

THE CITADEL - A STEP BY STEP SOLUTION - THE QUICKEST?

NORTH - NORTH - NORTH - X HOLE(DUNG BEETLE) - WEST - X VINE(OKAY TO CLIMB) - UP(NEED BOTH HANDS) - DROP HORN - UP - ENTER - X HUT(BACKPACK) - GET PACK - LEAVE - DOWN - WEAR PACK - DOWN - PULL HARD ON VINE - GET ALL - PUT ALL IN PACK - EAST - SOUTH - EAST - SOUTH - X WELL(SEE TOP OF LADDER) - DOWN(DARK) - UP - WEST(BEETLE ROLLING BALL OF DUNG) - FOLLOW BEETLE - GET DUNG - X DUNG(GREASY AND FULL OF TINY INSECTS) - SOUTH - SOUTH - SOUTH - WEST - NW - X TREE(BIRD & GARLIC BUDS) - X BIRD(FOND OF INSECTS FOUND ON DUNG) - DROP DUNG(BIRD FLIES DOWN AND STARTS TO FEED) - GET BUDS - X BUDS(DRIVE AWAY BATS) - PUT ALL IN PACK - NORTH - X PENTACLE(MAGIC PROTECTS BRONZE BRACELET) - GET BRACELET(PENTACLE FLAMES UP) - EAST - X GLASS(GLASS) - GET GLASS - X GLASS(MAGNIFYING) - EAST.

ENTER - UNTIE MAN(TOLD YOU DEAL WITH SWORD FIRST) - REMOVE PACK - THROW PACK AT SWORD(HEY BOTH CRASH INTO FAR WALL) - UNTIE MAN(HE TELLS YOU THE PASSWORD AND THEN DEPARTS) - X HUT(LAMP) - GET LAMP - X LAMP(NEED FLINT) - NORTH - X HUT(SPADE) - LOOK UNDER TABLE(TINY KEY MUST BE CARRYING GLASS) - GET ALL - SOUTH - LEAVE - NORTH - NORTH - NORTH - X BRIDGE(GUIDES & PLANKS MISSING) - X GUIDES(MADE OUT OF VINES) - X GROUND(STONY) - DIG(FLINT) - GET FLINT - WEAR PACK - GET FLINT - SOUTH - SOUTH - EAST - X BUILDING(DOOR) - X DOOR(SEE TINY KEYHOLE MUST BE CARRYING GLASS) - UNLOCK DOOR(MUST HAVE TINY KEY & GLASS) - ENTER - X SLAB(HEAVY) - LIFT SLAB(NEED BOTH HANDS FREE) - DROP ALL - LIFT SLAB(NOT STRONG ENOUGH).

EAST(DARK) - WEST - GET LAMP - GET FLINT - LIGHT LAMP - PUT FLINT IN PACK - EAST - NORTH - EAST - UP - X STATUE(RING ON FINGER) - GET RING(IT WON'T BUDGE) - SHAKE STATUE(DISC FALLS TO GROUND) - GET DISC - X DISC(LIKE A SMALL COIN) - TURN/PUSH STATUE(OPENING TO NORTH) - NORTH - X ROOM(SEE TRAPDOOR IN CEILING) - OPEN TRAPDOOR(TOO FAR AWAY) - GET LADDER - PLACE LADDER UNDER TRAPDOOR - UP - OPEN/PUSH TRAPDOOR - UP(BATS) - GET BUDS FROM PACK - UP(BATS RETREAT) - X DROPPINGS(HELMET) - X DROPPINGS(KNIFE) - GET ALL - DOWN - DROP BUDS - DOWN - SOUTH - DOWN - WEST - SOUTH - WEST - LEAVE - SE - X ROCK(SEE SWORD IN ROCK) - GET/PULL SWORD(FAST) - X SWORD(TRAILING SNAKE) - SOUTH - WEST.

DROP ALL - DOWN - X LADDER(RUNG MISSING) - DOWN - DOWN - EAST - EAST - X VASE(NARROW NECK YOU CAN FEEL AROUND INSIDE) - FEEL AROUND INSIDE VASE(HAND WON'T PASS NARROW NECK) - GET DUNG FROM PACK - RUB DUNG OVER ARMS/HANDS - FEEL AROUND INSIDE VASE(LARGE KEY) - WEST - WEST - UP(CAN ONLY CARRY LAMP ON LADDER) - PUT KEY IN PACK - UP - UP - UP - GET ALL - WEST - NORTH - NORTH - NORTH - NORTH - GET VINE FROM PACK - REPAIR GUIDES(YOU CROSS CAREFULLY REPAIRING AS YOU GO) - NE - X LAKE(SHALLOW & SNAKES) - X SNAKES(MOVING CLOCKWISE) - FILL HELMET WITH WATER - SW - S CAREFULLY - SOUTH - SOUTH - WEST - SW - THROW WATER OVER FLAMES(HEY SPIT & SPLUTTER).

NE - EAST - EAST - ENTER - X ROOM(EARTH FLOOR) - GET SPADE FROM PACK - DIG(EARTH) - FILL HELMET WITH EARTH - LEAVE - WEST - WEST - SW - THROW EARTH OVER FLAMES(FLAMES OUT) - GET BRACELET - X BRACELET(STRENGTH) - WEAR BRACELET - NE - EAST - EAST - ENTER - DROP ALL - LIFT SLAB(HOLE IN FLOOR) - DOWN - X JUNK(WAND) - GET WAND - X WAND(WAVE IT TO DISPEL MIST) - UP - GET ALL - LEAVE - SE - TURN SWORD CLOCKWISE - GET/PULL SWORD - X SWORD(TRAILING SNAKE) - NW - WEST - NORTH - NORTH - NORTH CAREFULLY - NE - TRAIL SWORD IN LAKE(ATTRACTS SNAKES) - NORTH - DROP SWORD - NORTH - X WALL(DOOR) - X DOOR(LARGE KEYHOLE) - GET LARGE KEY FROM PACK - UNLOCK DOOR - NORTH - DROP KEY - NORTH(TO MARSH LAND) - WAVE WAND - EAST - WAVE WAND - NORTH - WAVE WAND - NORTH - WAVE WAND - DIG(HAMMER) - GET HAMMER - WAVE WAND - NE - WAVE WAND - NE - X TROLL(SUN SHINING ON HIM) - GET GLASS FROM PACK - SHINE GLASS IN EYES(TROLL BLINDED) - ENTER.

GET TRIANGLE - X TRIANGLE(FITS INTO SOMETHING) - PUT TRIANGLE IN PACK - LEAVE - SW - WAVE WAND - SW - WAVE WAND - SOUTH - WAVE WAND - SOUTH - WAVE WAND - WEST - SOUTH - GET KEY - UNLOCK DOOR - SOUTH - DROP KEY - SOUTH - GET SWORD - TRAIL SWORD IN LAKE - SOUTH - DROP SWORD - SW - SOUTH CAREFULLY - SOUTH - SOUTH - EAST - ENTER - GET LAMP - GET FLINT FROM PACK - LIGHT LAMP - EAST - NORTH - EAST - UP - HIT/BREAK FINGER WITH HAMMER(RING FALLS TO FLOOR) - DROP HAMMER - GET RING - DOWN - WEST - SOUTH - WEST - DROP LAMP - GET DISC - LEAVE - WEST - NORTH - NORTH - NORTH CAREFULLY - NORTH - NORTH - X ROCK(TRIANGULAR INSET) - (AT THIS POINT MAKE SURE THAT YOU HAVE THE TRIANGLE, THE HORN, THE RING AND THE DISC) - INSERT TRIANGLE(DOOR OPENS IN ROCK N.B DOOR WILL NOT STAY OPEN VERY LONG) - ENTER(IF WEARING PACK IT WILL BE TORN FROM YOUR SHOULDERS) - NORTH - NE - NORTH - NW - NORTH - NORTH - X ALTAR(STATUE RESTING ON IRON STAVES) - X STATUE(RING MISSING) - FIT RING ON FINGER(CAN NOW GO UP) - UP - X DOOR(SLOT) - INSERT DISC IN SLOT(DOOR OPENS) - ENTER - NORTH(SAY PASSWORD) - SAY ZURON - NORTH - LIGHT HORN(RETURNED TO THE CITADEL GAME OVER).

E100% IN 387 TURNS.