

BEYOND



Beyond Zork

Preface to the Story

Dark times have fallen upon the South lands of Quendor. All the enchanters have disappeared without a trace. Monsters roam the countryside. And the taverns are filled with disturbing rumors and un-savory characters. A simple peasant like yourself knows better than to get involved in the affairs of wizards. But everyone you meet seems intent on testing your abilities to the utmost. You find yourself drawn into a web of fantasy and magic, solving puzzles, avoiding traps and fighting monsters. Your strength and power grow with every encounter, until the most fabulous treasure of all - the fabled Coconut of Quendor - lies within your grasp. If only you can survive long enough to claim it! Unlike other Infocom stories in which your character is "set" from the start, Beyond Zork lets you create your own character with six attributes: endurance, strength, dexterity, intelligence, compassion and luck. Each attribute affects your adventure in different ways. For example, a very lucky character may not have the dexterity to scale walls, or a very intelligent character may be able to outsmart a monster that even a strong character couldn't defeat. You can choose your attributes yourself, or you can use a character already set up by the computer. You must fight monsters and solve puzzles to succeed in each of your quests. Since your success will often depend on your attributes, mindful players will try to improve their attributes as they venture onward. The story is presented in a new and flexible way. A map in the upper-right portion of your screen shows the immediate area and the directions you can move. You can use the on-screen map and your mouse to move to adjacent rooms. (If your computer has a numeric keypad, you can use it to move around as well.) Experienced Infocom players may recognize references to other Infocom games.

About the Author

"Professor" Brian Moriarty built his first computer in the fifth grade. This early experience with electronics led him to seek a degree in English Literature at Southeastern Massachusetts University, where he graduated in 1978. He is a member in good standing of the Nathaniel Hawthorne Society, and accepts full responsibility for his previous Infocom titles, Wishbringer and Trinity.

Beyond Zork Special Commands

*COLOR - If you are playing Beyond Zork on a computer with a color monitor, you can type COLOR to change the colors on your screen. This command works only on some computers.

*DEFINE - This command allows you to change the settings of the function keys. For example, if pressing function key 2 is like typing INVENTORY, you can change this to DROP ALL, or DROP ALL followed by RETURN (or ENTER), or anything else, by using the DEFINE command.

*MODE - If you find the maps and other screen features of Beyond Zork undesirable, you can use the MODE command. This will make the screen look "standard," like every other Infocom game. Typing MODE a second time will cause the "enhanced" screen features to return.

*MONITOR - Your character's endurance attribute is especially important. Therefore, whenever something affects your endurance (being wounded during combat, for example), your endurance level is automatically displayed on the screen. If for some reason you do not wish to monitor your endurance, use the MONITOR command. Typing MONITOR a second time turns the endurance-display feature back on.

*NAME - In Beyond Zork, you have the power to name weapons and living things. For instance, you can NAME THE DOG "ROVER" or NAME THE SWORD "EXCALIBUR" or NAME THE HIPPOPOTAMUS "FRED". Beyond Zork will then use the name in its descriptions, and you can use the name as a synonym for the object. This feature is particularly convenient when an unnamed object is long or hard to spell.

*NOTIFY - Normally in Beyond Zork, the game will notify you whenever any of your attributes change (for example, when your luck goes up or when your dexterity goes down) or when any attribute returns to normal (such as when you build your strength back after being wounded in battle). You can turn off this notification feature by using the NOTIFY command. Typing NOTIFY a second time turns the feature back on.

*OOPS - If you accidentally mistype a word, such that Beyond Zork doesn't understand the word, you can correct yourself on the next line by typing OOPS and the correct word. Suppose, for example, you typed TAKE THE CLUB FROM THE GIANT and were told "I don't know the word 'giant.]" You could type OOPS GIANT rather than retyping the entire sentence.

*PRIORITY - As you play Beyond Zork, most information is displayed in a box at the top half of your screen. For instance, when you enter a new room, the room's description will appear in the box; when you then type INVENTORY, your inventory will appear in the box; on some machines, when you type STATUS, your attributes will appear in the box. If you want, you can specify what kind of information appears in the box by using the PRIORITY command. For example, if you want the box to show your inventory at all times, type INVENTORY and then type PRIORITY; thereafter the box will always show your inventory, updating it when you pick up new items or drop or lose others. (Room descriptions will thereafter appear in the bottom half of the screen.) Similarly, if you want the box to show room descriptions at all times, type LOOK and then type PRIORITY. You can turn this feature off by typing PRIORITY OFF.

Be sure to use the "Southland of Quendor" map in the Map packet included in "The Lost Treasure" box.



The Lore and Legends of Quendor

Infocom

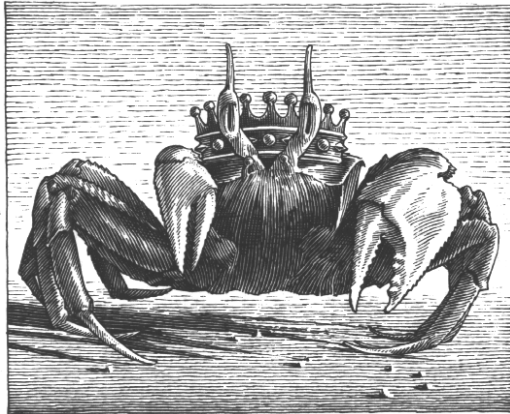
Within these pages is recorded certain knowledge regarding the flora, fauna, and locales of the kingdom. Although this wisdom has well stood the test of time, I would not wish to see it lost forever in the uncertain mists of the future. Therefore, for the enrichment of our heirs and with homage to our ancestors, I have writ into permanence the lore and legends of Quendor.

-MNG



GRUE

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is adventurers, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day; few have survived its fearsome jaws to tell the tale.



DISCIPLINE CRAB

Discipline crabs are small, moral crustaceans found in cellars, fallout shelters and other subterranean lairs. These brooding curmudgeons are deeply offended by the slightest intrusion; if cornered, they employ their razor-edged pincers with righteous efficiency.



ELDRITCH VAPOR

Eldritch vapors dwell in cemeteries, moors and other locales where fog will hide their evershifting forms. Gleeful and mischievous, they enjoy snatching away the possessions of those foolish enough to wander into their realm. Visitors without possessions are themselves snatched away.



DORNBEAST

Smart adventurers run the other way when they hear "Hurumph," the battle cry of the deadly dornbeast. Its 69 sensitive eyes can paralyze an unwary explorer with a single glare. Captured victims are plastered with round, sticky secretions that never come off.



MONKEY GRINDER

Avoid this nightmare at any cost! Spawn of a carnival necromancer, the monkey grinder can blast minds to jelly with its powerful Sense Organ. Deceptively eloquent in both manner and speech, these loathsome creatures actually possess little intelligence, and suffer an illiteracy rate of 103%.



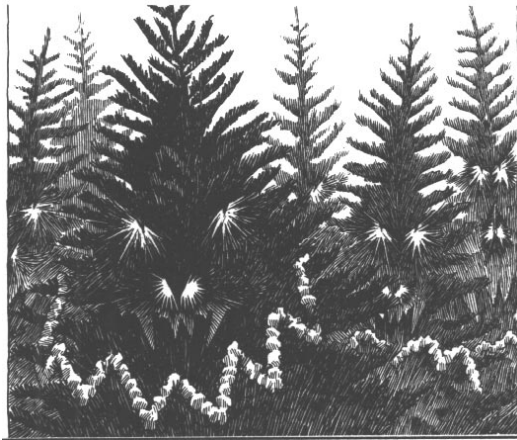
IMPLEMENTOR

The Implementors are a race of minor deities who dwell on the Ethereal Plane of Atrii. Their ample free time is spent on costly luncheons where gossip and sweet nectars flow freely. Implementors do not discourage rumors that the world was created by them as a plaything.



GIANT CORBIE

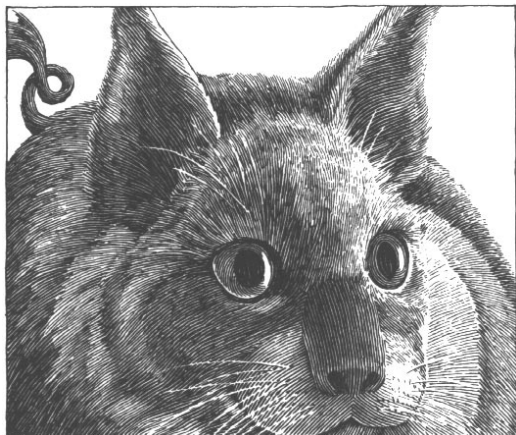
Corbies are carrion birds with sharp eyesight and sharper beaks. Their color vision is so well developed, they can spot a yellow grotch in a hayfield from 200 bloits away. Corbies prefer the taste of dead, rotting flesh, but have been known to feast on live, running adventurers.



CHRISTMAS TREE MONSTER

Vast herds of these luminous vegetables roam freely amid the glacial valleys of the south. Residents fear the autumn migrations, in which the trees cheerfully trample everything in their path. Christmas tree monsters are repelled by caterpillars, but nobody can explain why.





MINX

Irresistably cuddly, the minx shares all the most ingratiating characteristics of kittens, koala bears and piglets. Minxes are highly prized for their ability to find and root out chocolate truces from the ground, and will eagerly devour them if given the opportunity.



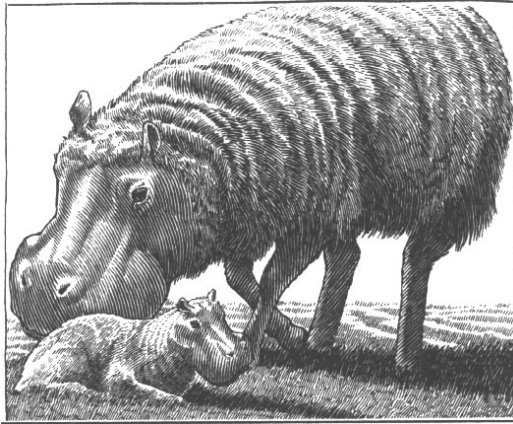
UNICORN

Most unicorns have fled to the Plane of TransInfinite Splendor, where they enjoy a carefree existence free from the cruelty of man. The unhappy few left behind are eagerly sought by zoos and private collectors. It is good luck to kiss a unicorn's horn; but woe to any fool who harms one.



FROON

Legends of this magical kingdom date back before the reign of Entharion the for a series of beloved children's books by L. Frank Fzort, and later became a successful movie musical starring Judy Garlic.



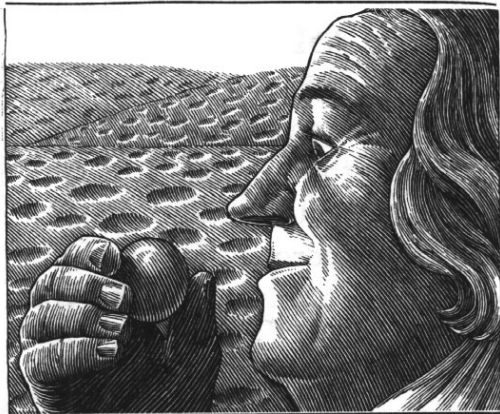
HUNGUS

Part sheep, part hippopotamus, the hungus builds its nest in jungle swamps docile and eager to avoid conflict or activity of any kind, the hungus is fiercely clannish, and will instantly charge at anything that dares to threaten its kin.



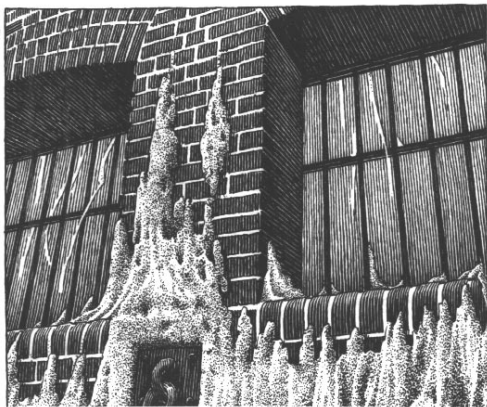
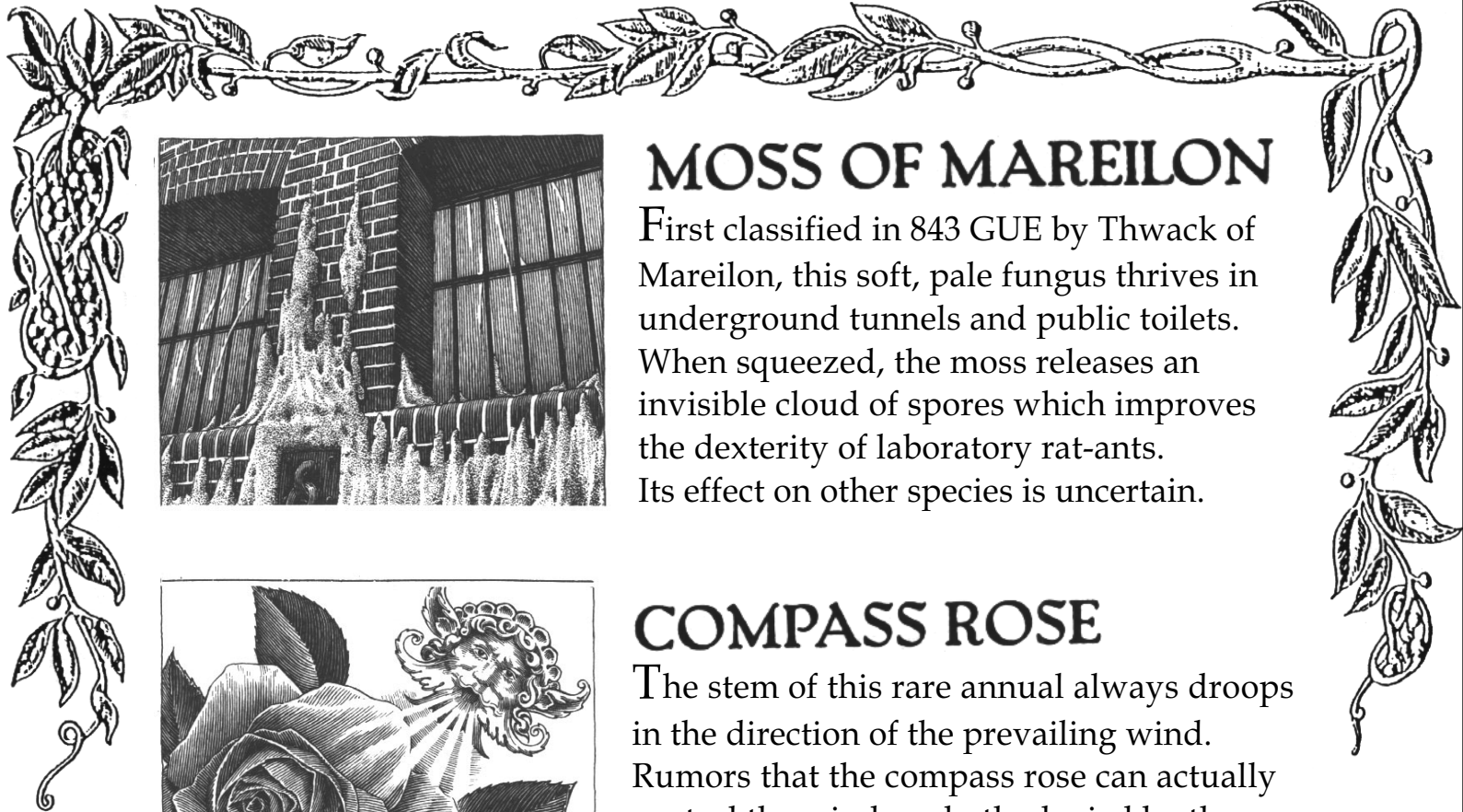
SPENSEWEED

The healing virtues of this common road side plant are well documented. Although it is safe to eat, spenseweed is most effective when applied directly to wounds as a salve. Avoid the cheap commercial preparations, which may contain artificial coloring and preservatives.



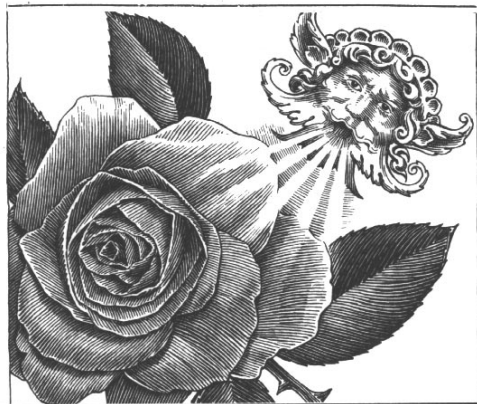
CHOCOLATE TRUFFLE

Chocolate truffles grow only between the roots of oak trees. Dark brown when fresh, air. Truffles were a favorite of Lord Dimwit Flathead the Excessive (770-789 GUE), forests to indulge his bottomless appetite.



MOSS OF MAREILON

First classified in 843 GUE by Thwack of Mareilon, this soft, pale fungus thrives in underground tunnels and public toilets. When squeezed, the moss releases an invisible cloud of spores which improves the dexterity of laboratory rat-ants. Its effect on other species is uncertain.



COMPASS ROSE

The stem of this rare annual always droops in the direction of the prevailing wind. Rumors that the compass rose can actually control the wind are hotly denied by the Guild of Meteorologists, who harvested the species to the brink of extinction in the Rose Riots of 8II GUE.



MORGIA ROOT

It is a rare enchanter who does not carry morgia root to gnaw on during a long journey. The mint-flavored juice improves stamina, slakes thirst and conceals bad breath. In domestic applications, morgia root is often baked into pies, and makes an excellent platypus stuffing.



CRUEL PUPPET

Few creatures are more despised than the cruel puppet. It attacks by twisting itself into unflattering caricatures of its opponent, accompanied by jeers, rude noises and shocking accusations. Staunch monarchs have been reduced to tears by these merciless shapeshifters.





DUST BUNNY

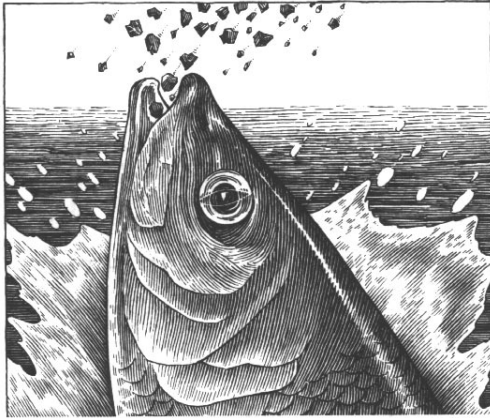
Dust bunnies burrow in obscure corners and under furniture, and defend their territory by multiplying. They can clog a passageway in seconds, filling the air with dark, suffocating particles. Static electricity and lemon-scented sprays are their only natural enemies.



PHEEBOR

Ruins of this ancient city are still visible at the confluence of the rivers Phee and Bor. The reason for its downfall (circa 400 BE) is unclear, but minstrels sing of a feud between Pheebor and its sister city Borphee over the naming of what is now called the Borphee River.





RED HERRING

These common fish patrol the dark recesses of freshwater pools and streams. But a handful of granola brings them racing to the surface, a fact known by every rural schoolboy. The old adage about red herrings being "good brain food" has no scientific basis.



LUCKSUCKER

Lucksuckers feed on good fortune. Part physical entity, part mental phenomenon, the sucker's appearance is based on the laws of probability, and may change without warning. Good luck charms provide only a temporary shield against attack. The best strategy is to run!



UR-GRUE

Ur-grues are thought to be the shades of fallen Implementors. Skilled in black sorcery, the ur-grue can envelop itself in a personal zone of darkness which neither lamp nor flame can penetrate. Sunlight is the only thing it fears. It is unwise even to speak of this utterly evil entity.



THE COCONUT OF QUENDOR

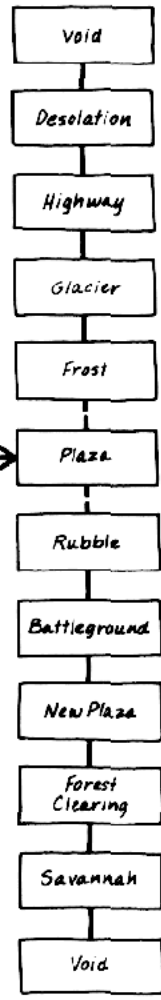
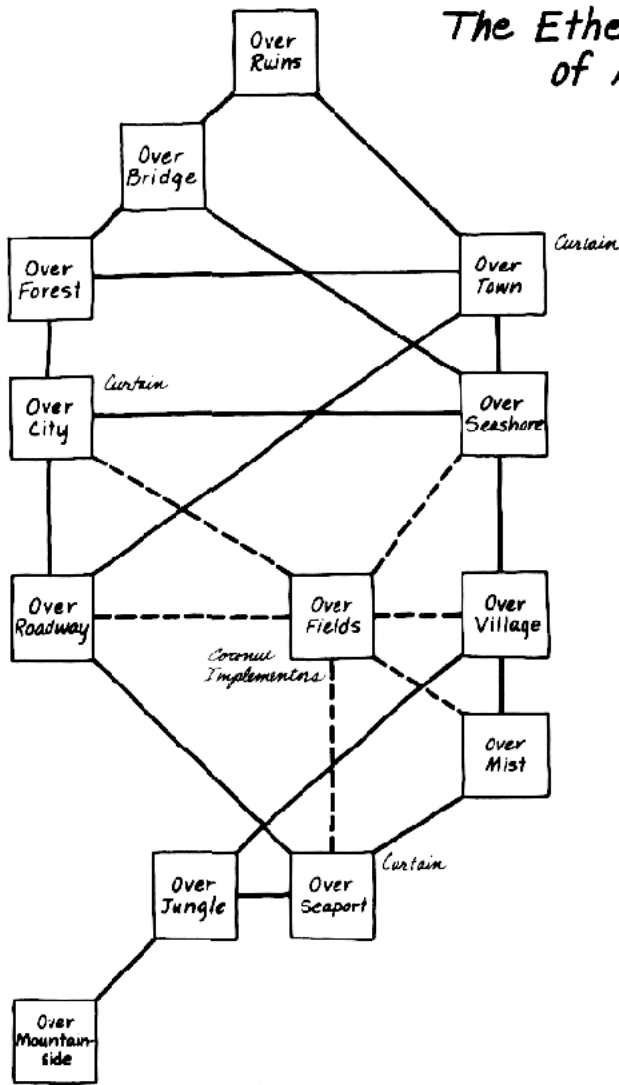
Though reluctant to dismiss the Coconut outright, most historians regard its historical existence as dubious at best. Orkan of Thriff has suggested that if all the "Shards of The One True Coconut" and "Vials of The Blessed Milk" were gathered in one place, they would form a stack nine bloits high.

Whilst recording the lore and legends of Quendor, I undertook many pleasant journeys through the Southlands. These maps of my travels may be of value to other adventurers wishing to explore this uniquely varied region of the kingdom.

—M.N.G.

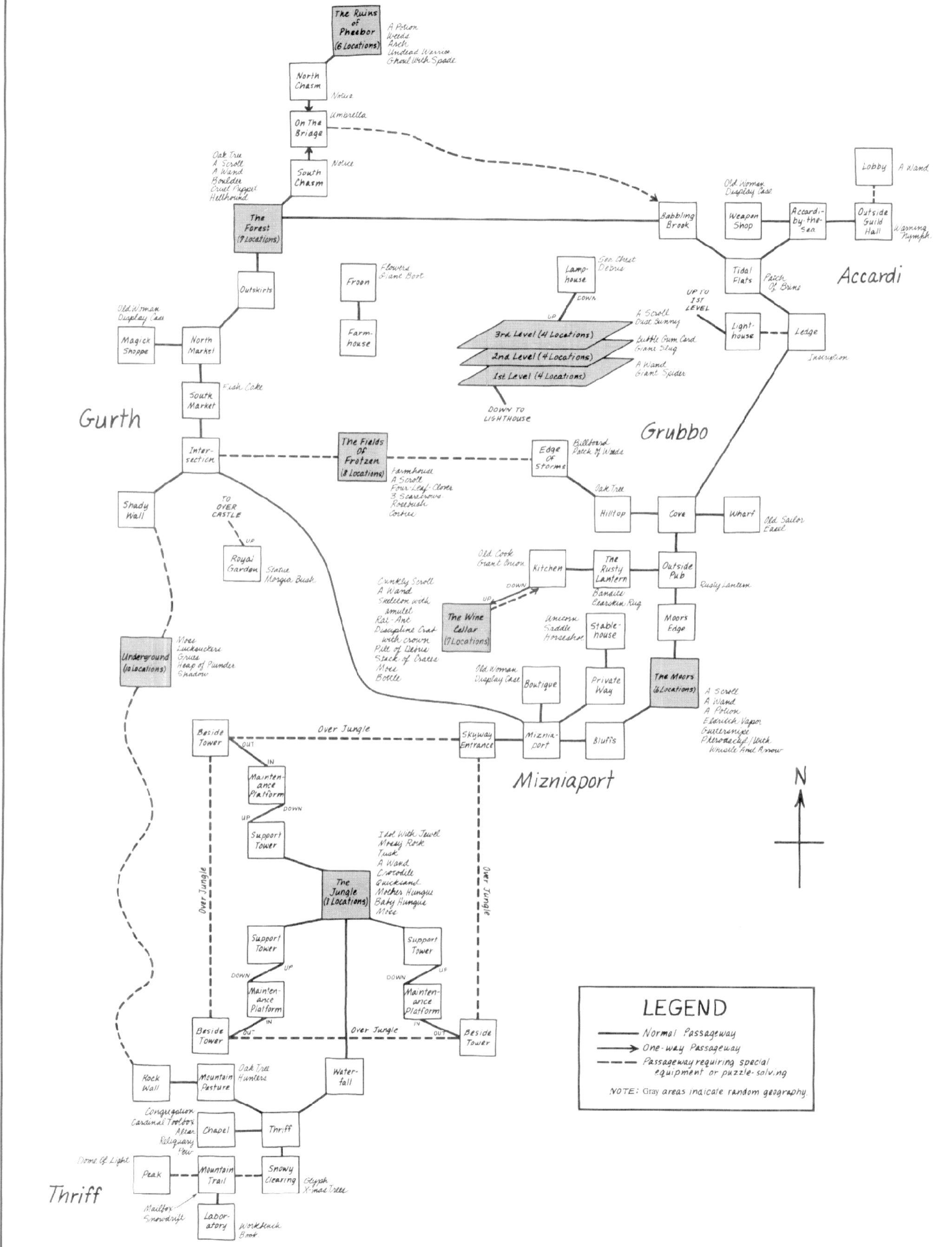
BEYOND ZORK

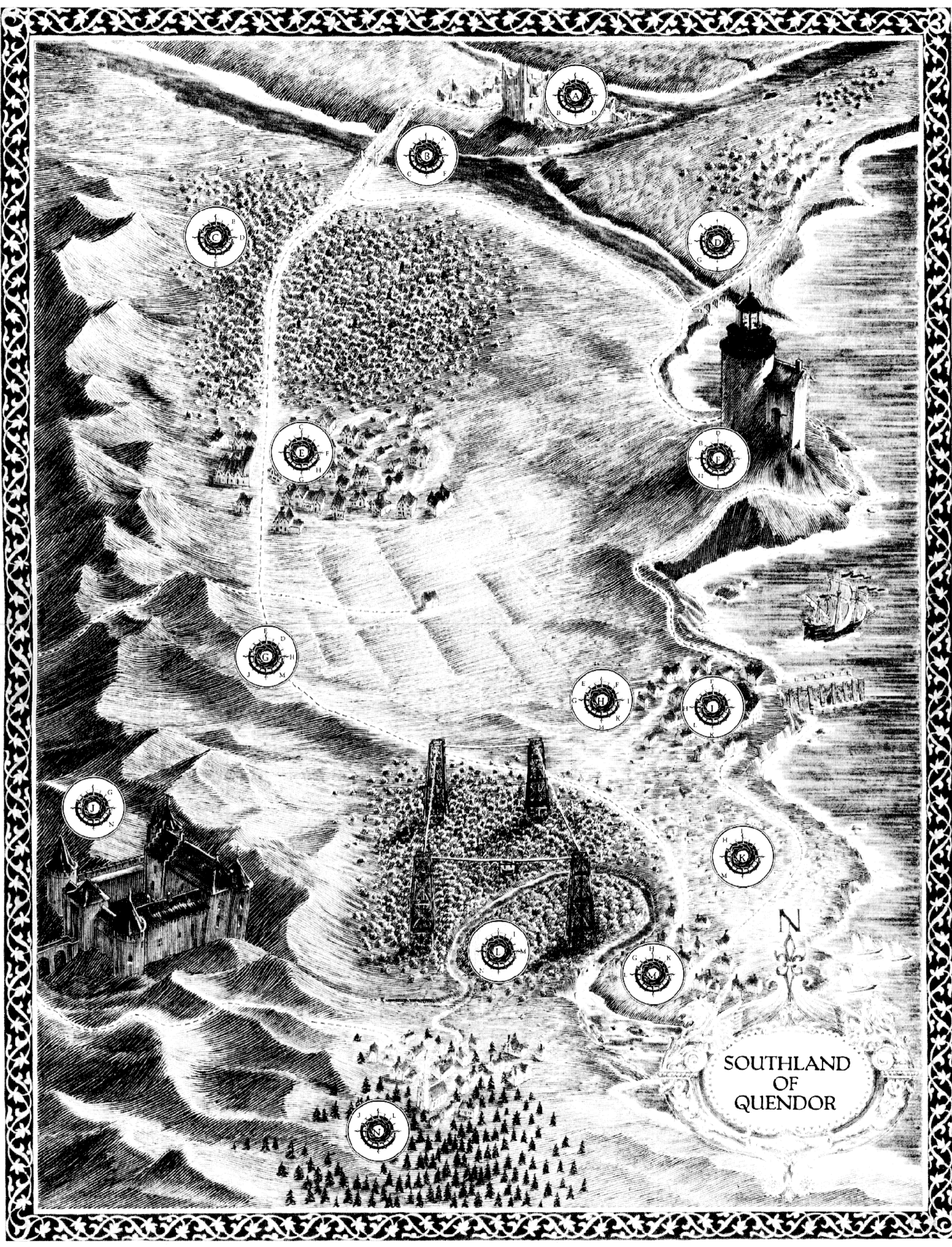
The Ethereal Plain of Atrii



(ONE OF THE RUINS OF PHEEBOR) →

Pheebor Through the Ages





SOUTHLAND
OF
QUENDOR

BEYOND ZORK

GRUBBO-BY-THE-SEA

Why can't I talk to the old sailor?

- A. Perhaps he's a bit hard of hearing.
- B. YELL AT THE SAILOR.
- C. Oh, well. You don't need to talk to him anyway.

What's the significance of the sailor's painting?

- A. You'll find out, if you live long enough.

How do I get the driftwood out of the water?

- A. Easy. Just GET THE DRIFTWOOD OUT OF THE WATER.

What's a shillelagh?

- A. EXAMINE THE SHILLELAGH.
- B. "Shillelagh" is an Irish word for a cudgel.
- C. A cudgel is a club for bashing things.

A leprechaun stole my shillelagh! How do I get it back?

- A. EXAMINE THE RAINBOW. It may hold a clue to the thief's whereabouts.
- B. LOOK UNDER THE POT OF GOLD.
- C. Rainbow? Pot of gold?
- D. Remember the warning in the introduction! Don't let the presence or absence of questions influence your play, and don't assume that long answers are associated with important questions.

What's the significance of the sign outside the tavern?

- A. Read the room description again, carefully.
- B. Part of the sign is made of a real lantern.
- C. TAKE THE LANTERN OFF THE HOOK. You'll be glad you did.

How do I get into the tavern?

Just GO INTO THE TAVERN. (Make sure you OPEN THE FRONT DOOR first.)

One of the bandits threw a dagger at me! What should I do?

- A. Relax. They're just amusing themselves.
- B. Besides, there may be something in it for you.
- C. PULL THE DAGGER OUT OF THE WALL. It might come in handy later.

Why won't the cook let me take the giant onion?

- A. Why should he? It's his onion. He may be willing to trade for it, though.
- B. **ASK THE COOK ABOUT THE GIANT ONION.**
- C. After you retrieve the wine bottle, **GIVE THE BOTTLE TO THE COOK.** Now you can **ROLL THE ONION** in any direction you like.

How do I get into the wine cellar?

- A. There's a door leading downward.
- B. **OPEN THE CELLAR DOOR. GO DOWN THE STAIRS.**

THE WINE CELLAR

The Lore and Legends of Quendor doesn't say anything about rat-ants!

- A. Take heart. The Rat-Ant's Cookbook says plenty about peasants.
- B. Rat-ants, though small, can be quite deadly. Fight back!

What do I do with the crinkly scroll?

- A. **READ THE SCROLL.** It may give you a clue.
- B. If strange, flowing runes are inscribed across the top of the scroll, skip ahead to the next question.
- C. The strange word on the scroll is its Word of Power.
- D. To invoke a scroll's Magick, you must speak its Word of Power. For example, if the scroll's word is "Foo," type **SAY "FOO"** or just **FOO.**

I can't read the runes on a scroll! What's going on?

- A. Your character's intelligence isn't high enough to read this scroll. You must either find a way to improve your character's intelligence, or **RESTART** the story with a smarter character.

I spoke the Word on the crinkly scroll. What happened?

- A. The 'refreshing pink aura' that surrounded you when you spoke the Word also surrounded your possessions.
- B. **EXAMINE** the items you were holding when you read the scroll.
- C. The crinkly scroll is a Scroll of Refreshment. If you're holding the rusty lantern when you read this scroll, the lantern now "looks good as new," and it lasts much longer. The rusty dagger is also renewed and sharpened by the scroll.
- D. Other items can be affected by the Scroll of Refreshment. Experiment!

My scroll disappeared! How do I get it back?

- A. You don't. Ever. So forget it.

How do I see in the dark?

- A. You need a source of light.

- B. Remember the name of the tavern upstairs?
- C. Remember that sign outside the tavern?
- D. Remember the rusty lantern hanging on that sign outside the tavern?
- E. You'll need that lantern to survive in the wine cellar. Next time, remember to read room descriptions carefully, and try to TAKE everything that isn't nailed down.

I just found a wand (stick, rod, stave, cane or staff)! How do I use it?

- A. Just point it at the thing you want to affect.

How do I get the tiny crown from the discipline crab?

- A. He's not likely to give it up without a fight.
- B. ATTACK THE DISCIPLINE CRAB
- C. If you win, he'll drop the crown.

Can I do anything with the pile of seashells?

- A. SEARCH THE PILE. There may be something interesting within.

Why can't I climb the stack of crates?

- A. Not very coordinated, are you?
- B. Coordination is related to dexterity.
- C. Your character's dexterity isn't high enough to climb the stack. You must either find a way to improve your character's dexterity, or RESTART the story with a more dexterous character.
- D. Something in the cellar can help you increase your dexterity.
- E. Read The Lore and Legends of Quendor.
- F. One of the rooms in the wine cellar has moss on the walls.
- G. The "Moss of Marelion" entry in Lore and Legends explains how you can use the moss to improve your dexterity.
- H. Be patient. It takes a few moves for the moss to take effect.

My lantern keeps going out. Where can I recharge it?

- A. Bring it to the nearest hardware store. (Too bad there aren't any hardware stores in this part of Quendor.)
- B. The crinkly scroll can serve the same purpose, though.
- C. Refer to the questions about the crinkly scroll for more clues.

Help! A skeleton is strangling me!

- A. The slightest defense is enough to defeat the skeleton.
- B. KICK THE SKELETON. Preferably before he kills you.

How do I decipher the runes on the amulet?

- A. Something about the runes makes them different from the swirls and flourishes.
- B. It's their color.

- C. Magick can't help you here, but perhaps Science can.
- D. Specifically, the Science of Optics.
- E. A color filter might help you distinguish the green runes from the red swirls and flourishes.
- F. Something in the cellar can be used as a red color filter.
- G. It's the bottle of wine.
- H. **LOOK AT THE AMULET THROUGH THE WINE BOTTLE.** The red, transparent liquid will mask out the red swirls enough for you to read the green runes.

Of what use is the amulet?

- A. It makes a nice necklace. **PUT ON THE AMULET.**
- B. While wearing the amulet, speak the Word of Power inscribed upon it. (See the previous question on how to read the amulet.)
- C. For even more fun, type **STATUS** before you speak the amulet's Word.
- D. Be warned! The extra strength lasts only a few moves. Also, you can only invoke the amulet's Magick three times.

How do I get back upstairs out of the cellar?

- A. If you had a key, maybe you could unlock the door. Unfortunately, there are no keys to be found. Looks as if you'll have to break the door down.
- B. You'd have to be pretty strong to break down that door.
- C. It's unlikely that any character you would create would be strong enough to do the job.
- D. Luckily, there's something magical in the wine cellar that can help.
- E. **PUT ON THE AMULET** and speak the Word of Power inscribed upon it. (See previous two questions.)
- F. This should boost your strength enough to **BREAK DOWN THE CELLAR DOOR** (If your character's strength isn't high enough, you must either find a way to improve it, or **RESTART** the story with a stronger character.)
- G. There are three other magical ways out of the cellar, but you might not yet have the magic items needed.
- H. The Wand of Sayonara will also get you out. You want to teleport yourself, so **POINT THE WAND OF SAYONARA AT MYSELF.**
- I. The scroll of Recall will transport you out, but only if you've said its Word of Power elsewhere. Speaking the Word of Power a second time will return you to where it was first spoken.
- J. The scroll of Gating (the palimpsest) will also save you. Just hold the palimpsest and speak its Word of Power.

I saved my game just before I entered the wine cellar. When I restored and went down again, the geography was different!

What's going on?

- A. The wine cellar is one of several "regions" in the story which are randomly generated the first time you enter them. The geography isn't the only thing that varies; the names of magic items and the locations of treasures and monsters may also differ. Once you enter a region, its attributes remain constant for the remainder of the story.

THE LIGHTHOUSE

What's the meaning of the inscription on the cliff wall?

- A. It's a riddle.
- B. A dictionary might help you find the answer.
- C. Forks have tines. "Ere" means "before." The word "report" has many meanings.
- D. Don't read the next hint unless you're really stumped.
- E. Type the word LIGHTNING and watch what happens.

That giant slug is tough! Anything I can do to improve my odds?

- A. You don't need to defeat the slug to complete the story.
- B. Bloodthirsty, eh? Well, if fighting, Magick or running away doesn't work, there is an alternative.
- C. Chemical warfare.
- D. Slugs are notoriously sensitive to a certain common substance.
- E. That substance is salt.
- F. There's a patch of brine at the Tidal Flats near the lighthouse.
- G. Go to the Tidal Flats and GET SOME SALT. Then return to the lighthouse and HURL THE SALT AT THE GIANT SLUG.

How do I get the dust bunny?

- A. Just PICK UP THE DUST BUNNY.
- B. Prolific, aren't they?
- C. You can't take any of the dust bunnies. But you'll have to get rid of them to complete the story.

These dust bunnies are driving me nuts! What do I do?

- A. Read The Lore and Legends of Quendor.
- B. There are no lemon-scented sprays to be found in this story.
- C. There is an excellent source of static electricity, though. It's in the tavern.
- E. It's the bearskin rug lying on the floor.
- F. See what happens when you WALK ACROSS THE BEARSKIN RUG.
- G. Try touching something after you walk across the rug.

- H. Bring the rug to the room with dust bunnies. **PUT DOWN THE RUG THEN WALK ACROSS IT. TOUCH A DUST BUNNY.** Don't forget to **PICK UP THE RING.** You'll need it later.

Is there any way to get rid of the dornbeast?

- A. You can fight the dornbeast, but you're not likely to survive. Only the most powerful Magick can destroy him. That dorn is tough ... but not invulnerable.
- B. Read The Lore and Legends of Quendor.
- C. Have you studied the illustration of the dornbeast?
- D. The dornbeast has 69 sensitive eyes.
- E. There's an object in the game which can wreak havoc on sensitive eyes.
- F. It's in the tavern.
- G. It's the giant onion in the kitchen.
- H. Roll the giant onion into the Lamphouse. **CUT THE GIANT ONION WITH THE DAGGER** (or any other sharp weapon). This will inconvenience the dornbeast long enough for you to **GET THE SEA CHEST** and scam! (Refer to a previous question if you can't take the giant onion.).
- I. You don't need to kill the dornbeast, but if you want to get maximum experience in the story (for more endurance) you can repeatedly cut the onion and attack the dornbeast while he's disabled by the onion. Alternately, **POINT THE WAND** (or whatever) **OF ANNIHILATION AT THE DORNBEAST.**

Is there anything in the debris besides the chest?

- A. **SEARCH THE DEBRIS.**
- B. The sextant you find is valuable treasure.

How do I open the sea chest?

- A. Easy. Just **OPEN THE CHEST.**
- B. Relax. Pay attention to everything the stallion tells you.
- C. And don't open that chest again!

What on earth can I do with a vague outline?

- A. Nothing ... on earth.
- B. The old woman at the Magick Shoppe may be able to tell you.
- C. Have you brought the outline to another plane of existence?
- D. Have you examined the palimpsest?
- E. Have you discovered the palimpsest's Word of Power?
- F. While holding the vague outline, speak the Word of Power inscribed upon the palimpsest.
- G. Check your inventory. The outline has changed.

What is a palimpsest?

- A. A palimpsest is a writing surface (in this case, a scroll) which has been erased and reused.
- B. The palimpsest is the only scroll in the story which can be re used.

THE ETHEREAL PLANE OF ATRII

Where am I?

- A. Read The Lore and Legends of Quendor. Look under the entry on Implementors.

An outline is blocking my path!

- A. Whack it with something!
- B. Ordinary weapons don't seem to work here.
- C. You need an extraordinary weapon.
- D. It was the vague outline.
- E. The outline isn't so vague on the Plane of Atrii.

What are these curtains doing here?

- A. Just hanging around.
- B. Do they remind you of any other locations in the story?
- C. Each of the shops (in Accardi, Mizniaport and Gurth) has a curtain.
- D. WALK THROUGH THE CURTAIN. Convenient, eh?

Is there anything I can do with the Implementors?

- A. Pay attention.
- B. Follow orders.
- C. Rejoice in your good fortune! Few indeed are those lucky enough to witness an Implementors' Lunch.

ACCARDI-BY-THE-SEA

Why aren't there any price tags in the weapon shop?

- A. This is a very exclusive establishment. Its patrons would probably be offended by such crass commercialism.
- B. Maybe the old woman behind the counter can help you.
- C. You can ASK THE OLD WOMAN ABOUT anything in the display case.

Which weapon should I buy?

- A. The best you can afford.
- B. The old woman doesn't haggle.
- C. Don't forget to ask the old woman about the scabbard.

I only have one zorkmid! Where can I find more?

- A. You won't find any zorkmids lying around. But those other things you've been picking up might be worth something.

- B. If you think an item may be valuable, **SHOW IT TO THE OLD WOMAN** to find out how much it's worth. You can then **SELL THE ITEM** to beef up your supply of zorkmids.
- C. You can also **TRADE** items you have for items in the display case.

How do I get into the Guild Hall?

- A. That warning nymph sure is a pest, eh?
- B. You can't get past the warning nymph without help.
- C. Stick around for a few moves. Help is on the way.
- D. The monkey grinder will squash the nymph for you soon after he appears. Nothing can stop you now (except the monkey grinder).
- E. You can fight the monkey grinder, but survival is unlikely. Wands and scrolls aren't much good against him, either.
- F. Read *The Lore and Legends of Quendor*.
- G. Did you notice the statistic regarding the literacy rate of monkey grinders?
- H. There is an object in the story that could be dangerous to some one who can't read.
- I. It's in the lighthouse.
- J. Have you noticed the warning plaque on the sea chest?
- K. **GIVE THE SEA CHEST TO THE MONKEY GRINDER** after he squashes the warning nymph. Now you can **WALK INTO THE GUILD HALL**.

What can I do with the hurdy-gurdy?

- A. **EXAMINE THE HURDY-GURDY** and its various parts before you experiment.
- B. You can turn the crank to the left or right.
- C. Try closing the hurdy-gurdy before turning the crank.
- D. Try pointing the dial at different pictures before turning the crank.
- E. Try putting things into the hurdy-gurdy before you close it and turn the crank.

THE MOORS

Help! An eldritch vapor is stealing my possessions!

- A. The vapor won't steal anything that you wield or wear.
- B. Whack it a few times with a good weapon. It'll go away.
- C. Once you've gotten rid of the vapor, look around. You'll find your stolen possessions in the moors, scattered but intact.

The pterodactyl won't let me near. Should I ignore him?

- A. Not if you want to finish the story.
- B. If you could heal the pterodactyl's wound, maybe he would trust you.
- C. *The Lore and Legends of Quendor* mentions a cure for wounds.
- D. You'll find what you need near the Hilltop where the story began.

- E. PICK A WEED from the patch around the billboard at Edge of Storms. You can use it to heal the pterodactyl.

How do I treat the pterodactyl? He still won't let me near!

- A. Extracting the arrow is likely to be painful.
- B. You must put the pterodactyl to sleep before you can treat him. There are two ways to do this, both involving Magick.
- C. One way is to obtain a Wand of Anesthesia. This can be tricky, as the wand's location varies from game to game. If you find the wand, POINT IT AT THE PTERODACTYL for immediate results.
- D. The other method involves the hurdy-gurdy.
- E. One of the dial settings on the hurdy-gurdy produces an especially relaxing effect.
- F. Bring the hurdy-gurdy to the pterodactyl's room. POINT THE DIAL AT THE PICTURE OF AN EAR. CLOSE THE HURDY-GURDY. TURN THE CRANK TO THE RIGHT. The soothing music will lull the pterodactyl to sleep. GET THE ARROW (yuck). Now RUB THE WEED AGAINST THE WOUND. When the pterodactyl wakes up, you'll have a valuable new friend.

Why should I want a pterodactyl for a friend?

- A. He can do something you can't do.
- B. He can fly.
- C. GET ON THE PTERODACTYL. After you've cured him, of course.
- D. His skinny back obviously wasn't meant for riders.
- E. There's a device for supporting riders of skinny backs.
- F. You'll find one in Mizniaport, southwest of the moors.
- G. It's inside the stall.
- H. Once you've figured out how to get the saddle, bring it to the pterodactyl and put it on him. RIDE THE PTERODACTYL. Now you can soar all over the place by saying "FLY" (or giving him directions)!

The pterodactyl disappeared! Where did he go?

- A. He flew off when you left him alone.
- B. You can call him back with the whistle. I hope you took it with you.

Is the whistle useful?

- A. Definitely. Try blowing the whistle anywhere outdoors.
- B. Try blowing it when the pterodactyl isn't nearby.
- C. You can use the whistle to summon the pterodactyl up to three times. He won't appear if you're near a monster, or anyplace where it would be difficult or dangerous for him to land.

The winds make navigating a real pain, Is there anything I can do?

- A. It would be nice if you knew which way the wind was blowing.
- B. It would be even nicer if you could control the wind.
- C. Read The Lore and Legends of Quendor.
- D. Have you found a compass rose yet?
- E. There's a compass rose growing in the Fields of Frotzen. Refer to the Fields of Frotzen section of the booklet for clues.
- F. If you EXAMINE THE ROSE, you can see which direction the wind is blowing from.
- G. To change the wind direction, POINT THE STEM TO THE SOUTH (or towards whichever way you want the wind to blow from). Now you can fly anywhere.

THE CASTLE

What's the Magick password that will lower the drawbridge?

- A. Ask the pelican.
- B. Insist.
- C. CUT OFF THE PELICAN'S HEAD. That'll teach him to listen!
- D. Password? Drawbridge? Pelican? This isn't Wishbringer.

Help! I keep getting caught by the Queen!

- A. She's likely to catch anybody she sees.
- B. If she couldn't see you, she might not catch you.
- C. Find a place to hide.
- D. HIDE BEHIND THE BUSH and keep quiet! She'll go away eventually.

Is the morgia bush good for anything?

- A. You can hide in it. Ouch! (See previous question.)
- B. Read The Lore and Legends of Quendor.
- C. Morgia root increases your strength. Try it. You'll like it.

How do I get the jar?

- A. The same way the Queen did.
- B. Wait for the Queen to leave. GET OUT OF THE BUSH. OPEN THE STATUE.

How do I get out of the castle?

- A. The same way you got there.
- B. BLOW THE WHISTLE.

MIZNIAPORT

Haven't I seen this old woman somewhere before?

- A. Perhaps, if you've visited another store previously.
- B. EXAMINE THE OLD WOMAN. How curious.

How do I buy things in the boutique?

- A. The same way you buy things everywhere else.
- B. Refer to the questions about the weapon shop for more help.

Which armor should I buy?

- A. The best you can afford.
- B. One item has an unusual description.
- C. EXAMINE THE CLOAK.
- D. If you can afford it, BUY THE CLOAK and bring it to the Magick Shoppe in Gurth City. ASK THE OLD WOMAN ABOUT THE CLOAK.

Do I need the horseshoe?

- A. Yes.
- B. PICK UP THE HORSESHOE. It'll come in handy later.

How do I shoe the unicorn? I can't find any nails!

- A. There are no nails to be found. Use the red-hot spikes instead.
- B. There aren't any red-hot spikes, either.
- C. You don't need to shoe the unicorn.

I can't reach the saddle!

- A. There are two ways to get the saddle. Both require Magick.
- B. One way is to obtain a Wand of Levitation. If you find the wand, POINT IT AT THE SADDLE. Then PICK UP THE SADDLE.
- C. The other way is more violent (and fun).
- D. It involves the amulet.
- E. PUT ON THE AMULET and speak its Word of Power. Your increased strength will allow you to BREAK DOWN THE STALL. Then you can GO INTO THE STALL and PICK UP THE SADDLE.

That unicorn sure looks sad. Isn't there anything I can do for her?

- A. She probably doesn't enjoy being cooped up like that.
- B. There are three (count 'em, three!) ways to free the unicorn. All require the use of Magick.
- C. The first two solutions are the same ones you can use to obtain the saddle. How boring. Refer to the previous question for clues.
- D. The third solution involves an object found in the lighthouse.
- E. It's the sea chest.
- F. Have you tried to OPEN THE SEA CHEST? (Don't do it more than once.)
- G. The Lore and Legends of Quendor has something to say about unicorns.
- H. SHOW THE SEA CHEST TO THE UNICORN. Note her reaction.

- I. GIVE THE SEA CHEST TO THE UNICORN.

THE FIELDS OF FROTZEN

How do I get past the lightning at Edge of Storms?

- A. Somebody above the clouds doesn't like you.
- B. The Implementors dwell above the clouds. You should pay them a visit.
- C. You need to have read the palimpsest in order to continue.
- D. Listen to what the mild-mannered Implementor says when he offers you the goblet?
- E. You can go west from Edge of Storms (or east from Intersection) as long as you're holding the Implementors' goblet.

How do I catch the butterfly?

- A. You need a lure.
- B. Insects are attracted to sweet things.
- C. You'll find something sweet on the Ethereal Plane of Atrii.
- D. There's a sweet, sticky coating inside the goblet.
- E. Just bring the goblet to the butterfly's vicinity and WAIT. It won't take long for her to find the sweet coating.

Is there any way to get a scarecrow?

- A. No. You don't need to move any scarecrows to complete the story.

What do I do with the scarecrows?

- A. EXAMINE each one of them.
- B. One of the scarecrows is not like the others.
- C. Only one of the scarecrows seems to be doing its job.
- D. Something about the "good" scarecrow is fending off the corbies.
- E. The corbies see something about the "good" scarecrow that you don't.
- F. Read The Lore and Legends of Quendor.
- G. Your color vision is muted while you're in the Fields of Frotzen.
- H. There is an object in the story that enhances colors.
- I. It's the hurdy-gurdy.
- J. Bring the hurdy-gurdy to one of the scarecrows. CLOSE THE HURDY-GURDY. POINT THE DIAL AT THE PICTURE OF AN EYE. TURN THE CRANK TO THE RIGHT. You can now discern the color of the rags on each scarecrow.
- K. The corbies don't like the color of the "good" scarecrow. You can use this information to your advantage later.

How do I get by the corbies blocking off part of the fields?

- A. You can't fight your way through. There are too many.
- B. Have you noticed the scarecrows scattered around the fields?

- C. Have you determined the significance of the scarecrows? If not, refer to the question about the scarecrows before going any further.
- D. If you had something of the correct color, the corbies would let you by.
- E. See the question about the farmhouse and the section about Froom.

Where'd this farmhouse come from?

- A. Wait around outside until a storm starts brewing.
- B. Maybe the answer is inside, safe from the storm.
- C. GO INTO THE FARMHOUSE. WAIT. Happy landings.

FROOM

How do I polish the giant boot?

- A. with the giant rag...
- B. that's in the giant bag...
- C. held by the giant hag.
- D. ASK THE GIANT HAG FOR THE GIANT RAG IN THE GIANT BAG.
- E. Rag? Hag? Bag? You don't need to polish the giant boot.

Nothing is happening here in Froom. What do I do?

- A. LOOK UNDER THE HOUSE.
- B. EXAMINE THE FLOWERS.
- C. That's not a flower! That's an inhabitant of Froom.
- D. Wait for the mayor to show up.

Does it matter which key I take?

- A. Only if you want to finish the story.
- B. Do any of the colors look familiar?
- C. The scarecrows in the Fields of Frotzen are dressed in the same colors as the three keys.
- D. Only one of the scarecrows fends off the corbies.
- E. The corbies stay away from it because they don't like that color.
- F. Take the key that corresponds to the color of the "good" scarecrow. Now you can fend off corbies, too!

GURTH

The street hawker dropped something!

- A. Oh, well. She's gone now.
- B. PICK UP THE FISH CAKE. (Quickly)}

This old woman looks awfully familiar,

- A. She may indeed, if you've visited another store previously.

Is there anything I need to buy in the Magick Shoppe?

- A. Many of the items are quite useful. One is essential.

- B. Unfortunately, it's the most expensive item, the hourglass.
- C. It's impossible to afford the hourglass unless you find something incredibly valuable to trade for it.
- D. Such a treasure lies in the jungles of Miznia.
- E. Take a ride on the Skyway and pay attention to the conductor.
- F. You must retrieve the Crocodile's Tear. When you do, **SELL THE TEAR TO THE OLD WOMAN**. Now you can afford the hourglass.

Can I do anything at the Shady Wall?

- A. You bet.
- B. But only if you have a gray sphere. Refer to the appropriate question for details.

THE JUNGLES OF MIZNIA

How do I get into the gondola?

- A. Just **GET INTO THE GONDOLA**
- B. It helps if you wait for the conductor to say "All aboard."

Are the support towers good for anything?

- A. Of course. They hold up the gondola. They're also a convenient way to visit the jungle.
- B. Read the room description carefully as you pass one of the towers.
- C. There's a maintenance platform near the top of each tower.
- D. **JUMP ONTO THE PLATFORM** as your gondola passes by one of the towers. Now you can **CLIMB DOWN A LADDER** and visit the Jungle.

What can I do with the mossy rock?

- A. The question is, what will the mossy rock do with you?
- B. It's not really a mossy rock. It's a bloodworm!
- C. It's clobberin' time!

It's completely dark! What happened?

- A. Looks like you've fallen into the idol. Hope you brought your lantern.

Is there any light source besides the lantern?

- A. Yes. One magic item produces a very brief glow of light.
- B. It's the amulet.
- C. **PUT ON THE AMULET** and speak its Word of Power. The glowing star will provide two moves' worth of illumination.

Is there anything to do inside the idol?

- A. Reread the room description.
- B. Read The Lore and Legends of Quendor.
- C. The moss on the walls should look familiar.
- D. It's Moss of Mareilon. Use it to boost your dexterity. It can't hurt.

Why can't I see the secret door in the idol?

- A. It's an awfully good secret.
- B. So secret that it doesn't even exist.
- C. Sorry. There is no secret door.

How do I get back outside of the idol?

- A. There are no less than four ways to escape from the idol. All of them involve Magick.
- B. One of the ways involves a wand.
- C. The Wand of Eversion will do the trick.
- D. "Eversion" means "inside out."
- E. POINT THE WAND OF EVERSION AT THE IDOL. You're free!
- F. The other three ways are the same as getting out of the cellar. Just read the last three clues pertaining to escaping from the Cellar.

I can see the Crocodile's Tear. but I can't reach it without falling into the idol! This is driving me crazy!

- A. The idol's maw is like a seesaw.
- B. You need something heavier than you to hold down the bottom end.
- C. One of your Jungle friends may be able to help.
- D. How about the mother hungus?
- E. You have to get the mother hungus to follow you.
- F. Read The Lore and Legends of Quendor.
- G. If you threaten the baby hungus, his mother will chase you through the Jungle!
- H. The hungus is slow. Give her time to catch up. If you're wearing the cloak, take it off... it makes it harder for her to follow you. Lead the mother hungus to the idol. GET INTO THE MAW. The mother will climb up onto the bottom edge. Now you can climb up and GET THE JEWEL.
- J. Sort of.

I lost the jewel! How do I get it back?

- A. A great big bottle of laxative might work.
- B. Unfortunately, there's no laxative to be found. Try something else.
- C. There's a wand that can help.
- D. It's the Wand of Eversion.
- E. "Eversion" means 'inside out.'
- F. POINT THE WAND OF EVERSION AT THE MOTHER HUNGUS.

Poor widdle baby hungus! Is there any way to rescue him?

- A. Yes. (Sniff.)

- B. To rescue the baby, you must obtain a Wand of Levitation. This can be tricky, as the wand's location varies from game to game.
- C. When you find the wand, **POINT IT AT THE BABY HUNGUS**.
- D. But don't free the baby before you get the Crocodile's Tear! Otherwise, you won't be able to complete the story.

What can I do at the waterfall?

- A. Nothing. It's Just scenery.

THRIF

How do I stop the hunter from finding the minx?

- A. He might not find her if he didn't know where to look.
- B. He's following her footprints in the snow.
- C. Quick! **RUB OUT THE FOOTPRINTS** before the hunter arrives.

Where do I find chocolate truffles?

- A. Read The Lore and Legends of Quendor.
- B. They're not easy to find without help.
- C. One of the creatures in Lore and Legends can help you.
- D. Bring the minx to an oak tree and put her down. **WAIT**.
- E. **PICK UP THE CHOCOLATE TRUFFLE** before she eats it herself!
- F. And don't leave the truffle anywhere she can get her paws on it.

Those truffles don't last very long, do they?

- A. Nope. The Lore and Legends of Quendor says so.
- B. There is a way to keep truffles fresh.
- C. The clock setting on the hurdy-gurdy will renew the truffles when you turn the crank to the left (if the truffle is inside).
- D. However, they'll start decaying again right away.
- E. There's a way to keep them eternally fresh.
- F. Don't continue unless you've visited the forest north of Gurth.
- G. Have you answered the riddle on the boulder?
- H. Remember what the hollow voice says when you answer the riddle.
- I. **DROP THE CHOCOLATE TRUFFLE INTO THE POOL**. Or, **WALK INTO THE POOL** while holding a truffle. It will now remain fresh forever.

Can I do anything at the Rock Wall?

- A. Definitely. But only if you have a gray sphere. Refer to the appropriate question for details.

Is there anything I can do in the Chapel?

- A. Be quiet and pay attention.
- B. **SIT DOWN ON THE PEW**. Cardinal Toolbox is rather long-winded.
- C. **LOOK UNDER THE PEW**. Surprise!

How do I get the reliquary?

- A. You have to earn it.
- B. Listen to the Cardinal's sermon. There may be an opportunity here.
- C. If you save Thriff from the Christmas tree monsters, "anything you ask will be your reward."
- D. Including the reliquary.
- E. After you thwart the Christmas tree monsters, find the Cardinal. **ASK THE CARDINAL FOR THE RELIQUARY.**

What is the glyph in the snowy clearing?

- A. Listen to Cardinal Toolbox in the chapel.
- B. It's a Glyph of Warding, left by Orkan. It prevents the Christmas tree monsters from entering the village.

The Christmas tree monsters won't let me past!

- A. They wouldn't be very good monsters if they did, would they?
- B. The Lore and Legends of Quendor is full of useful facts.
- C. You need a caterpillar. (See next question.)
- D. Once you've got a caterpillar. show it to the Christmas tree monsters. Then you'll be able to get by them.

Where do I find a caterpillar?

- A. Where do caterpillars come from?
- B. More precisely, what comes from caterpillars?
- C. Butterflies!
- D. You need to first get the butterfly from the Fields of Frotzen.
- E. Now you need to turn back the clock on the butterfly.
- F. The clock on the hurdy-gurdy that is.
- G. Put the goblet (along with the butterfly) in the gurdy. Close the gurdy. Turn the dial to the clock. Turn the crank to the left. Open the gurdy. Abracadabra ... Poof! A caterpillar.

Is the leaflet useful for anything?

- A. Read the leaflet.
- B. Open the parcel.

What do I do with the little black book?

- A. **READ IT.** Some of the information in it will prove useful.

How did that dome get on top of the mountain?

- A. Somebody who knows a lot about Magick left it there.
- B. Read the little black book in the Laboratory.
- C. Did you **LOOK UNDER THE DOME** yet?
- D. Orkan cast a yonked girgol spell on the lava to keep it from erupting.

How do I stop the glyph from melting with the snow?

- A. You can't. You must find some other way to thwart the Christmas tree monsters.

How do I thwart the Christmas tree monsters?

- A. That Glyph of Warding seems to work Just fine. But it's going to melt sooner or later. You must inscribe a more permanent Glyph.
- B. LOOK UNDER THE DOME at the Mountain Peak.
- C. You need to free that lava from Orkan's spell.
- D. There is a Magick item that neutralizes Magick.
- E. It's the Dispel Wand.
- F. POINT THE DISPEL WAND AT THE DOME.
- G. Run! The lava will bury you if you don't get out of its path!

I buried the Christmas trees, but they still trampled the village!

- A. Obviously you didn't destroy all of the trees.
- B. The trees aren't the only things you destroyed in the Snowy Clearing.
- C. You also melted the Glyph of Warding.
- D. You need to inscribe another Glyph before the lava cools and the surviving trees trample the village.

I can't return to the clearing! It's too hot!

- A. If you wait for the lava to cool, then it's too late. You need Magick help to survive that heat.
- B. There is a Magick item that win help you resist heat.
- C. It's found on the third level of the lighthouse.
- D. It's the dust bunny.
- E. When you defeat the dust bunnies, they coalesce into a ring. Take that ring to the Magick Shoppe and SHOW IT TO THE OLD WOMAN.
- F. PUT ON THE RING. Now you can walk onto the hot lava safely.

I made it to the Lava Flow! Now what?

- A. The lava underfoot is still soft.
- B. It's an ideal drawing medium.
- C. INSCRIBE A GLYPH ON THE GROUND. When the lava cools, you'll have a Glyph of Warding permanently etched into the rock.

What tool do I need to inscribe a glyph?

- A. Read the black book from the Laboratory.
- B. Did you look inside the mailbox outside the Laboratory?
- C. Did you read the leaflet and open the parcel?
- D. You need the burin to inscribe a glyph. (As in Spellbreaker.)

Where can I study glyphs? I don't know which on to inscribe!

- A. There's one you can study in the Snowy Clearing.
- B. There's another one in the little black book.
- C. Just examining either one is enough.

IS the thing in the reliquary useful?

- A. Not by itself. Does it remind you of something you found some where else?
- B. Something in the Laboratory on the workbench?
- C. The black hemisphere. EXAMINE THE BLACK HEMISPHERE.
- D. EXAMINE THE WHITE HEMISPHERE.
- E. The peg and the hole go together.
- F. PUT THE PEG INTO THE HOLE.

What can I do with the gray sphere?

- A. EXAMINE THE GRAY SPHERE.
- B. PEER INTO THE GRAY SPHERE.
- C. You need something to make the swirls more intelligible.
- D. You need more intelligence.
- E. Unless you started with a super-intelligent character, you must find ways to boost your intelligence.
- F. A fish cake will help, but it's probably not enough.
- G. The Enlightenment potion will help, but it's probably not enough.
- H. There's one more thing you can do that will boost your intelligence.
- I. Did you ever listen to the bandits in the Rusty Lantern?
- J. You need to obtain the item that they are talking about.
- K. It's a helmet. Stop reading these hints until you get it.
- L. PUT ON THE HELMET. Your intelligence goes up!
- M. If you've done all three thing to boost your intelligence, now you can PEER INTO THE GRAY SPHERE.
- N. One of the visions holds an important clue.
- O. While standing at either the Shady Wall (southwest of Gurth) or the Rock Wall (northwest of Thrift), repeat the Word of Power uttered by the warlock you saw in the vision.
- P. PUSH THE OUTLINE, like the warlock did.

THE FOREST

What does the inscription on the boulder mean?

- A. It's a riddle.
- B. Don't read the next hint unless you're really stumped.
- C. Type the word YOUTH and watch what happens.

How do I get across the bridge?

- A. You can't. Ever. Really. You cannot reach the far side of the bridge by walking across.

- B. There is a way to get off the bridge. Five ways, in fact. Four involve Magick.
- C. The non-Magick way involves the item you found on the bridge.
- D. It's the umbrella.
- E. GET THE UMBRELLA THEN OPEN IT. JUMP.
- F. Three more ways are the same as those for getting out of the cellar. Just read the last three clues pertaining to escaping from the Cellar.
- G. The pterodactyl may also be able to help you if you've helped him.
- H. BLOW THE WHISTLE. If you've saddled the pterodactyl and have not used up your three summons, CLIMB ON THE PTERODACTYL and FLY.

THE RUINS

Help! I can't kill the undead warrior!

- A. Of course not. He's not really alive.
- B. If weapons don't work, perhaps Magick will.
- C. There is a Magick item that can deal with undead creatures.
- D. THROW THE VIAL OF HOLY WATER AT THE UNDEAD WARRIOR.

Are the weeds at the Glare good for anything?

- A. Read The Lore and Legends of Quendor.
- B. It's spenseweed.

What is the significance of the arch in the Plaza?

- A. EXAMINE THE ARCH.
- B. There's something with a similar shape elsewhere in the story.
- C. It's in the Magick Shoppe in the display case.
- D. ASK THE OLD WOMAN ABOUT THE HOURGLASS.
- E. Try experimenting with the hourglass near the arch.
- F. Under the arch.
- G. STAND UNDER THE ARCH. TURN OVER THE HOURGLASS.

How do I get the helmet out of the trench?

- A. Just REACH INTO THE TRENCH.
- B. Sorry, there's no way you can move the stallion to get the helmet.
- C. Looks as if you'll have to come back later. Much later.

I don't know exactly where (when?) to dig!

- A. You need to mark the location of the trench.
- B. Some creatures are prized for their ability to dig up things.
- C. Read The Lore and Legends of Quendor.
- D. Minxes aren't known for digging up helmets.
- E. They are able to dig up truffles, though.
- F. Unfortunately, chocolate truffles don't last very long. Refer to the question about truffles to find out how to make them last.
- G. The minx can't dig if the ground is too hard.
- H. Take a truffle to the Pool of Eternal Youth. PUT THE TRUFFLE IN THE POOL. Now take the truffle back in time to the Battleground.

DROP THE TRUFFLE INTO THE TRENCH. Now go forward in time with the minx to Desolation. The minx will do the rest.

UNDERGROUND

How do I see underground? It's dark.

- A. You need a source of light. The lantern, perhaps? Perhaps not.
- B. If you've been to the castle, reflect on the problem for a while. If not, you need to get there before continuing.
- C. Experiment with the jar. And with the mirrors.
- D. Reread the description for the Rock Wall Room carefully.
- E. Blow a bubble mirror just inside the Rock Wall.
- F. The mirrors rotate, as if they were on pivots.
- G. From the secret doorway at Rock Wall: **GO INSIDE. OPEN THE JAR. TAKE THE CIRCLET. BLOW A BUBBLE. TURN THE MIRROR TO THE SOUTH.**
- H. Using a series of mirrors, you can reflect sunlight into any one of the Underground passageways.

Is there any way to stop the lucksuckers?

- A. Read The Lore and Legends of Quendor.
- B. **HIT THE LUCKSUCKER** with the best weapons you've got.
- C. Lucksuckers aren't affected by ordinary weapons.
- D. Good luck charms can forestall their attack.
- E. Try showing one of your good luck charms to a lucksucker.
- F. Throw a good luck charm at a lucksucker.

How do I deal with the lurking presences in the dark?

- A. You can't see them to fight them without Magick
- B. Wearing the helmet will enable you to attack them normally.
- C. The grues are the toughest monsters in the game. You need to be well prepared to fight them.
- D. Protected plate marl and a honed elvish sword are the best weapons against the grues.

What is the shadow in the corner?

- A. It is unwise to speak of such things.
- B. It's an ur-grue. Consult The Lore and Legends of Quendor for all the terrifying details.

How do I deal with the shadow?

- A. Very carefully.
- B. The Lore and Legends of Quendor may shed some light on the matter.
- C. You need to shed some light on the shadow.

- D. Sunlight.
- E. Arrange some mirrors so that a beam of sunlight illuminates the Treasure Chamber. BLOW A BUBBLE in the Chamber. TURN THE MIRROR TO THE EAST.

I don't want to strangle baby grues! How do I survive the ur-grue's attack?

- A. Uh-oh. Looks as if all your compassion was sucked away. Nobody with an ounce of compassion could strangle a baby ... not even a baby grue.
- B. You didn't accumulate enough compassion during the course of the story to survive the ur-grue's attack.
- C. There are three ways to gain compassion.
- D. Rescuing the minx. (Which you've probably already done.)
- E. Releasing the unicorn also gains compassion.
- F. The third way to gain compassion is to rescue the baby hungus by using the levitation wand.

Look at all that plunder! How do I bring it home?

- A. Don't you want to gloat over it first?
- B. Don't you want to SEARCH IT?
- C. Oh, my. What have we here?
- D. PICK UP THE COCONUT. And don't let it go!
- E. Congratulations.

That Which Can be Named

Weapons: Dagger, Shillelagh, Spade, Battle-axe, Longsword, Vague Outline/Phase Blade

Animals: Pterodactyl, Minx, Butterfly/Caterpillar

Variable Magic Items Lists

Wands: Anesthesia, Annihilation, Dispel, Eversion, Levitation, Sayonara

Scrolls: Fireworks, Gating, Honing, Mischief, Protection, Refreshment

Potions: Death, Enlightenment, Forgetfulness, Healing, Might

Treasure Locations and Values

(Note -- Magick items can also be resold for zorkmids.)

Treasure	Location	Value
Silver Ornament	Christmas Trees	2
Truffles (3)	Under Oak Trees	5
Gold Doubloon	Crab's Nest	10
Tiny Crown	On the Crab	20
Bubble Gum Card	2nd Floor Lighthouse	30
Sextant	Lamphouse	30
Ivory Tusk	Jungle	40
Diamond	Snow Wight	50
Crocodile's Tear	Idol	1000

For Your Amusement

Have you tried..

asking the old woman (each one) about almost anything? asking the cook about himself? pointing the Sayonara wand at the snow wight? insulting the cruel puppet? pointing the Levitation wand at the reliquary? touching people after crossing the bear rag? opening the umbrella while flying on the pterodactyl? opening the umbrella indoors? eating a truffle in front of the minx? selling a truffle to the old woman? tasting the sticky coating in the goblet? opening the chest a second time? turning the crank on the hurdy-gurdy (12 possibilities) near the old woman? drinking the potion of forgetfulness? death?