

QUEST FOR GLORY 2 - WIZARD WALKTHROUGH

Day 1

Watch the intro to see yourself, the katta, and Abdulla on the magic carpet, travelling to Shapier. You start the game in the Katta's Tail Inn, speaking with Abdulla Doo. When you are ready, **STAND**, and leave the inn.

You are in Shapier now, and your gold coins are no good here. You need to visit the Money Changer in DINAR TARIK, and change your money into local currency. Head north on JUNUB TARIK all the way to the next plaza, the Fountain Plaza. Go down one screen, so you can see the Magic Shop (the door with the eye above it). Go through the doorway on the left, next to the brass-seller. This street is very short. Go forward (only about 2 or 3 steps) to the intersection. Turn right onto NAUFARA DARB. Continue along the street, through all the turns (ignore that door on the right) until you reach an intersection. Turn left onto DINAR TARIK. Follow the street through all the turns (ignore that door on the right) until you reach another intersection. Turn left (so you are still on DINAR TARIK) and follow the street through all the turns. Eventually you will arrive at the Money Changer

At the Money Changer's, speak to Dinarzad. **EXCHANGE MONEY** to exchange your Gold Coins into dinars and centimes.

Now you have the correct currency, you can head back to the Gate Plaza, and buy a few things. Leave the Money Changer, so you are back on DINAR TARIK. Follow the street through all the turns (ignore that door on the left) until you see the door on the right. Go through this door, onto NAUFARA DARB. Now go through the door on the left to find yourself on TARIK OF RAFIR. Follow the street (through all the turns) and go through the door on the right, to find yourself on TRAB DARB. At the intersection, turn right into SHMALI TARIK. Follow the street through all the turns to find yourself back at the Fountain Plaza. Now head south, all the way back to the Gate Plaza.

Now you are back in the Gate Plaza, so **BARGAIN MAP** and **BARGAIN COMPASS** from Ali Chica's stand. **USE MAP** to travel around the city quickly. Place cursor on the right side of the Fighter's Plaza (on the west), and click mouse to jump there. Go to the Cloth Merchant stand, and **BARGAIN CLOTH BAG**. Go to the Leather Merchant stand and **BARGAIN WATERSKIN** (3 will do for starters). Exit the bottom of the screen.

Walk towards the door and enter the Guild Hall. Go over to the logbook. **READ BOOK** and **SIGN BOOK**. Walk over to Uhura and **ASK ABOUT MONSTERS**. Walk over to the Quest Board and **READ BOARD**. Look at each quest to learn what your goals are. Go through the door on the right and practice your fighting skills with Uhura. Exit the bottom of the screen. Walk over to Rakeesh and **ASK ABOUT PALADINS**.

This is all you need to do today. Practice your Magic Skills until evening, then **USE**

MAP. Go to Katta's Inn, and **SIT** and **ORDER FOOD.** When Shema brings your food, say **THANKS**, then **EAT.** **STAND** and go to your bedroom at the top right of the screen. Sleep **UNTIL DAWN.**

Day 2

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. She tells you that she is dancing tonight, and asks you to come and watch. Say **THANKS** to her, and then **EAT.** **STAND** and leave the Inn.

USE MAP and jump to the lower section of Fountain Plaza. **DRINK** to quench your thirst and **GET WATER** to fill your waterskins. Go through the door on the left to enter the Apothecary. **BARGAIN HEALING PILLS.** He will not have heard you the first time, so again **BARGAIN HEALING PILLS.** You must also **BARGAIN POISON CURE PILLS** and **BARGAIN VIGOR PILLS.** Since you are a Wizard, you need to **BARGAIN MANA PILLS.** Exit the Apothecary. Exit the bottom of the screen. Approach the Brass Merchant and **BARGAIN LAMP.** Enter the Magic Shop. **ASK ABOUT SPELLS,** but do not buy any yet. Leave the Magic Shop.

USE MAP and jump to the Gate Plaza. Exit the bottom of the screen, and you will find yourself at the Saurus Stable. Ali Fakir will try to sell you a cute dinosaur. When he pauses, **BUY SAURUS.** Say **NO** to his first 4 offers. When he goes down to 10 DINARS, say **YES.** Ali Fakir will sell you a green one, and then leave. Now you are the proud owner of a Saurus, you are eager to explore the desert. **MOUNT SAURUS** and exit south to find yourself on the City Overlook. Exit the bottom of the screen and keep going for 5 more screens, until you see a rock that looks like a dinosaur head. The camera will switch positions from in front of you, to behind you. Don't worry, just keep going in the same direction (south) until you see the dinosaur-head rock. If you see a monster, you can fight it if you want. However, since you are not a fighter, it is better to run away. Now turn left at the dinosaur rock, and head for the Oasis. When you reach the oasis, you will be thirsty, so **DISMOUNT** and **GET WATER.** There is a man here with a very long beard wrapped around a tree. This beard is the 'Whirl' that was mentioned on the quest board, so **GET BEARD, MOUNT** your Saurus and then **GO HOME.** **DISMOUNT** the saurus and head north to the Gate Plaza.

Remember Shema is dancing at the Inn tonight, so keep an eye on the time. Practice your magic spells until evening. Ignore the Challenger at the Guild Hall. You are not a thief, so you don't need to walk the tightrope.

When evening comes, **USE MAP** and jump to Katta's Tail Inn. **SIT** down and watch the performance. Afterwards, you can **ORDER FOOD,** but remember to say **THANKS.** **EAT** your food, then **STAND** and go to your bedroom. Sleep until dawn.

Day 3

You wake up in Katta's Tail Inn and want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **SAVE YOUR GAME HERE**. **STAND** and leave the Inn.

There's a lot to do today, so let's get started. Exit the Gate Plaza by the top exit. At the first intersection, turn right into SHARKI DARB. Proceed until you come to TARIK OF STARS. Turn right, and proceed to the ASTROLOGER'S HOUSE. Abu will ask what your name is, so **TYPE NAME**. While you are here, **ASK ABOUT FORTUNE**. Before he can tell you fortune, he needs to know a bit about you, so **TELL ABOUT SELF**. Leave the astrologer's house.

USE MAP and jump to the Fountain Plaza South. **DRINK** and **GET WATER**. **GIVE CENTIME** to beggar. Exit the bottom of the screen. Enter the Magic Shop and **SELL WHIRL**. Since you are a Wizard, you need a lot of spells. You should already have OPEN, DETECT MAGIC, TRIGGER, ZAP, CALM, FLAME DART and FETCH (just check your inventory). So you still need to **BARGAIN FORCE BOLT**, **BARGAIN LEVITATE** and **BARGAIN DAZZLE**. If you cannot afford them all, buy what you can but come back another day for the rest. Leave the Magic Shop.

Now we want to visit the Enchantress Aziza. Exit the top of the screen, so you find yourself in SHMALI TARIK. Follow the street through all the turns (ignore that door on the left). When you reach the intersection, turn right onto SHMALI TARIK and follow the street through all the (many) turns. Eventually, you will find a door on the left, leading to SITT TARIK. Head on through this door. There is a big purple door with an eye. **KNOCK DOOR**. You will be asked some questions here:

Who is it that seeks to enter?
TYPE IN YOUR NAME.

Who is it that sent you here?
KEAPON LAFFIN.

What element is most appropriate for the owner of the Magic Shop?
AIR.

My first is the first. My second is the last. Next comes myself. Then back to the end, and to the beginning again. Who am I?
AZIZA.

You will now be allowed to enter Aziza's house. You must be very polite to her. Walk over to the steps and step down. She will ask you if you want to share some tea. Say

YES. There is nothing else you can do here just now, so say **BYE** to leave her house.

Since you are a Wizard, you should be ready to join the Wizard's Institute of Technology (WIT). But first, you need to find it. Return to SHMALI TARIK and head north (**USE COMPASS**) to KHALSA DARB. Turn left, and then **CAST DETECT MAGIC**. Proceed until you come to KUDRA DARB, and then turn right. Proceed until you come to SAHIR TARIK, and then turn right. **SAVE YOUR GAME HERE. CAST DETECT MAGIC** then **CAST OPEN** at the door. Make sure your Mana-count is at maximum here. You are now able to enter the Wizard's Institute of Technocery (WIT). The head-Wizard will ask you some questions:

Who are you?

TYPE IN YOUR NAME.

Why have you sought to enter into the Wizard's Institute of Technocery?

Wizard.

Who do you call upon to be your sponsor and mentor?

ERASMUS.

Before you can enter WIT, you must prove that you are worthy by passing a pre-test. Enter the pre-test room. You will see 3 bells here, but which is the correct bell?

CAST DETECT MAGIC. CAST FETCH at the bell that shimmers, then **CAST TRIGGER** at the bell on the stand. You have passed the pre-test.

The head-Wizard will ask if you want to be a Wizard, answer **YES**. Enter the test room, and be prepared to prove your skills as a Wizard.

Quickly, **SAVE YOUR GAME HERE**. You will see a staff spinning in front of you. **CAST FETCH** at the staff to get it. As the staff approaches, **CAST LEVITATE**. Use the Up Arrow key to rise above the spinning staff, and maintain altitude above it until the staff passes.

Quickly, **SAVE YOUR GAME HERE**. A stone wall will appear. **CAST TRIGGER** at the wall to turn it into a stone monster. **CAST DAZZLE** then **CLIMB WALL. CAST TRIGGER** at wall.

Quickly, **SAVE YOUR GAME HERE**. A big block of ice will appear. **CAST FLAME DART** at the ice. After the water passes, **CAST FORCE BOLT** at the crack near the centre of the ice (it is hard to spot). **CAST FORCE BOLT** again at the crack. Once more, **CAST FORCE BOLT** and the ice should be gone.

Quickly, **SAVE YOUR GAME HERE**. Now a door will appear. **CAST OPEN** at the door to open it. There is a fire behind the door, so **CAST CALM**. Now the fire is out, but it has burned a big hole in the ground. You need to make a bridge. **CAST FETCH** at the door to close it. **CAST FORCE BOLT** at the top of the door to knock it over the

big hole. Now walk over your newly created bridge. The head Wizard will ask if you want to stay here and study with them. You know that you are needed as a hero elsewhere, so tell him **NO**.

Congratulations. You are now a Wizard. Check the time, and practice spells until evening. **USE MAP** and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 4

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **SAVE YOUR GAME HERE**. **STAND** and leave the Inn.

USE MAP and jump to the Astrologer's house. **ASK ABOUT FORTUNE** then leave the house. Practice magic skills until the evening.

USE MAP and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 5

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**. We meet the first Elemental today, so **SAVE YOUR GAME HERE** before leaving the Inn.

As soon as you leave the Inn, you will see the Fire Elemental. Head north, making sure you avoid the Elemental and are not burned. You need some information about how to beat the Fire Elemental. Once you are in the corridor, you can **USE MAP** and jump to Aziza's house. **KNOCK DOOR**, enter and **SIT** down. She will ask if you want to share some tea, tell her **YES**. **ASK ABOUT ELEMENTAL** then **ASK ABOUT FIRE ELEMENTAL**. **ASK ABOUT CONTAINER**. **ASK ABOUT CONTRARY ELEMENT**. Tell her **THANKS** and then say **BYE** to leave.

USE MAP and jump to the Apothecary. **ASK ABOUT FIRE ELEMENTAL**. He will not hear you the first time, so **ASK ABOUT FIRE ELEMENTAL** again. **ASK ABOUT FLAME**. **BARGAIN FOR INCENSE**. Once you have the incense, you can leave. Walk towards the fountain and **GET WATER**. **SAVE YOUR GAME HERE**.

USE MAP and jump to the Gate Plaza. **USE INCENSE**. Head north and continue north until you run out of incense. **DROP LAMP**. Walk towards the Elemental and **USE WATERSKIN**. The Fire Elemental should jump into the lamp. **GET LAMP**. That's the end of the Fire Elemental! Practice your magic skills until evening.

USE MAP and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 6

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **SAVE YOUR GAME HERE**. **STAND** and leave the Inn.

There is nothing much to do today. **USE MAP** and jump to the Apothecary. **BARGAIN HEALING PILLS** and **BARGAIN VIGOR PILLS**. **USE MAP** and jump to the Fountain Plaza. **GET WATER** to refill your waterskins. Practice skills until evening.

USE MAP and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 7

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND** and leave the Inn.

Another quiet day. **USE MAP** and jump to the Guild Hall in Fighter's Plaza. Rakeesh will give you 50 dinars as a reward for dealing with the Fire Element. **THANK REKEESH**, then exit the Guild Hall.

USE MAP and jump to apothecary. **BARGAIN MANA PILLS, BARGAIN VIGOR PILLS**, and **BARGAIN HEALING PILLS**. Now leave the shop.

USE MAP and jump to the Fountain Plaza South. Listen to Omar's Poetry. You will know when he is finished because the fountain will start running again. Leave and return to the Fountain Plaza straight away. **LOOK GROUND** to see that Omar has dropped his purse. **GET PURSE**. If you need extra food, you can **BARGAIN JERKY**

from the Katta food merchants.

Practice skills until evening. **USE MAP** and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 8

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. Shema dances tonight, so you must be back to watch her. **SAVE YOUR GAME HERE**. **STAND** and leave the Inn. As soon as you go outside, your Saurus will greet you with a big 'GRONK' (isn't that nice), so you must take him back to the stables.

USE MAP and jump to the Aziza's house. **KNOCK DOOR** and enter. Answer **YES** when she asks if you want tea. Then **SIT**. **ASK ABOUT AIR ELEMENTAL**. She will tell you all she can, but Keapon Laffin knows more about this than she does. Say **BYE** to leave.

USE MAP and jump to the Magic Shop. **ASK ABOUT AIR ELEMENTAL**. **ASK ABOUT AIR**. **ASK ABOUT FOOLER'S EARTH** and he will give you a Pot Of Dirt. Leave the Magic Shop.

Practice skills until evening. **USE MAP** and jump to Katta's Tail Inn. **SIT** and watch Sheema dance. Afterwards, you can **ORDER FOOD** and Sheema will bring your supper. Say **THANKS** to her, and then **EAT**. **STAND**, but don't go to your bedroom. Instead, leave the Inn.

USE MAP and jump to the Fighter's Plaza. Head over to the Weapon Shop. **CAST LEVITATE** and **GET BELLOWS**. **USE MAP** and jump to Katta's Tail Inn. Go into your bedroom and **SLEEP UNTIL DAWN**.

Day 9

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND** and leave the Inn.

Today we have to beat the Air Elemental. **SAVE YOUR GAME HERE**.

USE MAP and jump to the Plaza Of The Palace on the East. Go into the centre of the room and **CAST LEVITATE**. Use the arrow keys to rise above the level of the Air Elemental. Wait until the Elemental is below you then **DROP EARTH**. The Air Elemental will now be grounded, so **USE BELLOWS** to capture it. That's the end of the Air Elemental.

Practice skills until evening. **USE MAP** and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 10

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND** and leave the Inn.

Nothing to do today. Practice skills until evening. **USE MAP** and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 11

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND** and leave the Inn.

Nothing much to do today. Practice skills until evening. **USE MAP** and jump to Katta's Tail Inn. **SIT** and listen to Omar's speech. Afterwards, **STAND** and walk over to Omar. **GIVE PURSE** that he dropped earlier and accept his reward. Say **THANKS**. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 12

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **SAVE YOUR GAME HERE**. **STAND** and leave the Inn.

Today we will defeat the Earth Elemental. **USE MAP** and jump to the Guild Hall in

Fighter's Plaza. Talk to Rakeesh and **ASK ABOUT NATURE**. Exit the Guild.

USE MAP and jump to the Apothecary in the Fountain Plaza. **ASK ABOUT EARTH** and **TELL ABOUT EARTH ELEMENTAL**. Leave the shop. Exit bottom of the Fountain Plaza South. Exit top of the Fountain Plaza North. **SAVE YOUR GAME HERE**. Wander about the streets and hunt for the Earth Elemental in the northern part of the city. When you find it, **CAST FLAME DART** at the Earth Elemental until it crumbles. Don't let it get too close. Back away and **USE MANA PILL** when necessary. That is the end of the Earth Elemental, so **GET EARTH**.

Practice magic skills until evening. **USE MAP** and jump to Katta's Tail Inn. **SIT** and listen to Omar's speech. Afterwards, **STAND** and walk over to Omar. **GIVE PURSE** that he dropped earlier and accept his reward. Say **THANKS**. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 13

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **SAVE YOUR GAME HERE**. **STAND** and leave the Inn.

We have a busy day today, so let's get started. **USE MAP** and jump to the Fountain Plaza. Walk towards the fountain and **GET WATER**.

USE MAP and jump to the Gate Plaza and head south to the Saurus stable. **GET SAURUS** and **MOUNT SAURUS**. Go back to Dervish at the Oasis - South until you see the rock that looks like a dinosaur head, then turn left. When you arrive at the Oasis, **ASK ABOUT PUZZLE**, then **GO HOME**. While you are still on the Saurus, go south one screen to the Shapeir Overlook. From here, head west for 5 screens (one screen past the Griffin), then south until you come to the Caged Beast. **DISMOUNT SAURUS**, walk over near the cage and **GIVE WATER**. Go back over to the Saurus and **MOUNT SAURUS**. Exit the screen then **GO HOME**. Head north to the stable. **DISMOUNT SAURUS** and head north into town.

USE MAP and jump to the Apothecary. **ASK ABOUT DISPEL POTION**. He will not hear you the first time, so **ASK ABOUT DISPEL POTION** again. **ASK ABOUT INGREDIENTS**. **ASK ABOUT FRUIT OF COMPASSION**. Now leave the shop. Walk towards the fountain and **GET WATER**.

USE MAP and jump to Aziza's house. **KNOCK DOOR**. Answer **YES** when she asks you about tea. **ASK ABOUT PLANT**. Say **THANKS**, then **BYE** to leave.

USE MAP and jump to the Gate Plaza, and head south to the Saurus stable. **GET SAURUS, MOUNT SAURUS**, and head south to the Shapier Overlook. Head west until you see the Griffin's nest, then **DISMOUNT** saurus. Walk towards the bottom of the nest and **CAST LEVITATE**. **LOOK IN NEST** and **GET FEATHER**. When you have the feather, **MOUNT SAURUS** and head east lots of screens (past the Shapier Overlook) until you find the Tree Woman. **DISMOUNT** and walk towards the Tree Woman. You need to give her gifts, so she will give you the Fruit Of Compassion. The first gift (The Gift Of Kindness) is to **GIVE WATER** to the tree. After which, **TELL ABOUT SELF**. The second gift is the Gift Of Magic, so **GIVE ELEMENTAL EARTH** to the tree. Now **TELL ABOUT EARTH**. Lastly comes the Gift Of Love, so **HUG TREE** and talk to her. Tell her that her name is **JULANAR**. You have restored her spirit, and she will thank you by giving you the Fruit Of Compassion. **TAKE FRUIT** and walk back to the Saurus, **MOUNT SAURUS** and **GO HOME**. Head north to the Saurus stable and **DISMOUNT**. Head north into the city.

USE MAP and jump to the Fountain Plaza and **GET WATER**. Practice your magic skills until evening.

USE MAP and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 14

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **SAVE YOUR GAME HERE**. **STAND** and leave the Inn.

USE MAP and jump to the Apothecary. **GIVE FEATHER**. He will not hear you the first time, so **GIVE FEATHER** again. **GIVE FRUIT** then leave the shop. You now have 3 dispel potions.

USE MAP and jump to the Gate Plaza. Head south to the Saurus Stable and **GET SAURUS** and **MOUNT SAURUS**. Head south to the Shapier Overlook. Go west for 5 screens, then head south until you reach the Caged Beast. **DISMOUNT** Saurus and walk near the cage. **GIVE WATER** and **GIVE FOOD**. Go around to the back of the Beast. **GET HAIR**, then **GIVE DISPEL POTION**. The Beast will change back into Al Scurva. After the conversation, **MOUNT SAURUS** and **GO HOME**. Head north to the Saurus stable. **DISMOUNT** Saurus and head north into town. Practice your skills until evening.

USE MAP and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL**

DAWN.

Day 15

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND** and leave the Inn.

Today we will defeat the Water Elemental. **SAVE YOUR GAME HERE**. **USE MAP** and jump to the Fountain Plaza. Approach the fountain cautiously to avoid being caught by the Water Elemental. Don't get too close to it. **DROP WATERSKIN**. **USE BELLOWS**. **GET WATERSKIN**. That is the end of the Water Elemental.

Practice magic skills until evening. **USE MAP** and jump to Katta's Tail Inn. **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 16

You wake up in Katta's Tail Inn and you want some breakfast. **SIT** so Shema can bring your food. Say **THANKS** to her, and then **EAT**. **SAVE YOUR GAME HERE**. **STAND** and leave the Inn.

This is your last day in Shapeir, so you need to tie up any loose ends.

USE MAP and jump to Aziza's house. **KNOCK DOOR** to enter.

USE MAP and jump to the Plaza Of The Palace. Head west and approach the Jewellery Stand. The Katta will reward you for your bravery, so say **THANKS**.

USE MAP and jump to the Apothecary. **BARGAIN HEALING PILLS** and **BARGAIN VIGOR PILLS**. Practice skills until evening.

USE MAP and jump to Katta's Tail Inn. **SIT** and listen to Omar's poetry. Afterwards, **ORDER FOOD**. You may have to **STAND**, leave, come back in, and **SIT** so that Shema can bring your food. Say **THANKS** to her, and then **EAT**. **STAND**, go to your bedroom and **SLEEP UNTIL DAWN**.

Day 17 - 26

In the morning, the caravan to Rasier will leave immediately. The game takes control at this point. Shema will give you several rations and a change of clothes and you will be sent on your way, with a new Saurus. You will meet up with the caravan, and the game's intermission will carry out.

Day 27

You arrive at the Raseir Gate Plaza. Khaveen will welcome you \ threaten you, but he will eventually give you a visa. **SAVE GAME HERE.** Enter the Blue Parrot Inn. Ferrari will ask you to join him, so walk over to him and **SIT** down. He will ask what you want to drink - ask for **COFFEE**. When the bartender brings your coffee, make sure you **DRINK** it. Afterwards, Ferrari will dismiss you. Explore until evening, but do not get lost because your Magic Map doesn't work in this city.

Return to the Blue Parrot Inn when evening arrives. Ferrari will again ask you to join him, so walk over to him and **SIT** down. You will be introduced to Ugarte. He will offer to sell you some information. **PAY UGARTE** to get this information. You must talk to Ugarte. **ASK ABOUT SERVICE** and **ASK ABOUT WATER**. It is time to go to bed now, so **STAND** and exit off screen left behind the bar to enter bedroom.

Day 28

Exit the Blue Parrot Inn. **SAVE GAME HERE.** Exit Raseir Gate Plaza to the North. Proceed along the street until you come to Raseir Fountain Plaza North. Pity there is no water in this fountain! Exit left side of the bottom of the screen and see Ugarte be arrested for smuggling water. Exit bottom of the screen, then exit Raseir Fountain Plaza North at the top of the screen. Proceed until you are stopped by a woman in a veil. Follow the woman to the right. Enter the open doorway to find yourself in the Harem's House. She will explain to you that she is being forced to marry Khaveen, and so she wants to escape the city. She will ask for your help, so **GIVE CLOTHES** to give her your spare clothes and **GIVE VISA** so she can escape the city. Now she looks just like you! She will give you her mirror to say thanks, then leaves the room. Wait for a few seconds, and then you can leave. **USE COMPASS** to get your bearings. Head south until you come to the Raseir Fountain Plaza South. **LOOK FOUNTAIN**, then head back north and return to the Blue Parrot Inn. Wander about until evening, but don't get lost. Enter your bedroom and sleep for the night.

Day 29

The next morning, Ferrari will tell you it's been a pleasure doing business with you. **SAVE YOUR GAME HERE.** As soon as you step outside, you will be arrested.

You are thrown in a jail cell with only a Katta for company who will not talk to you. But, wait. Didn't the Katta give you a pin before you left Shapeir? This shows that you are a friend to all Kattas. **SHOW PIN**, and he will trust you. He will tell you his name is Sharaf, so **ASK ABOUT SHARAF.** Now you just need to escape from this cell. **CAST OPEN** at the cell gate to open it. Keep trying until you succeed. Now you can just walk out the cell.

Now you can **SEARCH ROOM** and **GET EQUIPMENT.** The Katta, Sharaf, will point out a secret escape route, and you will help him open it. Then, **ENTER PASSAGE** to leave the dungeon. You will find yourself in the streets of Raseir. Proceed until you meet Ad Avis.

He hypnotises you so you will follow him to the Forbidden City. The two of you will be outside the ancient ruins. Ad Avis cannot seem to open the door, so you need to help him. **USE MIRROR** and you will reflect the moonlight onto the door, opening it. He will send you in and the door will close behind you.

You are now inside a very dark cave. Just as well you have a magic lamp containing the Fire Elemental. **RUB LAMP** and you will have your light. Head west to the next screen. **PUT OUT LAMP.** You find yourself in the Water Room. **SAVE YOUR GAME HERE.** Watch the logs floating down the fast-moving river. Go up to the shore closest to the waterfall and **JUMP** when a log gets nearby. **JUMP** again once the log reaches the opposite shore.

This is the Air Room. Be careful of that wind hole on the left, as it will try to suck you in. To stop the wind, you must **CAST FORCE BOLT** on the rocks above the wind hole. Keep trying until you succeed. The rocks will eventually collapse, and you will be able to go up behind the waterfall, right onto the next screen, and further right onto the screen after that.

This is the Fire Room. Simply follow the path around, avoiding the lava and the venting flames as much as possible. **USE WATER** when you get too hot. Make it to the far side and you will enter the next room.

You are now in the Earth Room, and the rest of the chamber is below you. **CAST LEVITATE** and you will float down to the floor. Walk up to door on the left, and it will ask you about the name of power. Now remember what Ad Avis told you. Say **SULEIMAN** to the door, and then continue through the door.

This is the Treasure Room. Look at the treasure if you want, but do not touch it. This treasure is cursed. Continue left through the door, into the next room.

The Statue of Iblis is in this room. You will automatically walk up to the pedestal with the Statue. Ad Avis will appear, grab the statue, and leave you stranded. How kind! Walk back down the platform, and you will see a flash at bottom of the screen. **LOOK FLASH**, and you will see a ring. **GET RING**, and you will put it on your finger, and a magic Djinni will appear.

The Djinni will grant you 3 wishes, but it is not so simple as wishing for the Statue of Iblis. **ASK ABOUT WISHES**, and he will tell you what you can wish for. Since you are a Wizard, you should **WISH FOR HEALING** and **WISH FOR MAGIC**. Now **TELEPORT** to escape the caves.

Day 30

The Djinni will take you back to Shapier, to the Palace Plaza. **SAVE YOUR GAME HERE**. Sharaf, the Katta you freed, will sneak by and tell you that the Underground is almost ready to attack the Palace. **RUN** up to the main gates of the palace. There are some guards here. Quickly **CAST FLAME DART** or **CAST FORCE BOLT** at guard, high up on the wall to get rid of him, then **CAST DAZZLE** to blind the other 2 guards. Finally, **CAST OPEN** on the door, and enter the palace.

You will make your way around the palace, and enter one last chamber, that Khaveen is standing guard over. **CAST CALM** and he will wander off. **CAST LEVITATE** to float down to the floor. Now, for the door. It has a spell on it. **CAST TRIGGER** on it to activate the explosive spell, then **CAST OPEN** on it. Now, this is very important, **CAST REVERSAL**, and then enter the Ritual Chamber.

When you enter the room, the big statue comes to life as you get close to it. First, **CAST TRIGGER** on the statue to make it crumble. Now, **CAST FORCE BOLT** or **CAST FETCH** on an unlit candle. This will break Ad Avis' spell. He is furious, and will use his shape-changing spells on you. Fortunately, if you have Reversal activated, it will rebound off you. Khaveen enters the room now, and he is turned into a snake (hee hee). Now, Ad Avis realises that you have a Reversal spell, and he will prepare a spell that will set you on fire. Make your way to the centre of the room, and **CAST FORCE BOLT** on the wall between the first and second pillars on the left side of the balcony. The spell will rebound into the brazier, the brazier will fall on Ad Avis, and Ad Avis will fall off the edge! The Djinni will reappear, tell you the real prophecy, and then vanish again.

Now sit back and enjoy the ending.

This walkthrough was created by Frodo for Abandonia.