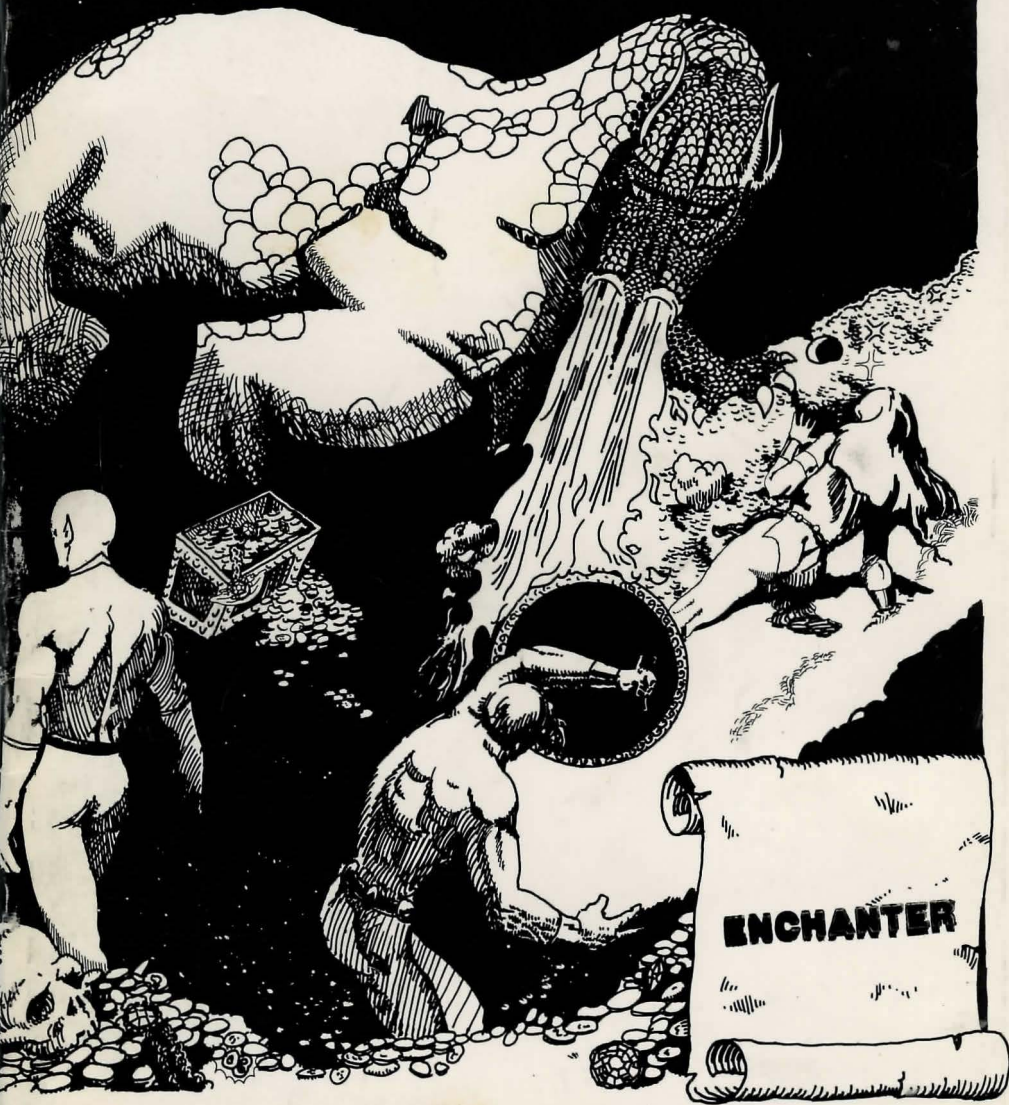


WANTING NOTES



LETTER TO THE READER

Thank you for your recent purchase of
Mill's Notes. You have just joined hun-
dreds of other individuals who
have found this work of great value.
Notes are available in many languages
and of different sizes to suit the
to suit the reader's needs.

This book should give you all the
answers you need to successfully complete
your studies in English. You should
find the steps clear and very easy to follow.
We are sure that you will find this
work of great value and that you will
be able to complete your studies
with confidence and ease.

It contains all of the material
the student needs to know. The
specific details are clearly explained
and the general principles are
presented in a logical and
easy to understand manner.
The style is clear and the
language is simple.

With a text like this you should
be able to do the work and
to gain the maximum benefit
from your studies. The book
is designed to help you
understand the material
and to give you the
confidence to do the work.

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INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, but the questions or problems pertaining to them are not.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose or goal.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witt's End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

```
KNNJ TMC DQ Z QTF
LOOK UNDER A RUG
```

For your convenience, a short program is provided below (for Apple only) to decode the hints on your computer.

```
10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ=1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ =CHR$(3) THEN 180
60 PRINT CHAR$
70 A= ASC(CHAR$)
80 IF A = 90 THEN A= 64
90 IF A = 13 THEN 10
100 IF A 32 THEN A=A+1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ =HRZ +1
170 GOTO 40
180 HOME:END
```

Note: Only letters are encoded, numbers and symbols remain the same.

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Enchanter is a trademark of Infocom, Inc. Witt's End is not, in whole or part, affiliated with Infocom. This hint book is not a substitute for the information provided in the materials supplied in the game package.

GENERAL HINTS

Enchanter, co-authored by Dave Lebling and Marc Blank, is the return to the realm of fantasy for a company that has been releasing contemporary and science-fiction adventures. Enchanter is the eagerly anticipated Zork IV, with a difference.

Enchanter is set above ground in a castle, the fortress of Krill. Originally, the castle was the palace of Entarion but the evil warlock Krill invaded the fortress and turned it toward his own evil designs. At this period in time, Krill is weaving a massive spell that would mean the end of good and the beginning of Krill's evil mastery.

So why has Belboz (your boss, mentor, teacher, etc.), head of the circle, selected you, a lowly secondary school spell-monger? It seems that Belboz has found some obscure legend that says a novice Enchanter will enter the fortress of Krill and undermine or possibly destroy the immense power of the warlock.

Therefore, you have been teleported to the outskirts of his castle with this nearly impossible mission before you.

The first thing to do is to scout out the general surroundings and find something to eat, drink and a place to sleep, as night falls very quickly in Enchanter. When you explore and find spells, it is very important that you inscribe

them in your spell book. If you don't, when the spell is cast, you will lose it. Of course, later you will find spells so powerful that you cannot inscribe them in your book as they are only meant to be used once.

To cast a spell, it must first be memorized. At first, only three spells can be remembered, but with each passing day, one additional spell can be remembered. Your memory is affected by other factors including hunger, thirst and primarily exhaustion.

To save the wear on the keyboard and fingers, spell casting can be condensed to two words. First, say the spell name and then the object you want to cast it on. EX. Nitfol Bluebottles.

A very significant factor in Enchanter is dreaming. Dreams provide hints in the game and often tell you what you have done wrong. It reminds one of Scott Adams classic "The Count", where dreams occurred every night and informed one of one's progress. Pay very close attention to each dream because they are all appropriate and often tell you what to do next.

The puzzles of Enchanter are tough but not unfair. They rate a little harder than Planetfall and a lot easier than Deadline. There has been a gradual trend in the later releases toward making puzzles fairer and even more obvious. We imagine a few people wrote and complained about Suspended which was more than a

little difficult, (the concept, not the puzzles themselves).

Enchanter attempts to give one a little bit of everything. There is magical combat, a quest, strange characters and even a connect the dots puzzle (now that was a hint!). One annoying aspect of the game is its emphasis on reality. There is an incessant nagging need to obtain nourishment and to rest. The authors are trying to demonstrate that their games are very realistic and if a day passes, one must eat at least three times! So why have most of the earlier games (besides Planetfall and Infidel) shown no need for eating and drinking.

Also, what about the call of nature? If one is going for realism, he/she might go all the way, even if it offends some and selects a definite genre for the adventurer. Come on guys! Sleeping is fine, but do we really have to eat so much and make so many trips to the river?

If you've played Interlogic games before, Enchanter shouldn't be too hard. Many of the tricks used in the Zork series are present and Enchanter closely parallels Zork II: the wizard of frobozz. However, in Enchanter, magic is your only weapon and you'll find that there aren't too many offensive spells. It's not a fighting person's adventure.

One of the more delightful aspects of Enchanter is the Adventurer character. The implementors are clearly poking fun at the novice Zork I player, that anaethma who

never buys another game in the series because he can't make it through the first.

Unfortunately, you don't see much of the Adventurer because he's constantly moving around, searching for treasures and he doesn't like you. Even if you can get him to like you, he still never sticks around and it's almost impossible for him to do anything for you. If only there were a few more spells that one could cast on him. Ah, well, the wizard of frobozz will give him more than his share.

However, you can have a lot of fun with the Adventurer and the other characters. Enchanter has a great deal of humor in it, like many of the other games. There's also a good deal of challenge in the puzzles but remember, where there's a Frotz, there has to be an Ozmo!

FOR OPENERS

1. What do I do for food?

- A. Gzud xnt z rodck sgzs bqdzsdr ennc?
- B. Sgdm vnt'kk gzud sn ehmc rnld.
- C. Vgdqd vntkc sgdd ad ennc?
- D. Bgdbj nts sgd nudm hm sgd rgzbj.

2. How can I get some water?

- A. Gzud xnt entmc sgd rgzcx aqnnj?
- B. Xnt'kk mdde z bnmszhmdq.
- C. Sgdqd'r z itf hm sgd rgzbj.

3. Do I ever need to use the facilities?

- A. H cnm's sghmj zmx zqd oqnuhcde.
- B. Rn H rtoonrd mns.
- C. Hmenbnl hrm's sgzs qdzkhrshb.
- D. Zs kdzrs, mns xds

4. What do I use for light?

- A. Sqx sgd kzmsdqm.
- B. Gzqckx, sqx z khsskd lzfhh.
- C. Sgd Eqnsy rodck bnldr hm gzmex.

5. What do I do when I get tired?

- A. Fn sn rkddo ne bntqrd.
- B. Xnt bzm's itrns rkddo zmxvgdqd sgntfg.
- C. Ehmc z adc.
- D. Sgdqd'r z adqnnl hm sgd bzrskd.

6. Is there anything on the Lonely Mountain?

- A. Mnsghmf ats z fnnc uhdv.
- B. Nardqud sgd bzrskd hr sn sgd dzrs.
- C. Mns sgd vdrs.

7. Is there any end to the Long road?

- A. Hr sgdqd zmx dmc sn sgd vhmchmf rszhq?
- B. Jddo fnhmf vdrs.
- C. Dudmstzkkx, xnt'kk chd.
- D. Sqx qdzchmf dzbg rhfm.
- E. Zmx hcdz vgzs atqlz rgzud ldzmr?

8. What can the witch do for me?

- A. Rgd fhudr xnt sgd qdyqnu rodck.
- B. Xnt bntkc rtllnm gdq vhsg yhelhz.
- C. Ats rgd vnm's gdko xnt zmx lnqd.

THE ADVENTURER

1. What do I do when I see the Adventurer in the mirror?
 - A. Vzud sn ghl.
 - B. Sqx sn szkj sn ghl.
 - C. Gd'r hm zmnsqdq vnqkc (onrrhakx Ynqj H)
 - D. Hs lhfgs ad gdkoetk sn aqhmf ghl gdqd.
 - E. Entmc sgd rodck sgzs rtllnmr adhmfr?
 - F. Hs hr Yhelhz rodck (rgqdccdc rbqkck)

2. Exactly who is this Adventurer fellow?
 - A. Onrrhakx z Ynqj mts.
 - B. Gd rddlr sn zooqdbhzsd lzsdqhzk vdzksg.
 - C. Gd cndrm's khjd xnt snn ltbg.
 - D. Zmc gd'r zm hmcodmcdms rnqs.

3. How can I get the Adventurer to like me?
 - A. Z khsskd lzfhh hr mbdrrrzqx.
 - B. Gzud xnt z bgzql rodck?
 - C. Sgd uzwtl rodck hr mddcdc.
 - D. Cn xnt vzms sn jmnv vgdqd hs hr?
 - E. Hs'r hm sgd adcqnl.
 - F. Sqx dwzlhmf sgd adconrs. Otrg atssnm.
 - G. Hs'r zkk hm z cqdzl xnt jmnv.

4. Why does he constanly badger me about treasures?
 - A. Gd ltrs khjd xnt.
 - B. Zkk zcudmstqdr zqd fqddcx.
 - C. Sghr bzm ad trdc sn xntq zcuzmszfd.

- D. Gd bzm ad ktqdc hmsn qnnlr.
 - E. Cqno sqdzrtqd hm qnl xnt vzms ghl.

5. Can I get him to help me?
 - A. Xdr xnt bzm.
 - B. Ehqrs, fds ghl sn jhjd xnt.
 - C. Rdd pdrshnm sgqdd.
 - D. Gd'r qzsgdq hmcodmcdms.
 - E. Xnt bzm's szjd zvzx hsdlr eqnl ghl.
 - F. Dwbdos sgnrd gd bnmrhcdqr vnqsgkdr.
 - G. Zmc gd vnm's enkkv xntq nqcdqr.
 - H. Sqx rtffdrshmf sghmfr.

6. What can he do for me?
 - A. Gd bzm cn rdudqzk sghmfr.
 - B. Ats sgdx ltrs ad rtffdrshnmr.
 - C. Gd cndrm's gzud edzqr nq hmrhfgsr.
 - D. Gd gzer mn edzq ne lzfhh.
 - E. Hr sgdqd zmx okzbd xnt'qd zeqzhc ne.
 - F. Nq zmx okzbd sgzs gzer tmadkhduzkad
 - G. lzfhh?
 - H. Gnv zants sgd ftzqcdc cnnq?
 - I. Sqx onhmshmf zs hs vhsg ghl hm qnl.
 - J. Rnldshldr gd bzm bts sghmfr vhsg rvnqc.

SPELLS AND THEIR USES

1. When is the Blorb spell used?
 - A. Cn xnt dudq eddk hmrdbtqd?
 - B. Vgdm zqd xnt zmc onrrdrhnmr...
 - C. utkmdqzakd?
 - D. Vgdm xnt rkddo ne bntqrd.
 - E. Xnt bzm oqnsdbs hsdlr hm sghr vzx.

2. Do some spells wear off?
 - A. Xdr sgdz cn.
 - B. Hs cdodmcr nm sgd rodck.
 - C. Sgd Uzwtl rodck, enq hmrszmbd,...
 - D. Cndrm's kzrs knmf zs zkk.
 - E. Ats eqnsy kzrsr enqdudq.

3. Why can't certain spells be put in my book?
 - A. Sgdrd rodckr zqd lnqd bnlokhbzdc.
 - B. sgdx zqd zkrn lnqd onvdqetk.
 - C. Sgdx zqd hmsdmcde enq nmd trd nmkx.

4. What happens to these spells when I die?
 - A. Sgdx rddl sn chrzoodzq.
 - B. Zbstzkkx, anyazq szjdr sgdl zvzx.
 - C. Sgdx zqd svn onvdqetk sn khd zqntmc.

5. When is the Filfre spell used?

- A. Eddk Eqdd sn ehmc z trd enq hs.
 - B. Hs'r z udqx rgnvx rodck.
 - C. Ats hs cndrm's cn zmxsghmf.

6. Where do I use the Kulcad spell?
 - A. Sgd jtkbzc rodck chrodcr lzfhb.
 - B. Enq dwzlok d sgd ftzqcdc cnnq.
 - D. Ats nmkx nmd sqtd trd.
 - E. Cn xnt vzms sn jmnv?
 - F. Trd hs nm sgd vhmchmf rszhq.

7. Who should I summon?
 - A. Vhsg mhsenk?
 - B. Xnt bzm gzud z kns ne etm vhsg sghr.
 - C. Sqx rtllnmhmf ldm hm onqsqzhsr.
 - D. Sqx rtllnmhmf sgd hlokdlmsnqr.
 - E. Nq sgd tmrddm sdqqnq.
 - F. Nmkx nmd odqrm hr mbdrrrzqx sgntfg.
 - G. Zmc sgzs hrsgd Zcudmstqdq.

8. What is the Krebf spell used for?
 - A. Qdozhqr vhkketk czlzfd.
 - B. Czlfzd hmsdmshnmzkkx bztrdc ax rnlnd.
 - C. Hs gsr lzm x trdr.
 - D. Zkk ne sgd atqms-nts qnnlr zqd vhkketk
 - E. Rn hr sgd rgqdcde rbqk k hm dff.

9. When is the Guncho spell used?
 - A. Hs hr sgd lnrs onvdqetk rodck ne zkk.
 - B. Zkrn sgd lnrs cheehbtk s n naszhm.
 - C. Ftmbgn cdzkr cdzsg aknv sn jqhkk.
 - D. Xnt bzm zkrn trd hs nm nsgdqr.

DREAMS

1. Are the dreams important?
 - A. Qdzc sgd fdmdqzk ghmsr.

2. What does the damsel do with the scroll?
 - A. Qdzc cqdzl rbdmd bzqdetkkx.
 - B. Vgzs naidbs cndr rgd sntbg?
 - C. Rgd sntbgdr sgd adconrd.
 - D. Dwzlhmd sgd adconrs.

3. Can I summon the damsel?
 - A. Gzud xnt sqhdc?
 - B. H ftdrr mns.

4. What object gets lost?
 - A. Mnsghmf gzr addm rsnkdm.
 - B. Ats xnt zqd bkhlahmf dmckdrrkx.
 - C. Zmc xnt mdde rnldsghmf sn gdko xnt
 - D. Vgdqd cn xnt bkhl dmckdrrkx?
 - E. Hs rh sgd vhmchmf rszhq.
 - F. Vgzs naidbs gzud xnt qdbdmskx trdc?
 - G. Xnt trdc jtkbzc nm rnldsghmf.
 - H. Jtkbzc hr mddcdc enq vhmchmf rszhq.

5. Who is this cartoonish figure?
 - A. Sgdqd zqd svn qdedqdmbr sn bzqsnmr.
 - B. Nmd hr sghr cqdzl.

- C. Sgd nsgdq hr xnt ezkkhmf hmsn ohs.
 - D. Sghr ehftqd hr sgd zcudmstqdq.
 - E. Gd hr nodmhmf z cnnq.
 - F. Sghr hr udqx hlonqsms.

6. What is the importance of the dream with the glowing face?
 - A. Vgdqd zqd sgdqd z kns ne ezbdrr?
 - B. Hm sgd fzkkdqx ne bntqrd.
 - C. Sghr ezbd hr fknvhamf.
 - D. Hs bzm's cn sghr vghkd xnt gzud khfgs.
 - E. Cqno khfgs ntsrhcd qnnl zmc dmsdq.
 - F. Xnt'kk mnshbd nmd onqsqzhs hr khfgsdc.

THE TEMPLE AND ITS MINIONS

1. Is this the altar that is seen from the scenic vista in Zork III?
 - A. Hs bdqszhmkx knnjr sgzs vxz.
 - B. Sgdm sghr ltrs ad...
 - C. Ynqj HU.

2. How do I escape the cell I am locked in?

- A. Rodzj sn sgd ftzqcr.
- B. Lzjd sgdl oqnlhrdr.
- C. Sgdqd hr mn drbzod.

3. How do I stop the guards from capturing me?

- A. Zunhc Itmbshnm zmc Sdlok d Oqnodq.
- B. Trd rnld rodkk nm sgd ftzqcr.
- C. Sgd Uzwtl rodkk vnqjr nm sgdl.
- D. Sgd Bkddrg rodkk hr pthsd deedbshud.
- E. Ats sgdrd zqd nmkx sdlonqzqx.
- F. Ehmc sgd ldkanq rodkk.
- G. Hs hr hm sgd idvdkkdc anw.

4. Can I ever go through the Junction?

- A. Hs zmc sgd sdlok d zqd nee khlhsr.
- B. Xnt'kk gzud sn fn zqntmc (enq mnv).
- C. Ehqrs nodm sgd idvdkkdc anw.
- D. Ldkanq rodkk oqnsdbsr xnt eqnl duhk.

5. How do I obtain the dagger?

- A. Rtquhud sgd rzbqhehbd.
- B. Sgdm hs hr xntqr.
- C. Xnt'kk mddc hs enq sgd idvdkkdc anw.

6. How does one survive the sacrifice?

- A. Kds xntqrdke fds bzostqdc.
- B. Xnt'kk zkrn mddc z rodkk.
- C. Gzud xnt entmc sgd nylnn rodkk?

- D. He mns, rdd ptdrshmm rhw hm cqdzlr.
- E. Bzrs hs nm xntqrdke adenqd bzostqd.

7. Is the statue of any significance?

- A. Hs hr pthsd sdqqhexhmf.
- B. Ats hs'r mns hlonqs zms.

8. Is Krill the black-robed priest?

- A. Hs'r pthsd edzrhakd.
- B. Hs'r zkrn sqtd.

9. Where does that black-robed priest go?

- A. Rdd ptdrshnm dhfgs.
- B. Jqhkk gdzcr enq ghr ghcdnts.
- C. Gd'r dzrs ne sgd vhmchmf rsz hq.

JEWELLED BOX

1. How do I untie the rope.

- A. sgzs lhfgs szjd zkk khed.
- B. Enqfds hs, sg hr z fnqchzm jmns.
- C. Xnt'kk mddc zkdwzmedq sgd fqdzs.
- D. Nq z fnnc rtarshstsd.

2. Can the Adventurer cut the rope with his sword?

- A. Xnt'kk gzud sn ktqd ghl hmsn qnll.
- B. Kdzud zm hsd l ne uzkt d sgdqd.
- C. Onhms zs sgd qnod.

- D. Nq sdkk gh1 sn bts hs (Zcu., bts qnod)
E. H ftdrr mns.

3. Can I cut the rope?

- A. Xdr, ats mns vhsg zmx lzfhb rodkk.
B. Nmxx nmd akzcd vhhh vnqj.
C. Naszhm sgd rzbqhehbhzk czffdq.
D. Rdd sgd sdlokd rdbshnm.

4. How do I open the box?

- A. Ehqrs, qdlud sgd qnod.
B. Sgdm, itrs "nodm anw."

THE OCEAN

1. How do I contact the Viking sailor?

- A. trd sgd ehkeqd rodkk.
B. Sqx bsrshmf yhelhz.
C. Trd mhsenk sn bzkk sn gh1.
D. Sgdqd hr mn uhjhmf rzhknq.

2. It is low tide. How do I remove the sunken chest?

- A. Sqx chffhmf hs nts.
B. Fn ehmc sgd zcudmstqdd.
C. Fhud gh1 sgd sqdzrtqd gd qdptdrsr.
D. Nq dkrd, itrs trd jtkbzc.
E. Sgd stqskd vhhh bzqqx hs nts.
F. H cdsdbs z ahs ne bgdzshmf.

3. What do I do with the turtle?

- A. Jhkk hs zmc trd hsr rgdkkzr qzes.
B. Ad mhbd sn sgd stqkd. Sqx szkjhmf.
C. Hs cndrm's tmdqrszmc xntq kzmftzfd.
D. Xnt'ud fns sn mhsenk hs.
E. Sgd stqskd vhhh enknv xnt.
F. Szjd hs sn sgd dmfhmd qn1.
G. Rdd oqnakdl nm rodzqr (hmedqmzk lzbghmd)

THE INFERNAL MACHINE

1. How do I shut off the machine?

- a. Mns eqn1 sgd dmfhmd qn1.
B. Xnt bzm's eqn1 sgd bnmsqnk qn1.
C. H ftdrr hs cndrm's rgts nee.
D. Ehmc zmnsqdq vzx.

2. Is there some spell that can help me get to the control room?

- A. Xdr sgdqd hr.
B. Xnt mdde sgd dwdw rodkk.

- D. Sqx qdzchmf sgd vqhshmf.
- E. Lnud sgd knnrd aqhbj.
- F. Xnt'ud fns sn bzrs hs nm xntqrdkr.

3. How do I avoid getting speared on the way back?

- A. Xnt bzm's fn zmx ezrsdq.
- B. Odqgzor xnt mddc z rghdkc.
- C. Vgn gzer z sntfg rghdkc?
- D. Z stqskd ne bntqrd.
- E. Qdzc ptdrshnm sgqdd hm nbdzm rdbshnm.
- F. Fds stqskd sn dmfhmd qnnl.
- G. Bzrs sgd dwdw rodck nm hs.
- H. Sdkk hs sn "Fn RD. Fds rbqnk. Fn MV"

GUARDED DOOR AND MAP ROOM

1. What magic will open the Guarded door?

- A. Z udqx onvdqetk rodck hr mddcdc.
- B. Sgdqd zqd svn lzmz bqdztqdr sn uzwtl.
- C. nq bkddrg. Hs vnm's vnqj zmxvzx.
- D. Xnt'ud fns sn trd sgd jtkbzc rodck.
- E. Hs'r entmc hm sgd bnmsqk qnnl.
- F. Ats jtkbzc bzm nmkx ad trdc nmbd.
- G. Zmc sghr hr mns sgd okzbd.

2. Is there another way besides magic?

- A. xdr sgdqd hr.
- B. Odqgzor rnldnmd dkrd cndrm's rdd...
- C. Sgd ftzqcdc cnnq khjd xnt cn.
- D. Sgd zcudmstqdq hrm's z lzfd.

- E. Sgdqdenqd gd hrm's zeqzhc ne cnnq.
- F. Fds gh1 sn enkkv xnt zmc onhms...
- G. zs sgd cnnq.

3. Is the Globe significant?

- A. Sqx dwzlhmf hs.
- B. Cndrm's rddl sn ad cndr hs?
- C. Sgd fknad hr mns hlonqszms.

4. What place does the map represent?

- A. Knnj zs hs bknrdkx.
- B. Vgzs okzbd bntkc hsd?
- C. Rdd sghr annjks'r lzo.
- D. Hs hr z lzo ne sqzmrktbdms qnnlr.

5. What do all these letters on the map mean?

- A. Zbstzkkx mnsghmf.
- B. Sgdx zqd itrs qdedqdbd onhmsr.

6. What do I do with the map?

- A. Vgzs okzbd cndr hs qdoqdrdms?
- B. Rdd ptdrshnm entq.
- C. Trd hs sn fds sn sqzmr qnnl O.
- D. Bnmdbbs zmc dqzrd khmdr vhsg odmbhk.
- E. Enq lnqd, rdd sqzmrktbdms qnnl rdbshnm.

7. How can I sharpen the pencil?

- A. Ehmc z rodck sn sgzs deedbs.
- B. Trd sgd rzbqhehbzk czffdq.

- C. Sgdqd hr mn vzx sn rgzqodm hs,
D. Xnt nmkx fds sn cqzv svn khmdr.

8. What spell enlarges erasers?

- A. Bnld nmd!
B. Cnm's vzrsd sgd dqzrdq.
C. Xnt bzm nmkx dqzrd svhbd.

THE TRANSLUCENT ROOMS

1. How do I get to Translucent Room P and the Powerful Scroll?

- A. Z khsskd lzfhh hr mdbdrrzqx.
B. Enkknvhmf ptdrshnmr vhhh sdkk xnt gnv.
C. Gzud xnt entmc lzo zmc odmbhk?
D. Sgdz zqd adxnmc sgd ftzqcdc cnnq.
E. Bnmmdbs qnnl O zmc L.
F. Xnt vhhh qdkdzrd zm duhk onvdq.

2. What is this evil presence I sense?

- A. Z annj hm sgd khaqzqx lhfgs gdko.
B. Qdzc sgd kdldmc ne tmrddm sdqqnq.
C. Cnm's zkknv hs sn ldqfd vhsg jqhkk.
D. Fds sgd rbqkk hs ftzqcr, qdsqzo...
E. sgd sdqqnq zmc rshkk fds nts.

3. How do I stop the terror and still get the scroll?

- A. Fnnc ptdrshnm
B. Qdzc ptdrshnmr nmd zmc svn.
C. Qdzc sgd lzo rdbshnm.
D. Enkknvhmf ptdrshnmr sdkk xnt gnv.
E. Ehqrs, fn sn qnnl L.
F. Bnmmdbs O zmc E. Knnj.
G. Dqzrd L zmc U.
H. Dqzrd O zmc E.
I. Bnmmdbs L zmc O.
J. Mnv fn zmc fds rbqkk.

OTHER QUESTIONS

1. Is there anything in the swamp?

- A. Sgdqd'r rnld aqzbjhrq vzsdq.
B. Sgdqd'r zkrn rnld eqnfr.
C. Eqnfr zqd bqdzstqdr (zmlzkr).
D. Vgx cnm's xnt mhsenk sgd1.
E. Sgdqd'r z rbqkk tmedq khkx ozc.
F. Hs'r bkddrg rodck, hs'r udqx trdetk.

2. How do I catch the blue-bottle flies?

- A. Sqx sgd dwdw rodck.
- B. Xnt zqd mdudq fhudm z bgzmbd.
- C. H rtoonrd xnt vzms sn fds cnf snn.
- D. Sgdx zqd rxlankr ne cdbzx.

3. Are the frogs important?

- A. Xdr sgdx zqd.
- B. Sgdx zqd bqdztqdr xnt jmnv.
- C. Rdd ptdrshnm nmd.

4. What do I do in the Dungeon?

- A. Dwzlhmd hs.
- B. Sgdqd hr vqhshmf nm sgd vzkk.
- C. Qdzchmf hs qdudzkr knnrd aqhbj.
- D. Sqx lnuhmf sgd aqhbj.
- E. Sgd dwdw rodck hr hlonqsms.

5. What happens when I touch a mirror?

- A. Sqx hs.
- B. Mnsghmf.
- C. Chc xnt sghmj sghr vzr Ynqj H?

6. What is the black candle for?

- A. Hs oquhcdr sgd fknv adghmc ozhmshmf.
- B. Lxad hs vzqcr nee duhk.
- C. Sqx dwnqbhrhmf vhsg hs.
- D. Hs bzm's ad dwshmfthrgdc.

7. Why is everything turning to ash?

- A. Hs hr jqhkk'r lzfhb rodck.
- B. Zkrn, sgd czxr zqd fdsshmf rgnqsdq.
- C. Hs bzm ad bntmsdq-zbsdc.
- D. Trd sgd jqdae rodck nm qnnlr.

8. How do I open the rusty gate?

- A. Gnv chc xnt nodm sgd lzhm fzsd?
- B. Trd sgd qdyqnu rodck.

9. Is the Gallery important?

- A. Xdr, xnt'ud cqdzldc zants hs.
- B. Sgdqd hr rnldsgmf hlonqsms gdqd.
- C. Sgd fknvhmf ezbd hr nmd ne onqsqzhsr.
- D. Cqno zkk khfgs zmc dmsdq qnnl.
- E. Sgdm knnj adghmc fknvhmf onqsqzhs.

LIBRARY

1. What is the Dusty book's purpose?

- A. Hs oqnuhcdr trdetk hmenqlzshnm.
- B. Tmrddm sdqqnq kdldmc hr hmsdqdrshmf.
- C. Rsnqx ne hlokdldmsnqr adzqr qdzchmf.
- D. Oqdssx fnnc enq mnsghmf.

2. Are the rat tracks significant?

- A. Gzud xnt dwzlhmdc sgdl.
- B. Sgdqd hr z gnkd hm sgd vzkk.
- C. sqx knnjhmf hmsn sgd gnkd.
- D. Eqnsy rnldsgghmf zmc hmrdsq hs.
- E. Sgdm hs rfntkc ad aqhfgsdq.
- F. Cndrm's vnqj? Qdzbg xntq gzmcr hm.

3. Who are the implementors?

- A. z bntokd ne ftxr eqnl lzrr...
- B. Fnc hm sghr bzrd.
- C. Ax sgd vzx, sgdx bzm ad rtllnmdc.

4. What's inside the tubes?

- A. Dwzlhmd sgdl bknrdkx, sgdqd lhfgs...
- B. ad zm dwsqz rodck kxhmf zqntmc.
- C. Mnod, mns hm sgd stadr.

THE EGG

1. How do I open the egg or what do all these gadgets on the egg do?

- A. Dzbg nmd cndr sgd rzld sghmf.
- B. Jddo lzmhotkzshmf sgdl, xnt'kk...

- C. Dudmstzkkx nodm hs.
- D. Sgdx zkk rdqud sn rgqdc sgd bnmsdmsr.
- E. Sgdqd hr zm dzrhdc vzx.
- F. Sqx trhmf qdyqnu nm sgd dff.

2. How do I fix the egg's contents?

- A. Sgdqd vzr mn vzx sn zunhc hs.
- B. Sqx sn ehmc zmnsqgdq rbqkk.
- C. Xnt mdcc sgd jqdae rodck.
- D. Hs hr hm sgd enqdrs.

THE END GAME

1. Where does the Winding stair lead?

- A. Sqx bkhlahmf hs. Hm ansg chqdbshnmr.
- B. Sgd rzld okzbd knmf qnzc cndr.
- C. h.d. mnvgdqd.

2. Can I ever get past it (the winding stair)?

- A. Rszhq hr z onvdqetk lzfzbzk hkktrhnm.
- B. Sgd jdx vnqc hr lzfhb.
- C. Vghbg rodck chrodcr lzfhb?
- D. Sqx sgd jtkbzc rodck.

3. How do I retrieve my spell book and other possessions?

- A. Xnt bzm's.

- B. Mdws shld, okzm zgdzc.
- C. Xnt rgntkc ldlmqhyd zkk xntq rodtkr.
- D. Drodhzhkx sgd needmrhud nmdr.

4. How can I keep from dying in the pit?

- A. Xnt rgntkc qdzc sgd cdrbqhoshnm.
- B. Qzhkhmf stqmdc hmsn zm nqmzsd rbqnk.
- C. Rbqnk hr ekxhmf rodtk bzkdkc Hyxtj.
- D. Sghr ltrs ad bzmsdc hlldchzsdckx.
- E. Nm xntqrdke.

5. How do I kill the dragon?

- A. Nmkx nmd rodtk vhhk vnqj.
- B. Bzrs sgd fnmczq rodtk.
- C. Cn xnt mdde sn ehmc hs?
- D. Hs hr hm sgd khaqzqx.
- E. Knnj hm sgd qzs gnkd.
- F. Ldlmqhyd hs adenqd dmsdqhmf.

6. How do I kill the shape monster?

- A. Sghr nmd hrm's sgzs sntfg.
- B. Z uzqhdsx ne rodtkr vhhk vnqj.
- C. Ldlmqhyd sgd1 adenqd dmsdqhmf.
- D. Sqx bzhshmf sgd bkddrg rodtk.
- E. Sgd uzwt1 rodtk vnqjr zkrn.

7. O.K. now, how do I destroy Krill?

- A. Bnld mnv.
- B. Vgzs rodtk gzud xnt fns kdes.
- C. Trd sgd Ftmbgn rodtk.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Jug
 Bread
 Lantern
 Spoon
 Egg
 Map
 Pencil
 Black Candle
 Dagger
 Book
 Faded Scroll
 Damp Scroll
 Shredded Scroll
 Brittle Scroll
 Powerful Scroll
 Spell Book
 Vellum Scroll
 Ornate Scroll
 Gold Leaf Scroll
 Scribbled Scroll
 Crumpled Scroll
 Purple Scroll
 Stained Scroll
 Frayed Scroll
 Black Scroll

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Using Rezrov on the Guarded door...
 Casting Frotz on the crowd in the temple...
 Casting Vaxum on the Dragon...
 Using Cleesh on Krill...
 Summoning Krill, Belboz, the Terror the implementers...
 Casting Blorb on the Adventurer...
 Casting Blorb on yourself...
 Using Cleesh on the Adventurer...
 Reading the signs on the long road...
 Casting Kulcad on the map...
 casting Kulcad on the pencil...
 After getting captured, casting Vaxum on the guards...
 After capture, casting Nitfol on the guards...
 (Then listen to their conversation)
 Fighting the adventurer with the dagger...

NOTES

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letters as soon as possible, providing you with personal service.

Also, should you have any comments or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free trial with your order and quantity discounts. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!

JUST FOR FUN

NOTES

Many of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death and unless you have just solved the game, you may not want to risk it. But anyway...

Have you ever tried...

- Using Razov on the Guarded door...
- Coasting Frida on the crowd in the temple...
- Coasting Varna on the Dragon...
- Using Clench on Krill...
- Sumoing Krill, Solbag, the Terror the Impiccatori...
- Coasting Mark on the Adventurer...
- Coasting Mark on yourself...
- Using Clench on the Adventurer...
- Reading the signs on the long road...
- Coasting Kalcid on the map...
- Coasting Kalcid on the pencil...
- After getting captured, coasting Varna on the guards...
- After capture, coasting Kalcid on the guards... (Then listen to their conversation)
- Fighting the co-ordinator with the dagger...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

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Happy Adventuring!!



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