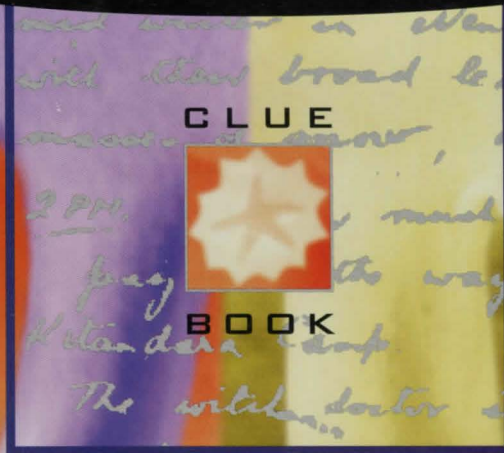


FABLES&FIENDS™



THE HAND OF FATE™



Westwood
STUDIOS

INTRODUCTION

Thank you for taking *The Hand Of Fate Clue Book*

along on your adventures through the land of

Kyrandia. Inside you will find all of the

information you need to complete the

game and save Kyrandia.

HAND OF FATE CLUE BOOK

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GENERAL INFORMATION

Use Zanthia's camping cauldron to mix together ingredients for any potion.

Adding Ingredients

To add an ingredient to the cauldron mix, click the mouse cursor on the spell ingredient (whether it is in Zanthia's inventory or lying in the scenery) to pick up the item. Then move the cursor (which shows the item) over to the cauldron, and click again. The spell ingredient should drop into the cauldron.

For most liquid spell ingredients, like milk or hot water, you need to gather the ingredient in a flask in order to pour it into the cauldron. Pick up an empty flask (either from Zanthia's inventory or from the scenery) by moving the mouse cursor over the flask and click. Then move the empty flask-cursor over the liquid, and click again. The flask should fill with the liquid. To pour the flask contents into the cauldron, pick up the liquid-filled flask, move the cursor over the cauldron, and click. The flask should empty into the cauldron, and you'll have an empty flask again in the cursor.

Mixing Potions

To make a potion, add to the cauldron the spell ingredients as prescribed in Zanthia's spell primer. When you have added the right combination of ingredients, the liquid in the cauldron changes color. If the liquid is clear, it's not a potion.

If you've lost track of just what was dumped in the cauldron, click the white arrow mouse cursor on the cauldron. Zanthia will then list whatever ingredients are in the mix.

To empty the cauldron with its current ingredients, pull the small chain on the left side of the cauldron. This empties all ingredients, and fills the cauldron with plain water again.

Emptying the cauldron isn't necessary if you accidentally put the wrong ingredient in the cauldron. A potion will be made as long as you have at least the right ingredients, plus whatever additional flavorings you decide to add. For example, to make the Sandwich Potion, if you add Plant Food by accident, you'll still get a regular, healthy sandwich potion. Extra ingredients will not change the potion's powers or effects.

However, anything you add to the cauldron after you've made the potion will change the potion back into clear water again. Don't add anything to the potion until you're sure you're done with it and have filled all the flasks you need.



Serums

Some potions require you to make the serum first, and then place a serum-filled flask on an altar to change it to a potion. Read the potion recipes carefully!

Using Potions

Once the color of the liquid in the cauldron changes, you have a potion. To use the potion, fill a flask with the potion: Pick up an empty flask by moving the cursor over the empty flask in Zanthia's inventory or in the scenery, and click the mouse button. Then move the flask-cursor over the potion-filled cauldron and click the mouse button. The flask should then fill with whatever potion is in the cauldron.

Most of Zanthia's potion recipes make more than one flask-full of potions. If you have the extra empty flasks, you might want to fill them, too. To use a potion, pick up the potion-filled flask and click it over Zanthia.



ALCHEMIST'S MAGNET

Besides the nifty little camping cauldron, Zanthia's most useful tool is the Alchemist's Magnet that is the inheritance of all Kyrandian Mystics. The Alchemist's Magnet has two special powers that Zanthia will find particularly useful.

Changing Lead into Gold, and Back Again

The Alchemist's Magnet can change gold into lead and lead into gold. To do this, pick up the Alchemist's Magnet by moving the cursor over the Alchemist's Magnet, whether it's lying in Zanthia's inventory or in the scenery. Then, with the Alchemist's Magnet-cursor, move the magnet over the gold or lead item (whether it's lying in Zanthia's inventory or in the scenery) and click the mouse button.

If it's gold, it'll change to lead; if it's lead, it'll change to gold.

To Find the Truth

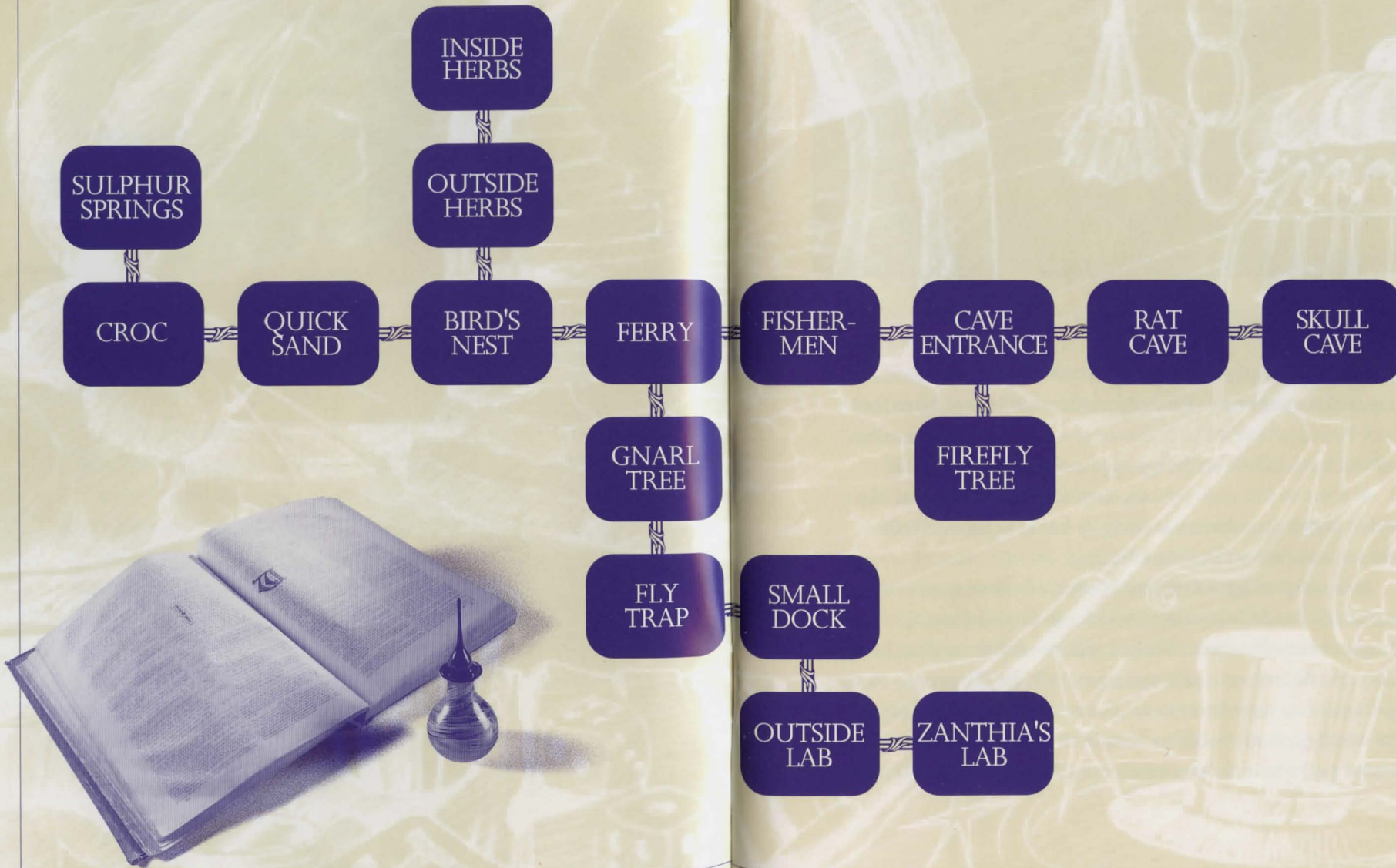
The Alchemist's Magnet can also reveal what someone in Kyrandia is really thinking. To find out someone's true intention, pick up the Alchemist's Magnet by moving the cursor over the Alchemist's Magnet, whether it's lying in Zanthia's inventory or in the scenery, and clicking the mouse button. Then, with the Alchemist's Magnet cursor, move the magnet over the person and click the mouse button.

Sometimes finding out what that person is thinking will give Zanthia valuable clues for her quest.



CHAPTER ONE

DARKMOOR SWAMP



DARKMOOR SWAMP



Rounding Up Some Equipment

At the beginning of her quest, Zanthia needs to recover some of her stolen equipment. She can probably find her old Magician's School Potion primer in the hollowed tree stump that is located in the Weed Patch. Click on the tree stump to get the spell book.

In order to mix spell potions, Zanthia needs a cauldron. Her portable camping cauldron can likely be found in the tree hollow in the Lagoon (where the Crocodile is).

In the beginning of the game, there's also some equipment found inside Zanthia's laboratory which she may find useful throughout her adventures. Click on the lower shelves of the bookshelf in her laboratory to pick up an empty flask. (Use empty flasks to gather potion ingredients to be poured into the cauldron, as well as for storing potions once they have been brewed.) Click on the rumpled rug to have Zanthia search out a flask of water.



Skeleton's Key

To cross the Quicksand Bog, Zanthia needs to push over the tree at the right of the bog. Click on the tree to have Zanthia do this.

Once the tree is tipped over, Zanthia can cross the bog, as well as pick up the Skeleton's Key lying in the skeletal hand.

Swampsnake Potion

To get past the Rat guarding the Twisted Tunnel, Zanthia needs to scare him by using the Swampsnake Potion. To make the potion, Zanthia needs to mix the following ingredients in the cauldron: Windy Woof, Toad's stool, Smell of Eggs, Lizard Tears, an Onion and some Hot Water.

Gnarlybark is an acceptable substitute for "Windy Woof." Zanthia can break off a piece of Gnarlybark from one of the twisted roots of the Gnarlwood Tree.

The "Toad's stool" that is required is not a mushroom. Zanthia needs to use one of the small stools that she can find inside Herb the Toad's house.

Sulfur smells like rotten eggs, and there's a Sulfur rock in the upper left area in the Sulfur Springs.

Zanthia can get Lizard Tears from the crocodile sitting in the lagoon. To make him cry, Zanthia can feed him one of the onions she can find near the Gnarlwood Tree and at the Cave Entrance. Alternately, to make the crocodile laugh so hard he cries, Zanthia can tickle him with the Feather found in the nest at the crossroads in the swamp. Either way, the crocodile's tears will fall into a puddle. Click an empty flask onto the puddle to collect the tears.

To add hot water to the cauldron, collect the water in the hot Sulfur Springs in a flask. This hot water collected in a flask might



cool down after a while, but water in a flask can always be heated over the candle inside Herb's Shack.

Once these ingredients are poured into the cauldron, Zanthia will have prepared the green Swampsnake potion. Click an empty flask on the cauldron to collect one serving of the potion.

To scare the Rat in the Twisted Tunnel, Zanthia can either drink the potion while in front of him, or she can give it to the Rat. Either way, the Rat will be scared off, and Zanthia can go past him into the cave beyond.

The Skull

The cave beyond the Twisted Tunnel is very dark. Zanthia will not be able to do anything here unless she has an Everglowing Fireberry in her knapsack. These grow on the bush outside Herb's Shack. To pick one off the bush, Zanthia needs to pour some water (clean water, swamp water, warm water, it doesn't matter) over the berries to cool them off first.

To open the Skull's mouth, Zanthia has to play the correct tune on the Skull's teeth. Zanthia can learn the tune from the fireflies at the Firefly Tree. Click on one of the fireflies to find out the first note. (If the first note/firefly happens to be the one you first chose, that note will be repeated, and the next note will be revealed. If your first choice isn't the correct one, the correct first note/firefly will light up.) Repeat and follow the sequence that the fireflies show you. When you successfully repeat the entire sequence, the fireflies will play a tune for you.

If Zanthia doesn't want to waste so much time at the Firefly Tree, have her feed the fireflies a blueberry. (Blueberries can be found around Zanthia's laboratory.) The fireflies will play the entire sequence for Zanthia.



Memorize the sequence or write it down, and then play it back on the Skull's teeth to get the mouth to open.

The sequence will change with every game, so if you restart a game, the sequence will be different.

To open the chest inside the Skull's mouth, use the Skeleton's Key found in the Quicksand Bog. Inside the chest, Zanthia will find an Alchemist's Magnet (which can change lead into gold) and some cheese.

The Fishermen

Zanthia must give the fishermen some cheese to use as bait before they will catch a fish and go home. Zanthia can then find their empty boat at the small dock near her home. The anchor can be borrowed and turned to gold with the Alchemist's Magnet.

Marco

Zanthia does not have to help Marko, but if she wants to make the giant flytrap release him, she must feed the lower pod by giving it the bag of Plant Food that she can get inside Herb the Toad's house.

Dragonfly

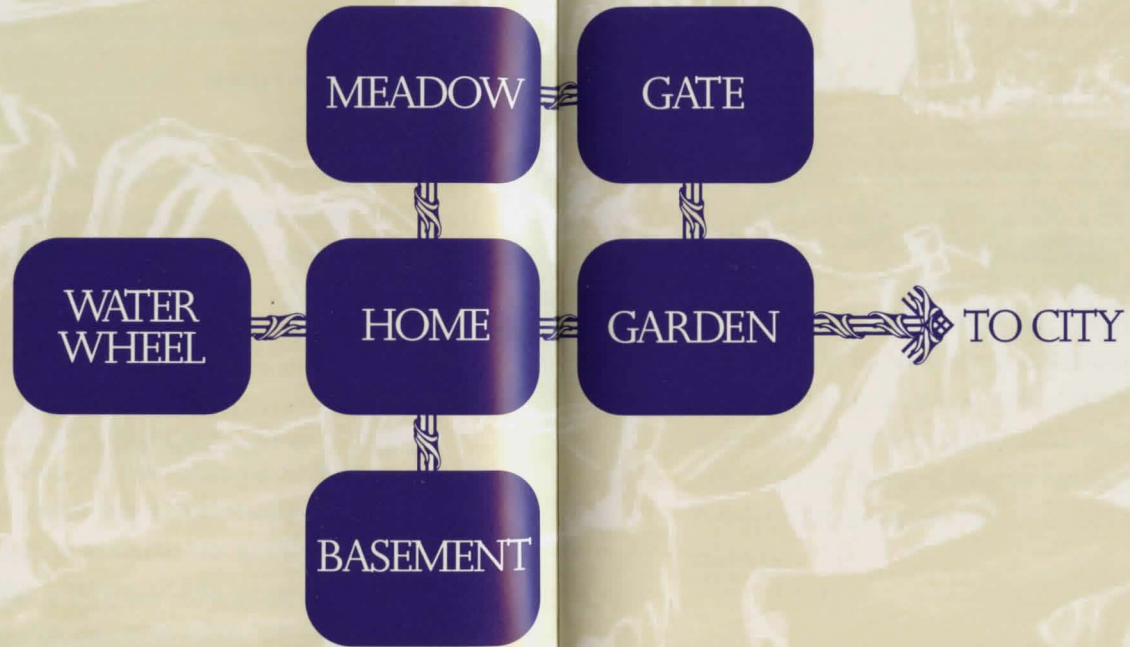
Once Zanthia has the anchor, when she returns to the Ferry she will find that a mailman-dragonfly has accidentally sneezed flames and burned the Ferry. The despondent dragonfly will carry Zanthia to Morningmist if she helps him find his four missing letters.

Zanthia can find the four missing letters in the Sulfur spring, on the roof of her own house, in the quicksand bog, and under the firefly tree. If Zanthia is curious, she can steam the letters open at the Sulfur springs and read the mail.



CHAPTER TWO

MORNINGMIST VALLEY



MORNINGMIST VALLEY

When Zanthia lands in Morningmist Valley, she needs to make her way into the city of Highmoon nearby, in order to take a boat to Volcania, which she thinks will take her to the center of the world.

Farmer Greenberry and His Mustard

When Zanthia lands in Morningmist Valley, she can pick up the letter and deliver it to Farmer Greenberry. If Zanthia also rummages through the haystack, she'll find another empty flask.

When Farmer Greenberry receives the letter, he'll give Zanthia his recipe for mustard. A flask of vinegar (needed to make mustard) sits on the shelf near Farmer Greenberry, who won't mind if she takes it. If she keeps pestering him, he'll also tell her about the guards at the gate, and gives her a clue how to get past them (hint: their love of purloined picnic sandwiches).

Making Sandwiches

To tempt the guards from their vigil at the gate of Highmoon, Zanthia needs to make a sandwich. According to the recipes in her potion book, Zanthia will need cheese, mustard, lettuce, and ground wheat.

To get lettuce, as well as the radishes needed to make mustard, Zanthia must get the sprouts in the Garden to grow. To do this, she has to go to the Water Wheel and unjam the wheel by removing the stick, and turning the valve wheel to open it. Then, Zanthia can go to the garden and use the elephant trunk hose to water the garden. Lettuce will grow in the left row, and radishes will grow in the right.

Zanthia can find grain stalks in the meadow where she first landed. She needs to take the stalks to the water wheel, and place them under the pounding fist to grind them. To scoop out the ground wheat, Zanthia needs the red baby dragon's water bowl.

To make mustard, Zanthia needs to grind radishes the same way she ground the wheat stalks. Once the ground radish is scooped out and in the bowl, click the flask of vinegar on the radish to turn it into mustard. Zanthia has to place the bowl of ground radish on her inventory rack in order to be able to add the vinegar correctly.

Making Cheese In Farmer Greenberry's Cellar

To make cheese, Zanthia needs to utilize the cheese-making machine inside Farmer Greenberry's cellar. The problem, of course, is getting rid of Farmer Greenberry, who might be a little upset with Zanthia rummaging through his things.

Zanthia will need the help of the Ghost caught in the haystack. The Ghost will appear the second or third time Zanthia enters the Meadow scene. When she meets the ghost, he will carry on a lengthy conversation with Zanthia if she lets him, but all she really needs to do is to click an empty flask on him to get him to go inside the bottle. She can then take the ghost-in-the-bottle to the garden and click the ghost on the scarecrow. The ghost will be delighted with his new body and will run happily out of the garden.

When Zanthia returns to Farmer Greenberry, the A.W.O.L. Scarecrow will tease the Farmer, who will then run away trying to chase down the scarecrow. With the Farmer gone, Zanthia will be free to climb down into the cellar.

Inside the cellar Zanthia will find the cheese-making machine. To get it to work, Zanthia needs to pour milk into the funnel on top. She can obtain milk from the sheep in the meadow by using an empty flask. Zanthia needs to pour the milk into the machine and then pull the lever. A piece of cheese will fall out.

Tempting The Guards

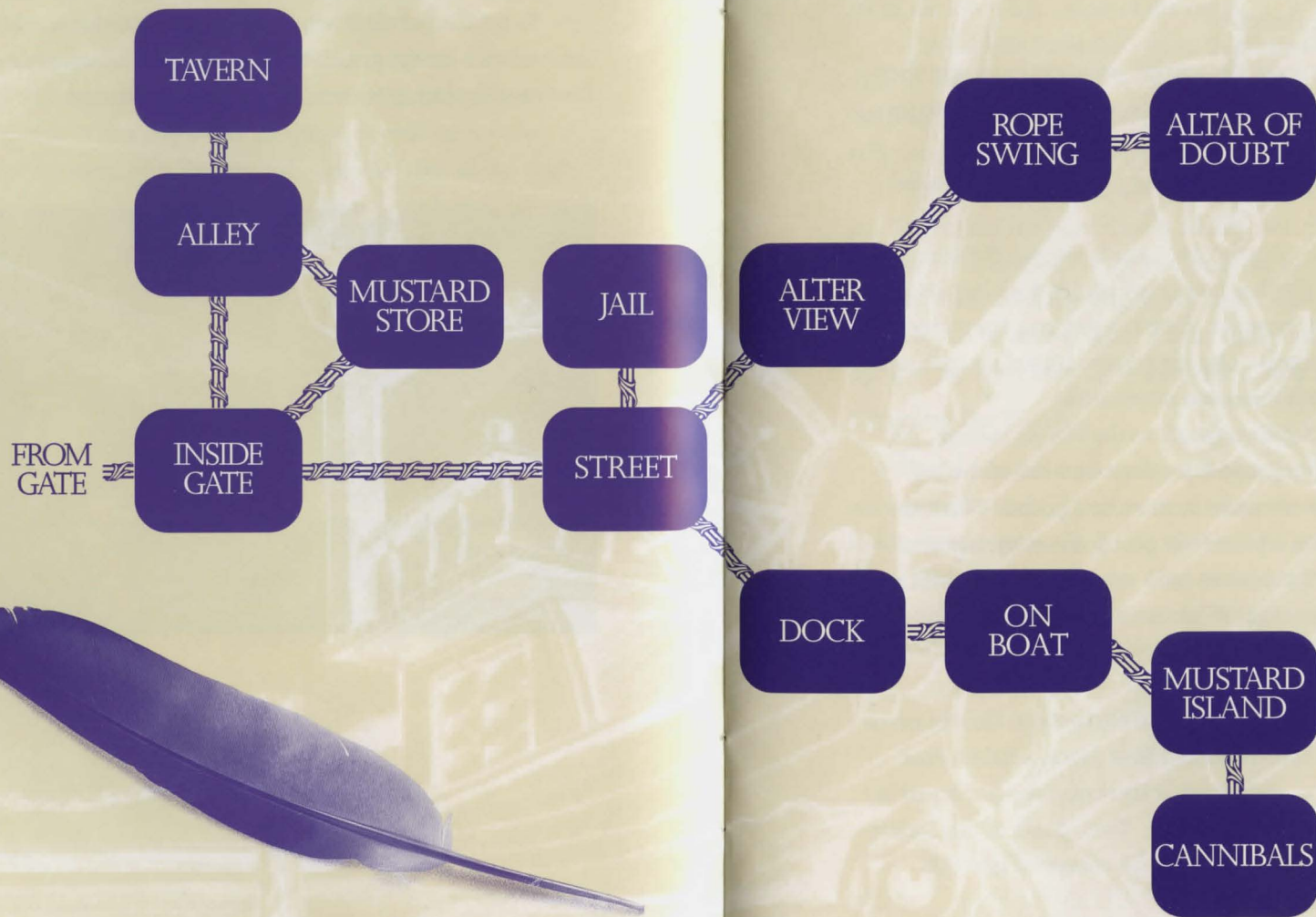
Once Zanthia has made the orange Sandwich potion, she can click empty flasks on the cauldron to get sandwich-in-a-bottle, and then click this on herself to get an actual sandwich.

To get the guards down from the gate, Zanthia needs to click the sandwich on the guards or the gate. When they come down, Zanthia will sneak past them and on into Highmoon.



CHAPTER THREE

HIGHMOON



HIGHMOON

Once inside the gates of Highmoon, Zanthia tries to charter a boat to the center of the world, but finds many of the townspeople asleep on the job. It's a matter of waking them up and getting them on the go.

Inside the Drunken Dragon

When Zanthia arrives in Highmoon, most of the people she finds there are in some kind of trance. The only way to talk to people is to go inside the Drunken Dragon tavern and talk to the patrons. Obviously, whoever was putting people to sleep couldn't get past the locked door.

If Zanthia wants to open the door, she must play the same colored light tune that the Fireflies taught her on the dock lights to the left of the tavern. Again, however, there is a way past the tedium (or your thrown away notes): Use the Scissors picked up in Farmer Greenberry's cellar to pick the tavern door's lock.

Inside the tavern, Zanthia can talk to the various patrons, get some Taffy out of the barrel, and draw Root Beer out of the keg. Before she can leave, however, she must recite a poem. When she tries to walk out the door, a pirate will get up and recite a poem. Then, when he's done, Zanthia can walk up to the podium (click on the podium) to begin reciting. When she's done, she's free to leave.

The Skeptic Potion

To wake up the entranced people of Highmoon, Zanthia needs to make the Skeptic potion. Sweet and Sour Sauce, a Rabbit Footprint, a Lucky Horseshoe, and Lizard Tears need to be combined in the cauldron to make the Skeptic serum. Then, flasks of this Serum must be placed on the Altar of Doubt to be converted into full-fledged Skeptic Potion.



To make Sweet and Sour Sauce, Zanthia must combine (in the red baby dragon's water bowl) either the Root Beer or Taffy with either the Orange Peel or Vinegar. The Root Beer is found in the keg inside the Drunken Dragon. The Taffy is also in the tavern, in a barrel in the lower left corner of the room.

The Rabbit's Footprint can be impressed upon either a piece of Taffy or a clump of Mud. A clump of mud can be obtained from the puddle at the base of the giant rabbit statue. Click the mud or taffy on the rabbit's foot to get the footprint.

The Lucky Horseshoe can be found in Farmer Greenberry's cellar. To find out if a horseshoe is a lucky one, pick one up and click it on Zanthia, or look for the one with the points facing up.

To make the baby dragon cry Lizard tears, take his water bowl away. If you've already taken it away earlier and the tears have dried up, give the bowl back...and then take it away again.

Crossing the Gorge

To get past the rope swing at the gorge, Zanthia needs the assistance of a stick. There's one stuck in the seahorse fountain just inside the city gates. To free it, click on the seahorse's mouth. Then, when Zanthia is at the edge of the gorge, click the stick on the rope. This will help Zanthia reach the rope and swing to the other side safely. She can then proceed to the Altar of Doubt.





Getting the Gold

The only gold Zanthia can find in Highmoon are the pirates' gold teeth. To get the gold, Zanthia must start a ruckus at Pirate Poetry night in the Drunken Dragon. This will happen once Zanthia recites her poem, leaves the tavern, and then returns. The pirates will be paired off and arguing with each other about the quality of Zanthia's poem. Soon after she first sees the fighting, one of the pirates will sock one of the others in such a way as to knock out a gold tooth. The pirates will ignore the tooth until Zanthia tries to pick it up. The pirate won't let her get away with his valuable tooth and will pick it up and shove it back into his mouth. If Zanthia clicks on the tooth with her Alchemist's Magnet, she can turn it to lead. The pirate won't bother with a lead tooth, allowing Zanthia to take it. If she turns the tooth back to gold while it is on the floor of the tavern, even if she has picked it up and moved it, the pirate will assert ownership. Once she has exited the tavern, she can turn the tooth back to gold without any trouble. Zanthia may be able to

make several return trips into the tavern to acquire more Gold Teeth if she has lost the tooth while gambling or pressed the tooth into a coin at the Water Wheel.

Gambling with Street Wise Octopus

In order to get enough gold for the Mustard Island cruise, Zanthia may want to play the Octopus' shell game outside the Drunken Dragon. He'll only accept gold for the wager--either a gold tooth from the pirate inside the Drunken Dragon, or a gold coin pressed from the tooth.

However, Zanthia should know better than to gamble with a street-wise Octopus unless she has a lucky horseshoe. There are horseshoes in Farmer Greenberry's cellar; click one on Zanthia to find out if it's lucky. Then, before playing the shell game, Zanthia needs to place the horseshoe on the ground; it won't do her any good if it's sitting in her knapsack.

Playing In the Street

In the street outside the jail, Zanthia can see a scrap of parchment and a pile of used potion ingredients. When she picks up the scrap of parchment, she will see that it is another page from her school spellbook. The new page will have two spells on it: 1. The Trance potion, and 2. the Teddy Bear potion. Zanthia needs to pick up the piece of parchment and then click it over her spell book to add the spells. The Orange Peel is the only ingredient that Zanthia can recycle; with it she can make the Sweet and Sour Sauce.

Buying Passage To Mustard Island

Once Zanthia has given the Clerk the Sceptic potion, he will wake up and be able to talk to Zanthia. She learns from him that she needs three pieces of gold to buy a voucher for unlimited round

trips between Mustard Island and Highmoon. The captain of the mustard run ship will not let Zanthia board unless she shows him this voucher.

A Gold Tooth will not be acceptable currency for the mustard clerk. Zanthia must take the tooth to the Water Wheel to convert it to a Gold Coin (or lead slug, if she changes it back). Place the tooth under the pounding fist to press it into a coin.

Marco...Again!

If Zanthia uses a Skeptic potion on the sheriff at the big fish building (which is really a jail), he'll wake up and start walking around, allowing Zanthia to slip in.

There she will find Marko, in jail and needing her help again. As before, Zanthia's charity is entirely optional. Should she wish to help him, she will need to fish the jail key out of the water. To do this, Zanthia must magnetize one of the horseshoes by clicking it on the electricity at the Water Wheel. (Be careful not to magnetize the lucky horseshoe!) Then, at the street outside the jail, she can click the magnet on the small twinkle in the water near the dock. Zanthia will then be able to draw the key out of the water, and use it to unlock Marko's cell door.

However, the sheriff will come in at this point, catch Zanthia in her moment of pleasantness, and throw her in jail right next to Marko! Once inside the jail, Zanthia can play around with the bedding on the ground and unwind some thread. When she does so, Marko will give her a hook to attach to it. Zanthia can try to reclaim the jail key by using the magnet or using the hook and line, but once again the vigilant sheriff will walk in and ruin the fun by throwing the key outside again, where it will be swallowed by a fish.

To reclaim the key, Zanthia must throw the hook and line out the window and reel in the fish. She can then free herself, and Marko if she wishes.

On Mustard Island

Zanthia need not endure the trip to Mustard Island, but once the ship has landed, she may get out and walk about the island, if she wishes. The Mustard ship won't leave the island until she climbs back on board. The danger with traipsing about the island is, as the sign warns, the cannibals. As soon as Zanthia walks out of the immediate beach area, she will be captured by the cannibals and made into Mystic Stew. The only thing that will get Zanthia out of the mixing pot is giving the cannibals a sandwich (made from the Sandwich potion).

Clicking the Alchemist's Magnet on the Chief will give some clues about Volcania Island. Otherwise, there's nothing Zanthia can get out of Mustard Island. Even if Zanthia does give the cannibals the sandwich, they'll truss her up in the stewing pot again if she tries to talk to them.

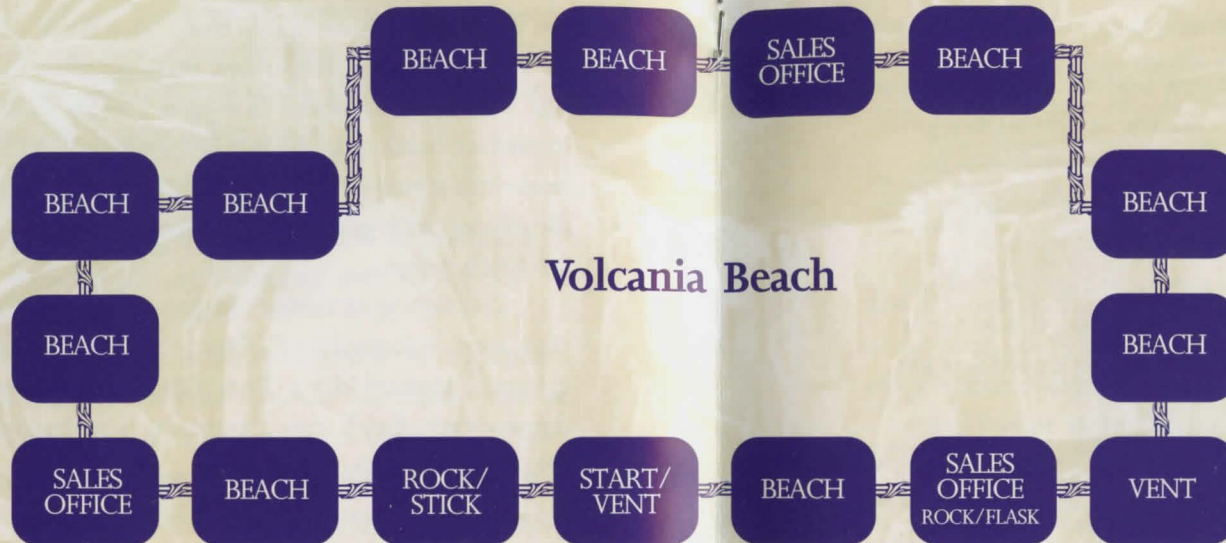
Beyond Mustard Island

Again, Zanthia need not make the trip to Mustard Island. No, where she really wants to go is Volcania, which is in the other direction. Once on the ship, Zanthia needs to drop her magnet (a regular, red and white magnet, not the Alchemist's magnet) inside the coil of rope next to the compass. This will change the compass's orientation, and mess up the ship's autopilot, so that it will steer the ship to Volcania.

If Zanthia drops the magnet into the spittoon next to the compass, the captain will be tipped off...and ticked off.

CHAPTER FOUR

VOLCANIA



Volcania Beach

Lower Volcania



VOLCANIA

Ah, Volcania! Here, Zanthia must surely be able to find her way to the center of the world, seek out the Anchor Stone, and get to the bottom of this disappearing-world bit once and for all.

Beach Combing

Once again, Zanthia arrives at a new land discovering why her knapsack was on clearance at Bruno's Market: it does a lousy job of holding her equipment. The only thing Zanthia will have is the indefatigable Alchemist's Magnet, which should be enough to keep Zanthia our heroine out of trouble on this explosive island.

However, Zanthia should make sure to pick up the Stick she finds while beachcombing along Volcania's shores. It held her in good stead during her earlier adventures, and she'll need it in her upcoming exploits.

While traipsing about the beach, Zanthia must be careful not to stand around on the lava pools, or she'll burn up. The lava will also destroy some of her items if she is careless enough to drop them.

Beware Of Friendly Salesmen

Zanthia will meet and can talk to a number of salesmen and Center of the World traders on her walks along the beach. But all the sales pitches are fraudulent, and Zanthia probably shouldn't bother to collect any shells for these vendors--it won't get her anywhere.

Flying Shoes Potion

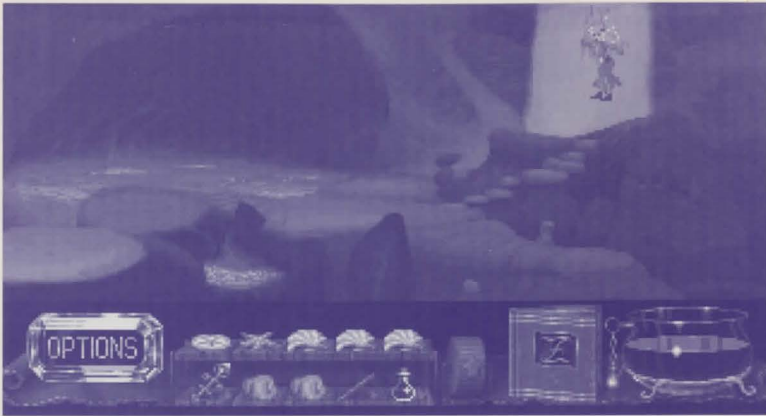
Zanthia doesn't need to make the Flying Shoes potion to get to the center of the world, but it helps her get around Volcania more quickly, since she can just float over the lava instead of walking around them. To make the Flying Shoes potion, Zanthia needs to add to her cauldron: Hot Air, Feather of Snipe, and Red Leather.

Hot Air can be collected in a flask when an empty flask is clicked over a hot steaming vent. There are many of these vents on the beaches of Volcania.

A Feather of Snipe can be found at the Mom & Pop stand to the east of where Zanthia "washed ashore" on Volcania. If Zanthia talks to the Mom, she'll hand out a promotional quill pen, which is actually a Feather of Snipe.

Red Leather in the form of a promotional folio can be obtained from the Lothario salesman who sits on a couch a few screens to the west of where Zanthia washed ashore. Zanthia needs to collect two starfish (which are found on practically every beach on Volcania) to pay for this folio.

Once these ingredients are combined in the cauldron, the red Flying Shoes potion is created. Zanthia needs to fill an empty flask (which can be found at the Mom and Pop stand) with this potion, and then click the filled flask on herself. When Zanthia puts the shoes on, she'll hover off the ground. To stop hovering, all Zanthia needs to do is click the Shoehorn on herself. She should not drop the Shoehorn on the lava! If the Shoehorn is accidentally destroyed, Zanthia will never get to the center of the world.



Getting To The Bottom of Things

To get to the center of the world, Zanthia needs to collect two heavy rocks. One is located on the beach just west of the where Zanthia first washed ashore on Volcania. A second rock can be found at the Mom & Pop stand.

With two rocks in her knapsack, Zanthia will be heavy enough to drop down one of the big hot air vents to the center of the world. One of the vents is on the same beach where Zanthia washed ashore. Another big vent is near the Mom and Pop stand.

The only way to drop down the vents is to carry two rocks. Zanthia also won't drop if she is wearing the Flying Shoes. Take the shoes off first by clicking the shoehorn on Zanthia.

At the Center Of The World

Once underground in the fantastic all-gemstone jungle, Zanthia will have to figure out how to get past all the gemstone dinosaurs to reach the Altar. She has to play fetch with a friendly Stegosaurus, ride a bucking bronco T-Rex, and finally play matador to a charging Triceratops.

Once Zanthia has figured out how to cause the beautiful Lava River to erupt, she can ride the eruption up and out of Volcania.

Dealing With Dinosaurs

Ultimately, Zanthia must figure out how to get the Triceratops to charge through the Anchor Door which leads to the Chamber of the Anchor. To do this, she has to get the scrap of her red dress which tore off when she landed into the center of the world. Zanthia can't reach the red fabric, but she can ride the Tyrannosaurus Rex over to the fabric and pick it up. But T-Rex's are a particularly vicious breed, and the only way Zanthia can steer the T-Rex safely is if she lures him with a teddy bear dangling in front of his head from a stick. The ingredients to Zanthia's Teddy Bear potion are all easily available, except for the two black pebbles. To get these, she has to ride the hot air vent near the Stegosaurus.

Playing With A Stegosaurus

In order to reach the pebbles on the ceiling of the Stegosaurus room, Zanthia has to ride the hot air vent up. Initially, the vent won't have enough steam to push her up. She has to plug one of the two vents.

With the familiar stick found in the Tyrannosaurus Rex's cavern, Zanthia should play "fetch" with the Stegosaurus. Click the stick on the Stegosaurus. He'll chase after it, and then return it to Zanthia. Zanthia must throw out the stick a second time, faking the throw, so that the Stegosaurus will wag his tail and start a rockslide. One of the rocks will fall into one of the vents, plugging it so that the air pressure from the other vent will be strong enough to propel Zanthia to the roof. If Zanthia jumps onto this open vent, she'll be able to reach the two pebbles needed for the Teddy Bear potion.

Playing With A Tyrannosaurus Rex

There's just no safe way to play with a Tyrannosaurus Rex unless one has a teddy bear. To make the Teddy Bear potion, Zanthia needs Fuzz, two black pebbles, and a Heart of Gold. The Fuzz is the Crystal Fuzz from the palm tree in the Tyrannosaurus Rex's cavern. The two black pebbles can be obtained from the Stegosaurus' cavern. To make the Heart of Gold, Zanthia needs to use the Alchemist's Magnet to change the heart-shaped lead (found in the Stegosaurus' cavern) into gold. Once these ingredients are combined in the cauldron, click an empty flask on the cauldron to get bear-under-glass. Then click the filled glass on Zanthia to free the teddy bear.

With the teddy bear and the stick in her knapsack, Zanthia must jump on the Tyrannosaurus Rex's back. Zanthia must not try this without the bear and the stick, or she'll be killed.

Zanthia can then ride the dinosaur through the lava caverns, picking up the red fabric on the way. The Tyrannosaurus Rex will deposit her on the bridge at the end of the ride.

Playing With A Triceratops

With the red fabric, Zanthia must lead the Triceratops in a bull charge against the door to the Chamber of the Anchor. Before she waves the red cape in front of it, however, the Triceratops must be facing the right way. If it is facing any direction other than towards the door, the Triceratops will charge Zanthia instead and trample her. The dino's a bit too big for Zanthia to push in the right direction, so the easiest thing for Zanthia to do is leave the Triceratops' cavern.

Every time she re-enters, the dinosaur will be facing a different direction. When it is finally facing the door, Zanthia must walk over to the Anchor Door and click the red cloth on the Triceratops.

The Chamber Of The Anchor

Once the Triceratops has charged the Anchor Door, Zanthia can walk into the Chamber of the Anchor. Here, at last, is the fabled Anchor Stone--or Anchor Stones, as there are many. However, Marko will enter and update Zanthia on the disappearance of Kyrandia, and direct her to the Wheels of Fate.

After Marko's hasty exit, Zanthia will discover another page from her spell book. She should pick this page up and return it to its binding.

Leaving Volcania

The only way for Zanthia to shoot up out of the center of the world is to ride an eruption of lava. The big open vent in the Triceratops' cavern has a lava-rock "surfboard" which Zanthia can safely ride, if she can get the lava vent below it to erupt. To do this, she must plug the four smaller vents--located in the Stegosaurus' cavern, the Chamber of the Anchor, the Triceratops' cavern, and near the emerald bridge--with heavy rocks. The rocks can be found near the emerald bridge, in the Triceratops' cavern, on the upper ridge of the Tyrannosaurus Rex's cavern, and in the Stegosaurus' cavern. Once the vents are plugged, Zanthia needs to stand on the rock surfboard on the big vent in the Triceratops' cavern.

CHAPTER FIVE

ENCHANTED FOREST

FOOT
AND
STATUE

BRIDGE

TRAM

TREES



ENCHANTED FOREST



Zanthia must forge her way through the Enchanted Forest to make it to the Wheels of Fate. Along the way, she'll pick up valuable information on the goings-on in Kyrandia.

Crossing The Bridge

Walking west of where she landed, Zanthia will find a bridge guarded by a Knight, whose duty is to escort any interlopers to the right side of the bridge. Zanthia needs to get to the left side. The Knight will escort anybody, so to get across Zanthia must distract the Knight with a snowman. As the Knight escorts the snowman to the other side, Zanthia can sneak across.

To make the Snowman potion, Zanthia needs snow, moss, and charcoal. Plenty of snow is lying all around the bridge, but Zanthia should pick up the snow on the left side, which isn't too dry or too wet to make a snowman. Zanthia can pick moss off the stone lying in the clearing to the right of the bridge. For charcoal, Zanthia must pick up the twigs lying below the clearing and place the twigs next to the flint in the Petrified Forest. With the twigs in place, Zanthia must take the rolling stone (that is, the stone with all the moss on it - once all the moss is removed, it becomes a rolling stone) and place it on the flint. When the rolling stone strikes the flint, the resulting spark will light the twigs on fire. The fire burns out quickly, and what is left is the charcoal.

Once these ingredients are combined in the cauldron and the Snowman potion is made, Zanthia can fill an empty flask (found inside the Zanthia-shaped impression on the ground that she made when she fell into the Petrified Forest). Click the flask on the Knight, on the left side of the bridge, to make the snowman most effective.

Once the Knight has escorted the snowman across, Zanthia can proceed unassisted.

Along The Footpath

In the next scene, Zanthia will see a large foot being chased around by two local mystics. These two are too busy to talk to Zanthia, so if she wishes to speak to them, she must find a way to stop the foot.

Near the footpath is a dented lead statue. According to the Play Room potion recipe, Zanthia should perform a good deed to get a reward. One of the good deeds listed is polishing a statue. To polish this fortunately leaden statue, Zanthia should touch it with the Alchemist's Magnet. This good deed performed, a toy box will pop up next to the statue, offering Zanthia a magic drum and a jack.

To stop the foot, Zanthia needs to place the jack on the footpath. The two pursuing mystics can then stop for a chat and relate the story of Bal-Rom.

Getting By The Trees

To get past the trees of the Petrified Forest, Zanthia needs the Magic Drum from the toy chest. She should place the drum on the tree stump on the right side of the scene. Once they hear the music of the drum, they'll pull up their roots and begin dancing, which will allow her access past them.

Getting On The Tram

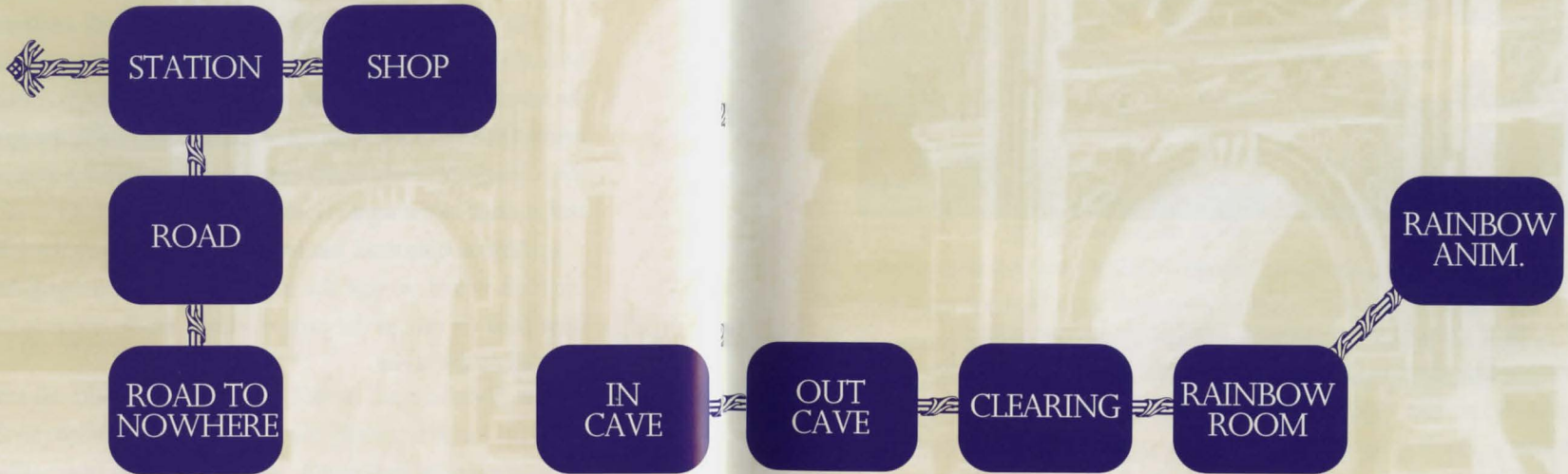
Beyond the trees is one end of a tram that is powered by a squirrel-run wheel. As soon as Zanthia attempts to board the tram, the squirrel will hop off the tram and cannot be convinced to get back on again. The squirrel also will not let Zanthia fool around with the tram as long as he is standing there.

To get the squirrel to go away, Zanthia will need to bribe him with three nuts. An acorn can be found on the tree growing next to the statue near the footpath. A pine cone is lying on the ground next to the Petrified Trees. A walnut is hidden in the tiny castle on the left side of the bridge. Once Zanthia gives the acorn, pine cone, and walnut to the squirrel, he'll leave.

After the squirrel has left, Zanthia can place the rolling stone in the tram wheel, so that the tram will start running again. She can then click on one of the carts to climb inside and ride the Tram up and out of the scene.

CHAPTER SIX

ALPINIA



ALPINIA



Mountain Lodge

At the top of the mountain, Zanthia should make the Abominable Snowman potion to scare the hunters at the lodge. To make the potion, Zanthia needs to gather Snow, Sugar, Musk, and Feathers. Zanthia can scoop up snow anywhere outside on the mountain. Feathers can be taken from the feather duster hanging on the tram's landing shed. Musk can be found inside the lodge, from the yak's head mounted on the back wall. For sugar, Zanthia will need to use the baby's sucker. The baby's vigilant mother, however, won't let Zanthia touch the child. To distract the mother, Zanthia must give her giant gold jewelry. Fortunately for Zanthia, there are three conveniently leaden cannonballs inside the hunters' lodge. Using her trusty Alchemist's Magnet, Zanthia can change the cannonballs into gold. When the mother is given a golden cannonball, she'll turn her back, allowing Zanthia to steal candy from the baby.

For pouring the potion, there is an empty flask on the shelf inside the lodge.

Outside the lodge and out of sight from the hunters, Zanthia can pour the Abominable Snowman's potion on her head, costing herself in an Abominable Snowman outfit.

The Hunters will be scared, not by Zanthia's costume, but by the "real" Abominable Snowman that appears, sees Zanthia, falls in love with her, and carries her away to his flat.

The Abominable Snowman

Waking up inside the Abominable Snowman's cave, Zanthia must figure out how to get away from his Abominableness and continue her trek up the mountain to the Wheels of Fate. When she goes outside and tries to climb up the mountain, using two of the icicles snapped off from the cave's entrance, the Abominable Snowman will come out and stop her. However, when she tries to climb out the first time, the two hunters from the lodge will walk her way, towards the Abominable Snowman's cave.

To trap the hunters and get away from the Abominable Snowman Zanthia will need to concoct more of the Abominable Snowman potion. This time, the Abominable Snowman's cologne (on the bar) can be used as musk. The feathers can be plucked out of the pillow on the couch where Zanthia awakened. Sugar is in ample supply as the box of candy inside the cave. Icicles can be substituted for snow. To pour the potion, Zanthia can use the empty flask on the Abominable Snowman's bookcase.

Once she has made the potion, Zanthia can walk outside the cave and pour the potion over the hunters' heads. They will magically be disguised as Abominable Snowmen just as the real Abominable Snowman comes out of his cave. Once the creature sees the disguised hunters, he will fall in love again and forget Zanthia, who is then free to climb up the cliff (using two icicles as pitons).

Rainbow Room

Past the Abominable Snowman's Cave is a cliff with the Mystics Hut. In here is the fabled Rainbow Room, where rainbows are made. Rainbows are not only pretty, but also pave the way to the Wheels of Fate. To get to her destination, Zanthia must repair the sabotaged Rainbow-making machine and then climb the rainbow to the Wheels of Fate.

Inside the Rainbow Room is the Rainbow Machine. Clearly, someone or something has been messing around the machine prior to Zanthia's arrival, because all the rainbow globes are empty. In order for a rainbow to form, the globes must be filled with colored potions to match the colors of a rainbow. Fortunately, this is a Mystics' Room, so there is a cabinet to the right which is filled with all kinds of potion ingredients. The three knobs control the ingredient selection, toggling to show a different batch of ingredients:

TOP	left	fireberry	acorn	silver unicorn
MID	right	twigs	green crystals	hot water
BTM	right	onion	domino	plant food
TOP	right	Sulfur rock	lizard tears	rainbow stone
MID	right	black pebbles	toadstool	radish
BTM	right	jack	ground grain	magnet
TOP	left	bell	starfish	blueberries
MID	up	hot air	broom	silver unicorn
BTM	right	sucker	anchor stone	amethyst
TOP	right	pine cone	mushroom	rolling stone
MID	up	walnut	candle	Gnarlybark
BTM	right	ground radish	feathers	rainbow stone
TOP	left	cheese	quill (feather)	domino
MID	right	moss	icicle	sweet & sour
BTM	left	orange peel	clam shell	gold coin
TOP	right	taffy	feathers	red cloth
MID	right	top hat	crystal fuzz	stick
BTM	left	snowball	musk	root beer
TOP	left	anchor sandwich	charcoal	footprint
MID	up	swamp water	horseshoe	red leather
BTM	left		lead	salt water
TOP	right	wool	drum	amethyst
MID	up	ground grain	sand dollar	lead heart
BTM	left	lettuce	sucker	vinegar

Because this is the Mystics' experimentation hut, all the potion ingredients will be replenished if Zanthia toggles through the ingredient selection.

To fill a globe, Zanthia needs to pour the potion into the flask, and then click the flask on the globe. If the potion is the wrong color for that particular globe, the potion can be poured back into the flask again. If the potion is the correct color for that particular globe, the globe cannot be emptied.

The correct color sequence is: Red, Orange, Yellow, Green, Blue, Indigo, Violet.

The Red Potion is the Flying Shoes potion: Feather of Snipe, Red Leather Folio, and Hot Air.

The Orange Potion is the Sandwich potion: Cheese, Lettuce, Ground Grain, and Mustard (Ground Radish and Vinegar combined in a bowl).

The Yellow Potion is the Abominable Snowman potion: Snow, Musk, Feathers, and Candy.

The Green Potion is the Swampsnake Potion: Onion, Sulfur Rock, Lizard tears, Hot Water, Gnarlybark, and Toadstool (that is, the small chair made for toads).

The Blue Potion is the Teddy Bear potion: Two Black Pebbles, Heart of Gold (the heart-shaped lead changed to gold by the Alchemist's Magnet), and Fuzz.

The Indigo Potion is the Indigo gem and Blueberries.

The Violet potion is the Skeptic serum: Sweet and Sour Sauce, Reptile tears, Lucky Horseshoe, and a Rabbit's Footprint.

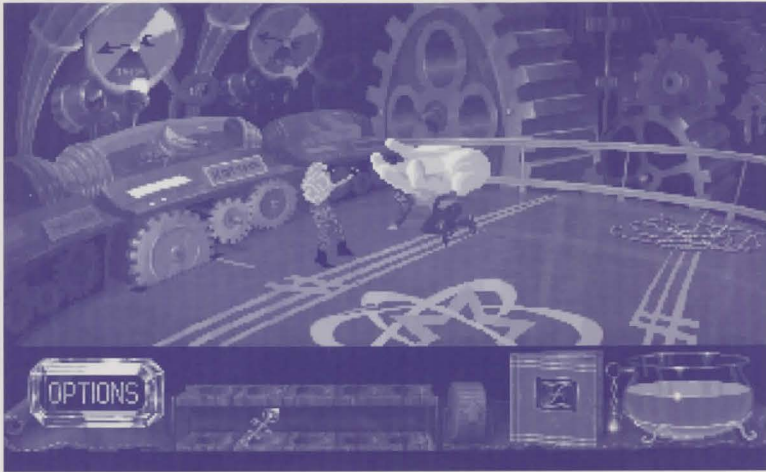
Once she has filled the globes correctly, the machine will hum and form a rainbow. To follow it to the Wheels of Fate, Zanthia must first get on the roof. The single icicle to the far right corner of the building is the only one Zanthia can break off. Using this, she can climb to the roof and proceed to the Wheels of Fate.

CHAPTER SEVEN

THE WHEELS OF FATE



WHEELS OF FATE



On the other side of the Rainbow Bridge are the Wheels of Fate. Before Zanthia can get in and mess around, however, she needs to get past the door. Someone (the Hand, Zanthia wagers) has tampered with the reflecting dishes on the roof, so that hot sunlight is beamed directly onto the metal door, making it too hot to the touch.

To open the door she must change the big gold reflector that gathers power from gold to lead. Dull lead won't reflect and redirect the sunlight.

Once inside the Wheels of Fate, there are two rooms in the giant structure where Zanthia can go. To the left is the Control Room; to the right, the Mechanics Room. In the Control Room, one of Kyrandia's Wheels of Fate is missing from the middle machine, as evidenced by the empty spindle. Zanthia must find a replacement for the missing gear.

The Towers of Annoy

The missing wheel is hidden in the Towers of Annoy, located up in the Mechanic's Room. The security-conscious mechanic, plagued, as mechanics are everywhere, with people stealing his tools all the time, uses the Towers of Annoy, rather than a plain old cabinet, to secure his equipment.

To open the left-most lock, Zanthia must transfer all the disks from the right-most lock to the left-most location. By the rules of the lock, only one disk may be moved at a time, and a smaller disk cannot be placed on top of a larger disk. Zanthia must open both the left-most lock and the middle lock in order to get all the equipment she needs.

There are several solutions to this lock, but one expedient solution to transferring all the disks from the right-most lock to the left-most lock, follow this sequence:

Taking the left lock as 1, the middle lock as 2, and the right lock as 3:	Then 2 to 3; lock
Move the disk from lock 3 to lock 1; lock	Then 1 to 2; lock
Then move the disk from lock 3 to 2; lock	Then 3 to 1; lock
lock	Then 3 to 2; lock
Then 1 to 2; lock	Then 1 to 2; lock
Then 3 to 1; lock	Then 3 to 1; lock
Then 2 to 3; lock	Then 2 to 3; lock
Then 2 to 1; lock	Then 2 to 1; lock
Then 3 to 1; lock	Then 3 to 1; lock
Then 3 to 2; lock	Then 1 to 2; lock
Then 1 to 2; lock	Then 1 to 3; lock
Then 1 to 3; lock	Then 2 to 3; lock
	Then 2 to 1; lock
	Then 3 to 1; lock

When the left-most lock is opened, a stick will fall out. Zanthia will need the stick to help her replace the wheel.

To move all the disks from the left-most lock to the middle lock, to open the middle lock, follow this sequence:

Taking the left lock as 1, the middle lock as 2, and the right lock as 3:

Move the disk from lock 1 to lock 2; lock
Then move the disk from lock 1 to 3; lock lock
Then 2 to 3; lock
Then 1 to 2; lock
Then 3 to 1; lock
Then 3 to 2; lock
Then 1 to 2; lock
Then 1 to 3; lock
Then 2 to 3; lock
Then 2 to 1; lock
Then 3 to 1; lock
Then 2 to 3; lock
Then 1 to 2; lock

Then 1 to 3; lock
Then 2 to 3; lock
Then 1 to 2; lock
Then 3 to 1; lock
Then 3 to 2; lock
Then 1 to 2; lock
Then 3 to 1; lock
Then 2 to 3; lock
Then 2 to 1; lock
Then 3 to 1; lock
Then 3 to 2; lock
Then 1 to 2; lock
Then 1 to 3; lock
Then 2 to 3; lock
Then 1 to 2; lock
Then 1 to 3; lock
Then 2 to 3; lock
Then 1 to 2; lock
Then 3 to 1; lock
Then 3 to 2; lock
Then 1 to 2; lock

When the middle lock is opened, the drawer holding the replacement gear will fall open.

Back in the Wheels of Fate room, Zanthia must place the gear on the empty spindle. Then, to pry it back in place, Zanthia will need to use the stick as a lever.

Dealing With The Hand

After Zanthia replaces the missing gear, her celebration is short-lived, as the Hand comes fingering in, carrying a tied up Marko. Seeing Zanthia as the ruin of his plans, he drops Marko and squares off for a fight.


If Zanthia hesitates or makes the wrong move, the Hand will squash her. As long as Zanthia moves toward the broken stick, or as long as she keeps hitting the Hand, she is safe from squashing.

To defeat the Hand, Zanthia must first jump on the Kyrandian machine to avoid the Hand's charge, and then dive towards the broken stick to avoid the Hand again. Zanthia must dodge the Hand long enough for Marko to untie himself and crawl on his hands and knees behind the Hand. Zanthia can and must "hit" the Hand and knock him over Marko's crouched form, tipping over the railing and falling to its ruin.

Kyrandia is saved!

NOW YOU SEE IT. NOW YOU DON'T.

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