

QUEST FOR GLORY 1 EGA - MAGIC USER WALKTHROUGH

SPIELBURG TOWN

You have just arrived in the town of Spielberg, eager to prove yourself a hero. The sheriff welcomes you. It would be a good idea to get some background information about Spielberg, so **ASK ABOUT SHERIFF, ASK ABOUT MAGIC, ASK ABOUT MONSTERS, ASK ABOUT BRIGANDS, ASK ABOUT BARON, ASK ABOUT WOLFGANG**, and **ASK ABOUT GUILD HALL**.

Enter the Hero's Tale Inn, and Shameen will welcome you. **ASK ABOUT MAGIC, ASK ABOUT MONSTERS, ASK ABOUT BRIGANDS, ASK ABOUT WOLFGANG, ASK ABOUT TOWN, ASK ABOUT INN, ASK ABOUT SHEMA** (Shameen's wife), **ASK ABOUT KATTA, ASK ABOUT ABDULLA, ASK ABOUT ROBBERY, ASK ABOUT CARAVAN**, and **ASK ABOUT GUILD HALL**. Now walk over to the chair, and **SIT**, so that Shema will welcome you. **ORDER FOOD**, and Shema will prepare a meal for you. **EAT** food, **STAND**, and leave the inn.

Walk left to the next screen, and enter the Magic Shop (it has a big eye above it). Walk right up to the counter, so that Zara will appear. **ASK ABOUT ZARA, ASK ABOUT MAGIC, ASK ABOUT SCROLLS, ASK ABOUT FLAME DART, ASK ABOUT FETCH, ASK ABOUT OPEN, ASK ABOUT SHERIFF, ASK ABOUT MONSTERS, ASK ABOUT BARON, ASK ABOUT TOWN, ASK ABOUT AURA, ASK ABOUT ERANA**. Since you are a magic user, you need some spells. Unfortunately, you cannot afford any right now. The little money you have is needed for other things, so do not be tempted to buy spells yet. But don't worry, you can get them later. Now leave the Magic Shop.

Enter Guild Hall on the left. **READ LOG BOOK**, and then **SIGN LOG BOOK**. **LOOK QUEST BOARD** to see what quests are available. Now click on each individual quest to read more about them. When you have finished, exit the close-up. Walk up to the Guildmaster, Wolfgang, and **ASK ABOUT CURSE**. He will not have heard you the first time, as he was sleeping, so **ASK ABOUT CURSE** again. **ASK ABOUT BABA YAGA, ASK ABOUT HERO, ASK ABOUT SHERIFF, ASK ABOUT MONSTERS, ASK ABOUT PURPLE SAURUS, ASK ABOUT TROLL, ASK ABOUT GRYPHON, ASK ABOUT DRAGON, ASK ABOUT CHEETAUR, ASK ABOUT MOOSE, ASK ABOUT BRIGANDS, ASK ABOUT BARON, ASK ABOUT WOLFGANG**. Now leave the Guild Hall.

Walk right 2 screens, until you reach the Farmer's Mart. Speak to Hilde the Centaur, and **BUY APPLES**. You need to do this 5 times, so you end up with 50 apples. You should be able to afford it, but 50 apples weigh a lot!!! **ASK ABOUT CENTAURS, ASK ABOUT FATHER** and **ASK ABOUT BRIGANDS**,

Enter the Dry Goods Store and speak to Kaspar the proprietor. **BUY FLASK. LOOK ARMOR**, but you cannot buy any yet. Never mind, you will get it eventually. Now leave the shop.

Walk left into Tavern Street. Enter the alley to see Sam begging on the street. **GIVE SILVER**, and you will be able to question him. **ASK ABOUT NIGHT, ASK ABOUT BRIGANDS**. When you have finished talking to him, leave the alley. Sam will warn you not to drink the Dragon's Breath in the Tavern.

Enter the Tavern. Notice that white thing on the floor, near the stool. **GET NOTE** to learn some about 2 people called 'B'. **DROP NOTE** to replace the note where you found it, and avoid suspicion. **SAVE YOUR GAME HERE**. For a bit of fun, **SIT** on the stool, and **BUY DRAGON'S BREATH**. Now **DRINK** Dragon's Breath (hee hee). Lucky you saved your game! When you have finished experimenting with the drinks, load your game, and leave the inn.

Check the time, and when it is evening, return to Hero's Tale Inn. Abdulla Doo is here, and he is very upset about the Brigands robbing him (you learned about this from Shameen & Sheema earlier on). Walk over to the chair, and then **SIT, ORDER FOOD**, and then **EAT** food. Talk with Abdulla, and **ASK ABOUT ABDULLA, ASK ABOUT BRIGANDS, ASK ABOUT SHEMA, ASK ABOUT SHAMEEN, ASK ABOUT MAGIC**. Show some sympathy for him, **GIVE MONEY** and **GIVE RATION**. He will tell you about his magic carpet, and also about the land of Shapeir. **ASK ABOUT CARPET**, and **ASK ABOUT SHAPEIR**. When you have finished talking, **STAND** and walk over to Shameen. **PAY ROOM**, and then enter your room at back left of the inn. Whew! What a day!

The next morning, **SIT**, and **ORDER FOOD**, so that Shema can bring your breakfast. Now **EAT** food, **STAND**, and leave the inn. Head down through the town gates. If Bruno is here (he will be tossing a knife), **GIVE SILVER, GIVE SILVER** again, and **ASK ABOUT BABA YAGA, ASK ABOUT CASTLE, ASK ABOUT GOBLINS**. Don't worry if he is not here though. Now **SAVE YOUR GAME HERE**.

Now these apples are really weighing you down. Maybe you should do something about that. Now if you meet any enemies at this point, simply **RUN** away. Walk right, and continue right, until you reach the avalanche. Now turn round and head back to town (but don't go through the town gates). Walk back and forth between town and the avalanche, and eventually you will find a fox that is trapped near the road. **FREE FOX**, and he will thank you, then give you some advice. Now walk up one screen, and head right until you meet Brauggi. **GIVE FRUIT** to Brauggi, and he will give you a glowing gem in return. Aren't you glad you bought all those apples!

Now let's head back to town. Walk left one screen, down one screen, and then left 2 screens until you reach the town gates. Again, if you meet any enemies, **RUN** away. When you have finished running, you can simply **WALK** again.

THE CASTLE

From the Town Gates, walk up 2 screens to the Castle Gates, and talk to Karl the Gatekeeper. **ASK ABOUT BARON. ASK ABOUT BARNARD. ASK ABOUT ELSA. ASK ABOUT BABA YAGA. ASK ABOUT CURSE.** Ask him to **OPEN GATE**. If he didn't hear you the first time, ask him again to **OPEN GATE**. Now head up through the gate, and enter the Castle.

Inside the Courtyard, Weapon Master may be here. **ASK ABOUT FIGHTING**. Since you are not a fighter, you don't need to worry about him anymore.

Now head right to the Stables. The Stable Hand will ask if you are looking for work. Tell him **YES**, and you will do some raking. The Stable Hand will give you 5 silvers as your wages.

Return left to the castle gates, and then walk down to the Healer's Hut.

HEINRICH THE CENTAUR AND THE GOBLIN CAMP

From the Healer's hut, walk left once to meet Heinrich the centaur. You have already met his daughter Hilde in town - you bought some apples from her. **ASK ABOUT HEINRICH, ASK ABOUT HILDE, ASK ABOUT FARM, ASK ABOUT BRIGANDS, and ASK ABOUT LEADER.**

Now continue left for 3 screens, until you reach the Goblin Camp. **SAVE YOUR GAME HERE**. This is a good place for practicing your combat skills. You will not be able to attack much at first, so take things slowly. Walk up to a goblin, and **FIGHT**. Use the arrow keys to move your sword, and the Up Arrow key to attack. When you have defeated a goblin, **SEARCH BODY** to get some goodies. Make sure you keep an eye on your health and stamina. So if your health gets too low, just **RUN** away back to the centaur. If you want to stop running, simply **WALK** again.

Continue **FIGHTing** goblins for the rest of the day, and remember to **SEARCH BODY** to find some goodies. **REST** for a quick 10-minute rest, but make sure you keep an eye on the time.

From the Goblin Camp, you can head down twice to the Mushroom Ring. **GET MUSHROOMS** a few times (3 or 4 times should be enough), as they will be handy later on.

Keep an eye on the time. When evening comes, return to town, and enter Hero's Tale Inn. **SIT** and **ORDER FOOD**, so that Shema can bring your supper. **EAT** your meal, and then **STAND**. Walk up to Shameen, and **PAY ROOM**. Now enter your room at back of the inn.

The next morning, **SIT**, and **ORDER FOOD** so Shema can bring your breakfast. **EAT FOOD**, **STAND**, and leave the inn. Walk left to the Magic Shop, and **BUY FETCH** from Zara. If you don't have enough money yet, go and **FIGHT** some goblins, then **SEARCH BODY**. Now leave the shop, and walk right one screen. Head down through the town gates, and **SAVE YOUR GAME HERE**.

THE HEALER'S RING

Walk up one screen to the Healer's Hut. If you have read the Quest Board, then you will know that the Healer has lost her ring. **KNOCK DOOR**, and the Healer will let you in. **ASK ABOUT POTIONS**, **ASK ABOUT MAGIC**, **ASK ABOUT COMPONENTS**, **ASK ABOUT MANA** and **ASK ABOUT RING**. Leave her hut, and **LOOK NEST** in the tree, then **SAVE YOUR GAME HERE**. **CAST FETCH** on the nest, and you automatically get the ring. **KNOCK DOOR** again, and the Healer will let you in to here hut. **GIVE RING** to the Healer, and she will reward you with 6 gold pieces and 2 healing potions. You automatically leave the hut. Now go back to Zara's Magic Shop and **BUY OPEN** spell. Now go right, and head down through the town gates.

ERANA'S PEACE

You have been in Spielburg for a couple of days now, so it is time to go exploring.

From outside the town, head up to the Healer's Hut, and then left to the Centaur. Now go all the way up to the top (4 screens). Walk right once, and then up once to reach Erana's Peace. It is a magical place that has mystical healing properties. This is the best place to sleep from now on, as you will be fully healed by the next morning. Since you are a Magic User, you should **READ RUNES** on big stone. Now **CAST OPEN** on the stone. **LOOK HOLE**, and then **GET SCROLL** to get the Calm Spell. You can also **EAT FRUIT** from the tree every day, to satisfy your hunger. While you are here, **GET FLOWERS** (2 or 3 times) for the Healer. **SAVE YOUR GAME HERE**.

SPIELBURG FOREST

From Erana's Peace, head down once, left once, down once, and left once. Watch the Spitting Flowers spit their seed to each other. If only you could catch that seed.

CAST FETCH at the Spitting Flowers. Keep trying this until you manage to get the seed.

Now walk down, and then left. Head down a few screens until you see a white stag. Follow the stag left 2 screens. Walk left a little bit, and the Dryad will introduce herself. She will ask if you are a friend of the forest, so tell her **YES**. She will ask if you will give her the seed of the Spore Spitting Spirea (spitting flowers). Tell her **YES**, and give her the seed. She will give you the recipe for a Dispel Potion in return. The Dryad will now return to her tree, but she will leave behind a magic acorn. You must **GET ACORN** to pick it up.

Make your way back to the Healer's Hut, and **BUY HEALING POTION**. Now return to the Goblins Camp, and practice combat for the rest of the day. Use the arrow keys to move your sword, and the Up arrow key to attack. **REST** for 10 minutes when you need to, and **SEARCH BODY** after you have defeated a goblin. When evening comes, make your way up to Erana's Peace, and **SLEEP** until morning. When morning comes, **EAT FRUIT** from the tree to satisfy your hunger.

PRACTICING MAGIC

Over the next few days, you should practice your magic skills and combat skills. Remember to **SEARCH BODY** afterwards. When you can afford it, go back into town, and **BUY FLAME DART**, from the Magic Shop. Keep practicing all your spells until you have a skill level of about 60 (especially in Flame Dart). **BUY HEALING POTION**, **BUY VIGOR POTION**, and **BUY MANA POTION** from the Healer when you can afford it. Now **DRINK HEALING POTION**, **DRINK VIGOR POTION**, or **DRINK MANA POTION** when you need to. Keep an eye on the time, and remember to **EAT FRUIT** and **SLEEP** at Erana's Peace every day. You should try and get your skills up to at least 60 points (the higher, the better).

ERASMUS'S CASTLE

We still haven't met Erasmus yet, so this is as good a time as any. Make your way back to the Healer's Hut. Now walk right once, and head up 2 screens. Walk right twice, until you reach Mount Zauberburg, where Erasmus lives. Look at all the funny magic signs, and then continue up the mountain. Once you reach the castle, the

Gargoyle above the house will ask you 3 questions. Make sure you answer them correctly. He may ask any of the following:

What is your name:	ENTER NAME
What is your quest:	HERO
What is your favourite colour:	PURPLE
Whose spell protects the town:	ERANA
Whom do you seek:	ERASMUS
What is the Baron's first name:	STEFAN
Thieves' Password:	I DON'T KNOW

Now enter the castle. Inside the castle, do not touch anything. Look as much as you want, but don't touch anything. Head straight up the stairs to the tower. **SIT**, and you will talk to Erasmus and Fenrus. **ASK ABOUT MAGIC, ASK ABOUT ERANA, ASK ABOUT BABA YAGA, ASK ABOUT ZARA, ASK ABOUT WARLOCK, ASK ABOUT HENRY, ASK ABOUT CURSE, and ASK ABOUT COUNTERCURSE.** This is very awkward, as he keeps drinking tea and telling jokes with Fenrus.

He knows that you are a Magic User, and he wants you to play his Mage's Maze game. You need the Open spell, Fetch spell, Trigger spell, and Flame Dart spell to play. If you do not have those spells yet, you can come back later to play, if you want. I could never figure the Mage's Maze game out. Thankfully, you can complete Quest For Glory without having to play Mage's Maze.

When you have finished talking, **STAND**, and he will send you to bottom of the mountain.

FINDING INGREDIENTS FOR DISPEL POTION

Now remember the Dryad has given you the recipe for a dispel potion. This could be very useful, but you need to find all the ingredients first.

Flowers from Erana's Peace: Head up to Erana's Peace, and **GET FLOWERS.** Remember to **SLEEP** here at night.

Green Fur: Make your way back to the Goblin Camp. Don't bother fighting the goblins right now. Walk down one screen, then head left twice to the Meeps. Notice how the Meeps keep popping out of their holes. **TALK MEEPS** when one has popped up. They will have a discussion amongst themselves, and then the Green Meep will jump out and talk to you. **ASK ABOUT MEEPS.** Since you are a Magic User, **ASK ABOUT MAGIC** to get the Detect Magic spell. **ASK ABOUT FUR. ASK ABOUT GREEN FUR** and he will give you some of his fur. Now **GET SCROLL, and GET GREEN FUR.** Tell him **THANKS,** and then **TAKE FUR.**

Fairy Dust: Wait until night and go to the Mushroom Ring. You will see some fairies dancing. They will ask if you can dance. Tell them **YES**, and then **DANCE** for them. Afterwards, **ASK ABOUT MAGIC**, and **ASK ABOUT FAIRY DUST**. They give you some dust, and you put it in an empty flask. Now it is getting late, so head up to Erana's Peace to **SLEEP** for the night. Fight any monsters you meet on the way, and **RUN** away when you need to. Remember to **EAT FRUIT** from the tree, the next morning.

Magic Acorn: The Dryad gave you this. If you don't have it, Go back to the Dryad screen, and look carefully on the ground. Now **GET ACORN**.

Flying Water: From the Dryad, head all the way right until you reach the Flying Falls. **DRINK** to quench your thirst. If you have an empty flask, then **GET WATER** to get some Flying Water. You will see a door on the cliffside. **CAST DETECT MAGIC**, and the ladder to the door will appear. **CLIMB LADDER**. **KNOCK DOOR**. Make sure you step to the right of the door so it doesn't knock you off the cliff. You will walk inside, so talk with Henry. **ASK ABOUT CAVE**, **ASK ABOUT TRIGGER**, **ASK ABOUT BRIGANDS**, and **ASK ABOUT WARLOCK**. Since you are a Magic User, **ASK ABOUT MAGIC**, and **ASK ABOUT SCROLL**. Now **TAKE SCROLL**, and you will have the Trigger Spell. When you have finished talking, leave 'Enry's cave. **CLIMB DOWN LADDER**.

You have all the ingredients for a Dispel Potion now, but you don't know how to make the potion. Make your way back to the Healer's Hut. **KNOCK DOOR** to enter the hut. **GIVE FLOWERS**, **GIVE GREEN FUR**, **GIVE FAIRY DUST**, **GIVE ACORN**, and **GIVE FLYING WATER**. She will start preparing the potion. Leave the hut, and immediately **KNOCK DOOR** to enter again. The potion is now ready, and she will give it to you.

While you are here, **SELL FLOWERS**, **SELL CLAW**, **SELL BEARD** and **SELL MUSHROOMS**. You should have at least 100 silvers now. If not, go back to the goblin camp and **FIGHT** some more goblins. Remember to **SEARCH BODY** afterwards. Now **BUY UNDEAD UNGUENT** from the Healer, and then leave the Healer's Hut.

You now have 2 new spells. You need to **CAST DETECT MAGIC**, and **CAST TRIGGER** until your skill level is about 60.

BABA YAGA

You should have the Undead Unguent now, so you are ready to face the fearsome Baba Yaga. Head left, all the way to the Goblin's Camp, and then head up to Baba Yaga's place. Bonehead (the skull at the gates) will turn you away, unless you agree to

deal with him. **ASK ABOUT DEAL** then say **YES**. He wants a glowing gem for his eyes, so he can see again. Now **ASK ABOUT HUT** and **ASK ABOUT RHYME** to learn the secret rhyme to enter Baba's hut. **GIVE GEM** to Bonehead, and he will lower the gate. Say **HUT OF BROWN NOW SIT DOWN** to make the hut squat. **SAVE YOUR GAME HERE**. Enter the hut, but Baba Yaga does not like unexpected visitors. She turns you into a frog. She will ask if you have a name, so tell her **YES**. Now she asks if you are a hero. Again, tell her **YES**. Agree to help her, and she will transport you back outside her hut, and also return you to human form.

Now your time here is limited. You have one day to find a Mandrake Root for Baba Yaga. Go down 3 screens, and right 2 screens until you reach the graveyard. The Mandrake Root is that red plant, but you can only pull it out at midnight. Stay close to the graveyard until midnight. Fight any monsters that appear, and keep **RESTing**. When 'You Are Getting Tired', then you know it is midnight. **USE UNDEAD UNGUENT** and enter the graveyard. You will see some ghosts playing around, but they cannot hurt you since you have the undead unguent. Walk over to the red plant and **TAKE ROOT**. When you have it, return to Baba Yaga's. **SAVE YOUR GAME HERE**, and then say **HUT OF BROWN NOW SIT DOWN** to enter the hut. When she asks if you have the mandrake root, say **YES**. She will take the root from you, and then let you go.

It is getting late, so make your way up to Erana's Peace to **SLEEP** for the night. When morning comes, **EAT FRUIT**, and then **SAVE YOUR GAME HERE**.

FREE THE MAN FROM THE BEAST

You skills should be at a decent level by now (at least 60), so it's time to start working on the quests.

Return to town, and **BUY FRUIT** from Hilde in the Farmer's Mart. Now leave town, and make your way to the Healer. **BUY HEALING POTION, BUY MANA POTION** and **BUY VIGOR POTION** (3 of each should be enough, if you can afford it). Now head all the way up to Erana's Peace and **SAVE YOUR GAME HERE**. Leave Erana's Peace, and head right one screen. There is an Ogre guarding a cave. **CAST FLAME DART** at the ogre, until he is dead. When you have defeated him, **SEARCH BODY**, and **CAST OPEN** on the **CHEST** that is lying beside him. You can't see it, but it is there. Now **GET COINS** to add 1 gold and 43 silvers to your riches. Check your mana level, and **DRINK MANA POTION** if necessary.

Enter the cave, and you will see a fierce bear that is chained to the floor. What ever you do, do not attack him. **FEED BEAR**, and he will let you walk past him into the next cave.

In this new cave, you will see a nasty Kobold sitting with a key around his neck. **CAST**

FETCH on the Kobald to get his key. Keep trying until you get the key. Don't worry, you will get that key eventually. Now **CAST DETACT MAGIC**, and you will discover that there is an invisible chest near the bottom of the cave. Make sure you are not standing near the chest, then **CAST TRIGGER**, and **CAST OPEN** at the chest. The chest will explode, revealing 6 golds and 10 silvers. **TAKE COINS** to add them to your riches.

Now return to the cave with the bear and **UNLOCK MANACLE**. The bear will turn into the Baronet, Barnard von Spielburg! He is not very grateful to you for freeing him, and he teleport back to the castle using his amulet.

Leave the cave, and make your way to the castle. Karl will let you in. Walk up to the front door, and you will be allowed to enter the Castle. The Baron will thank you for helping his son. **ASK ABOUT BARON, ASK ABOUT CURSE, ASK ABOUT MAGIC, ASK ABOUT BRIGANDS, ASK ABOUT LEADER, ASK ABOUT WARLOCK, ASK ABOUT PROPHECY**. Try to leave, and he will ask you to stay the night. He will also give you 50 gold reward.

Next day, go back to the Dry Goods shop in Spielburg Town, and **BUY CHAINMAIL**. Now go to the Healer's Hut to stock up on supplies. **BUY HEALING POTION** and **BUY MANA POTION** several times, and then leave Healer's Hut.

BRING THE CHILD FROM THE BAND

Let's deal with the Brigands now. If you don't have chainmail armour yet, then go to the Dry Goods Store in town and **BUY CHAINMAIL**. Go to the Tavern in town to find a note under the stool. **GET NOTE** to read it. The note mentions a meeting at the Archery range at noon, so keep a close eye on the time. Now **DROP NOTE**, so that the meeting can still go ahead. Leave the town, and head down one screen. This bit is tricky, so **SAVE YOUR GAME HERE**. When the time says 'midday', **SAVE YOUR GAME** again. Head left to the Archery Range, and you will see Bruno and Brutus talking. You learn about a secret entrance to the Fortress, and the 'secret word' - Hiden Goseke. Bruno will leave now, and you need to get the key to that secret door. **SAVE YOUR GAME HERE. CAST FLAME DART** at Brutus to kill him. Now go south, and then quickly go back north before Bruno sees you. It is very tricky to time this right. You need to **SEARCH MAN** to get the key. Leave the area and head down one screen. Now walk left twice, and then down to where 'The Bouncer' stays. This is the Antwerp. **SAVE YOUR GAME HERE**. Run around the Antwerp, so he won't jump on you. Once you get to the door, **UNLOCK DOOR** with the key, **OPEN DOOR**, and say **HIDEN GOSEKE**. This will cause a fierce Troll to retreat to the back of the cave. Now enter the cave.

Inside the cave, there is a dark passage that leads down and right. Follow the path

round, and continue to the next screen.

You have now reached the Fortress Gate. Toro the Minotaur is guarding this gate. **CAST CALM** to put him to sleep. Now, walk out and **CAST OPEN** (to unlock the door) then **OPEN DOOR** to enter the fortress.

You find yourself in a courtyard. Directly in front of you are 2 blockades, with a rug in between them. Be careful not to step on the rug, as it is a trap. **SAVE YOUR GAME HERE.** Go to the right and **LOOK ROPE** to see the trip-rope. Now **STEP OVER ROPE** to reach a pit. There are 2 bridges here. Cross bridge on the right (the one with the sign). Now **LOOK ROPE** to see another trip-rope. **STEP OVER ROPE** to enter the next room.

You are in the fortress' main hall now. This bit is very tricky, so **SAVE YOUR GAME HERE.** Things will move really fast in here, and it is easy to die. As soon as you enter the room, **CLOSE DOOR** at bottom of screen. Walk up to the door on the right, with the chair near it. Make sure to go up between the 2 tables on the right, otherwise brigands will come before you are ready. A few brigands will come to the main entrance (at the bottom), notice the closed door, and then leave. As soon as the brigands start to leave, not before they leave, **MOVE CHAIR.** This will stop them coming in than entrance, Walk towards the nearby candelabra. Now, three brigands will enter from the left. They walk towards you from behind the table. As soon as the first one walks behind the table, **PUSH CANDELABRA.** Now, quickly walk in front of the table, and after the last one has passed the chair on the left, **CLIMB TABLE.** Wait until the candelabra has fallen on the 3 brigands (therefore trapping them), then **OPEN DOOR** to go through the door on the back wall.

This is a strange room. Talk to ME (Yorick the Jester). **ASK ABOUT MAGIC** and **ASK ABOUT ELSA.** He now knows that you are a friend, and goes to tell Elsa that help is at hand.

SAVE YOUR GAME HERE. Now walk over to the door on the right. You will fall through a trapdoor and start skidding. Simply **STOP** to stop skidding. Try again to enter the door on the right, and you will come out the middle left door (above the yellow 'BOX'). **PULL CHAIN** in front of you, and you will see a door open at the top right. Quickly return the way you came (go back through the door on the middle left, and come out through the door on the right) and head through the newly opened door at the top right. You'll now find yourself at the top left door. Try to **OPEN DOOR.** This is a trick door. Quickly step out of the (be careful not to go too far through the archway) before the door flattens you. The real door is behind the trick door, so **OPEN DOOR** again. Now, walk through this last door and into the final room.

Finally, you reach the Brigand Leader's room. She will jump over her desk to challenge you. This is really Elsa, the Baron's lost daughter, so do not fight her. **USE DISPEL POTION** on Elsa, and she will remember who she is.

Elsa and Yorick will return to the castle, and leave you behind. You don't have much time here, as the brigands are trying to break in. Quickly **GET HEALING POTIONS** and **GET MAGIC MIRROR** from the desk.

Now leave the room by the passage Yorick used. It's on the right. You find yourself back outside the Antwerp's cave.

DRIVE THE CURSER FROM THE LAND

Now remember Baba Yaga turned you into a frog earlier on? It's time to get your own back on her. Head up to Baba Yaga's hut, and **SAVE YOUR GAME HERE**.

Bonehead will ask you if you want to go in, so tell him **YES**. Say **HUT OF BROWN NOW SIT DOWN**, and then enter the hut. **HOLD MIRROR** ready, and move over to the other side of the hut. Baba Yaga will try to turn you into a frog again, but the mirror will reflect the spell back to her, and turn her into a frog instead.

Well you have dealt with Baba Yaga, dealt with the brigands, and freed both of the Baron's children. Now sit back and enjoy the ending.

This walkthrough was written by Frodo for Abandonia.