

SPELLCASTING 101

SORCERERS
GET ALL THE **GIRLS**TM

**The Official
Hint Book**

from

Legend Entertainment Company

SPELLCASTING 101

SORCERERS
GET ALL THE GIRLS™

The Official Hint Book
from
Legend Entertainment Company

COMPUTE Books
Greensboro, North Carolina

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Introduction

Steve Meretzky and the staff of Legend Entertainment sincerely hope that this hint book adds to your enjoyment of *Spellcasting 101: Sorcerers Get All The Girls*.

In this publication, we have included items, such as "Ernie's Class Notes" which our staff believes are often overlooked by players, and we have plumbed the depths of Steve Meretzky's special brand of madness to bring you "68 Fun Things To Try." Of course, we've also included vague hints, specific hints, and those all-important answers for desperate gamers, and at the end of the book you will find a complete walk-through.

Thank you for purchasing *Spellcasting 101*. We value you as a customer, and we hope you look forward to more adventures with Ernie in the future.

An Interview with Steve Meretzky

**Author of Spellcasting 101:
Sorcerers Get All The Girls**

In response to the wishes of his ever-clamoring legion of fans, Steve Meretzky, author of Spellcasting 101: Sorcerers Get All the Girls, agreed to speak with the Spellcasting 101 Hint Book writers.

S101HBW Are you happy with sales of *Spellcasting 101* thus far?

SM Definitely. Oh, it's not quite keeping up with some of those games with "quest" in the title, you know the ones I mean—but then again, they don't have Important Social Messages like *Spellcasting 101* does!

S101HBW Such as?

SM For instance, that you should love your fellow human beings.

S101HBW I see. Any other Important Social Messages?

SM Oh, sure, lots. Take the whole theme of Ernie's struggle to get to Sorcerer U. This represents our society's mindless, valueless, almost lemming-like quest for excellence in the technical sciences, but at the cost of a growing ignorance of literature, history, music, and other liberal arts. In other words, Man's Inhumanity to Humanities.

S101HBW Let's change the subject. Uh, why are you shaking?

SM Oh, I thought you were about to say, "Let's change some diapers." That's about all I do these days. Change diapers. Fix bugs and change diapers. I have a nine-month old daughter. Sasha. Here's a photo. Pretty cute, huh?

S101HBW Uh, yes, very cute. Now, about the Island of the Amaz...

SM And here's another picture of her without quite as much drool. And here's another, although you can't see much of her with my thumb in the way.

S101HBW Very nice, very nice! Now, everyone agrees that the Amazons are strikingly well endowed...

SM And in this picture she's throwing Jello for the first time ever! And here's a picture of her with her big brother, Danny! And isn't this six-picture sequence the most precious thing you've ever seen...

* * *

Having concluded the interview with Mr. Meretzky, the Spellcasting 101 Hint Book writers sought to give his fans insight into his life experiences and thus to better shape an appreciation of his work. First we spoke to Antonio Pirelli:

S101HBW Mr. Pirelli, you are Mr. Meretzky's barber, is that correct?

AP No, isa not correct. I usa be da barber, but now I ama da Hair Stylist.

S101HBW I see. And how long have you known Mr. Meretzky?

AP He hasa been coming ta me fora twenty-nine yiss! Sinca he was a little tyke, I beena telling him, "Stevadore! You a talented little guy! Whena you grow up, you notta become a taxi driver. You notta become a cop. You notta even become a barber!" (Backa den, I was stilla da barber.) I says, "Stevadore, you writa adventure games!"

S101HBW That's amazing! That would have been during the sixties, before the first adventure game, *Adventure* was even written.

AP Yeah, I guessa you can say I coina da term.

* * *

Next, we spoke to Estelle Johnson, of Kleen 'n' Karry.

S101HBW How do you know Mr. Meretzky?

EJ Like, I work at the place where he takes his dry cleaning.

S101HBW Do you see him often?

EJ No, he doesn't need like a whole lot of dry cleaning. Every time I've seen him he's just wearing like jeans and a T-shirt, ya know?

S101HBW Are you familiar with his new adventure game, *Spellcasting 101*?

EJ Yeah, I like gave him the idea for it.

S101HBW Really?

EJ Yeah, I said to him that like everyone looooves

magic and fantasy stuff, ya know? And everyone like just loves college humor, ya know like Animal House and Revenge of the Nerds and all that. So I says wouldn't it be great to have a game set at Sorcerer University? And he says like, "Estelle, you're a genius and they should give you a raise!" But I ain't had no raise yet.

* * *

Finally, we spoke to Eddie "Night Shades" Wu, a supplier of pharmaceuticals and mushrooms.

S101HBW Mr. Wu, have you known Mr. Meretzky a long time?

E"NS"W I ain't answerin' no questions, man.

S101HBW I understand you've had a long relationship.

E"NS"W I said I ain't answerin' no [word deleted] questions!

S101HBW Can we assume that you talk to Mr. Meretzky on a regular basis?

E"NS"W Get the [word deleted] out of my face, you [two words deleted].

S101HBW Can I ask you if you've...

E"NS"W You [seventeen words deleted]!

S101HBW ...played Mr. Meretzky's new game, Spellcasting 101?

E"NS"W He wrote that? No [word deleted]! Say, do you know how to get out of that [word deleted] Bedchamber?

Sorcerer Rankings

Number of Points Level

0 - 45	Level 1 Sorcerer
6 - 125	Level 2 Sorcerer
126 - 250	Level 3 Sorcerer
251 - 500	Level 4 Sorcerer
501 - 999	Level 5 Sorcerer
1000	Sophomore

THE
SECRET

DIARY
OF

Ernie Eaglebeak

KEEP OUT

THIS MEANS YOU!

MAY 19

Saturday morning

I just read a book called Robin Crewsocks, in which the shipwrecked hero keeps a diary and, thus, also keeps his sanity. With the same goal, I've decided to start a diary! 😊

Late Saturday morning

A REALLY BIG bird just landed on my windowsill, and stayed for over two minutes! GEE, keeping a diary is FUN!!

Saturday afternoon

Whew! Close call with Joey! I was in the basement playing with my Teen-age Alchemist set. He clomped down the stairs and I quickly hid in the coal bin. I could smell the whiskey from

twenty paces, so I'm sure I saved myself a helluva beating. But I'll never get the coal dust out of this cloak.

Saturday evening

I HATE JOEY'S GUTS!!! I was in the alley trying to clean the coal dust out of my damn cloak, and he found me, and told me that laundry was women's work, that no stepson of his should be seen doing women's work, and he cuffed me up real good and sent me to bed.

I HATE HIM  jerk!

MAY 20

Sunday morning

I have made up my mind. I am going to go to Sorcerer University and

get away from Joey and this yucky town.

Late Sunday morning

It's done! I have posted a letter to Sorcerer U., asking them for admissions info and an application!
YES! YES! YES!!

Sunday afternoon

I just ran into Lola Tigerbelly (WOW) in the alley. Gosh, is she ever beautiful! As usual, I was too tongue-tied to speak (dumb), and she didn't even seem to notice me. But she'll notice me when I'm a WORLD FAMOUS sorcerer!

MAY 22

Tuesday afternoon

An unsavory fellow dropped a large

envelope off for Joey. He opened it in his room, and I heard him exclaim with delight, and yell something about waiting so many years. Then he went out with his usual drinking buddies. I snuck into his room to see if I could get a look at it, but then I thought I heard someone coming and I bolted. I'll try again tomorrow. Maybe.

MAY 25

Friday evening

I blew it. I was snooping in Joey's room for that envelope again, and I thought I heard someone coming just like last time, but I didn't want to be a chicken this time and run away just because the house creaked a little except this time it really was somebody, in fact it was Joey and boy did he ever beat the stuffing out of me this time! Not only that, he locked me in my room and said I'm NEVER coming out! I'm sore all over. It

even hurts to write.

MAY 31
Thursday afternoon



I'm still locked in my room; my only companions are a spider and a large rat, whom I have nicknamed Robby. Mom brought me some food again. She said if Joey caught her, we'd both be in for an incredible wallop.

Thursday evening

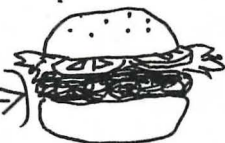
One good thing about my room: It's right across the alley from Lola's window. Sometimes at night I can see her, silhouetted against her curtains. She is so lovely it makes me ache all over.

JUNE 8
Friday morning

I'm hungry all the time. Mom brings me food whenever she can, but it's never often enough. I've found some moss in the potty chamber that looks like it might be edible.

June 9
Saturday morning

Haven't seen Mom in three days. I'll have to give the moss a try.



June 10
Sunday evening

(I wish →)

I saw Lola again tonight, and — — although it's difficult to say for certain through the curtains — I think she was IN HER PAJAMAS!!

June 12
Tuesday afternoon

Robby has a new friend, another rat just like Robby, except for the purple color of its fur. It's nice to have a new companion.

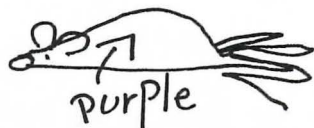


RATS



ME

RATS



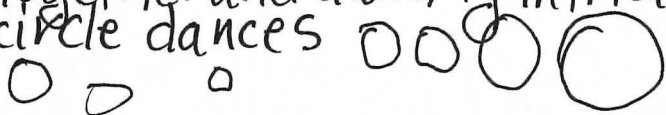
RATS

June 13
Wednesday morning

Two more rats appeared today, one with greenish fur, and one whose fur is a whole rainbow of colors.

Wednesday afternoon

The thirteen rats have begun performing tricks together and dancing intricate little circle dances



Wednesday evening

Two of the rats have begun speaking! Actually, five are speaking, but the other three are speaking Flemese, which I don't understand.

Late Wednesday evening

All the rats are speaking now, as are most of the goats and a few of the hippos.

June 66

La-Di-Da Day

WEE! The hippos and I went flying through the meadow, picking flowers!

Then we had lunch with the sun and the moon, and we wrote poems to each other. The



sun keeps calling me "Dookie Peep!"



6/7#3

~~Hey Say May Way Day~~

Icky icky one two three
Hippo zippo zipper stock
button me up down all around around
round around ~~ow~~ OW/OH??
oh oh oh oh lets go go go

MR. Hippo MR. MOON

MR. SUN oh what Fun



June 15

Friday morning

I have decided to stop eating the moss.

June 18

PU city!

Monday morning

Phew, the potty chamber smells particularly vile this morning.

June 19

Tuesday evening

I saw Lola through her window just now, and before she closed the curtain I caught a glimpse of her shoulder and it was TOTALLY BARE !!!!! I have decided I must write a love note to Lola.

♡ ♡ ♡

June 23

Saturday morning

Just about out of firewood. It's going to get awfully chilly up here in this drafty bedroom without

a fire. (Maybe I should burn
this diary!?)

Saturday afternoon

YES!!!

It arrived! My application to
Sorcerer University! The term
begins in a few weeks, and I hope
I never see that Joey Rottenwood
again ever! I'd better hide the
application in my writing desk, in
the same drawer where I keep
my never-sent love letter to Lola.

I'm outta here!

Complete List of Spells and Where You Find Them

Level 1 Spells

BIP produce soft music

Bip appears in your spell book after you have registered at the University.

VAI make plants healthy

GUB make plants diseased

ZEM increase fighting ability

These Spells appear in your spell book upon entering the simulation. They disappear from your book when you exit the simulation before the school is sacked, but they remain if you exit the simulation after the sacking.

Level 2 Spells

SKONN increase bust size

At the Tappa Kegga Bru party, Skonn appears shortly after 8:00 p.m.

FRIMP levitation

Frimp is found at the President's House.

GWEEK shrink inanimate objects

Gweek is given to you by Ocarina on the Island of the Gods after you have, er, satisfied her.

Level 3 Spells

DISPAR remove magical protection

This spell is from the Secret Society Meeting Room beyond the Maize Maze.

KABBUL restore lost souls

Kabbul is found in the Library Stacks.

BLUBBA summon a whale

Blubba is found behind the surfboard in the Housemaster's Suite.

Level 4 Spells

BUNDEROT decompose material

Bunderot is received when you successfully complete the Island Where Time Runs Backwards.

MAJJELLO reveal hidden information

Majjello is found at the Restaurant at the End of the Ocean.

Level 5 Spells

GOBERDUNA tie or untie mighty knots

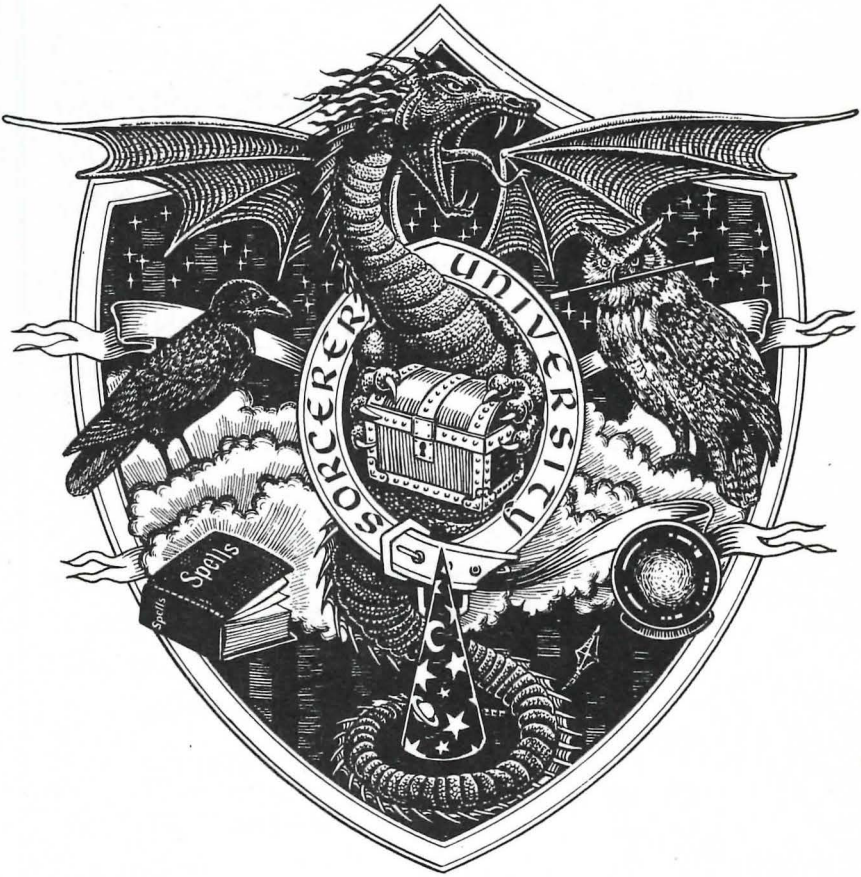
Goberduna is buried at the Garbage Dump of the Gods.

EKSLAKSIA spell of unloading

Ekslaksia drops out of the Sorcerer's Appliance at the end of the game.

Sorcerer University

Lecture Transcripts and Ernie's Class Notes



For the benefit of all you students who think you will pass the final without ever actually attending class, the following lectures have been transcribed from tapes of actual classes. Therefore, you can pretend you were really there since students' comments, professors' remarks, etc., appear on these pages. In addition, we, the editors have added minor comments to clarify the proceedings.

Mythology 101



Mineda/Light, Manhasset/Dark
(bored)

Ocarina/Beauty
Glockenspiel/Ugly



Ock + Glock → Peloria
(fight over baby)

Uvula/Love, Basilica/Life, Adagio/Nice Odor
Aden./Hate, Barbican/Death, Diatonic/Foul Odor

BIG battle (stars remnants)

Baccarat/War
Bac kills Peloria!



P's body forms the world
(world both beautiful and ugly)
gods + goddesses afraid of Bac

Bagatelle/Peace

Bac + Bag make whoopee

★ LETTER TO AUNT MATILDA ★ ★ ★

plants, animals

humans

thunder, etc: sign of gods

BUY SHAMPOO



Chap 37 + 38, paper due Monday

Mythology 101

"Good afternoon. Today we will begin our study of the Pelorian Creation epic. As the mythology involved is very complicated, I urge you to take notes. I'll go slowly so that you slower writers can keep up.

"Before Peloria, before even the sun and the skies, there was simply the Lightness and the Darkness. Uncountable time passed. By and by, the Lightness took form and became the goddess Mineola; the darkness grew into the great god Manhasset.

"Mineola and Manhasset stared out across the great void and became restless, because voids, by their very nature, are quite boring. In her restlessness, Mineola took a lock of her golden hair, and from it created the goddess Ocarina, who was so beautiful that she drove Manhasset into a jealous rage. Determined to be better, Manhasset grabbed a strand of his own hair. In his haste, he picked a rather coarse strand from a dark facial mole, and from this hair sprang the god Glockenspiel, whose features were as repulsive as Ocarina's were lovely.

"By and by, Ocarina mated with Glockenspiel, chiefly due to the utter lack of alternatives. From this union, there came a child, Peloria, who embodied both tremendous beauty and great ugliness. Ock and Glock, as we irreverent modern agnostics sometimes call them, each desired to raise the babe. Thus were sown the seeds of a mighty battle.

"Mineola moved to aid Ocarina, and together they created a host of goddesses to swell their forces: Uvula, who had great capacity for love; Basilica, who held the gift of life in her fingertips; Adagio, who could weave wondrous scents from thin air; and many more. At the same time, Manhasset and Glockenspiel formed a legion of new gods, including Adenoid, who brimmed with hate for all he surveyed; Barbican, spewing death from every orifice; Diatonic, whose body could produce unspeakably vile odors; etc.

"The fight over Peloria raged on between the gods and the goddesses. The heavens rocked with fire and thunder, and at times it seemed that the very universe itself would be split asunder. The stars of our nighttime sky are said to be the embers of the mighty war.

"Then, by the hand of Glockenspiel, there sprang a god so terrible that even the gods trembled in his presence. He was war personified, and his name strikes fear into the heart of even enlightened moderns: Baccarat!

"Baccarat took the disputed Peloria into his powerful tentacles of iron and blood and, in a fit of terrifying madness, tore the babe limb from limb. He rent out the organs, crushed them into little bits, and flung the little bits into the void, where they exploded into a roiling mass of fire and ice, of dust and smoke. From this cloud sprang our world, which, since it is formed from the body of that child, is also called Peloria.

"This also explains the nature of the world, according to the ancients. Since the child, and indirectly our world, came both from Ock and Glock, Peloria contains much that is beautiful, but at the same time much that is hideous.

"When the gods and goddesses saw what Baccarat had done, they were outraged and, for the first time in their existence, they knew fear. They desired the destruction of the war god, but they knew not how. Instead, they sought to neutralize his terrible power by creating the goddess Bagatelle, who gave off peace like the sun gives off warmth. Bagatelle touched the hand of Baccarat and held him to her; and after a short time, it became clear that the battle between the gods and goddesses had ended.

"Following the example of Baccarat and Bagatelle, the gods and goddesses co-mingled, settled into a hidden corner of the new world, and dwelt there in uneasy truce. To amuse themselves, they created the plants and animals and monsters which fill Peloria. They created people and gathered them together into towns and villages, where they could easily keep an eye on them.

"Though still sequestered in their unknown land, the gods and goddesses are said to oft affect the affairs of their creations.

"Lightning and tornadoes are the results of their anger; rainbows are a sign of their pleasure; the wind and tides connote their movements.

"Mineola rules during the day, but Manhasset holds supreme at night. Although Basilica protects us from cradle to

crypt, Barbican is always waiting to claim us as his. And, of course, when a man and wife argue, we say that it is because Glockenspiel and Ocarina are once again doing battle.

“I want you to read chapters 37 and 38 for next time! And don’t forget—your first paper is due on Monday!”

Ethics 101



6 stages of restaurant: 1. opens
 2. golden stage 3. crowded
 4. raise \$\$\$ 5. no one goes 6. closes
 time scale varies
 #7 - cheated ench:
 Level 3, cheated, has LIFWAD
 ignore, report, reclaim?



→ don't use magic to steal

#2 masq. mage:
 dying girl, celery dip

→ mission from King top

#8 wooing wizard's

Lev. 3 + Lev. 4 rivals

priority
 BUY ACNE CREAM

→ two wrongs don't make right
 inform IBSC

revoc is perm; appeal after 4 yrs

Thurs: role-playing

Cases 12, 13, 15

Tues: Don Weepinghippo!

(who is that guy anyway?)

~~xxx~~
~~xxx~~
~~xxx~~
~~xxx~~
~~xxx~~

Ethics 101

"I understand there are a few new faces in the class, some late transferees, so let me give a brief intro. This course will give the basic ethical framework you'll need for a lifetime of sorcery. But more than that, it will teach you some of the basic social skills you'll need to mesh into a world of non-sorcerers. We'll cover a lot of deadly serious topics, but we'll have some fun, as well.

"Let's review the topic from last Thursday. Who can tell us the six stages in the lifecycle of a good restaurant? Yes, you in the dark brown cloak."

"Uh, Stage One: the restaurant opens. Stage Two: the Golden Stage—the food's great, the prices are low, and it's never crowded. Stage Three: the restaurant gets very crowded as word spreads..."

"Yes, correct. And who can finish up? Over there, you in the black and red tunic."

"Stage Four: um, the restaurant raises prices and cuts portions in order to cash in on its success. Stage, uh, Five: people stop going. Stage Six: the restaurant closes."

"Yes, very good. You'll find that EVERY good restaurant follows these six stages, although the time scale will vary greatly. Now, let's move on to some of the exercises I gave you to do over the weekend. We'll start with case number 7, The Cheated Enchanter.

"Here, we learn of a third-level enchanter, equipped with LIFWAD, a spell of pickpocketing. He is visiting an unfamiliar village and has purchased a meal of lamb stew and potatoes, only to discover that the lamb meat is tree bark and the potatoes are small brown stones. The enchanter knows that the constable and judge in the village are crooked and in the pay of the cheating merchant. Should the enchanter ignore the swindle, should he report it to the constable, or should he use the LIFWAD spell to reclaim his silver?"

"Let's see some hands... Yes, you in the orange robe with the pink stripes."

"He should use the LIFWAD spell. It's the only way he can get justice in this case."

"Wrong! Remember number three of the Cardinal Rules of Sorcery Ethics: 'A Sorcerer Must Never Use Magic to Obtain the Property of Others—EVEN IF HE PERCEIVES that Property to be Rightly His.'

"Let's look at case #2, The Masquerading Mage. Here we meet a sorcerer on a mission for the king. He is travelling incognito, and his mission is to obtain a newly developed spice to make celery dip for an upcoming banquet. The sorcerer learns of a dying girl whom he has the power to save, but only by revealing his identity. He doesn't believe that revealing his identity will prevent him from completing his mission. Should he save the girl? I see a hand in the back... the person in the yellow cape with the purple polka dots."

"The guy should DEFINITELY save the girl!"

"No! No! A hundred times, no! A mission for the king, no matter how seemingly trivial, takes absolute priority over anything else, even if it is a life and death matter! Who are we to judge the true importance of the king's celery dip in the scheme of things?"

"Okay, how about case #8, The Wooing Wizards. This case is about a pair of sorcerers who are vying for the hand of the same maiden. One, a fourth-level sorcerer, learns that his rival, a third-level sorcerer, is using magic spells to influence the emotions of the maiden. The sorcerer has several options. How should he proceed? Anyone? I'll have to pick on someone. How about you, the tall fellow in the metallic green bathing trunks?"

"Uh, um, I guess I'd say the fourth-level sorcerer ought to use stronger spells to counteract the meddling of the third-level sorcerer. After all, the other guy started it!"

“Absolutely, positively, one hundred percent WRONG! The unethical conduct of the rival does not justify similarly unethical conduct, not one iota! The proper course is to inform the young lady of the actions of the rival. Furthermore, the use of magic spells against an uninformed and unwilling person is a first class violation of the ethical code. The rival should be reported to the International Board of Sorcery Certification for probable revocation of his Spell Book License. Revocation of a Spell Book License is permanent, although it can be appealed to a IBSC subcommittee after four years. Only three times in the last hundred years has a revocation been overturned by this subcommittee.

“That’s enough for today. On Thursday, we’re going to break into smaller groups for some role-playing exercises. For next week, I want you to read and research more case studies: Case #12, The Theatrical Thaumaturge; Case #13, The Spiteful Spellmeister; and Case #15, The Missing Mouse and the Mumbling Magician.

“One other thing—we’re going to have a guest lecturer next Tuesday, Don Weepinghippo, the founder of Weepinghippo Industries. Don’t miss it!”

Spellcasting 101



(everyone has sbooks)

(everyone had BIP)

context, conce~~n~~, pronun, fr of mind

♡♡ LOVE POEM FOR LOLA !!! ♡♡♡

context: WIX near water

concentration: focus attention

pronunciation: HURVON not = HURBOM

frame of mind: faith!

"Your eyes are the sun + the moon"

"I dream that I'll see them ^{you} real soon"

"We'll ^{talk} walk on the beach"

concentrate thru end...

"And we'll share a ripe peach"

(speech impediment)

MIE!!! Help!



"And I'll sing you a romantic tune."

real casting in adverse cond's ♡

⚡ thunderstorm @ 11:50 pm

Food fight! @ 8:20 am Fri

two hrs w/ partner

BE THERE

Mon: MUK

Sun @ noon: Junior Spelling Bee

Spellcasting 101

"Come to order, come to order, Spellcasting 101 is now in session." (The usual hush falls over the room; this is obviously the one subject which truly holds the interest of the students.)

"Good morning, young sorcerers."

"Good morning, Professor!" the class chants.

"I trust that everyone has purchased a spell book from the campus bookstore... Eh, what's that? Oh, right, nowadays they hand them out at registration. I hope they didn't run out this year. Did everyone get one? Good! Did everyone get one of the BIP spell boxes I handed out on Monday? And did anyone have any trouble transferring BIP into their spell books? Good! We can begin our first real spellcasting exercise!

"Let's review some of the basics, first. The keys to proper spellcasting are context, concentration, pronunciation, and a positive frame of mind. That said, let's all try and cast a BIP spell at this point.

"That was pathetic." (The professor winces, as the lecture hall fills with a horrible cacophony of screeches, croaks, and one loud, long, fart.)

"This is the simplest spell in the universe! It's IMPOSSIBLE to screw up! (Sigh) Okay. From the top. Context: the situation or environment. Don't expect results if you cast WIX—change water to nectar—in the middle of the desert. Of course, context isn't an issue in the case of a so-called Universal Spell, like BIP.

"Concentration: the mark of a master sorcerer is his ability to focus all of his attention on the spellcasting process. It's a recipe for failure if you let your thoughts wander to yesterday's Pokkball scores, or to tomorrow's Mythology quiz, or to the hot babe you met at the mixer.

"Pronunciation: intuitively obvious, but still so often overlooked in the frenzy of spellcasting. An example of the critical nature of accurate pronunciation is the sobering similarity between HURVON—clean tarnished silverware—and HURBOM—summon a cloud of flesh-eating locusts.

"Positive frame of mind: We'll spend several entire lectures

on this subject next month. Suffice it to say that no magic spell will work unless the caster has utter faith that it will. The slightest hint of skepticism or lack of confidence, and the spell is broken. Think of the cartoon figure, who has no problem walking on air, until he realizes he's doing it, at which point he plummets to the bottom of the cliff. Remember those four points, and let's try that BIP spell again at this juncture.

"Ouch!" (The prof screams as a noise like a barnyard fight reverberates around the hall. Understandably, as several students have miscast the spell, conjuring up three chickens and a goat. The prof shoos the animals outside.)

"Good illustration of the pitfalls of bad pronunciation. I hate doing this, but we're going to have pick on some individuals. Is, uh, Mike Meanderingcreek here?" (A hand timidly creeps into view.)

"Okay, Mike, cast BIP."

"Ahem..." (Mike clears his throat and casts a credible BIP, wavering only slightly toward the very end of the short spell. Three melodious notes waft across the hall, followed by the grating squeak of chalk being dragged across a chalkboard.)

"Not bad... but you lost your concentration right at the end there. Let's call on, uh, Frank Flowerthatbloomsinspring. Is Frank here? Okay, Frank, let's see your best BIP."

"Okay, here comth my betht BIP." (He casts a horribly mispronounced BIP, and a large fire breaks out on the lectern. The professor quenches the fire, and the smoke clears.)

"Uh, Frank, I think I'd better sign you up for some tutoring to work on that speech impediment. Is Ernie Eaglebeak here? Hi, Ernie. Please cast a BIP spell for us. (Ernie sits uncomfortably.) Well, Mr. Eaglebeak, we don't have time to wait for people who are too shy or too rude to cooperate." (He takes a thick black pen and makes a mark on his roster.)

“Now remember, class, once you learn to properly cast in the sedate environment of a classroom or study chamber, you’ve barely begun to master the art of casting! Much of your casting will occur in adverse conditions; maintaining your pace and concentration will be much, MUCH more difficult!

“To help you improve your casting in adverse conditions, I’m going to give you some exercises. I consulted with Professor Catsanddogs, the school’s expert in Thaumaturgical Meteorology, and he tells me that we will have a major thunderstorm this evening at 11:50. I want you to practice your casting during the height of the storm while standing out in the Court.

“Furthermore, the annual Senior Class Food Fight has been scheduled for the cafeteria for Friday morning at 8:20. I want all of you there casting one BIP after another. Not only will it improve your techniques, it will add a festive background of music to the Food Fight.

“Finally, I want you to find a partner, and spend at least two hours casting while your partner stomps on your toes and shouts obscenities into your ear.

“At our next session, I’ll distribute your second spell, MUK. It causes dough to rise, and it’s the simplest of all the cooking related spells. These cooking spells should be very useful once you’ve mastered them, especially since visiting day is still over two months away, and that’s the only time the cafeteria serves a decent meal! Oh, I almost forgot! Sunday at noon! The Junior Class Spelling Bee! Go and see the kinds of spells you’ll be handling in a couple of years!”

General Magic 101



Cankersaur: 50 yards long ← Gross
avoid contact; shooting weapon
yok

Vamoose: 1/2 moose, 1/2 babe

Spells of aging

Mud Devil: submerged for hrs
avoid!

Pufferslugs: inflate 40,000x

use
pointy
weapons



Hellhamster: leap 90 feet

hell tweezers

Atomic Dragon: radioactivity
lead-plated sword

Wigwig: enchanted counterpunch

DIMBUB renders them sterile

Two-Headed Attorney: not magic
spell of disbarment

Loch Pik monster: a tale ????

SE Fizzbottle Ocean

Tangerclaps: tangerine / cyclops
mention Bentscrewdriver

Acid Storm: melts whole towns

glass-coated poncho; → Magic Plants



General Magic 101

“Okay, settle down. Today we look at the creatures which Otto Fernlips has identified in his *Treatise on Eleven Magical Creatures*, published in 855.

“First on Fernlips’ list is the Cankersaur, whose massive fifty-yard body can only sustain its size by producing a constant, internally generated levitation field. Often hunted for sport, it possesses sharp teeth and strong jaw muscles, and can stomp a horse to jelly with one tap of its massive feet. The greatest danger posed by a Cankersaur, however, comes from the open sores which cover every inch of its scaly skin, including its long, swinging tail. A single contact with the Cankersaur’s sore brings an onslaught of terrible diseases, usually leaving the victim begging for death. In order to maintain distance, Cankersaurs are best fought with a shooting weapon, such as a sling or bow.

“Next is the Vamoose, a creature that is half moose, half gorgeous woman. It lures its victims in with spells promising sexual delight, then gores them on its great antlers. The Vamoose can feed on anything from finely prepared meats to raw nuts and berries—but it prefers the raw, steaming flesh of recently gored young male sorcerers. Fireballs, swinging weapons, and spells of aging are particularly effective against Vamoose.

“The Mud Devil appears in the Fernlips Treatise because of its ability to remain submerged in a mudbath for hours, even days, at a time. The nasty-tempered Mud Devils live in small nuclear-family groupings in cottages in the woods. Mud Devils run on the large side, with long pointy teeth and even longer, pointier claws. Their favorite activities are tearing intruders to shreds, eating, copulating, and tearing intruders to shreds. The entry from Rottingfencepost’s *Battle Guide on Mud Devil* combat is only three words long: “Avoid, avoid, avoid!

“We’re all familiar with Pufferslugs, which commonly are found in flower gardens. When frightened, they inflate to forty thousand times their normal size. Despite its threatening appearance when inflated, a Pufferslug is completely harmless and subsists entirely on invisible airborne plant spores. Any pointy weapon will quickly let the air out of this fellow’s sails.

“Anyone who grew up on a farm knows about Hellhamsters. They live in piles of leaves, woodchips, and manure, have

an incredible leaping range of ninety feet; and can devour entire live goats in a single gulp. Although one Hellhamster is not usually fatal to humans or other intelligent races, they often travel in pairs. A Hellhamster is best vanquished using helltweezers.

“The most dangerous variety of dragon, the Atomic Dragon, grows to twice the size of a normal dragon. It has armored skin, which even iron weapons cannot pierce, and breath, which is filled with a magic poison called radioactivity. A mere singe of Atomic Dragon breath will cause the victim to sicken and die. The only decent weapon against an Atomic Dragon is a lead-plated sword.

“The Wigwig is a nasty insect that which burrows into artificial hairpieces and lays its eggs there. It can only be killed during a double full moon, and even then, only by using an enchanted counterpunch. An important note: The DIMBUB spell, which restores receding hairlines, has the known side effect of rendering Wigwigs sterile.

“No longer considered magical by thaumaturgic researchers is the Two-Headed Attorney. As you know from grade school, Two-Headed Attorneys don’t have two heads, but are merely called that because of the multi-eyed bumps on each side of their otherwise headless shoulders. Two-Headed Attorneys are also not attorneys, but are merely called that because of their proclivity to suck blood from widows and orphans. Most weapons will have some effect on this monster, but the most potent weapon is a Spell of Disbarment.

“Some believe the tales of the Loch Pik Monster to be the products of overly imaginative sailors, or bored sailors, or just plain drunk-on-navy-grog sailors. Others swear they have seen the long, thin neck and rows of sharp teeth thrusting up from the treacherous waters of the southeastern Fizzbottle Ocean.

“The Tangerclops is a fearsome cross between a cyclops and a tangerine. This one-eyed fruit can bash you senseless and devour you in seconds. The Tangerclops one weakness is an unthinking fear that comes over it at the mention of the name of Bentscrewdriver, inventor of the automated tangerine peeling machine.

“Finally, we come to the dreaded Acid Storm, a floating

cloud-like creature that hovers over a town, pouring down torrents of acid until all residents and buildings have been melted down into one easily digested puddle. With our modern Acid Storm detection network, we now get ample notice to vacate towns before an Acid Storm attack. However, travellers in the countryside are advised to pack a glass-coated poncho."

(The class begins stirring in preparation to depart. The professor raises his voice to be heard over the rustling.) "For next time, read the *Treatise on Magical Plants and Shrubs*, by Henry Fluffyseedpods!"

Math + Science 101

(handout: map) Spittful: 1st seagoers
spit. coord. system
S. shore of Fizzb. Ocean
Spittoons founded Palm. City
Blabber sunk Spit. fleet
S-B War by F. Dried purple grape
Bbbs discover ocean bottomless
1st expedition past Straits
discovered Great Cascade
why doesn't ocean empty? ☺

★ Get acne cream back from MAX

rodentspits water back to sky
droughts → rodent thirsty
monsoon → rodent sated
seasons: dragon + ice monster
winter → dragon hibernates
summer → ice monster hibernates

Practice push-ups this weekend
★ Need BIG muscles ★

only ^{one} dragon + ice monster



Hey Good looking!
wow!

Tue: 5 bldg. blocks of matter Thu: theories of life

Math and Science 101

"Today we're going to begin our study of Pelorian geography and its impact on our understanding of many scientific issues. I'm going to hand out a reproduction of an ancient map.

"Let me know if there aren't enough. This map comes from the Spittoon Empire, circa 520, and represents the first accurate map of inhabited Peloria. Spittul was the first of the great seafaring kingdoms, which led to both their need for good maps and their ability to create them. The Spittoon Coordinate System, as shown on this map, is still used by sailors today.

"Follow along on your map. You'll find Spittul on a magnificent harbor at the midpoint of the southern shore of the Fizzbottle Ocean. From this harbor, Spittoon vessels plied the ocean, exploring, trading, and conquering.

"Our own Balmoral City, capital of the All-Powerful Benevolent Federated Republic of Bal, was founded by Spittoon settlers. Can anyone tell me what ended Spittul's dominance of the high seas? Yes?"

"War with the Kingdom of Blabber," replies an unctuous freshman.

"Correct! The sinking of the Spittoon fleet at the mouth of the Blabber River made Blabber the new naval power. If anyone is interested in an excellent account of this war, and how it spurred the development of bronzeworking, I strongly recommend the *Short History of the Spitto-Blabber War* by Franz Driedpurplegrape.

"Whereas Spittoons were the great cartographers, Blabberians were the great scientists. They attempted the first soundings of the Fizzbottle Ocean, thus becoming the first to discover that the ocean was bottomless. They also attempted the first passage through the treacherous Straits of Littlehappychicken. This expedition, led by Horatio Littlehappychicken, never returned. Thus, the Blabberians were the first to suspect what we now know for certain today: That beyond the Straits, the ocean pours off the end of world in a Great Cascade of boggling proportion.

"Who can tell me why the Great Cascade doesn't eventually empty the entire ocean? How about Mr. Layerofmorningmist?"

(The victim twitches nervously.) "Uh ... Uh, because the water pours into the mouth of a, uh, a giant lizard?"

"No! Don't guess, read your assignments! It pours into the mouth of a giant rodent! The rodent then spits it up into the sky, where it falls back to Peloria as rain, replenishing the ocean. From this, we have deduced the basic causes of Pelorian weather patterns. For instance, we know that periods of drought come about when the giant rodent is thirsty and drinks all the water from the Great Cascade. On the other hand, during monsoon season the rodent is sated, and spits back all the water that falls into his mouth.

"Similarly, the seasons are caused by a giant dragon and a giant ice monster which live on the back of the giant rodent. In the winter, the dragon hibernates, and the ice monster's breath chills our air and freezes our lakes and mountainsides. In the summer, it is the ice monster's turn to hibernate, while the dragon awakes to warm Peloria and melt the snows of winter."

(Unctuous, in the front row, raises a hand.) "Ahem...?"

"Yes, the hand over there?"

"In last month's *International Journal of Spellcasting*, Smellybowlfish purports to prove that Pelorian weather patterns can only be explained by the presence of three great ice monsters and seven great dragons. What do you think of those theories?"

"Utter hogwash. Fourdyngoaktrees clearly shows in his latest treatise that there is insufficient room on the back of the great rodent for more than one great dragon and one great ice monster.

"Before we wrap up, let me give you a look at what we'll be

discussing next week so that you can read the appropriate sections of the text. On Tuesday, we'll be looking at the five basic building blocks of matter: Earth, Water, Air, Fire, and Food. I'll review Sittingduck's proof that no other types of matter can exist. And on Thursday, I will explain the latest theories of life, including Quicksilverfoot's proof that the soul resides in the pancreas."

68 Fun Things To Try

So, you think you have plumbed the depths of Spellcasting 101? After you have finished the game, try these extras for more of Steve Meretzky's masterful characterization and stimulating dialogue...

1. Type "escape" (when you're in the bedchamber).
2. Examine the potty then pick it up.
3. Pour the human waste on something other than the fire.
4. Smother the fire.
5. Touch or sit on the fire.
6. Eat the spider.
7. Ask Miss Beancounter about the key, Joey, and yourself.
8. Tell her to move when she's on the key.
9. Take the tools in the Shed, then answer "yes" to the resulting question.
10. Cut into line during registration.
11. At Frogkisser House, play the role-playing game.
12. Ask the Malls 'n' Muggers players about the game.
13. Clean your room.
14. "Clean" without an object, then answer "yes" or "no."
15. Eat the old pizza in your room.
16. FRIMP your bed.
17. Ask Hillary about Otto.
18. Let Hillary kick you out for "unresponsiveness," then try entering the suite.
19. Enter a lecture without your cloak on.

20. Cast a spell when you are naked.
21. Take notes during class then read the notebook afterward.
22. Try to raise your hand during a lecture.
23. Burp during a lecture.
24. Cast SKONN or FRIMP when asked to cast BIP during the Spellcasting lecture.
25. Go to sleep in the Maize Room.
26. FRIMP something in the first Maize Room then return to the lecture hall.
27. Climb the stairs (not just "UP") after enlarging the bust in the library.
28. "Greet" the atomic dragon.
29. Close the shackles after releasing the damsel or Lola.
30. Kiss the damsel in the simulation before and after you free her.
31. Listen to the band at the Tappa Kegga Bru party.
32. Cast a spell after having several beers at one of the frat parties.
33. Dance during a frat party.
34. Dance with an inanimate object.
35. Try to take Gretchen to the other frat party.
36. Read the scoreboard (at several points) during the Pokka-ball match.
37. Cheer during an event at the stadium.
38. Examine the skull at the Boat Dock, both before and after the sacking.
39. FRIMP the crab at the Boat Dock.
40. Search, talk to, or BUNDEROT the corpse of Professor Peelerofsmallfigs.

41. Return to Port Gekko via the surfboard.
42. Sit on the cushions in the Living Room on the Island of Lost Soles.
43. Examine the flowers in the Living Room.
44. GUB the flowers.
45. "Greet" the conventiongoer on in the E Cellar.
46. Refer to the clothes cabinet in the SIP Suite as an armoire.
47. Enter the Shop wearing the gown, bonnet, lipstick, and high-heel shoes.
48. Pray to Ocarina after you've come out from behind the curtain.
49. Pray (other than in the presence of a god).
50. Pray to an inanimate object.
51. Ask Ocarina about the GWEEK spell and the garbage dump.
52. Ask Glock about Glock.
53. "Greet" the Lok Pik Monster.
54. Ask Lola about one of the gates or x's.
55. Smoke something other than the cigarettes.
56. Type "take" without anything after it.
57. Try to "take" furniture.
58. Swim in anything liquid.
59. "Find" something.
60. Try to write in something other than the notebook.
61. Type "turn around."
62. Wake yourself.
63. Wake a non-sleeping person.
64. Type "eat me" several times.

65. Turn on one of the people in the game.
66. Remove your cloak in front of Gretchen, Hillary, Lola, or the shopkeeper.
67. Reveal yourself (other than when you're behind the curtain).
68. Play through the game in Nice Mode. (We'll assume, since you're reading this, that you're not one of those people who played the game in Nice Mode to begin with.)

Hints and Answers

Using the following table, you can find vague hints, specific hints, or answers to every puzzle in Spellcasting 101. First, scan the puzzles listed in game sequence in the left hand column, and locate the puzzle which has you stumped. Then, look to the right hand columns for the item numbers corresponding to a vague hint, specific hint and the answer. Choose how much help you need, then look up the item listed in numerical order in the pages which follow. Expand your puzzle-solving ability, and try the vague hints first!

Puzzle	Vague Hint	Specific Hint	Answer
Home and Registration Scenes			
Escaping from the bedroom	90	116	31
Getting off the roof	63	109	43
Escaping from the alley	121	92	71
Moving Miss Beancounter off the key	64	77	3
Registration Day	17	89	51
Sorcerer University			
Opening the trap door in the Lecture Hall	110	32	2
Entering the Library Stacks	19	98	24
The Simulation Lab	62	124	68
Getting into the President's House	21	82	26
The Maize Maze	70	14	118
Gretchen	138	75	49
The surfboard	41	132	112
Opening the Sorcerer's Appliance Display Case	72	44	114
The sacking	80	85	91

The Island of Lost Soles

How to restore a Lost Soul	52	7	108
Lost Souls in the Meadow and the Forest	38	117	100
Lost Souls West of the House and Down by the Riverside	12	102	1
Lost Souls in the Living Room	94	58	13
Lost Souls in the Kitchen	129	136	9
Lost Souls in the Attic	115	35	73
Lost Souls in the E Cellar	47	36	55
Lost Souls in the Sound Studio	125	103	88
Lost Souls in the British Aisles	105	29	59

The Island Where Time Runs Backward

How to survive on the island	20	86	130
The correct sequence of inputs	34	67	113

The Island of the Amazons

Ursula	37	54	134
The Shopkeeper	40	74	131
The Bellydancer	111	93	79
Getting the bonnet	123	61	84
Leaving the SIP Suite	106	120	33
Getting past the guards in the Parade Ground	53	57	66

The Island of Retired Dragons

The twin gargoyles	60	22	97
Getting the dragon's false teeth	42	5	65
Fixing the dragon's spectacles	99	50	46

The Restaurant At the End of the Ocean

Getting the spell box from outside the restaurant	48	128	96
Ordering your meal	16	8	30
Correct tipping	76	23	133

The Island of the Gods

Reaching the island	10	83	137
Events in Condo West	69	126	4
Events in the Garbage Dump of the Gods	28	107	15

The Lagoon and Fort Blackwand

Getting past the serpent	56	122	39
Getting the spells you need beyond the Lagoon	25	6	87
Lola Tigerbelly	11	27	135
The Gateroom	81	95	127
Joey	18	104	119
The Sorcerer's Appliance	45	101	78

The Hints and Answers

1. West of the House the names are Matt, Belle, Mikey, Jack, Dolly, Peg, Carmen, and Jim. Down by the Riverside the names are Brooke, Bridgitte, Sandford, Clifford, Barb, and Rod.

2. The spell you need is the FRIMP spell, which can be found in the President's House. Cast FRIMP on the trap door, then open it.

3. If you have the spider, just put it on Miss Bean-counter. Otherwise, just give her a push.

4. In Nice mode, after you step out (or after Ocarina finds you), do the crossword puzzle. In Naughty mode, I don't think you need a hint. In both cases, once she is satisfied, you should take the GWEEK spell immediately.

5. A fastidious dragon like Dr. Sizzle wouldn't brush his teeth without toothpaste.

6. Did you notice that whenever you left the simulation, all your spells were removed from your spell book?

7. You'll need the KABBUL spell from the Library Stacks.

8. Order the shark. It's very fresh—EXTREMELY fresh, in fact.

9. The lost souls in the Kitchen are Waldo, Patty, Stu, Frank, Pat, Sherry, and Ricky.

- 10. To open a house, you need the key to the house. To open a closet, you need the key to the closet. To open an island...what do you suppose you need?
- 11. She looks remarkably like the damsel from the simulation.
- 12. There are 8 lost souls West of the House, and 6 Down by the Riverside.
- 13. The lost souls in the Living Room are Adam, Ty, Kitty, Nicholas, Penny, Buck, Jules, Adlai, Will, Wilhelm, Willie, Wilma, Wilbur, William, Wilton, and Pierre.
- 14. There are 25 rooms in the maze which is laid out in a five-by-five grid. Each room has a letter associated with it. Draw a diagram of the maze, fill in the letters, and study it.
- 15. First, cast GWEEK on the garbage. Then, cast BUNDEROT on the garbage. And, before you vamoose, don't forget to take the GOBERDUNA spell box.
- 16. Read the menu. Anything jump out at you?
- 17. They'll never register anyone who doesn't know how to stay in line.
- 18. He clearly needs both hands to activate the Appliance.
- 19. The nymph will never let you up the stairs. There's another way, but you won't be able to do it immediately. Wait a spell, then come back to this puzzle.
- 20. Time is going backwards, and one of the basics of adventure gaming has been reversed.

21. Attending a fraternity party could be the key to solving this puzzle.
22. If they're twins, why does one look like Dan Quayle and the other like Roseanne Barr?
23. 15% of 20 gold pieces is 3 gold pieces.
24. If you visit the Tappa Kegga Bru Fraternity during the party, you'll get the KABBUL spell. Cast it on the bust. (You weren't thinking it would work on some other kind of bust, were you?)
25. Now is the time when you will really benefit from getting that perfect score in the Simulation Lab.
26. Get the key from Gretchen. (There's a separate group of hints about her.) Once you have the key, simply use it to unlock the door and go in! Or, wait until after the school gets sacked. The door to the President's House will then be open.
27. Rescue Lola, as you did the damsel in the simulation.
28. You're not getting out of here until you get rid of the garbage. And you're not getting rid of the garbage without magic.
29. In England, toilets are called loos; trucks are lorries; and policemen are nicknamed after the first commissioner of the Metropolitan Police, Robert Peel. The nobleman is obviously not straight from the House of Lords, nor does he belong to some billy-be-damned club that is sealed up tight every night at ten.

- Before entering the restaurant, try to take the spell box. The shark that snatches it away from you is the same one that shows up later on your plate. To get at the spell box, cast BUNDEFROT on the shark.
- 30.**
- 31.** To escape through the window, open both of them and then drop the hay out the right window. Then jump out of the left window into the cart. To escape through the chimney, take the potty from the potty chamber and pour the wastes onto the fire. This puts out the fire so you can climb up the chimney. To escape via the potty chamber, remove the grate under the potty and climb down the hole.
- 32.** You'll need a spell to open it.
- 33.** There's no getting past the concierge, and there's nothing beyond the SIP Suite. The only exit is back through the vent to the VIP Suite.
- 34.** Remember, your input should be what caused the previous turn's action.
- 35.** The salamander looks like it used to coach football at Notre Dame. The dog's baseball glove resembles a frog. The cat is full of tom-foolery. The rabbit could get a job at the Playboy Club. The bear looks as if it's wearing a short nightgown. The duck looks like it wants to bill and coo with the ribbon, which is stating in no uncertain terms that it knows football.
- 36.** Obviously one of the E's talks a lot. Another likes to gamble, while another is being sought by the fraud squad for trying to sell arches laced with gold dust to loose women. The disoriented E has been wandering around for days, but she's a hardy soul and we're sure she'll survive.

37. She invites you to enter the VIP Suite to the west. I don't know about you, but you don't have to ask me twice!
38. There are five lost souls in the Meadow, and seven in the Forest.
39. Cast the GOBERDUNA spell on the serpent. You get this spell after you've solved the Island of the Gods.
40. There are two things to do in the shop: browsing and carousing.
41. You must remove the surfboard's protective field before you can take it.
42. Even false teeth need to be brushed.
43. Climb onto the branch.
44. You can't open the display case.
45. Do something counter-intuitive.
46. There are no dragon's spectacles—and, in fact, no Island of Retired Dragons—anywhere in the game.
47. There are 10 lost souls in the E cellar. Each of them has a name that ends with the sound "E," like Rocky or Julie.
48. You can't get the spell box before the shark gets it.
49. Take her back to your room and put her in bed. Once she's asleep, you can search her to find the key.
50. You can't solve this puzzle until you have the GOGGILY spell.

51. Get in line and wait for your turn, then answer the three questions. You'll find the answers on the university registration form included in your game package.

52. You'll need a spell from back at the University.

53. The guards seem determined to make sure that no man leaves the island.

54. In Nice mode, she's interested in your skills as a handyman. In Naughty mode, she's interested in a different kind of skill.

55. The lost souls in the E cellar are Betty, Gabby, Lacey, Dusty, Connie, Lucy, Archie, Hardy, Goldie, and Daisy.

56. You'll need a spell that you won't get until very late in the game.

57. However, women are a dime a dozen around here.

58. The indivisible particle has a nucleus and several electrons. The necklace is something that the author claims he wouldn't be caught dead in. The collection of chips is what you ante with in a poker game. The accounting statement reveals that you have five cents less at the end of the year than you did at the beginning. A cent saved is a cent earned, unless you accumulate lots of them, in which case you have big bucks. The ad on the wall is full of lies, and the gems in the safe are the family jewels. The document in the safe is a will, and all the lost souls on it begin with the letters "W-I-L." The sole exception is the stuffed moose, which obviously has fallen heir to something that usually comes in a pod.

59. The lost souls in the British Aisles are Lulu, Lucille, Laurie, Bobby, Billy, and Gaylord.
60. The one on the left looks like Dan Quayle.
61. The bed is too heavy to lift. Does that remind you of anything earlier in the game?
62. Sit on the chair to enter the simulation. Once you're in the simulation, be sure to take an inventory and read your spell book.
63. You'd better solve this, or you'll never branch out into the more interesting parts of the game.
64. There are two methods. One involves something that you may have picked up in the potty chamber.
65. There are no dragon's false teeth—and, in fact, no Island of Retired Dragons—anywhere in the game.
66. Disguise yourself as a woman. Wear the gown from the armoire in the SIP Suite, the bonnet from under the bed in the VIP Suite, high-heeled shoes from the hope chest in the VIP Suite, and the lipstick from the Shop. You can then pass the guards unmolested. Don't leave without the sword, though—you'll need it later on.
67. Remember: Time is running backward. If something is described as rising into your hand, you must have dropped it; if you're described as opening a door, you must have closed it.

68. Cast GUB on the leaning tree, cast ZEM on yourself, cross the fallen tree, and kill the dragon with the lead-plated sword. Then, cast VAI on the ivy, climb the ivy, and pull the lever to stop the pendulum. Now you can release the damsel and achieve a grade of 100! You don't get anything tangible for acing the simulation, but take my word for it—you'll be glad later on that you did.
69. Voices approaching. Beware of God. Better hide.
70. Have you ever played the game Boggle or done a word search puzzle?
71. Put on the overalls found in the shed. Then travel east, and east again.
72. You can't open the case yourself.
73. The lost souls in the Attic are Knute, Kermit, Tom, Bunny, Teddy, Bill, and Bo.
74. Have you tried buying anything in the shop?
75. Gee, the president's daughter probably has a key to the President's House.
76. A 15% tip is standard throughout Feloria.
77. If you didn't pick up the spider in the potty chamber, it's hard to get rid of Minnie without getting pushy.
78. Gulp, take a deep breath, and destroy the spell book with the flamethrower, which you found in Lola's purse. Now, with the spell book destroyed, you can open the EKSLAKSIA box to cast it.
79. There's no belly dancer in the game! Why are you wasting your time getting hints to nonexistent puzzles?

80. The sacking always will take place around noon on Thursday. There's nothing you can do to prevent it, delay it, or bring it on more quickly.
81. Open the three gates. The Xs on the ground are the key.
82. Have you been at the I Phelta Thi party past 8:30? Have you met Gretchen Snowbunny? Did you know that she's the president's daughter?
83. To open an island, you need the key to the island! You get it on one of the other islands.
84. Cast the FRIMP spell on the bed. Take the bonnet while the bed is floating.
85. The talisman which your mother gives you protects you during the sacking. That's why everyone else is kidnapped or killed, but you are left behind. After the sacking, be certain to visit the Boat Dock.
86. Normally, in an adventure game, you supply an input and the game responds.
87. If you enter the simulation once the University has been sacked, the GUB, ZEM, and VAI spells will remain in your spell book after the simulation ends.
88. The lost souls in the Sound Studio are Melody, Winnie, Cy, Humphrey, Mike, Blair, Carol and Noel.
89. You'll need something from your game package.
90. There are three ways to escape: through the windows, the chimney, or the Potty Chamber.

91. Your mission is to use the surfboard and search the seas of Peloria for your professors and fellow students, for the Sorcerer's Appliance, and for the fiend who snatched them.
92. Get into the shed. Use the key under the flat rock to unlock the door.
93. The grape in her navel sure looks tasty . . .
94. There are 16 lost souls in the Living Room. Don't forget to open the safe.
95. Stepping on an X causes the corresponding gate to open. You can step on an X, and if you ask Lola, she will step on an X. But there's a real art to getting that third gate to open, and until you can produce a third person to stand on the third X, you're going to feel like a lost soul crying in the wilderness.
96. You can't get the spell box here. Sigh. Well, don't get depressed. Go into the restaurant and have a nice meal. A nice meal always takes MY mind off unsolvable puzzles.
97. There are no twin gargoyles—and, in fact, no Island of Retired Dragons—anywhere in the game.
98. A spell is involved. And remember: Spells don't always do what you think they will!
99. You can't solve this puzzle until you've found the asbestos tuxedo.
100. In the Meadow, the names are Blaise, Charlie, Bernie, Ashby, and Charlotte. In the Forest, the names are Wolfgang, Leit, Robin, Ernest, Gail, Dawn, and Woodrow.

- 101.** Obviously, you want to use the BLUBBA spell, which you found behind the surfboard in the Housemaster's Suite, to summon a whale. But once you've done that, you're a turn short of the number of turns you need to cast the EKSLAKSIA spell. You must open the spell box, take the spell book, and cast EKSLAKSIA—but you only have two turns. And you can't cast EKSLAKSIA directly out of the spell box, since your spell book is present and intercepts the spell.

West of the house, the pristly pad is a doornat, opens the door is your key. The car is jacked up and there are some men within. The car itself is not a lost soul. If you thought that the dowel is something to hang a coat on, then you've got it pegged perfectly. The playset would look at home in a jungle. The handtruck is a doll of a tool if you are a piano mover.

- 103.** The tune is like a pretty girl. The soft neighing is sometimes followed by a soft sound that sounds like "pooh." The warm wet breeze sighs through the room, creating the very hum in the microphone that the vacuum tube is free of. After you listen to the giant radio for a while, you realize it is blaring out a voice from Dickens' popular Christmas story, and that the voice is telling someone else to "Get the 'ell out."

Something which you found early in the game, and which you have probably decided long ago, was totally useless, is vital to solving this puzzle.

- 105.** There are six lost souls in the British Aisles. Many puns here are based on the English names for things.

Most people just open the door.

107. Two magic spells will be needed to get rid of the garbage.
108. To restore a lost soul, cast KABBUL on the name of the enchanted person. For example, at West of House, you should cast KABBUL on Matt, where "Matt" is spelled M - A - T - T, not M - A - T. Once you have restored about half of the lost souls, a Messenger Nymph will begin to appear and give you hints about souls you haven't yet restored.
109. Did you happen to notice the conspicuous tree branch?
110. You can't open it right away, so wait a spell then try again.
111. Look under the final veil.
112. Get the DISPAR spell from the Secret Society Meeting Room, then cast DISPAR on the surf-board. Note that you won't be able to do this until after the University has been sacked. Once you've cast DISPAR, you can take the surfboard.
113. Okay, deep breath, here goes: Drop the waybread. South. Southwest. Jump out the window. Wait. Wait. Get in the small mudbath. Get in the medium-sized mudbath. Get in the large mudbath. Climb the stairs. Eat the small waybread. Eat the medium-sized waybread. Eat the large waybread. In Nice mode, play chess with the small nun. Play chess with the medium-sized nun. Play chess with the large nun. In Naughty mode, make love to the small concubine. Make love to the medium-sized concubine. Make love to the large concubine. In either mode, enter the cottage. Open the door. Read the sign. Northwest. Examine the pedestal. North. Give the spell

box to the director. Get off the surfboard. TA DUM! You are now the proud owner of a BUN-DEROT spell box.

114. There is no way to open the display case. Of course, if you wait until the school is sacked, the case will be smashed open - but the Sorcerer's Appliance will be missing.

115. There are 7 lost souls in the Attic.

116. To escape through the window, first get the horse to move. Put out the fire before escaping through the chimney. Or to escape via the potty chamber, open the tiny door and move the potty.

117. In the meadow, the fire is blazing and the leg-joint is burnt. And whether you think of the meadow as a lea or a lot, it is still charred. The bee is covered with ash. In the forest, think of the foliage as Scandinavian, notice that the wolves are travelling in a gang. The bird should remind you of Batman's companion, and its home is obviously filled with sincerity. The wind is almost gale-force, and dawn's early light reveals that all the wood is laid out in a row.

118. By moving through the maze, you can spell the words "This way out." Starting from the room where you entered the maze from the lecture hall, go southeast, south, east, east, southwest, west, south, west, and west. A new exit will then appear.

119. The popular book from the library is so good you can't put it down. If you give it to Joey, he won't have a free hand to push the second button! The world is saved! Or is it . . . ??

120. It is awfully difficult to get by the congerie.

121. You can't leave the alley naked! Is there any place you can go to shed more light on the problem?

The serpent's long neck is the key. And so is its temper—he seems fit to be tied. However, you can't do anything about it until you've solved the Island of the Gods puzzle.

122.

123. The bed is too heavy to lift.

You'll have to enter the simulation many times before you'll get a perfect score. Fortunately, you can try as often as you like without penalty. Keep plugging away to learn the proper sequence of moves - you don't have a single turn to spare.

124.

125. There are 8 lost souls in the Sound Studio.

Hide behind the curtain. Watch and listen. Do the obvious.

126.

127. The painting that looks exactly like the Meadow is, in fact, a lost soul! Cast KABBUL on Art. Now, stand on the gold X, ask Lola to stand on the silver X, and ask Art to stand on the bronze X. The three gates are now open, and you can head west.

Perhaps you don't need to get the spell box here.

128.

129. There are 7 lost souls in the Kitchen.

Since time is running backwards, you get a response and you must then supply the input which caused that response. If you fail to do so, the fabric of time rips apart, which can really ruin your whole day.

130.

131. The shopkeeper says you can take anything and everything in the shop. Don't forget that first motto of adventure gaming—take everything that isn't nailed down!

132. You need the DISPAR spell, which you won't get until you've solved the Maize Maze.
133. There's no need to tip the waiter. In fact, there's no way to tip the waiter.
134. In Nice mode, fix the leak. In Naughty mode, make love to her.
135. Pull the lever then open the shackles. Lola will follow you through the trap door.
136. The stuff on the wall is dough. The ground beef is hamburger, but with an Irish accent. The soup has been stewing for hours, and to be frank, it probably could use a pat of butter. The lime beverage is a possibly obscure drink that you shouldn't feel bad if you can't name. As for ze wine, zat should not be tres deefecult pour vous, ma cheri.
137. When you restore all 80 lost souls on the Island of Lost Soles, they will present you with a Key to the Island. They do mention, however, that it's not the key to their island. Use this key to unlock the Island of the Gods.
138. Have you introduced yourself?

Spellcasting 101

Walk-through

This walk-through is provided for those who wish to quickly read or play through the game. Game inputs are printed in capital letters and are interspersed in the text below. Although we have presented an efficient linear route through *Spellcasting 101*, you as a player can make many choices during actual game play.

Introduction

Deep in the heart of Peloria, in the peaceful village of Port Gekko, Ernie Eaglebeak is desperately hoping for a brighter tomorrow. Ernie's life is difficult. Not only is he a nerd, full of suppressed ambitions, and desperately in love with the girl next door, but his evil stepfather, Joey Rottenwood is intent upon sentencing him to a life of dragon tending. Ernie is determined to pursue his life-long dream of becoming a sorcerer. He knows sorcerers get all the girls, and if he is to win the heart of Lola Tigerbelly, he'll need every advantage—that's EVERY advantage.

Chapter 1

Escape

The Bedchamber

You are locked in your bedchamber and you must escape before Joey's friend, Billy Creepingvine arrives to enroll you in the Dragon Tending Guild. You have three options.

Option 1 Jump out the window.

You notice the horse and cart at the eastern end of the alley. GET HAY, OPEN RIGHT WINDOW, and THROW HAY OUT RIGHT WINDOW. The horse moves under the right window to eat the hay, which positions the cart under the left window. OPEN LEFT WINDOW. JUMP OUT LEFT WINDOW.

Option 2 Escape through the potty chamber.

Go NORTH and OPEN DOOR to the potty chamber. TAKE POTTY and you will find a grate underneath. TAKE GRATE and go DOWN to escape.

Option 3 Escape through the chimney.

Go NORTH, OPEN DOOR, GET POTTY, go SOUTH, and POUR HUMAN WASTE ON FIRE in the fireplace. Now CLIMB CHIMNEY onto roof, then CLIMB BRANCH. The branch will break, dropping you into the alley.

Depending upon which escape route you choose, you will either land in the cart filled with fresh manure, or in the muddy alley.

The Alley

You, Ernie, are now in the alley, nude and covered with filth. (You have ditched your cloak because it was either too dirty or it was shredded, depending on your escape route.) You try the shed at the western end of the alley. The shed is locked, but under a rock near the door is a rusty old key used by the gardener.

You must quickly get the door unlocked since Lola is coming down the lane outside the alley. LIFT ROCK and GET KEY. As luck would have it, Miss Beancounter the elderly spinster arrives and plants her foot on top of the rusty key. If you try to convince her to move, she will continually misunderstand everything you say. PUSH BEANCOUNTER to move her off the key. Now GET KEY and UNLOCK SHED DOOR WITH KEY. OPEN SHED DOOR, then walk IN.

The shed contains gardening equipment, but most importantly, the gardener's spare pair of overalls. TAKE OVERALLS and WEAR THEM. LEAVE the shed, and then go EAST to exit through the gate.

Chapter 2

Sorcerer University

At this point, you have escaped from Joey, a lifetime of dragon tending, and Miss Beancounter, and you arrive at Sorcerer University ready to fulfill your dreams. First, however, you must register.

Registration

GET IN LINE and WAIT and then WAIT again for your turn. Answer the questions honestly. You do have your Registration Form, don't you?

Time passes, and it is now later in the semester. You are in Batguano Court having just finished your 9:30 a.m. class. Life is good, you have even perfected Bip, your first spell. ("Gosh it makes a romantic sound, I can't wait to cast it for Lola!") Go EAST to Meltingwolf Hall.

Meltingwolf Hall

SIT and WAIT (twice), to attend your 1:00 pm Mythology class. Then WAIT repeatedly to hear the lecture. If you are a dedicated student, you may TAKE NOTES. (Use this method to attend all of Ernie's classes or refer to the transcripts of the classes reprinted in this book.)

Next, since you are between classes, you decide to visit the man who has encouraged and befriended you these first few weeks. Go NORTHEAST and enter Professor Tickingclock's office. When you arrive, if he is in, he will remind you of a dinner engagement in his suite on Wednesday at around 7:30 p.m. If his office is empty, Tickingclock eventually will find you on campus and remind you of the dinner date. Leave the Professor's office by going SOUTH.

The Simulation Lab

This large chamber is furnished with only one chair. Here you may practice your spellcasting and adventuring talents by experiencing a magical simulation of an actual adventure. Sit on the chair and the monitoring professor will begin the simulation. You receive three spells for use during the simulation—Gub, Vai, and Zem, and one extra item, a lead-plated sword. To achieve a perfect score, follow these steps exactly: SIT, GUB TREE, ZEM ME, SOUTH, KILL DRAGON WITH SWORD, VAI IVY, UP, PUSH LEVER, (Zem spell wears off), and RELEASE DAMSEL. Leave the simulation lab by going WEST, then go OUT to Batguano Court.

Gretchen Snowbunny

Eager for a taste of fraternity life, you visit the fraternities. Go SOUTHWEST to the Tappa Kegga Bru Fraternity, and receive an invitation to tonight's party. During the party, Bo Soundofthunder will throw you a spell box. OPEN BOX and receive the Skonn spell. Then, go NORTHEAST to leave the party, and then NORTHWEST to I Phelta Thi. Wait until Gretchen Snowbunny, the president's daughter, shows up drunk and asks for your help in getting home. TAKE GRETCHEN, Go SOUTH, then EAST to take her to your own dorm room in Frogkisser House to sleep it off. Gretchen is carrying a key to her house. PUT GRETCHEN IN BED and after she falls asleep, SEARCH GRETCHEN and TAKE THE KEY. SLEEP for a while, and when you awaken, GET ALL that fell out of your cloak during the night. READ NOTE then go WEST, SOUTHWEST to visit the president's house.

The President's House

The president's house is located on the shore of the nearby river. UNLOCK DOOR WITH KEY. Then, OPEN THE DOOR and go NORTHWEST. Inside the house you find a spell box. OPEN BOX to receive the Frimp spell. Go SOUTHEAST to leave.

The Library Stacks

By now, you should know your way around the University, so go back to the Library in Meltingwolf Hall. Use the Skonn spell to enlarge the bust in the library, (Darn! So that's what it's used for!). SKONN STATUE will swell the bust to a gigantic size allowing you to CLIMB THE STATUE to the Upper Stacks. Here you will find the Kabbul spell box. OPEN BOX, and exit the Upper stacks by going DOWN. You see a popular book that you have been meaning to read. LOOK AT POPULAR BOOK, then TAKE BOOK and READ IT. Leave the Library by going DOWN.

The Maize Room

There is a trap door in the center of the lecture room in Meltingwolf Hall. (If you are playing in map mode, this is indicated by two darkly shaded rooms underneath the Hall). CAST FRIMP ON TRAP DOOR to lighten the heavy weight of the door. (If class is in session, you must WAIT for class to end before attempting to Frimp the door.) Now, LIFT THE DOOR and go DOWN. You are in a maze where all the walls are covered with stalks of maize and a single letter. Spell the phrase "This way out," by starting at the entrance and walking as follows: SOUTHEAST, SOUTH, EAST, EAST, SOUTHWEST, WEST, SOUTH, WEST, and WEST.

When you reach this last area, a portal in the floor will magically open to reveal the Secret Society Meeting Chamber. Go DOWN and you will find the Dispar spell box. OPEN BOX. To leave, go UP, NORTHEAST, NORTH, NORTH, NORTH, FRIMP TRAP DOOR, OPEN DOOR, UP. (If class is in session, WAIT before Frimping trap door.)

The Housemaster's Suite

Attend the dinner in Professor Tickingclock's suite on the second floor of the Frogkisser House. EAT PHEASANT or EAT POTATOES, over and over. Listen to Tickingclock's ramblings, particularly his description of the surfboard, and note things that are in the room. The Professor will soon fall asleep, and you'll be able to interact with Hillary in a more intimate fashion.

The next day, go to your morning class in Meltingwolf Hall and then WAIT until your mom unexpectedly visits and gives you a talisman. You will be knocked unconscious, and when you awaken, you will find that the Sorcerer's Appliance is gone, the University is in ruins, and you are alone on the campus.

The Housemaster's Suite After the Sacking

Go up to the Housemaster's Suite and get the surfboard. CAST DISPAR ON SURFBOARD and TAKE IT. Once you remove it from the wall, you notice the Blubba spell box. OPEN BOX.

The Simulation Lab

Cross the deserted campus and go to the Simulation Lab to play the adventure simulation again. Without the monitoring professor, the spells are yours to keep.

Leaving the University

Go to the dock next to the President's House. You arrive just in time to hear the last words of Professor Peelerofsmallfigs explaining the recent tragedy. You realize that the fate of SU is in your hands—you alone must find the Sorcerer's Appliance and its Attachments and save the University. PUT THE SURFBOARD IN THE WATER. Using the ancient map given to you in Math & Science class (and also included in the game box) set the coordinates for the Island of Lost Soles. SET THE LEFT DIAL using the numbers across the top of the map and SET THE RIGHT DIAL using the animal names down the right edge of the map. Now, STAND ON THE SURFBOARD and PRESS THE BUTTON. WAIT, then WAIT again to arrive at your destination.

Chapter 3

The Island of Lost Soles

When you arrive at the Island of Lost Soles, you notice a sign and a fire burning. GET OFF THE SURFBOARD and READ THE SIGN. You discover that a cobbler named Waldo Bootlacer was so angry over a financial misunderstanding with the islanders, that he hired the evil Lars Stormkiller to imprison all the island souls in non-human forms. Each "lost soul" has been turned into an inanimate object associated with the person's name. For example, CAST KABBUL ON BLAISE to restore the soul of Blaise, the mayor. See the Hints & Answers Chapter for a complete list of lost souls.

Once all the souls are restored, the grateful people of the island present you with a Big Key. It is not the key to this island, but it is valuable nonetheless. Go back to the surfboard and SET THE LEFT DIAL and SET THE RIGHT DIAL for the Island Where Time Runs Backwards. STAND ON THE SURFBOARD and PRESS THE BUTTON. WAIT (three times) to arrive at your destination.

Chapter 4

The Island Where Time Runs Backwards

You find yourself carrying an unopened spellbox and apparently starring in a production of "Goldilocks and the Three Mud Devils." You are wearing a golden wig and a dress, and are covered in dried mud. On this island, time is flowing backwards. You begin on the island when you have finished, and you see the results of your game inputs before you have issued the command.

The director yells at you for dropping a piece of waybread, and a large piece of waybread rises into your hand. DROP LARGE WAYBREAD. Next, walk north (SOUTH). Go SOUTHWEST, JUMP OUT WINDOW, WAIT (twice).

GET IN SMALL MUDBATH, GET IN MEDIUM MUDBATH, GET IN LARGE MUDBATH. Go UP. EAT SMALL WAYBREAD, EAT MEDIUM WAYBREAD, EAT LARGE WAYBREAD. PLAY CHESS WITH SMALL NUN, PLAY CHESS WITH MEDIUM NUN, PLAY CHESS WITH LARGE NUN. (If you're playing the game in Naughty mode, you'll have to figure out for yourself what to do with the concubines.)

What has just happened (or is about to happen) is that you will enter the Mud Devil family cottage. Finding the family gone, you try to play chess with the three nuns. The large nun is too stupid to play chess and the medium-sized nun plays chess too well for you, but the small nun plays chess just right. After the chess game you feel hungry and help yourself to the Mud Devil's waybread. The large piece is too hard, the medium-sized piece is too soft, but the third piece is just right. Remembering your SU course on Mud Devils, you go upstairs and find the mudbaths...

Go EAST, OPEN DOOR, READ SIGN, and go NORTH-WEST. You realize that once again, the Attachment has been stolen. EXAMINE PEDESTAL. Go NORTH. You arrive back on the set in your regular clothing, with the Bunderot spell box in your hand. GIVE BUNDEROT BOX TO DIRECTOR and GET OFF SURFBOARD.

Suddenly, time resumes its forward progress. OPEN BUNDEROT BOX, then SET THE LEFT DIAL and SET THE RIGHT DIAL for the Island of the Amazons. PRESS THE BUTTON, and WAIT three times to arrive at your destination.

Chapter 5

The Island of the Amazons

The Amazons are desperate for male companionship of *any* sort. Even Ernie is desirable, and that is exactly the problem—too much of a good thing can kill a guy.

You arrive on the island near the boatyard. GET OFF SURFBOARD and WALK TO THE PARADE GROUND. The Amazon Leader invites you to stay and help her subjects with their “problems,” so follow her WEST to the VIP Suite. (If you are playing in Nice mode, the problems are plumbing problems. If you are playing in Naughty mode, the problems are, well, plumbing problems of another sort.) FIX THE LEAK in the VIP Suite, then OPEN THE HOPE CHEST. You find another Amazon with a plumbing problem who entices you to demonstrate your plumbing skills. Then, looking in the empty chest, you notice a pair of high-heeled shoes. TAKE SHOES, then go UP through the air vent to reach the SIP (Somewhat Important Person Suite).

You’ve just got to escape or you’ll die from exhaustion. You realize the Amazons will never let a man leave the island, but disguised as a woman, you might have a chance. You OPEN THE WHADDYACALLIT and GET GOWN. TAKE OFF THE CLOAK and WEAR GOWN. Next, PUT ON SHOES. With your disguise almost complete, go UP through the air vent again to return to the VIP suite. LOOK UNDER THE BED and find the bonnet. FRIMP BED, raising it high enough for you to GET BONNET. Then, WEAR BONNET and leave the VIP Suite by going EAST.

As you try to leave the Parade Ground, the guards are not fooled by your disguise. Retreat SOUTH into a store where you

find a very enthusiastic storekeeper. Of course, you have to perform a few chores for her, but in return she allows you to select items from her store shelves. TAKE THE LEAD-PLATED SWORD, and TAKE LIPSTICK. WEAR LIPSTICK to complete your feminine disguise.

GO NORTH, then NORTHEAST, this time successfully passing the snickering Amazon guards. GET ON SURFBOARD and prepare for departure. SET THE LEFT DIAL and SET THE RIGHT DIAL for the Restaurant at the End of the Ocean. Since Grandma doesn't like you to travel without your nice warm cloak, REMOVE GOWN and WEAR CLOAK. PRESS THE BUTTON and WAIT (five times) to arrive at your destination.

Chapter 6

Restaurant At the End of the Ocean

You arrive at the sail-thru window of a popular ocean-side restaurant. You spot a Majjello spell box hovering in midair above the water and try to TAKE SPELL BOX. At the last moment, however, a pygmy shark jumps out of the water and swallows the box whole.

Feeling hungry, you go IN to the restaurant, are seated by the Maitre d' and EXAMINE THE MENU. Finding pygmy shark on the menu, and wanting revenge on the species, you ORDER SHARK and WAIT for your dinner. Suddenly, the prices go up, and the waiter begins to get rude. Just as your food arrives, you remember your Ethics 101 lecture on the six stages in the life cycle of a good restaurant and realize that you will have to eat quickly.

You BUNDEROT THE SHARK and are surprised that the very shark that ate your spell box earlier is the one now on your plate. OPEN THE MAJJELLO BOX quickly and receive the spell just as the restaurant closes and the waiter escorts you out.

You are tired so you lie down on the dock. Use the wait command to WAIT UNTIL 9:40, then SLEEP till dawn. When you wake up, GET ALL from dock. Now, refreshed and ready for adventure, GET ON SURFBOARD and set the dials for the Island of the Gods—the one on the map with the storm cloud grinning over it. You are unable to set the dials properly, so you READ THE SPELL BOOK for trouble shooting tips. You see that Majjello reveals hidden information. CAST MAJJELLO ON THE RIGHT DIAL. SET THE RIGHT DIAL and SET THE LEFT DIAL. PRESS THE BUTTON and WAIT (3 times) to arrive at your next destination.

Chapter 7

The Island of the Gods

You arrive at the Gateway of the Gods, a destination few have seen. The huge portal is locked, but by using the Big Key from the grateful Mayor Blaise, you can gain entrance. UNLOCK ISLAND WITH BIG KEY, go NORTH through the Garden of the Gods and NORTH again to the Condo of the Gods.

To the east is the home of Baccarat and Bagatelle, the gods of war and peace, and to the WEST is the home of Ocarina and Glockenspiel, a true odd couple. Ocarina, the goddess of beauty, and Glockenspiel, her insanely jealous husband and the god of ugliness, are in the midst of an argument. You HIDE BEHIND THE DRAPES and WAIT (three times), as Glock rages about how Ocarina has asked someone other than himself to help her with crossword puzzles. WAIT again, and eventually, Glock storms out of the room. The beautiful Ocarina returns to her puzzle. Feeling an intense desire...to help her...step OUT from behind the curtain. Now, of course, you must HELP OCARINA with the puzzle and end up having a very enjoyable experience (ahem).

Ocarina rewards you with a spell box. OPEN BOX and receive the Gweek spell. Unfortunately, Glockenspiel returns and discovers you in his wife's presence. He threatens to kill you, but in a change of heart, drags you outside to the Garbage Dump of the Gods. The gods apparently have been very careless with their environment, and your punishment is to clean up the mess! Fortunately, you can GWEEK THE GARBAGE, which will eliminate about half the mess, and BUNDEROT DUMP to remove the rest.

Your work has created The Meadow of the Gods in place of the former garbage dump and, as a bonus, has uncovered the lost Goberduna spell box. Leaving the gods bickering over the

use for their new meadow, you OPEN GOBERDUNA BOX, go SOUTH three times, and LOCK ISLAND WITH BIG KEY.

GET ON SURFBOARD and head for Fort Blackwand, where you know the Sorcerer's Attachments have been taken. SET THE LEFT DIAL and SET THE RIGHT DIAL. PRESS THE BUTTON.

Chapter 8

Fort Blackwand

When you arrive at the Lagoon, the Lok Pik monster blocks your path. GOBERDUNA SERPENT and go EAST to reach the shore. You are surprised to see the castle you remember from the Simulation (every now and then you learn something useful in school). Repeat the steps exactly as you did in the Simulation: GUB TREE, ZEM ME, SOUTH, KILL DRAGON WITH SWORD, VAI IVY, UP. You discover that Lola Tigerbelly is the damsel in distress. PUSH THE LEVER (Zem spell wears off), and then RELEASE LOLA. TAKE PURSE.

You've rescued your beloved, but you still need to stop the fiend who has stolen the Sorcerer's Appliance. OPEN THE TRAP DOOR and go DOWN to the Gate Room with Lola.

Here you see three gates—one made of gold, one of silver, and one of bronze. On the floor are three Xs, each made of one of the precious metals. You STEP ON GOLD X, and see that the gate opens. LOLA, STEP ON SILVER X and the second gate opens, but you still need a third person for the last X.

You notice a picture of the meadow on the wall. You quickly KABBUL ART. ART, STAND ON BRONZE X. Suddenly, all three gates open. Go WEST and enter a large chamber.

Chapter 9

The Stunning Climax

You enter the chamber. You see Professor Tickingclock guarded by your nemesis, Joey Rottenwood who is at the controls of the Sorcerer's Appliance. Unarmed and unprepared for battle, you rummage through Lola's purse hoping to find something useful. OPEN PURSE and TAKE FLAMETHROWER (that Lola is quite a gal).

WAIT as Rottenwood interminably tells his story, and then spring into action when he pauses dramatically at the controls and prepares to push both buttons of the Appliance at once. You GIVE POPULAR BOOK TO JOEY Rottenwood. Since it is so good he can't put it down, he cannot push both buttons at once. Unfortunately, he accidentally activates the Self-Destruct Mode, which causes an Ekslaksia spell box to fall out of the machine. The Professor informs you that in 15 minutes (three moves) an explosion will be detonated with the power to destroy you and most of Peloria. The only way to disable the sophisticated machine is to bury it under seven tons of whale poop.

Time is ticking by. You CAST BLUBBA, but as the whale appears, it knocks your spell book out of your hands. You have ten minutes (two moves) before time runs out. You BURN SPELLBOOK WITH FLAME THROWER, then with five minutes left, you OPEN EKSLAKSIA BOX. Since there is no spell book to jump to, the magic causes everyone in the room (including the whale) to, um, eliminate.

Covered in tons of manure, the detonation sequence is stopped. Everyone, including Joey Rottenwood, is free. You find the entire student population of Sorcerer U., your mom, and your real Dad, who has been hidden in the cellar all these years. Professor Tickingclock transports the students and the Appliance safely back to the University and you now hope to bask in the glow of Lola's affection.

Having just saved the kingdom of Peloria from certain destruction, fate plays a cruel hand. Lola leaves you to go shopping in Balmoral City, you are reprimanded by school officials for using Level 5 spells, and you are faced with huge tuition bills.

With the optimism of youth, you look back on your first year at Sorcerer U. with affection and look forward to next year and . . .

Spellcasting 201: The Sorcerer's Appliance

More babes!

More brewskis!

More bad jokes!

How All Points Are Scored

Number of Points	Achievement
3	Opening the grate, climbing the chimney, or moving the horse
5	Entering the Alley
8	Entering the Tool Shed
10	Reaching Donkeydung Hall (registration scene)
17	Reaching Batguano Court (after registering)
15	Entering the President's House
15	Entering the Library Stacks
10	Entering the Maize Room
10	Entering the Secret Society Meeting Room
40	Getting the talisman at the time of the sacking
25	Taking the surfboard
20	Reaching the Meadow
80	Restoring the lost souls (1 point each)
20	Reaching Edge of Woods
20	Reaching the Boatyard
40	Escaping from the Island of the Amazons
20	Reaching the Sail-Through Window
60	Rotting the shark
20	Reaching the Gateway of the Gods
50	Entering the Garden of the Gods
75	Getting rid of the garbage
80	Destroying the Lok Pik Monster
33	Unchaining Lola (providing she's alive)
50	Restoring Art
75	Giving the popular book to Joey
3	Obtaining ZEM, GUB and VAI spells from the simulation

Number of Points	Achievement
4	Opening the SKONN spell box
4	Opening the FRIMP spell box
4	Opening the GWEEK spell box
9	Opening the DISPAR spell box
9	Opening the KABBUL spell box
9	Opening the BLUBBA spell box
16	Opening the BUNDEROT spell box
16	Opening the MAJJELLO spell box
25	Opening the GOBERDUNA spell box
100	Casting EKSLAKSIA on the whale
TOTAL	1000 points

Freshman

Advisor: Otto Kickingloch

Mythology is in - Meltingwolf Hall

Class rank = ?



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