current state of the campaign. "My liege, members of the High Council. As you know, our troops under Field Captain Elyett have been acting in concert with the armies of surrounding kingdoms. It is now over a fortnight since they decamped from the plains below the city and marched north. The enemy hosts were met some forty leagues off, by the borders of the Great Forest. The couriers tell of a series of engagements - running battles, for they are heavily outnumbered and cannot risk a standing fight. Elyett commends the valour of our troops but reports that they have suffered many casualties. The last message told that the line of retreat to the city had been cut and that they were seeking the shelter of the earthworks at the base of Mount Suwl. That was four days ago. Whether they got there or not, I do not know. It should have been possible, but by all accounts the enemy shows great tactical ability and an alarming capacity for anticipating our every move."

The marshal laid down the handful of scrolls to which he had been referring and picked up another set. "I also have reports of a second army, equipped with siege engines, now marching down the northern road towards the city. Our estimate is that it will be three to four days before they come into sight of the walls. That will give us sufficient time to complete the strengthening of the city's defences and to bring our people and stores of food in from the outlying farmlands. I have every confidence in our ability to hold the enemy at bay for many weeks if not months."

"Marshal Eliglas, you had every confidence in the army's ability to defeat the enemy on the field of battle." pointed out Kerrinan the merchant. "But even assuming we could hold out for months - who would then relieve us? Are there any forces left that could come to our aid?"

"It won't be a matter of months." said Verdin dourly. "This Demon Lord is but playing cat and mouse with us. If he chooses to spread his power he could enter the city today. No army can withstand him. Only by destroying

the base of his power within the Black Tower can we hope to resist him."

"Could we attempt that, Eliglas? Do we have forces to spare for the venture?" asked the king.

"If the wizard speaks truth, My liege," he replied, "we had best send an army of wizards to attack the Black Tower!"

All eyes turned towards the Royal Wizard. "Well, Verdin?" The king prompted him. "It's time the Wizard's Guild did something useful."

The wizard thought deeply for a few moments, recalling his past conversations with Jarnac and piecing together what he knew of Agaliarept. "Not an army of wizards," he said at length, "but a single wizard could perhaps slip beneath his gaze and enter the tower."

"So be it. Call your guild council together and put this in train immediately. I hold you responsible for its success, Verdin. The Guild failed to see the onset of these dark times. If they fail in this venture, you will not live to see its end." The king spoke harshly and dismissed the wizard with a flick of his hand. "And Eliglas, let us at least try an assault on this Black Tower."

"It shall be done, my liege."

• *****
19

Brandon cowered in the little storeroom off the highway and waited until he had heard the orcs' feet tramp by. He eased the door open a crack and peered through. The orcs were all gathered at the foot of the great staircase in the cavern beyond with their backs turned to him. Deciding to retreat further down the highway ready for a quick escape, the dwarf slipped out and crept away stealthily. No-one noticed him.

He had gone only a few hundred yards when Agaliarept's blood-curdling shriek set the stone walls echoing. Brandon didn't wait to find out what had happened. He fled. He ran without stopping and without looking back until he came to a major crossroads. He knew that the passage along which he had come led from the Black Tower to the Orc's Head, and that this gatehouse would always be heavily guarded. He guessed that the cross passage led down and right to a second and little-used exit to the west, while in the opposite direction the passage would lead to those great chambers where once dwarves had held banquets, but now the dragon

stored his gold.

"I've got the harp. I'm still alive. I'm off." Brandon told himself severely and headed to the right. The passage had some sharp twists in it and began to rise steadily upwards, so that the dwarf soon wondered whether or not he had made the right choice. And then, a hint of roast venison came to his nostrils, and he knew he must be approaching the outside world where dwarves and men hunted deer, ate well and lived without fear. "I shall sing for my supper!" said Brandon gaily.

The gleam of sunlight at the end of the passage and the rich meaty smells now flooding towards him filled his heart with joy. Brandon shielded his eyes against the brightness and ran. He burst out of the passage and cried "Hello!"

"Ooh, hello again!" replied a familiar voice. "Did you find your music? You've been ever such a long time."

Brandon lowered his hand and saw the dragon roasting a deer in its flames. In the firelight, the mounds of gold shone like the morning sun. "Sorry, no." Brandon replied, struggling to smile politely. "Someone must have taken my pack."

"I hate thieves!" the dragon hissed. "I had an awful lot of trouble with one once."

"Did he steal a lot?" Brandon was suddenly interested.

"Ha! Don't be silly!" The dragon dismissed the possibility. "It was just that he gave me the most terrible stomach ache." It held the deer to its flaming breath, turning it gently in the fire until it was done. "Like a leg? You can sing to me after we've eaten."

"Thanks, I love spit-roasted venison."

20

Tobiah stumbled to a halt just within the entrance to the broad highway that led from the cavern. "The dwarf! He is hiding here somewhere. We must save him."

"No need," replied Jarnac, his keen eyes spotting a small figure running off in the distance. "He is already saving himself. You must tell me about

him later. But hurry now." He urged Tobiah on, aware of the prince's great weariness, but also aware that they were still in mortal danger. The Demon Lord had sensed their presence and the threat that it posed. It might be that his anger at the betrayal of Grok's rebellion would for a while cloud his mind, but of this Jarnac could not be sure.

"Good for you, Brandon!" cried Tobiah, and his heart lightened in the knowledge and his step grew more firm. "And the Woodman? Where is he? Where shall we meet him?"

"He is safe out of here. Now hurry!" Time now for haste, thought the wizard, later for explanations. Jarnac knew that their comrade had died so that Tobiah might succeed, and he knew that his memory could best be served by making good their escape. He had seen the bloody carnage of the Woodman's stand when he had gone with the orc rebels earlier. Some had asked if there were others of his ilk at large in their domain. But Grok had had more pressing business and had led them past with little more than a glance.

They stumbled and ran the length of the wide passage, going straight on at the crossroads where Brandon had misjudged his way, until they came once more to the stairs below the Orc's Head Tower. There Tobiah collapsed, exhausted by his long hard travels and the terrible strains of his closeness to the Demon Lord. From far away behind there came a terrible howl of anger and revenge, that echoed and re-echoed down the stone-walled passage.

"Come! Come! We are nearly there!" The wizard pulled him upright, but Tobiah slumped once more. "Save yourself, Jarnac. I am done!"

The howl came again, terrifyingly closer. Jarnac knelt by his prince in despair and as he knelt, he felt a hardness at his thigh. "Fool that I am!" he cried, reaching into the deep pocket of his robe and drawing out a small flagon. "Drink this!" He poured the honey liquor down the exhausted man's throat and sighed his gratitude to Grok as Tobiah began to revive.

The howl came once more, and with it the flickering edges of an icy shadow. "Come!" he cried and this time Tobiah staggered to his feet. They struggled up the steep and winding stairs and through the fanged mouth of the Orc's Head Tower until they stood on the bridge beyond. The shadow of the Demon Lord was now close behind them, and a long straight road and open plains before.

"We cannot escape across there!" panted Tobiah.

"No! This is our way." So saying the wizard took the prince's arm and together they leapt from the bridge. Down they fell into the rushing torrent and by the torrent were carried many miles. Over hurtling rapids they were swept, dashed against the cruel rocks, helpless in the surging force of the current until the river disgorged into a wider valley and the water grew calmer. They were washed up on muddy bank in the shade of an old tree and there they lay.

"We have failed, Jarnac. We can never return in time to find those amulets that we need to defeat him." The prince spoke sorrowfully.

"No, Tobiah. If I can but pass our knowledge on, then we will have succeeded. Our part is done, but there will be another who can complete the task."

Jewels of Darkness Hints

HOW TO USE THESE CLUES

This clue booklet contains hints about most of the objects, interesting locations and main puzzles in Colossal Adventure, Adventure Quest and Dungeon Adventure. Look down the list to locate what you want to know about, and then turn to the entries indicated by the bracketed numbers to find out more about it. Of course, when you do turn to an entry you may find that it gives a short clue and you have to turn to yet more entries if you want to know the full story.

WARNINGS

Try to only read the clue entries that you are actually directed to. Otherwise you may accidentally see solutions to problems that you've not yet reached in the game. A few red herrings have been mixed in with the real clues to reduce the risk of this - you won't be referred to them if you use this clue sheet properly, but reading random entries can be misleading!

These clues are strictly copyright © 1986 LEVEL 9 COMPUTING.

COLOSSAL ADVENTURE

THINGS

- 2 Axe: where it is (210), details (184)
- 4 Beans: where they are (135), details (190)
- 6 Bird: where it is (288), details (260)
- 8 Bunch of Keys: where it is (200), details (236)
- 10 Canoe: where it is (135), details (190)
- 12 Chain: where it is (289), details (315)
- 14 Chest: where it is (167), details (144)
- 16 Coins: where they are (231), details (225)
- 18 Cup: where it is (135), details (135)
- 20 Dragon: where it is (262), details (156)
- 22 Dungeon Door: where it is (300), details (142)
- 24 Eggs: where they are (235), details (188)
- 26 Elves: where they are (138), details (304)
- 28 Fish: where it is (135), details (273)
- 30 Gold Nugget: where it is (211), details (159)
- 32 Hat: where it is (135), details (174)
- 34 Keys: where they are (200), details (236)
- 36 Magazine: where it is (183), details (263)
- 38 Nugget of Gold: where it is (238), details (159)
- 40 Orc: where it is (141), details (239)
- 42 Pearl: where it is (173), details (144)
- 44 Pillow: where it is (266), details (206)
- 46 Pirate's Chest: where it is (167), details (144)
- 48 Platinum Pyramid: where it is (154), details (169)
- 50 Rod: where it is (170), details (139)
- 52 Sceptre: where it is (136), details (180)
- 54 Sharp Sand: where it is (135), details (190)
- 56 Snake: where it is (214), details (137)
- 58 Spices: where they are (168), details (169)
- 60 Table: where it is (141), details (174)
- 62 Trident: where it is (208), details (268)
- 64 Vase: where it is (176), details (206)

- 3 Bars of Silver: where they are (220), details (144)
- 5 Bear: where it is (233), details (202)
- 7 Bottle: where it is (200), details (287)
- 9 Cage: where it is (182), details (197)
- 11 Carpet: where it is (261), details (156)
- 13 Chair: where it is (141), details (174)
- 15 Clam: where it is (234), details (290)
- 17 Crown: where it is (136), details (180)
- 19 Diamonds: where they are (147), details (169)
- 21 Dwarf/Dwarves: loc. (133), details (301)
- 23 Dynamite: where it is (209), details (132)
- 25 Elks of Life: where it is (155), details (219)
- 27 Emerald: where it is (303), details (169)
- 29 Food: where it is (228), details (202)
- 31 Grate: where it is (73), details (221)
- 33 Jewelry: where it is (193), details (169)
- 35 Lamp: where it is (200), details (305)
- 37 Mirror: where it is (237), details (244)
- 39 Orb: where it is (136), details (180)
- 41 Paddle: where it is (149), details (273)
- 43 Pentacle: where it is (155), details (194)
- 45 Pirate: where he is (196), details (201)
- 47 Plant: where it is (151), details (140)
- 49 Rockfall: where it is (205), details (205)
- 51 Rug: where it is (261), details (156)
- 53 Shadowy Figure: where s/he is (267), details (244)
- 55 Skeletons: where they are (130), details (219)
- 57 Spelunker's Gazette: where: (240), details (157)
- 59 Spider: where it is (136), details (230)
- 61 Treasure Chest: where it is (167), details (144)
- 63 Troll: where it is (172), details (284)
- 65 Vending Machine: where it is (297), details (242)

LOCATIONS

- 66 Alcove by narrow passage: loc. (243), details (131)
- 68 Bedquilt: loc. (143), details (148)
- 70 Building: loc. (179), details (198)
- 72 Debris Room: loc. (207), details (226)
- 74 Dark Room: loc. (232), details (186)
- 76 Dungeon Chambers: loc. (213), details (304)
- 78 E. Bank Hall of Mists Chasm: loc. (166), details (139)
- 80 Game Room: loc. (174), details (141)
- 82 Hall of Mists: loc. (185), details (186)
- 84 Hard Rock: loc. (135), details (171)
- 86, Lava Chasm: loc. (224), details (139)
- 88 Maze of "Same" Passages: loc. (293), details (145)
- 90 Mirror Canyon: loc. (227), details (244)
- 92 Oriental Room: loc. (150), details (186)

- 67 Barron Room with Bear: loc. (218), details (202)
- 69 Below Deck: loc. (135), details (149)
- 71 Danger Room: loc. (195), details (190)
- 73 Depression with Grate: loc. (177), details (221)
- 75 "Different" Maze: loc. (192), details (297)
- 77 Dungeon Corridor: loc. (291), details (223)
- 79 East Pit (Two-pit Room): loc. (181), details (203)
- 81 Giant Room: loc. (178), details (175)
- 83 Hall of the Mountain King: loc. (158), details (195)
- 85 Hilltop Below Pinnacle: loc. (146), details (212)
- 87 Maze of "Different" Passages: loc. (294), details (297)
- 89 Maze of Stone Passages: loc. (295), details (223)
- 91 Orange Column in Maze: loc. (134), details (167)
- 93 Picnic Spot: loc. (187), details (276)

- 94 Pinnacle: loc. (316), details (282)
 96 Room of Roots: loc. (141), details (190)
 98 Soft Room: loc. (204), details (271)
 99 Spiral Stairs: loc. (272), details (296)
 100 Stairs outside Dungeon: loc. (272), details (306)
 102 Throne Room: loc. (273), details (141)
 104 Top of Pinnacle: loc. (277), details (230)
 106 Two Pit Room: loc. (246), details (298)
 108 Volcano: loc. (162), details
 110 W. Bank, Hall of Mists Chasm: loc. (248), details (139)
 112 West End of Long Passage: loc. (248), details (275)
 114 Window at Pit: loc. (249), details (244)
 116 Y2: loc. (252), details (278)

OTHER CLUES

- 117 Entering the caves (161)
 119 Finishing the first part of the game (310)
 121 All the Treasures (285)
 123 Scoring (298)
- 118 Bypassing the snake (137)
 120 Finishing the endgame (317)
 122 All the magic words (253)

ANSWERS

- 130 In the dead end, East and North from the Dungeon Corridor
 131 The passage east is very narrow so you can't carry much through it. The emerald is the only object small enough.
 132 It explodes when you enter BLAST. For more information see (165)
 133 They appear randomly when you're in the main cave network
 134 S.E.S.N.E from the West End of the Hall of Mists
 135 Not in this game!
 136 In Web Cavern, in the end game
 137 Feed the bird from the cage to chase the Snake off
 138 In the Dungeon Chambers, in the end game. There are 2 groups
 139 Waving the rod creates/destroys a bridge
 140 Water it. For more information see (215)
 141 It does not exist
 142 Lock it from the outside for protection
 143 N.D., W.D., W from the Hall of the Mountain Kings
 144 Just a valuable treasure
 145 The Pirate's Chest is hidden here. See (167)
 146 East and up repeatedly from the Depression
 147 On the West Bank of Hall of Mists Chasm
 148 Movement East and West is normal. Other directions move you to random locs. in the caves nearby
 149 It protects you from the orcs
 150 NE from the Swiss Cheese Room
 151 In the West Pit of Two-pit Room
 152 East repeatedly from Bedquilt
 153 South from here takes you into the "different" maze. See (309)
 154 In the Dark Room
 155 At the bottom of the Spiral Stairs in the end game
 156 Attack the Dragon with your bare hands to get the Rug
 157 Leave it somewhere for a bonus. See (115)
 158 Down from the Hall of Mists
 159 A very heavy treasure with no other use. See (216) for how to get it out of the caves
 160 Do something to the plant. See (140)
 161 Find the Grate and enter through it. See (177) for where it is and (221) for more information
 162 East from the Stairs in the end game, about 4 locs. above the Dungeon Door
 163 West from Bedquilt
 164 Where the faeries make toys
 165 Don't hold it, or stand beside it, when this happens. For more information see (254)
 166 West from the main part of the Hall of Mists
 167 The Pirate's Treasure Chest is near the Orange Column in the "Same" Maze. For more info see (229)
 168 Some way from the Troll Bridge, roughly Northeast from it
 169 Just a valuable treasure
 170 In the Debris Room
 171 A propaganda exercise
 172 Under the Troll Bridge. Try crossing it
 173 In the clam (East and North from Bedquilt). If you can't open it, see (189)
 174 It does not exist
 175 The room is nothing special. However it has a link with the eggs, see (217), and the gate is difficult to open, see (255)
 176 In the Oriental Room
 177 Follow the valley South from outside the building
 178 Reached from the West Pit (Two-pit Room) by climbing the plant
 179 East from where you start
 180 One of the Elves' Crown Jewels. A treasure

- 181 Down from the Two-pit Room. West of the Swiss Cheese Room
 182 In the cobble crawl passage, in and West from the Grate
 183 In the anteroom, East and East again from Bedquilt
 184 Throw it at the evil dwarves to get rid of them in the first part of the game
 185 West repeatedly and down from the Debris Room
 186 Just an ordinary room
 187 East and South repeatedly from the Building
 188 They are a treasure with a special feature. See (217)
 189 The Trident is needed
 190 It is no help at all
 191 Do not touch it!
 192 South from the West End of the Long Passage
 193 South of the Hall of the Mountain Kings
 194 It only allows you to see if your lamp is off. There's another use, too, see (230)
 195 You can get rid of the snake if you try. See (137)
 196 If you are carrying any treasure in the caves, he may appear to rob you
 197 It is needed for you to catch the bird. If the bird keeps flying away. See (256)
 198 Where you should leave treasures to get full points for them. Some magic words work here
 199 Greenland, I'm told
 200 In the building
 201 When the pirate has robbed you, see (196), he takes the loot to his treasure chest in the maze. See (167)
 202 Feed the sandwiches to the bear to pacify him. Then see (270)
 203 Fill the bottle with oil. Then see (255)
 204 East of the Swiss Cheese Room
 205 There are many rockfalls. All of them are impassible
 206 If lying on the ground, the pillow protects the vase when you drop it
 207 In, West and West from the Grate
 208 Beyond the gate North of the Giant Room. See (255) to open the gate
 209 In the Colossal Cavern at the start of the end game
 210 The first dwarf throws it at you. Keep it!
 211 South of the Hall of Mists
 212 It really is unclimbable. You reach the top in the end game
 213 North and South of the Dungeon Corridor in the end game
 214 In the Hall of the Mountain Kings
 215 The bottle can be filled at the River, Reservoir etc. Water the plant twice to make it grow. Then see (258)
 216 Go to Y2 and say PLUGH
 217 The eggs return to the Giant Room when you say FEE (return), FIE (return), FOE (return), and finally FOO. See (257) for how to use this
 218 Across the troll bridge, east to the fork and down repeatedly. Then in
 219 Drop the Elbr of Life on the Skeletons in the end game
 220 South of Y2, North of the Hall of the Mountain Kings
 221 Unlock the grate with the key from the Building. Then enter
 222 You can catch it in the cage, if it flies away, see (292). It's quite useful, see (137)
 223 From the top of the ladder in the Maze of Stone Passages, move East and down before heading West
 224 West of the Dungeon Corridor in the end game
 225 They are a treasure, and also have a use. See (242)
 226 Saying XYZZY returns you to the building
 227 West, up and North from West Two-pit Room
 228 At the Picnic Spot in the Forest
 229 A diagonal move, eg. SW is needed to reach it. See (259) as well
 230 When the Spider is starting at the pentacle, throw it off the pinnacle
 231 Down the well in the Building
 232 Northeast from the Plover Room
 233 In the Barren Room
 234 East and North from Bedquilt
 235 In the Giant Room
 236 Unlocks things. See (221) and (270)
 237 In Mirror Canyon
 238 In the low room, South of the Hall of Mists
 239 Leave it strictly alone!
 240 East twice from Bedquilt
 241 It is a treasure
 242 When you drop coins beside the vending machine, it replaces your lamp batteries. See (297) for the loc
 243 North and West of the Oriental Room
 244 The mirror is just there to confuse you by showing your shadowy reflection at the Window onto the Pit
 245 East of the Alcove, through a narrow crack
 246 West of the Swiss Cheese Room
 247 Don't climb the web until you've got rid of the Spider, see (230)
 248 West of the East bank
 249 There are actually two of these. The main one is west of Y2
 250 Leave something here for a bonus, see (57). Move south repeatedly to leave
 251 Scenery at the extreme north of the "world". It can't be passed
 252 North twice from the Hall of the Mountain Kings
 253 XYZZY, PLUGH and see (264) for more
 254 Drop it beside the sleeping dwarves and retreat southwest, first
 255 Having filled the bottle, use it to oil the Giant Room Gate

ADVENTURE QUEST

OBJECTS AND CREATURES

- 2 AGALAREPT: loc. (334), details (390)
- 4 Ball (Silver): loc. (412), details (394)
- 6 Bane Fire: loc. (312), details (218)
- 8 Bible Belt: loc. (330), details (226)
- 10 Black Horror: loc. (241), details (210)
- 12 Bottle: loc. (220), details (282)
- 14 Bridges: more information (310)
- 16 Buttercup: loc. (361), details (361)
- 18 Clam: loc. (254), details (420)
- 20 Coals: loc. (285), details (296)
- 22 Compass: loc. (417), details (427)
- 24 Demon Lord: loc. (334), details (390)
- 26 Dots (Black and White): more information (228)
- 28 Dragon: loc. (272), details (372)
- 30 Earth-Stone: loc. (235), details (449)
- 32 Emerald Eye: loc. (241), details (262)
- 34 Fish: loc. (211), details (318)
- 36 Fruit: loc. (203), details (238)
- 38 Garlic: loc. (215), details (277)
- 40 Giant: loc. (401), details (394)
- 42 Hand: loc. (281), details (336)
- 44 Imp: loc. (330), details (426)
- 46 Keys: loc. (220), details (338)
- 48 Lizard: loc. (201), details (226)
- 50 Medallion Talisman: loc. (230), details (240)
- 52 Nest: loc. (414), details (258)
- 54 Nimrod: loc. (330), details (361)
- 56 Orge: loc. (241), details (210)
- 58 Orchid: loc. (345), details (346)
- 60 Pan Pipes: loc. (230), details (255)
- 62 Pile of Rocks: loc. (385), details (356)
- 64 Quicksand: loc. (260), details (280)
- 66 Rope: loc. (321), details (339)
- 68 Scroll: loc. (212), details (379)
- 70 Shadows: loc. (289), details (341)
- 72 Slab of Rock: loc. (273), details (391)
- 74 Snakes: loc. (349), details (255)
- 76 Sphinx: loc. (221), details (371)
- 78 Staff: loc. (409), details (433)
- 80 Star-Stone: loc. (325), details (365)
- 82 Stones of the Elements: more information (373)
- 84 Sun-Stone: loc. (278), details (323)
- 86 Table: loc. (220), details (359)
- 88 Tentacle Creature: loc. (241), details (210)
- 90 Trident: loc. (292), details (269)
- 92 Vampire: loc. (239), details (277)
- 94 Well: loc. (220), details (256)
- 96 Will O'Wisp: loc. (326), details (222)
- 98 Wizard: loc. (200), details (212)
- 100 Worm: loc. (355), details (381)

PLACES

- 101 Alcove in Dark Tower: loc. (286), details (416)
- 103 Bane Fire: loc. (312), details (218)
- 105 Black Pillar: loc. (335), details (319)
- 107 Bridge of Rope: loc. (224), details (261)
- 109 Building at End of Road: loc. (300), details (204)
- 111 Canyon in the Desert: loc. (365a), details (402)
- 113 Cave: above Volcano: loc. (227), details (445)
- 115 Cave, near Snowman: loc. (398), details (291)
- 117 Church, under Water: loc. (254), details (319)
- 119 Crater of Volcano: loc. (299), details (313)
- 121 Crevasse, under Water: loc. (248), details (324)
- 123 Desert: loc. (266), details (367)
- 125 Dry Canyon in the Desert: loc. (331), details (402)
- 127 Gullows: loc. (208), details (337)
- 129 Gate of Gold: loc. (353), details (323)
- 131 Gate of Glass: loc. (421), details (406)
- 133 Grate: loc. (216), details (209)

- 256 The rod frightens if off. Don't carry this when you're trying to catch it
- 257 If you were to pay the troll with it, and then use its "power"...
- 258 Climb it
- 259 It only appears when the pirate has robbed you, and his loot is beside it
- 260 Take it to the Snake. See (9) and (137)
- 261 Under the dragon, SW and W of the Hall of the Mountain Kings
- 262 On the rug, SW and W of the Hall of the Mountain Kings
- 263 Leave it somewhere for a bonus. See (115)
- 264 FEE, FIE, FOE, FOO and see (281) for more
- 265 ABRA, CADABRA and SESAME
- 266 In the Soft Room
- 267 Visible from the Window at the Pit
- 268 A treasure with another function, see (290)
- 269 It protects you from ghosts
- 270 Unlock the bear with the Keys. Then see (311)
- 271 The vase can be dropped here, though there's not much point in this
- 272 West from the Lava chasm in the end game
- 273 Never heard of it!
- 274 Above Web Cavern. Feeds into the Reservoir
- 275 South from here takes you into the "Different" Maze
- 276 Don't drop litter!
- 277 Above the Spiral Stairs
- 278 Follow it West to emerge safe by the Reservoir
- 279 Say PLYUGH here to return to the building. See (283) as well
- 280 The exits NW and S only let you pass some of the time
- 281 FLOVER is the last one. They all work if you say them in the right way and, for some, in the right place
- 282 Say a magic word here
- 283 The magic word mentioned in (281) works fool
- 284 Normally, you lose a treasure to the troll in payment for crossing. Give one to him. to cross NE without paying see (319) and to return free see (311)
- 285 There are 15 in the first part of the game. See (302) for details
- 286 In and repeatedly West from the Grate, in a splendid chamber
- 287 It can be filled with liquids. See (215) and (79)
- 288 The rod frightens it. You can open it, if you know how. See (312)
- 289 Restraining the bear
- 290 The trident allows you to open the clam
- 291 Between the "Stone" Maze and the Dungeon Door
- 292 The rod frightens it
- 293 South from the West End of the Hall of Mists
- 294 South from the West End of the Long Passage
- 295 At the top of the ladder in the end game
- 296 They climb from the pit to the Top of the Pinnacle
- 297 The "Different" Maze holds the Vending Machine. See (309) to find it
- 298 You score 30, minus 10 per death, plus 30 for reaching the Hall of Mists, plus 50 for reaching the end game. 5 points for finding each treasure, plus 10 for owning or collecting it - the crown jewels count 50 each, though. There are also bonuses of 9 for not using Quit, and 1 for not using Save - and 5 for leaving the right object in the right place. 20 for exploding the dynamite. 80 for killing the evil dwarves, 100 for surviving the blast, 100 for each group of elves rescued and 100 for finishing the game. A total of 1100
- 299 Ty going down into the pits
- 300 Between the stairs and the Dungeon
- 301 Wandering dwarves are always hostile. Either run away (they won't follow outside the central part of the caves) or throw the axe at them. Let sleeping dwarves lie
- 302 The first five are: a gold nugget, bars of silver, jewelry, diamonds and the emerald. See (307) for more
- 303 In the Plover Room
- 304 Unlock the lamp to see with the key. To save the skeleton elves, see (219)
- 305 Light the lamp to see in darkness, and turn it off in light to save batteries. It is just possible to finish without needing new batteries but if you do need them see (242)
- 306 The dungeon door is here. See (142)
- 307 Platinum pyramid, gold eggs, ming vase, trident, pearl, and see (313)
- 308 From the Oriental Room, West, Southwest, North
- 309 From the West End of the Long Passage, S. Climb, at Vending Machine, N. Up, out again
- 310 Collect all the treasures (see 121) and the endgame will start automatically
- 311 Take the bear and throw it at the troll
- 312 Use the trident
- 313 Coins, chain, rug, pirate's chest, and spices - plus the 3 elvish crown jewels in the end game
- 314 Use the aqualing
- 315 It locks up the bear, but it is very valuable - one of the treasures
- 316 It rises from a hilltop and is totally unclimbable - though the endgame involves visiting the top via a central spiral staircase
- 317 Use the dynamite to blast the evil dwarves, escape the flood via the maze of stone passages, rescue all three groups of elves, into Web Cavern and dispose of the spider, up the web with the crown jewels and out of the cave
- 318 Smash the vase
- 319 Give the gold eggs
- 320 Jump through the window

- 3 Bag of Wind: loc. (241), details (213)
- 5 BALROG: loc. (287), details (410)
- 7 Bell: loc. (211), details (319)
- 9 Black Dots: more information (228)
- 11 Boots: loc. (233), details (214)
- 13 Brazier: loc. (325), details (308)
- 15 Bunch of Keys: loc. (220), details (338)
- 17 Chains: loc. (370), details (386)
- 19 Cloak: loc. (434), details (275)
- 21 Coil of Rope: loc. (321), details (339)
- 23 Dangling Water: loc. (226), details (330)
- 25 Djinns: loc. (425), details (333)
- 27 Dracula: loc. (239), details (277)
- 29 Dryad: loc. (362), details (362)
- 31 Egg: loc. (272), details (258)
- 33 Face in the Marsh: loc. (281), details (360)
- 35 Flames and Fires: more information (424)
- 37 Galloways: loc. (208), details (337)
- 39 Ghosts: loc. (348), details (341)
- 41 Glowing Coals: loc. (285), details (296)
- 43 Hole under Water: loc. (363), details (324)
- 45 Jelly-Fish: loc. (211), details (318)
- 47 Lamp: loc. (223), details (191)
- 49 Lung-Fish: loc. (219), details (236)
- 51 Mist-Stone: loc. (257), details (406)
- 53 Net: loc. (376), details (318)
- 55 Octopus: loc. (229), details (207)
- 57 Onion: loc. (288), details (375)
- 59 Orcs: more information (252)
- 61 PHOENIX: loc. (256), details (225)
- 63 Priestess: loc. (249), details (268)
- 65 Rock Pile: locs. (385), details (356)
- 67 Ruby: loc. (404), details (210)
- 69 Sandworm: loc. (355), details (381)
- 71 Sharks: loc. (293), details (302)
- 73 Sliding: loc. (220), details (304)
- 75 Snowman: loc. (245), details (386)
- 77 Spider: loc. (400), details (408)
- 79 Standing Stones: loc. (366), details (341)
- 81 Statue: loc. (250), details (422)
- 83 Sun-Dial: loc. (383), details (404)
- 85 Sword: loc. (202), details (317)
- 87 Talisman Medallion: loc. (230), details (240)
- 89 Towers: more information (246)
- 91 Unicorn: loc. (247), details (343)
- 93 Vampire House: loc. (239), details (220)
- 95 White Dots: more information (228)
- 97 Wind-Bag: loc. (241), details (213)
- 99 Wolves: loc. (231), details (244)

- 102 Altar: loc. (415), details (204)
- 104 Beaches: loc. (259), details (279)
- 106 Black Tower: loc. (217), details (344)
- 108 Bridge of Stone: loc. (352), details (410)
- 110 Cairn-Topped Hill: loc. (322), details (329)
- 112 Causeway in the Marsh: loc. (440), details (405)
- 114 Cave, Masstres: loc. (367), details (319)
- 116 Cave, of the Sun-Dial: loc. (393), details (391)
- 118 Clearing in the Forest: loc. (428), details (346)
- 120 Coals, glowing redly: loc. (285), details (296)
- 122 Dark Tower: loc. (217), details (344)
- 124 Dragon's Lair: loc. (368), details (418)
- 126 Edge of the Fertile Land: loc. (266), details (204)
- 128 Gate of Rock: loc. (431), details (419)
- 130 Gate of Silver: loc. (311), details (365)
- 132 Glowing Coals on Ground: loc. (285), details (296)
- 134 Gully leading to Waterfall: loc. (216), details (377)

- 135 Hall of Marble: loc. (226), details (319)
 137 Hilltop with Cairn: loc. (322), details (329)
 138 Hot Passage: loc. (347), details (296)
 140 Ledge above the River: loc. (358) details (204)
- 142 Marsh: loc. (429), details (405)
 144 Moor: loc. (234), details (441)
 146 Octopus Lair: loc. (369), details (207)
 148 Orc Tower: loc. (253), details (305)
 150 Pinnacle rising from Forest: loc. (288), details (212)
 152 Pyramid: loc. (221), details (381)
 154 Ramp up the Dark Tower: loc. (443), details (430)
 156 Rivers: more information (232)
 158 Rocky Outcrop: loc. (237), details (205)
 160 Sheep Track: loc. (380), details (394)
 162 Snowfield: loc. (314), details (386)
 164 Stairs behind the Waterfall: loc. (382), details (430)
 166 Stairs inside the Orc Tower: loc. (321), details (210)
 168 Standing Stones: loc. (366), details (341)
 170 Temple to the Sun: loc. (349), details (249)
 172 Tower - Dark Tower: loc. (217), details (344)
 174 Tower Room (in the Vampire House): loc. (384), details (393)
- 176 Tree in the Forest: loc. (437), details (448)
 178 Underwater Crevasse: loc. (248), details (324)
- 180 Vampire House: loc. (239), details (320)
 182 Wadi: loc. (378), details (402)
- 136 Hell-Well: loc. (242), details (246)
 139 Lake: loc. (351), details (259)
 141 Ledge along West Wall of Cave: loc. (392), details (442)
- 143 Mills of God: loc. (361), details (361)
 145 Oasis: loc. (223), details (267)
 147 Orc Lair: loc. (444), details (449)
 149 Pillar in the Desert: loc. (335), details (319)
 151 Pit of the Demon Lord: loc. (389), details (446)
 153 Quicksand: loc. (260), details (280)
 155 Ravine down from Moor: loc. (413), details (319)
 157 Road to Ruin: loc. (361), details (226)
 159 Rope Bridge: loc. (224), details (261)
 161 Sheltered Wadi in Desert: loc. (378), details (291)
 163 Snowman's Cave: loc. (398), details (291)
 165 Stairs up Mountaintide: loc. (327), details (305)
 167 Stalagmite: loc. (309), details (438)
 169 Sun-Dial Cave: loc. (393), details (391)
 171 Throne Room: loc. (206), details (390)
 173 Tower guarded by Orcs: loc. (253) details (305)
 175 Track up the Mountaintide: loc. (380), details (394)
- 177 Underwater Church: loc. (254), details (204)
 179 Underwater Hang-gilding School (226), details (361)
 181 Volcano Crater: loc. (299), details (313)
 183 Well: loc. (220), details (256)
- 191 Seeing in the Dark (276)
 193 Brief details of the Route to the Dark Tower (403)
 195 Why do I get resurrected in a different place each time? See (399)

OTHER CLUES

- 190 Scoring (297)
 192 All the objects (306)
 194 How to get things to the Dark Tower (324)

ANSWERS

- 200 On the Pinnacle, when you first visit there
 201 In the Underwater Hang-gilding School
 202 Give object (32) to thing (81)
 203 Drop the staff
 204 Nothing special happens here
 205 You're safe here if the Sandworm emerges. See also (251)
 206 In the Dark Tower, beyond the Gate of Glass
 207 Carry the Bag to defeat the Octopus
 208 On the stairs up the Mountaintide
 209 You can't move this, or go through it. For what was beyond here, play our previous game "Colossal Adventure". It was sealed up long before the time of "Adventure Quest!"
 210 Throw the Ruby at the creature in the Orc Tower
 211 In the Underwater Church
 212 The Wizard hands you the Scroll
 213 Open it to blow the Djinn away. See also (207)
 214 They protect against Quicksand
 215 It's the Onion
 216 South of the Building where you start
 217 Out of the Tower Room Window, South across Quicksand
 218 This is the source of the Demon Lord's power. To destroy it. See (263)
 219 On the Ledge above the River
 220 In the Building
 221 In the Desert. From the Edge of the Fertile Land, try: N,N,N,W,N, LOOK, E,E
 222 The Will O'Wisp can't harm you directly, and you can't touch it, but you don't visit there unless you can walk on Quicksand!
 223 In the Desert, beyond the Djinn
 224 Between the Ledge along the West Wall of Cave and the Orc Lair
 225 The PHOENIX is your companion. See also (270)
 226 Not in this game
 227 West, beyond the Dragon
 228 There are two types of dots: white dots, see (283); and black dots, see (294). Four of each
 229 East of the Underwater Crevasse
 230 At the end of the path leading North past the Unicorn
 231 In the forest round the Building at the End of the Road
 232 There are three rivers. The first flows South along a valley from the Building where you start; the second flows North into the lake in the crater; see (298); and the third drains South off the Moor, along a Ravine, falling to the marsh below. See (301)

- 233 In the Tower Room of the Vampire House
 234 Far below the Stone Bridge. See also (290)
 235 Above the Stalagmite
 236 Each time you take this, it changes what you can breathe. See also (264)
 237 East of the Pyramid
 238 It's not too important, but you can eat it. See also (284)
 239 In the Marsh. See also (271)
 240 Carry it when you enter the Throne Room of the Black Tower. Then see (265)
 241 In the room at the top of the Stairs inside the Orc Tower
 242 At the bottom of the Volcano Crater. See also (313)
 243 There are two towers; the Orc Tower, see (148) and the Dark Tower. See (122)
 244 They don't follow you if you leave the Forest. See also (274)
 245 On the Snowfield
 246 You are attacked by fire elementals but can fight them off with the sword. See also (275)
 247 In a Clearing in the Forest
 248 At the North of the Lake
 249 The Priestess lives in the Temple to the Sun. See also (268)
 250 North of the massive Cave
 251 When the Sandworm emerges beside the Sphinx, this is engulfed
 252 Orcs are evil goblins who serve the Demon Lord. There are four groups of these loathsome creatures. The first lot guard their Orc Tower and will kill anyone who approaches, see (316). The second contingent has a Lair near the massive Cave. The third group are guarding the Cairn-Topped Hill North of the Moor, see (329). Finally, the Dark Tower is swarming with Orc soldiers and servants, see (332)
 253 Blocking the Stairs up the Mountaintide
 254 In the Lake
 255 Play the Pipes to charm the Snakes away
 256 There's no reason to visit here during the game. However, if you can get here with a light - and it stays lit - there is a message for you to read
 257 In the Marsh, due east of the Standing Stones and some way from them. See also (222)
 258 Drop the egg in the burning Nest
 259 There are two beaches, on the North and South sides of the crater Lake. To travel between them, you need to cross the Lake, under water, see (264). To open the door from the North beach, see (307)
 260 In the Marsh, some way East of the Standing Stones, and South of the Vampire House
 261 Cross this to retrieve the Earth-Stone when the Orcs have stolen it. If the Orcs are pursuing you, see (295)
 262 Give it to the Statue to be rewarded. See (85)
 263 The PHOENIX helps, if it is following you
 264 Taking the Lung-Fish switches what you can breathe between air and water. Thus it is possible to take it, jump down into the river, cross the lake under water, drop the Lung-Fish and take it again before climbing up to the beach on the north shore
 265 Wave it. Then see (416)
 266 Due North of the Building where you start
 267 A source of water. Look in the pool, too
 268 Her temple is blocked by creatures of the Demon Lord, but she can help if you get rid of them
 269 When dropped, it draws water from the Earth. In this way, it created the oasis. For its purpose in the game, see (302)
 270 Let it follow you when you seek out the Demon Lord in the Black Tower
 271 From the Standing Stones, move: E,E,S,S,W,W,I,N
 272 In the Dragon's Lair
 273 On the North side of the Dry Canyon, fairly near the Oasis
 274 They're really very timid. Throw things to scare them off
 275 The Insulation Cloak protects you in the Hell-Well. See (296) for more information about it
 276 Find the lamp, light it and carry it; see (47). See also (318)
 277 Eat the Garlic for protection against Vampires
 278 West of the Bridge of Stone, on the Altar
 279 There are two beaches. Anything dropped in the river is washed up on the South beach. You need to reach the North beach, see also (259)
 280 You'll drown without the water-proof Boots
 281 In the Marsh
 282 It can be filled with liquid. See also (303)
 283 These mark teleport destinations. They have no use in themselves
 284 This warms you slightly on the Moor. See (308) for how to get warm permanently
 285 In the Hot Passage
 286 From the Throne Room, move: N,W,W,W,S,E
 287 On the Bridge of Stone, if you've taken the Sun-Stone
 288 Up repeatedly from the Crate or Gully
 289 Below the Standing Stones
 290 Either jump down from the Balrog's feet with the sword of Stone from under the Snowfield. Try throwing things. See also (339)
 291 Move Out to return to the Snowfield. Try throwing things. See also (339)
 292 In the pool at Oasis
 293 In the lake
 294 These mark teleport exists. The exit below each Black Dot takes you to the corresponding White Dot, far away. This is one way of returning for objects which you may have left behind, earlier in the game
 295 Cut it with your sword
 296 Throw the cloak onto the glowing Coals so you can walk on them

- 297 Scoring is for each "Stone of the Element" owned, with bonuses for getting deeper into the game, and completing your task in the Dark Tower. Points are lost for taking a long time, and for being killed
- 298 When the ledge gives way, you must climb up. The river ends in rapids which descend to the lake, and you'll die if you can't breathe water
- 299 Between the Cave above the Volcano and Hell-well
- 300 IN from where you start
- 301 There are steps down into the Ravine on its West side, at the Southern edge of the Moor
- 302 Carry the Trident to fend off Sharks
- 303 Fill it when water is nearby, then drink the water if you are thirsty in the Desert. See also (340)
- 304 You need a sling stone too. Use (4). See (394)
- 305 Don't approach the Tower unless you have got rid of the Orcs. See (316)
- 306 The magic items are the Stones-of-the-Elements, see (373), and the Medallion Talisman of Good. For other objects, see (315)
- 307 Oil it, see (354). Then unlock it, see (357)
- 308 Drop the Brazier to warm yourself. See also (341)
- 309 In the massive Cave
- 310 There are two bridges. One is of Rope, see (107) and the other is of Stone, see (108)
- 311 In the Dark Tower, above the Gate of Gold
- 312 In the Pit
- 313 To descend the Volcanic Crater, wait in the Cave above the Volcano until fires leap to NE and SW. Then move DOWN every other turn, e.g. D, LOOK, D, INV etc. Take the Insulation Cloak on the way
- 314 At the top of the Stairs up the Mountainside
- 315 Water-proof Boots, Bottle, Brazier, Bunch of Keys, Insulation Cloak, Egg, Emerald Eye, Ruby, Lung-Fish, Fruit and see (328)
- 316 Bypass the Orc Tower via the Sheep Track. Scare off the Giant. Then get the Snowman to help you, see (386)
- 317 A valuable weapon. Carry it with you. Examples of its uses are (336) and (408)
- 318 Catch the luminous Jelly in the Net to provide light under water
- 319 Just scenery
- 320 Move out to return to the Causeway. I hope you've eaten the Garlic! See also (217) to reach the Black Tower
- 321 In the Orc Tower
- 322 To the North of the bleak Moor. See also (374)
- 323 Insert the Sun-Stone into the Gate of Gold. See also (435)
- 324 Things dropped at the West end of the Crevasse, under water, are sucked away. See (342) for where they end up; You can also throw things off the ledge in the Snowman Cave, and out of the Vampire House window, to move them forwards
- 325 On the Cairn-Topped Hill
- 326 In the Marsh, due East of the Standing Stones
- 327 Up from the East end of the Sheltered Wadi in the Desert
- 328 Jelly-Fish, Lamp, fishing Net, Onion (Garlic really), Orchid, Pan Pipes, Staff of the Seasons, Coil of Rope, Scroll and silver Ball. See also (350)
- 329 Escape down the steep hillside
- 330 Not in this game
- 331 West of the Wadi
- 332 Avoid them! Perhaps you could use the (50) to give yourself more time
- 333 If you push past the Djinn, or rub the lamp when he is inside, he will zap you to random locs. in fury. This could leave you under water. See also (343)
- 334 In the Throne Room
- 335 In the Desert. From the Edge of the Fertile Land, move: N,N,E,E
- 336 Cut the skeletal Hands with the Sword
- 337 Warning scenery. Don't go any nearer to the Orc Tower while it's guarded
- 338 The keys are useful for unlocking things. See (386) and (357)
- 339 Tie the Rope to the Sialagmite in the Snowman's Cave so you can go down. Then see (298)
- 340 Fill the bottle with oil from the Wadi, too. See also (259)
- 341 The Ghosts drain your life energy. Drop the Brazier to dispel them
- 342 The foot of the Black Tower
- 343 Open the Wind-Bag to blow the Djinn away
- 344 The Lair of the Demon Lord, AGALIAREPT. You must use the Stones-of-Elements to gain entry, then use (50). Then, head for the Bane-Fire in the Pit
- 345 In the Gully. See (359)
- 346 Give the Orchid to the Unicorn and follow it
- 347 West of the bottom of Hell-Well
- 348 Below the Standing Stones
- 349 On top of the Pyramid. See (76) and (255)
- 350 Sling, Snowman, Sun-dial, Sword, Table, Trident and Wind-Bag. Early versions of the game have a Compass
- 351 At the end of the river, see (339)
- 352 West of the Hot Passage
- 353 In the Dark Tower, above the Gate of Rock
- 354 Use oil from the Bottle
- 355 Push the Rocks down on the Orcs guarding their Tower See (386)
- 357 Use the key to unlock the door from the north Beach
- 358 Above the River, see (339) to get there. Drop everything and climb up
- 359 Drop the Table below the Orchid and you can reach it
- 360 One of the Dark Tower's defences, activated if you look for trouble in the marsh. To fend it off, see (397)
- 361 Dunno
- 362 In "Dungeon Adventure"
- 363 At the West end of the underwater Crevasse
- 364 Norman Tebbit
- 365 Insert the Star-Stone into the Gate of Silver. See also (435)
- 366 North and West from the Rocky Outcrop
- 367 Down and South from the Ravine on the bleak Moor
- 368 North of the North Beach, beyond the door
- 369 West of the North end of the massive Cave
- 370 East of the Underwater Crevasse
- 371 Holding the Snowman
- 372 It prevents access to the Pyramid. See (396)
- 373 You need to put out its fire. See (388)
- 374 Corresponding to the elements of Earth, Fire, Air and Water, the four stones are the Earth-Stone, Sun-Stone, Star-Stone and Mist-Stone. The first 8 regions of the game correspond to a repeated sequence of the same elements in the same order
- 375 From where you enter the Moor, move: N,W,N,N
- 376 Eat it. This is really Garlic
- 377 On the south Beach
- 378 See (209) for the Grate, and (359) to get the Orchid
- 379 North from the Rocky Outcrop in the Desert
- 379 Read it. See (193) for more detail on what it means
- 380 Curving West of the Orc Tower on the mountainside, it joins the Stairs up the mountainside above and below the tower - bypassing it
- 381 The worm gets closer as you move in the desert, but gets further away if you do anything else. Thus it can be controlled. See (387)
- 382 Leading down from the Moor to the Marsh. See (413)
- 383 In the Sun-Dial Cave
- 384 South and Up from where you enter the Vampire House
- 385 On the Stairs up the Mountainside, above the Orc Tower
- 386 Use the keys to unlock the Snowman. Then (395)
- 387 From the Edge of the Fertile Land, move: N,N,W,N, LOOK, E,E,E. The Worm emerges on the sand below you, while you are safe on the Rocky Outcrop. It engulfs the Sphinx
- 388 Throw a bottle of water at it
- 389 From the Alcove, move: W,N,E,N,N,N,D,D,N
- 390 Use the Talisman. See (240)
- 391 Say 'Open Sesame'
- 392 From the North Beach, move: North through the door, W,W,N
- 393 Behind the Slab of Rock, North of the Dry Canyon
- 394 Wave the sling to scare the Giant, who remembers what happened to Goliath. You need the silver Ball, too
- 395 Take the Snowman with you, then go and push the Pile of Rocks
- 396 Use the Sandworm to shift it. See (381)
- 397 Drop or throw something to make ripples and disturb the 'reflections'
- 398 Above the Snowfield
- 399 Adventure Guest takes you on a long journey to the Dark Tower, through 8 different regions. To save unnecessary travel, you are always resurrected near the middle of the region where you "died". For example, death in the Desert is followed by resurrection near the Oasis in the Desert
- 400 At the top of the Sialagmite, guarding the Earth-Stone
- 401 Blocking the Sheep-Track
- 402 As in the rest of the Desert, you get thirsty and need water to drink
- 403 Search the Forest, solving the puzzles and locating everything useful. Then cross the Desert, and see (411)
- 404 Give the Sun-Dial to the Priestess and accept the Ruby in return
- 405 It's guarded by skeletal Hands (42) and also by (33). Avoid the Quicksand, too. To get through it safely, see (436)
- 406 Insert the Mist-Stone into the Gate of Glass. See also (435)
- 407 Have you got the Emerald Eye? See (262)
- 408 The Spider guards the Earth-Stone. The Sword will keep it at bay (almost)
- 409 On the top of the pinnacle
- 410 Smite the Bridge of Stone with Sword to topple the Balrog into the Abyss
- 411 Solve the secrets of the Orc Tower, Pyramid and Djinn (in roughly this order), before entering the Snowman's Cave and exploring the territory beyond. See (423)
- 412 In the Tree in the Forest
- 413 From the Cairn-Topped Hill, move: D,S,S,S,E,D,D
- 414 South of the Glowing Coals
- 415 West of the Bridge of Stone
- 416 Hide in the Alcove after you've temporarily thwarted the Demon Lord, while His Orcs run off to search for you elsewhere
- 417 On the Pinnacle, in early versions of this game
- 418 You must get rid of the Dragon. See (388)
- 419 Insert the Earth-Stone into the Gate of Rock. See also (435)
- 420 You can open it with the trident but alas, it seems that someone has already taken its pearl
- 421 In the Dark Tower, above the Gate of Silver
- 422 Got the Emerald Eye? See (262)

- 297 Scoring is for each "Stone of the Element" owned, with bonuses for getting deeper into the game, and completing your task in the Dark Tower. Points are lost for taking a long time, and for being killed
- 298 When the ledge gives way, you must climb up. The river ends in rapids which descend to the lake, and you'll die if you can't breathe water
- 299 Between the Cave above the Volcano and Hell-well
- 300 IN from where you start
- 301 There are steps down into the Ravine on its West side, at the Southern edge of the Moor
- 302 Carry the Trident to fend off Sharks
- 303 Fill it when water is nearby, then drink the water if you are thirsty in the Desert. See also (340)
- 304 You need a sling stone too. Use (4). See (394)
- 305 Don't approach the Tower unless you have got rid of the Orcs. See (316)
- 306 The magic items are the Stones-of-the-Elements, see (373), and the Medallion Talisman of Good. For other objects, see (315)
- 307 Oil it, see (354). Then unlock it, see (357)
- 308 Drop the Brazier to warm yourself. See also (341)
- 309 In the massive Cave
- 310 There are two bridges. One is of Rope, see (107) and the other is of Stone, see (108)
- 311 In the Dark Tower, above the Gate of Gold
- 312 In the Pit
- 313 To descend the Volcanic Crater, wait in the Cave above the Volcano until fires leap to NE and SW. Then move DOWN every other turn, e.g. D, LOOK, D, INV etc. Take the Insulation Cloak on the way
- 314 At the top of the Stairs up the Mountainside
- 315 Water-proof Boots, Bottle, Brazier, Bunch of Keys, Insulation Cloak, Egg, Emerald Eye, Ruby, Lung-Fish, Fruit and see (328)
- 316 Bypass the Orc Tower via the Sheep Track. Scare off the Giant. Then get the Snowman to help you, see (386)
- 317 A valuable weapon. Carry it with you. Examples of its uses are (336) and (408)
- 318 Catch the luminous Jelly in the Net to provide light under water
- 319 Just scenery
- 320 Move out to return to the Causeway. I hope you've eaten the Garlic! See also (217) to reach the Black Tower
- 321 In the Orc Tower
- 322 To the North of the bleak Moor. See also (374)
- 323 Insert the Sun-Stone into the Gate of Gold. See also (435)
- 324 Things dropped at the West end of the Crevasse, under water, are sucked away. See (342) for where they end up; You can also throw things off the ledge in the Snowman Cave, and out of the Vampire House window, to move them forwards
- 325 On the Cairn-Topped Hill
- 326 In the Marsh, due East of the Standing Stones
- 327 Up from the East end of the Sheltered Wadi in the Desert
- 328 Jelly-Fish, Lamp, fishing Net, Onion (Garlic really), Orchid, Pan Pipes, Staff of the Seasons, Coil of Rope, Scroll and silver Ball. See also (350)
- 329 Escape down the steep hillside
- 330 Not in this game
- 331 West of the Wadi
- 332 Avoid them! Perhaps you could use the (50) to give yourself more time
- 333 If you push past the Djinn, or rub the lamp when he is inside, he will zap you to random locs. in fury. This could leave you under water. See also (343)
- 334 In the Throne Room
- 335 In the Desert. From the Edge of the Fertile Land, move: N,N,E,E
- 336 Cut the skeletal Hands with the Sword
- 337 Warning scenery. Don't go any nearer to the Orc Tower while it's guarded
- 338 The keys are useful for unlocking things. See (386) and (357)
- 339 Tie the Rope to the Sialagmite in the Snowman's Cave so you can go down. Then see (298)
- 340 Fill the bottle with oil from the Wadi, too. See also (259)
- 341 The Ghosts drain your life energy. Drop the Brazier to dispel them
- 342 The foot of the Black Tower
- 343 Open the Wind-Bag to blow the Djinn away
- 344 The Lair of the Demon Lord, AGALIAREPT. You must use the Stones-of-Elements to gain entry, then use (50). Then, head for the Bane-Fire in the Pit
- 345 In the Gully. See (359)
- 346 Give the Orchid to the Unicorn and follow it
- 347 West of the bottom of Hell-Well
- 348 Below the Standing Stones
- 349 On top of the Pyramid. See (76) and (255)
- 350 Sling, Snowman, Sun-dial, Sword, Table, Trident and Wind-Bag. Early versions of the game have a Compass
- 351 At the end of the river, see (339)
- 352 West of the Hot Passage
- 353 In the Dark Tower, above the Gate of Rock
- 354 Use oil from the Bottle
- 355 Push the Rocks down on the Orcs guarding their Tower See (386)
- 357 Use the key to unlock the door from the north Beach
- 358 Above the River, see (339) to get there. Drop everything and climb up
- 359 Drop the Table below the Orchid and you can reach it

- 423 Get the Lung-Fish from the Ledge, ferry everything across the Lake and open the door from the north Beach, get the Sword and Earth-Stone (twice). Send your valuables to the Black Tower. Then visit the Dragon, see (432)
- 424 Fires leap from the Volcanic Crater to one-third of the locs. on the path round it each time. They slowly spiral clockwise. See (313). There are living fire elementals in Hell-Well. See (246)
- 425 South of the Dry Canyon
- 426 A printer made by Nascom
- 427 An assembler produced by Nick
- 428 South and East of where you start
- 429 Below the Stairs behind the Waterfall
- 430 Nothing special happens here
- 431 Above the Ramp up the Dark Tower
- 432 Above the Volcano, defeat the Badrog and reach the bleak Moor. Visit the Cairn-Topped Hill, down to the Marsh and eventually reach the Black Tower. From here, it's all up to you
- 433 Drop the Staff-of-the-Seasons to produce Food
- 434 Half-way up the path round the Volcanic Crater
- 435 Each stone matches a gate in the Black Tower (work out which alchemical element matches each gate/stone pair)
- 436 From the Standing Stones, dispel the Shadows and go to the Vampire House. See (271). Then, if you take from the Boots, you are safe from Quicksand
- 437 From where you start, move: W,W,W,S,S,S
- 438 Climb up it
- 439 Out of the window takes you to the Dark Tower. Try throwing things
- 440 From the Standing Stones, move: E,E,S,S,S,W
- 441 This is a very cold place. To keep warm, see (308) or (36)
- 442 Before you head North across the massive Cave, wait here to chase the orc archer away. See also (449)
- 443 Out and South from the Tower Room of the Vampire House
- 444 Across the Bridge of Rope, East of the Ledge along the West Wall
- 445 A good place from which to study the Volcanic Crater in safety
- 446 Here is the Bane-Fire, see (218)
- 447 It's 3.30 am. Nearly finished!
- 448 Drop everything and then climb up it
- 449 Visit the Orc Lair after an orc has stolen the Earth-Stone from you. The orcs will be all celebrating, so if you avoid their feast hall you should have no trouble in retrieving the Stone. See also (419)

DUNGEON ADVENTURE

OBJECTS AND CREATURES

- 2 ACALLAREPT: loc. (338), details (364)
- 4 Amethyst: loc. (417), details (371)
- 6 Army of Orcs: loc. (318), details (483)
- 8 Bag of Nails: loc. (368), details (368)
- 10 Bed of Gold: loc. (357), details (320)
- 12 Berry: loc. (509), details (326)
- 14 Black Sphere: more information (343)
- 16 Blue Collar: loc. (336), details (408)
- 18 Boulder: loc. (561), details (550)
- 20 Box: loc. (589), details (385)
- 22 Brooch of an Elephant: loc. (301), details (437)
- 24 Carving: loc. (489), details (471)
- 26 Caterpillar: loc. (386), details (302)
- 28 Chandler: loc. (523), details (551)
- 30 Cliff Stairs: loc. (325), details (550)
- 32 Coins: loc. (425), details (320)
- 34 Collars of Various Colours: more information (344)
- 36 Cross: loc. (499), details (560)
- 38 Cube of Sticky Metal: loc. (552), details (364)
- 40 Demon Lord: loc. (338), details (384)
- 42 Dice: loc. (425), details (432)
- 44 Door which is armoured: loc. (339), details (524)
- 46 Dragon's Bed: loc. (357), details (320)
- 48 Dryad: loc. (442), details (489)
- 50 Egg of Gold: loc. (337), details (380)
- 52 Elephant Brooch: loc. (301), details (437)
- 54 Ethnic Carving: loc. (489), details (320)
- 56 Face Mask: loc. (493), details (517)
- 58 Field of Poppies: loc. (468), details (488)
- 60 Fire Elemental: loc. (400), details (456)
- 62 Fire Elemental: loc. (400), details (456)
- 64 Gem of Evil: loc. (444), details (434)
- 66 Ghostly Orcs: loc. (397), details (479)
- 3 Agate: loc. (388), details (362)
- 5 Anis: loc. (327), details (467)
- 7 Axe: loc. (454), details (488)
- 9 Black Tower Door: loc. (310), details (315)
- 11 Belt of the giants: loc. (401), details (429)
- 13 Bird with Yellow Feathers: loc. (337), details (407)
- 15 Blindfold: loc. (447), details (548)
- 17 Bolt on the Door: loc. (539), details (558)
- 19 Bow: loc. (450), details (466)
- 21 Bridges: more information (553)
- 23 Buttons on the Throne: details (332)
- 25 Case - Packing Case: loc. (412), details (449)
- 27 Chair: loc. (415), details (471)
- 29 Chest of Treasure: loc. (539), details (481)
- 31 Coffin: loc. (365), details (330)
- 33 Cold Cream: loc. (336), details (431)
- 35 Cracked Pot: loc. (372), details (387)
- 37 Crucifix: loc. (347), details (560)
- 39 Dark Tower Door: loc. (310), details (315)
- 41 Diamond: loc. (458), details (362)
- 43 Door to the Dark Tower: loc. (310), details (315)
- 45 Dragon: loc. (341), details (309)
- 47 Driftwood: loc. (412), details (308)
- 49 Dwarf: loc. (395), details (513)
- 51 Elemental of Fire: loc. (400), details (456)
- 53 Emerald: loc. (473), details (371)
- 55 Evil Gem: loc. (444), details (434)
- 57 Face of Stone: loc. (314), details (439)
- 59 Figure Octopus: loc. (423), details (435)
- 61 Flame Jet: loc. (312), details (308)
- 63 Gauntlet: loc. (447), details (329)
- 65 Gem of Central Dungeon: more info (506)
- 67 Giant Anis: loc. (327), details (467)

- 68 Giants: loc. (401), details (313)
- 70 Goat: loc. (346), details (440)
- 72 Green Collar: loc. (404), details (408)
- 74 Hammer: loc. (308), details (562)
- 76 Haystack: loc. (393), details (410)
- 78 Head of the Executioner: loc. (491), details (500)
- 80 House of Wights: loc. (383), details (305)
- 82 Jar of Cold Cream: loc. (336), details (431)
- 84 Killer Willow: loc. (355), details (453)
- 86 Lapis Lazuli: loc. (360), details (320)
- 88 Machine with Buttons: loc. (398), details (457)
- 90 Mask: loc. (493), details (517)
- 92 Mirror: loc. (355), details (374)
- 94 Mushrooms: loc. (522), details (563)
- 96 Nasty Images: loc. (512), details (528)
- 98 Nest of the Roc: loc. (316), details (452)
- 100 Octopus Figurine: loc. (423), details (435)
- 102 Opal: loc. (353), details (371)
- 104 Orc Army: loc. (318), details (483)
- 106 Ore Lump: loc. (411), details (471)
- 108 Pearl: loc. (484), details (362)
- 110 Pendant of Star: loc. (426), details (471)
- 112 Pig: loc. (427), details (566)
- 114 Poppy Pod: loc. (378), details (340)
- 116 Potato Silver: loc. (331)
- 118 Ramp: loc. (334), details (472)
- 120 Red-Gold Ring: loc. (350), details (511)
- 122 Roc: loc. (316), details (421)
- 124 Rope of Silk: loc. (302), details (452)
- 126 Salt-Pig: loc. (427), details (566)
- 128 Shield: loc. (458), details (542)
- 130 Siren: loc. (355), details (304)
- 132 Sleep Spell: loc. (208), details (495)
- 134 Silver of Fried Potato: loc. (331), details (402)
- 136 Sphere of Black: more information (343)
- 138 Staff of Bone: loc. (391), details (494)
- 140 Star Pendant: loc. (426), details (471)
- 142 Stick - Hollow Stick: loc. (336), details (315)
- 144 Stones in U-Shaped Passage: loc. (259), details (319)
- 146 Stone with Grooves: loc. (335), details (307)
- 148 Sword: loc. (486), details (573)
- 150 Teeth of the Dragon: loc. (309), details (570)
- 152 Thorne: loc. (392), details (332)
- 154 Tortured Images: loc. (512), details (528)
- 156 Treasure near Flame Jet: loc. (538), details (572)
- 158 Tree - Willow: loc. (355), details (453)
- 160 Vampire: loc. (359), details (474)
- 162 Violet Collar: loc. (404), details (408)
- 164 Wedge of Wood: loc. (583), details (557)
- 166 Wights: loc. (527), details (565)
- 168 Yellow Collar: loc. (391), details (408)
- 69 Giant's Belt: loc. (326), details (429)
- 71 Golden Pathway: loc. (379), details (448)
- 73 Grub: loc. (386), details (302)
- 75 Hand: loc. (328), details (463)
- 77 Helmet: loc. (347), details (377)
- 79 Horn: loc. (346), details (483)
- 81 Invisible Objects: loc. (356), details (441)
- 83 Jet of Flame: loc. (312), details (306)
- 85 Lamp of Helmet: loc. (352), details (377)
- 87 Lump of Ore: loc. (411), details (471)
- 89 Marble Tower: loc. (396), details (514)
- 91 Medallion of the Sun: loc. (400), details (456)
- 93 Mithril Collar: loc. (360), details (408)
- 95 Nails: loc. (306), details (368)
- 97 Needle: loc. (529), details (471)
- 99 Nest of the Yellow Bird: loc. (345), details (407)
- 101 Onyx Onyx: loc. (360), details (320)
- 103 Orange Collar: loc. (450), details (408)
- 105 Orc Ghosts: loc. (397), details (479)
- 107 Packing Case: loc. (412), details (449)
- 109 Pedestals: loc. (540), details (408)
- 111 Pictures (Evil Images): loc. (512), details (528)
- 113 Popples, growing in field: loc. (468), details (488)
- 115 Pot, Cracked: loc. (372), details (387)
- 117 Rakshasa: loc. (375), details (521)
- 119 Red Collar: loc. (403), details (408)
- 121 Rhinestone: loc. (424), details (362)
- 123 Rock Crystal: loc. (386), details (471)
- 125 Ruby: loc. (416), details (362)
- 127 Sapphire: loc. (579), details (371)
- 129 Silver Collar: loc. (444), details (408)
- 131 Skeletons: loc. (395), details (494)
- 133 Slime: loc. (498), details (387)
- 135 Snake: loc. (353), details (385)
- 137 Spices: loc. (403), details (321)
- 139 Stairs up the Cliff: loc. (325), details (550)
- 141 Statue: loc. (464), details (424)
- 143 Stone in Moss Room: loc. (223), details (428)
- 145 Stone, rolling down from above: loc. (561), details (550)
- 147 Stone Face: loc. (314), details (439)
- 149 Sun Medallion: loc. (400), details (456)
- 151 Thief: loc. (399), details (574)
- 153 Topaz: loc. (526), details (362)
- 155 Tower of Marble: loc. (396), details (514)
- 157 Treasure Chest: loc. (539), details (481)
- 159 Trident: loc. (365), details (322)
- 161 Video Nasties: loc. (512), details (528)
- 163 Wand: loc. (425), details (324)
- 165 White House: loc. (383), details (305)
- 167 Will O'Wisp: loc. (575), details (460)
- 169 Zombie: loc. (527), details (571)

PLACES

- 180 Anis Nest: loc. (465), details (467)
- 182 Barracks: loc. (477), details (546)
- 184 Blocked Passage: loc. (515), details (496)
- 186 Branch of Tree: loc. (317), details (326)
- 188 Bridge - Ricketey: loc. (536), details (379)
- 190 Bridge - Wooden: loc. (327), details (478)
- 192 Chamber - Upper: loc. (389), details (485)
- 194 Cliff Stairs: loc. (325), details (550)
- 196 Condemned Cell: loc. (361), details (462)
- 198 Crusher Room: loc. (501), details (557)
- 200 Dark Tower Door: loc. (310), details (315)
- 202 Doorway with Holes: loc. (363), details (542)
- 204 Empty Room: loc. (381), details (455)
- 206 Face of Stone: loc. (314), details (439)
- 208 Forest: loc. (333), details (445)
- 210 Gatehouse: loc. (595), details (556)
- 212 Gravel Bank: loc. (543), details (546)
- 214 Hilltop: loc. (549), details (510)
- 216 Infinite Plain: loc. (349), details (497)
- 218 Jelly Room: loc. (530), details (554)
- 220 Killer Willow: loc. (355), details (453)
- 181 Aqueduct: loc. (541), details (541)
- 183 Black Tower: loc. (471), details (537)
- 185 Blocked Steps: loc. (480), details (496)
- 187 Bridge - Drawbridge: loc. (547), details (315)
- 189 Bridge - Tongue: loc. (394), details (546)
- 191 Chamber - Lower: loc. (376), details (494)
- 193 Chimney: loc. (446), details (300)
- 195 Completed Dungeon? loc. (311), details (311)
- 197 Crack leading North: loc. (327), details (467)
- 199 Dark Tower: loc. (476), details (537)
- 201 Doorway with Acid Smell: loc. (363), details (548)
- 203 Dry Mars: loc. (475), details (316)
- 205 Exit Chamber: loc. (502), details (578)
- 207 Field of Poppies: loc. (468), details (488)
- 209 Giant Anis Nest: loc. (465), details (467)
- 211 Golden Pathway: loc. (379), details (448)
- 213 Hand Room: loc. (363), details (463)
- 215 Horror Pits on the Wall: loc. (512), details (528)
- 217 Island: loc. (534), details (555)
- 219 Jet of Fire: loc. (312), details (308)
- 221 Lower Chamber: loc. (376), details (494)

- 223 Moss Room: loc. (438), details (428)
 225 Nest of Roc: loc. (316), details (452)
 227 Odd Little Room: loc. (342), details (459)
 229 Pedestals: more information (540)
 231 Plain: loc. (349), details (497)
 233 Puddle: loc. (303), details (482)
 235 River: loc. (654), details (420)
 237 Round Room: loc. (430), details (414)
 239 Skinner Room: loc. (519), details (525)
 241 Slippery Ramp: loc. (519), details (577)
 243 Stairs up the Cliff: loc. (325), details (550)
 245 Stepping Stones: loc. (348), details (304)
 247 Stone with Grooves: loc. (335), details (307)
 249 Sweet-Smelling Cave: loc. (327), details (580)
 251 Throne Room: loc. (422), details (584)
 253 Tongue Bridge: loc. (394), details (582)
 255 Tower of Marble: loc. (396), details (514)
 257 Troll's Lair: loc. (327), details (580)
 259 U-Shaped Passage: loc. (531), details (319)
 261 White House: loc. (383), details (305)

- 281 Seeing in the Dark (443)
 283 Getting Started (545)
 285 How to Carry More (323)

OTHER CLUES

- 280 Scoring (419)
 282 All the Treasures (474)
 284 Teleport System (406)
 286 Resurrection (457)

ANSWERS

- 300 It's hot here. Wear something for protection. See (366)
 301 Beyond the Doorway with the Acid Smell
 302 Hug (or Squeeze) the Caterpillar
 303 In the Dry Marsh
 304 The Dren would have no effect if you were temporarily deaf. See (367)
 305 There's a valuable Trident in here. Are you protected from Wights?
 306 Southeast of the Jelly Room
 307 Just scenery. A carved fingertip in the nostril of the Stone Face
 308 Light the Driewood at the Jet of Fire. For more light when this burns out, see (377)
 309 Kill it. Use object (148). This violence is, regrettably, necessary for the plot
 310 On the Drawbridge
 311 Buy the next fantastic trilogy from Level 9 and Rainbird Software - "Silicon Dreams"
 312 Between the Bridge Tongue and the Round Room. In the throat of Stone Face
 313 "Seven at one blow" is a clue. See (326)
 314 North of the river. Many rooms and caves are carved inside it
 315 Blow the Hollow Stick on the Drawbridge
 316 The Roc is likely to snatch you from the Dry Marsh. Then you must escape from its nest
 317 In the Forest, North and Up from the road
 318 During the night an army of Orcs arrives to surround the Dungeons
 319 Leave no stone unturned
 320 Just a valuable treasure
 321 A treasure which has survived from the time of Colossal Adventure!
 322 An expensive thing of no practical use. Treat it as a treasure for the purposes of this game
 323 Use object (25) and object (69)
 324 It's a Sleep Wand. Wave it in the Lower Chamber to put the "flint thrower" to sleep
 325 Leading upwards from the White House on the Stone Face to the Gate House above
 326 Drop the Berry onto the Giants from the Branch above them
 327 Garrison the Troll guarding the Golden Pathway. In the "Mushroom Farm" which produced food for the orc garrison who once guarded these caves
 328 On the ramp, pointing into the Hand Room
 329 Use it to protect your hand when taking object (120)
 330 A Zombi lives in the coffin. See (368) before taking the Trident
 331 In the Barracks. From the Jelly Room, move: W,W,S
 332 Push a numbered button (e.g. PUSH ONE) for something to happen. See also (370)
 333 East along the road which runs south of the "tongue" Bridge over the River
 334 This Spiral around the central dungeon. It's North of the Aqueduct or Down from the Viewing Gallery
 335 Southwest from the Lower Chamber
 336 In the cupboard South of the Panelled Room
 337 In the Yellow Bird's Nest
 338 In the Evil Gem. This is the demon's "life" on the material plane
 339 Opposite the silver hoop, at the north end of the Aqueduct
 340 Waving it makes a loud noise. This has two effects. See (367) and (407)
 341 In the Upper Chamber
 342 Push button 4 to raise the Throne up to here. Then down from the Throne

- 343 There are actually two Black Spheres. Each tries to destroy anything near it. See (369)
 344 There are 8 collars. See (362) to find them. They form part of a security and teleport system. See (408)
 345 South of the River, east of the Marble Tower
 346 On top of the Stone Face, below the Cliff Stairs
 347 Just north of the Jet of Flame
 348 Crossing the River to the Island
 349 The southern boundary of the game landscape, south of the Marble Tower and Yellow Bird's Nest
 350 Just off the ramp, near the very top
 351 Above the Helme Room
 352 Part of the Helmet. See (77)
 353 In the ornate Box. See (385)
 354 Flowing East-West across the landscape, between the tall carved cliffs to the North and the smooth plain and forest to the South. A tongue bridge and stepping stones cross it
 355 On the Island
 356 North of the Wooden Bridge, north of the Troll's Lair. You bump into them
 357 Underneath the Dragon. See (309)
 358 South of the River, leading East into the Forest
 359 At the Tight Junction, North of the Lower Chamber or West from the Panelled Room
 360 In the Odd Little Room
 361 About half-way up the Ramp
 362 One of the gems found in the Central Dungeon. Very valuable. See also (506)
 363 About two-thirds of the way up the Ramp
 364 Carry this when searching the See (410)
 365 In the White House, South of the Blue Pedestal
 366 Wear the Cold Cream for protection, especially when visiting (193)
 367 Waving the Poppy Pod makes you temporarily deaf. See (304)
 368 Nail the Coffin shut with the Hammer and Nails
 369 When one is following you, head quickly for the other one. They can destroy each other
 370 The buttons have the following functions: 1 = open hole; 2 = close hole; 3 = gas fills the room; 4 = raise throne to Odd Room; 5 = lower throne but see (459); 6 = alarm; 7 = fire fills the room; 8 = status report; 9 = teleport to the Pit
 371 One of the gems found in the Central Dungeon. Very valuable. See also (506)
 372 In the Barracks. From the Jelly Room, move West and South
 373 Due West of the Jelly Room, in the Barracks
 374 Reflects spells. In particular, see (433)
 375 On the Hilltop, if you look for them
 376 South of the Tight Junction, or due Southwest of the Round Room
 377 The Helmet Lamp can be used to get more light. See (406)
 378 Near the Poppy Field
 379 Eat the Mushrooms near the rickety Bridge to see it
 380 Just a valuable treasure
 381 Near the bottom of the Ramp
 382 The Red Collar is in the Troll's Lair: the Orange Collar is worn by the Body near the Round Room; the Yellow Collar is near here, too. See also (405)
 383 On the nose of the Great Stone Face, East from the Tight Junction, out of the ear, West and South
 384 His life is in the Evil Gem, where He retreated for safety when the Dark Tower was almost destroyed at the end of Adventure Guest. If anyone takes the Gem, this will allow the Demon Lord to escape into the body of the unwise investigator. But you can destroy it. See (434)
 385 Don't open the Box until the Snake inside is dead. See (409)
 387 Fill the Pot with Slime. Then see (413)
 388 Beyond the Crusher Room
 389 Above the Lower Chamber
 390 North of the Aqueduct, at the bottom of the Ramp
 391 Northeast of the Round Room
 392 In the Throne Room
 393 East of the Round Room
 394 Up from where you start, crossing the River from the Plain to the Stone Face
 395 In the Lower Chamber
 396 On the Plain South of the River, West of the Yellow Bird's Nest
 397 Blocking the route between the Throne Room and the Pit
 398 Inside the Packing Case
 399 In the Forest, beyond where the Sleep Spell is cast
 400 In an alcove off the Chimney
 401 In the Forest, North of the Woodland Road
 402 Believe it or not, the Rat is scared of the potato
 403 In the Troll's Lair
 404 Somewhere or other
 405 The Blue Collar which belonged to the Orc Guard Commander is in the cupboard South of the Panelled Room, the Silver Collar of the Demon Lord's familiar is in the Pit and the Mithril Collar is in the Odd Room. There are two other collars - finding them is up to you, if you want something else to do
 406 Find something luminous to go in the Helmet Lamp. See (460)
 407 Wave the Poppy Pod to scare the Yellow Bird
 408 Wear a Collar. See (461)
 409 Drop it in water (e.g. in the bottom of the Ramp)
 410 The Cube of Sticky Metal is a magnet. Carry it when searching the Haystack

- 474 Carry the Cross or Crucifix to keep off the Vampire. See also (565)
 475 On the top of the cliff, round the Dark Tower. Head South and Down from the Throne Room
 476 Climb the Cliff Stairs. Say the Password, use the Hollow Stick to open the door from the Drawbridge and you're there
 477 West of the Jelly Room
 478 A sturdy bridge across the middle of a cave, above the Ants Nest. Nothing special
 479 In Adventure Quest, these Orcs left their post and allowed an intruder into the Pit. Now they are doomed to remain on duty for ever - or until someone breaks the Evil Gem and destroys the last remnant of the Demon Lord's Power
 480 Northeast from the Jelly Room
 481 Just a valuable item. You can't open it
 482 When the Dark Tower was almost destroyed, a week ago, the rock below the Marsh was split and the water could escape. Now this puddle is all that remains. To catch the Will O'Wisp, see (460)
 483 Blow the Horn or plant the Dragon's Teeth to defeat the Orc Army
 484 In the Pig. See (566) for more information
 485 You've presumably noticed the dormant Dragon. See (309)
 486 East of the Moss Room. See (428)
 487 The Centre of the Demon Lord's Power, when He ruled most of Middle Earth
 488 You can't cross the Poppy Field. It's the West edge of the game map
 489 Attack the Killer Willow with the Axe. Then spare it when the Dryad asks you to
 490 Where the garrison commander lived. You can't go down
 491 West of the Condemned Cell
 492 Down from the Throne Room, after you've opened a hole in the floor
 493 In the Dry Marsh. Look for it
 494 Carry the Bone Staff and wave it to command the Skeletons to leave. The Wand is useful too, see (324)
 495 The Mirror protects you by reflecting these
 496 A dead end
 497 The Southern edge of the map
 498 North from the Jelly Room
 499 West of the Tight Junction
 500 Wear this and you'll find how the previous executioner was recruited
 501 Two thirds of the way up the Ramp
 502 Near the bottom of the Ramp
 503 Throw at least 6 things at it, to use up the branches, before you approach
 504 An odd number of objects
 505 Say a colour. For example SAY GREEN. See (567)
 506 There are 10 gems, of which any 9 would unlock the Exit door. The gems are: Agate, Amethyst, Diamond, Emerald, Opal, Pearl, Rhinestone, Ruby, Sapphire and Topaz
 507 Move up and East
 508 In twice, then take the Chandelier. Next, see (457)
 509 Up a forest tree
 510 Wait for the Rakshasa
 511 Wear the Gauntlet before taking it. Then see (463)
 512 At the top of the Ramp
 513 The Dwarf is willing to share her treasure which is in a cave near the Cliff Stairs. Like all Middle Earth Dwarves, she has a fine black beard (illustrators please note)
 514 Only accessible from the Green Pedestal, this is a look-out tower
 515 Various places. A lot of passages were blocked by the general devastation at the end of Adventure Quest and they cannot be opened in this game
 516 Cube of Sticky Metal, Spices, Hollow Stick, Helmet with Lamp, Dragon's Bed, Giant's Belt, Cross, Crucifix, Horn, Face Mask, Mirror, Octopus Figurine, Staff of Bone, Sword and Wand
 517 Formerly a defence of the Dark Tower, this is now just a treasure. You can't do anything with it
 518 Don't look back!
 519 About one third of the way up the Ramp
 520 North of the Lower Chamber of West of the Panelled Room
 521 Rakshasa are powerful energy beings who love to wager - preferably when their opponent cannot afford to lose. Do you have object (42)? If you win they will strengthen the fires of your soul, allowing you to be resurrected even if far away from the Machine. See (286) for more about resurrection
 522 In the mushroom farm, North of the Jelly Room or beyond the Dwarf's cave. They are all over the place. Clue (327) says slightly more
 523 In the Packing Case
 524 Unlock it from the inside, then open it from the outside
 525 When animals are taught to feed themselves, pressing a button to deliver food, the apparatus is called a "Skinner Box" after an early Psychologist. In this case the reward is somewhat different!
 526 Beyond the Empty Room
 527 In the white House
 528 Wear the blindfold, or simply close your eyes, to shut them out. In the Real World, of course, this requires punitive legislation
 529 In the Haysack. See (410)
 530 Up from the U-Shaped Passage
 531 Southeast of the Round Room. Wear a collar
 532 East of the Round Room
 533 You can't cross this, but see (387)
 534 North of the Stepping Stones. See (304)
 535 At the top of the Cliff Stairs
 536 Above the Slime Cave

- 411 In the cave near the bottom of the Cliff Stairs. The Dwarf can find this
 412 On the beach where you start
 413 Drop it beside the Goat before you take the Horn
 414 The "Lion Door" North from here just leads to a pit. After all, pride comes before a fall. See also (466)
 415 Southeast of the Lower Chamber
 416 In the Hand Room
 417 In the Condemned Cell
 418 Walking East takes you into an ambush. But see (92)
 419 You score 15 points per treasure. Plus 3 bonuses of 15. The total is 600. See (470) for details of the bonuses
 420 Full of Piranhas. You can't swim here
 421 An enormous bird, reputed to eat elephants. See (316)
 422 In the Dark Tower, beyond the Drawbridge and the door
 423 In a dark room, Northwest from the Round Room
 424 Turn the Statue to open a door
 425 In the Forest, beyond where the sleep spell strikes
 426 Due East from the Jelly Room, beyond the giant rat. See (402)
 427 In the Salt Cellar
 428 Stop the rolling stone. It will gather the moss. Then you can go East
 429 Wear the Belt and you are stronger. Can carry more
 430 North of the tongue Bridge over the River. Up and due North from where you start
 431 Wear it for protection against heat. See (469)
 432 Carry the Dice when you visit the Rakshasa
 433 It reflects Sleep Spells. Try a walk in the Forest
 434 Take it, and hit it with the Hammer before the Demon defeats you
 435 Take it into the room Northeast of the Round Room
 436 North-ish from the Throne Room, beyond the Ghostly Orcs
 437 The brooch expands when thrown. Perhaps this would make it a weapon. See (462)
 438 Beyond the U-Shaped Passage. See (319)
 439 Long ago, the cliff below the Dark Tower was carved into the hideous semblance of an orc's head. Its tongue formed the entry-bridge to a network of confused caves beyond, and its eyes and bulbous nose provide a vantage point for defenders. The main intent, however, was to strike dread into any who dared to approach. The Demon Lord kept the basic structure of the face intact, but hollowed out more chambers beyond it to make accommodation for his armies. Much of the game is set in these chambers, and you start beside the chin of the Face
 440 Try to make the stone below the goat's feet slippery. See (387)
 441 Eat the Invisible Mushrooms so the Troll can't see you
 442 Protecting the Willow Tree
 443 Initially, I'd search the area South of the River before the sun sets. It's light until then. Next, see (308)
 444 In the Pit
 445 Definitely worth exploring to find the Giants and the Thief. See also (418)
 446 Above the Jelly Room
 447 Search the body in the room beyond the Doorway with Holes
 448 Eat the psychedelic Mushrooms South of the Rickety Bridge
 449 This is bigger inside than out! See (508)
 450 Search the body west of the Round Room
 451 The Demon Lord stood here to watch events in the Central Dungeon below. Prisoners would be released to venture down the Ramp - supposedly to escape if they solved all the problems
 452 Tie a Rope to the nest and slide down to escape. No Rope? See (302)
 453 It's only got 6 branches. See (503)
 454 Below the Killer Willow
 455 You don't really think I'd put an empty room in this adventure, do you? See (507)
 456 Wear something for protection against heat. Object (33) to be precise
 457 Explore the Packing Case. Press the button on the Machine. Now you will be resurrected if you die near the machine. If your soul is stronger, you can be resurrected from death even if this happens far from the machine. See (521)
 458 In the Room near the Nasty Images
 459 Button 5 on the Throne will only operate to lower it from the Odd Room if this contains..... See (504)
 460 Wear the Helmet and take the Will O'Wisp. See (585)
 461 Stand on a Pedestal. See (505)
 462 Throw the Elephant Brooch at the Executioner
 463 Throw the Red-gold Ring into the Hand Room before entering
 464 In the Statue Room
 465 Below the Bridge of Wood
 466 Carry a bow so that you're an archer and can go Southwest from the Round Room. To go Southeast, wear one of the (34)
 467 Eat a Mushroom South of the Ants Nest to shrink. Then they won't notice you head past them (or, maybe you could squeeze through cracks in the rock). Once past the Ants, see (564)
 468 At the West end of the East-west Road South of the River
 469 And explore the Chimney
 470 Killing the Dragon, Evil Gem and Vampire score 15 points each
 471 Just a valuable treasure
 472 This spirals round the Central Dungeon. It's not a safe place!
 473 In the glass room, about half way up the Central Dungeon
 474 There are quite a lot of treasures. For the dungeon treasures - gems that you need to escape from the Central Dungeon - see (506). For the "ordinary" treasures, see (576). For the magic treasures, see (516)

- 537 North of the Drawbridge. To enter, see (315)
- 538 East of the Flame Jet. Apparantly
- 539 In the Strong Room
- 540 Throughout the caves. The best way of reaching them is (408)
- 541 Flowing North-to-South above the Mushrooms. Originally, this was intended to drip water onto the developing fungus below. Now it's almost dry
- 542 The Shield protects you from darts
- 543 Where you start. On the North bank of the River, below the Stone Face
- 544 North of the Narrow Crack
- 545 Make a map. Explore the area outside the caves, South of the River, first. Find a way of carrying more. When you've tackled the outside, light the Driftwood at the Jet of Flame and head into the caves north of the River. Good Luck! Look up the other clues 281-286 for more information
- 546 Just an ordinary area
- 547 North of the Gatehouse
- 548 Wear the Blindfold for protection against acid
- 549 South and West-ish from the Tongue Bridge
- 550 Avoid being in an exposed place when the Boulder passes!
- 551 Take it to invert the room
- 552 West of the Round Room
- 553 See clues (187-190)
- 554 Throw the Body to the Jellies
- 555 The main problem is to get past the Killer Willow. See (453)
- 556 Literally. SAY THE PASSWORD
- 557 Drop the Wedge in the Crusher Room. It's also good for (568)
- 558 Pull it to unlock the door. You'll need to actually open it from the other side
- 559 In the box room, about half way up the Ramp
- 560 Carry this to fend off the Vampire. See also (565) and then (568) for how to kill the Vampire
- 561 Bounding down the Cliff Stairs, or down the Ramp towards you
- 562 Use it with the Nails, and also... See (368)
- 563 Eat all of them, except the one in the Troll's Lair. (Eating mushrooms is one of the adventure cliches, along with keys to unlock doors and a lamp to see in the dark)
- 564 Nibble the growth Mushroom to grow to normal size, and again to become a Giant. Now South, past the Ants. By eating the two mushrooms near the Ants nest you can change size at will. While you are small, how about visiting (224) nearby. Then return and become normal size
- 565 Carry Cross and Crucifix to keep off the wights. You can't kill these
- 566 Drop the pig in water. It dissolves, revealing a pearl
- 567 This should move you to the Pedestal whose colour you said - if its colour is no higher than that of your collar. The order of colours follows the spectrum (with silver, gold and mithril being the highest of all). For example, if you were wearing the Orange Collar, you could go to Red and Orange Pedestals but not to any other. Try the system out
- 568 Throw the Wooden Wedge at the Vampire. The Cross works, too. Both resemble stakes
- 569 Beyond the Statue Room
- 570 Plant them only if there's an Army for the warriors to fight
- 571 If you take the Trident without nailing the coffin shut, he rises on auto-cue and attacks
- 572 This treasure is in the open, right by the entrance to the caves. Something must be wrong with it. Indeed, the treasure is just a trap to catch unwary thieves and it conceals a pit beneath all the illusory loot
- 573 Use it to kill the Dragon
- 574 When you can escape his Sleep Spell, venture East into the Forest
- 575 Over a Puddle in the Dry Marsh
- 576 Ethnic Carving, Chair, Treasure Chest, coins, Gold Egg, Lapis Lazuli, Needle, Onyx, Onyx Lump of Ore, Rock Crystal, Star Pendant, Sun Medallion and Trident
- 577 Avoid it by using the ladder to by pass this part of the Ramp
- 578 Carry 9 Gems and the Packing Case when you enter here. Wear the Helmet to provide light. Once inside, see (586)
- 579 Select the mystery reward once past the Skinner Room
- 580 The Troll's Lair is where he keeps his loot. You need to be invisible to enter. See (81)
- 581 Visit this room while small, see (467), via the Narrow Crack. Unlock its door. Then return and open the door from the outside, near the Silver Pedestal
- 582 The entrance to the caves behind the Great Stone Face
- 583 Near the Black Pedestal
- 584 Climb up onto the Throne
- 585 To get to the Will O'Wisp: climb the Cliff Stairs: say The Password to enter the Gatehouse; blow the Hollow Stick to enter the Black Tower; south and down to the Dry Marsh; then north-ish to the Puddle. You may need to escape from the Roc
- 586 This room is dedicated to EXIT. Remember them? A group who believed that people had a right to decide for themselves how long they should live. Got a rather bad press for obvious reasons. If you want to continue in this game, carry the Cross and Crucifix when leaving the Exit Room (enter the Case and swap these for the Gems which you are carrying)