

THE DARKEST ROAD

The land is threatened once again and a mysterious stranger arrives unannounced to tell you that only you can save the land this time. For you possess the gift of the SILENT SONG, a powerful magic inherited from your father, an elf from beyond the Forest of Forgiveness, and your mother, Sharra, Princess of the Winged Elves from the South Shores.

The stranger tells you of the evil Black Wanderer who dispenses dark magics from his fortress The Pinnacle, beyond Darklen Moor and the Eagleshorn. The magics have resulted in a permanent darkness which even now is creeping down from the north. The stranger tells you that only the Silent Song can destroy the Black Wanderer - this is magic enough to send him back to the festering pit that spewed him forth.

Take the Darkest Road, seek out the Wanderer and save the land.

Some useful notes:

Vocab: some useful words are STORE or RAMSAVE for temporary storage, RECALL or RAMLOAD, SAVE and LOAD to cassette, EXAMINE (or EXAM or even just X), LOOK or L, REDESCRIBE or R, INVENTORY or I, PAUSE or P, SING plus all the more usual words (try HELP).

The top of the screen displays the area of the land you are currently in. The number at top left is your current score and the number at top right is the number of time units left until the darkness falls upon the land. You must complete your quest before this number reaches zero.

Three different fonts are supplied with the program. FONT1, FONT2 and FONT3 will access them.

Solution

W - open desk - X desk - get paper (a red herring) - X paper - drop paper - X chair - get map - X map - X table-W-X table - get orb - X orb - E - E - E - X barn - E - X hay - get needle - X hay - get book - X manger - X manger - get map - X other map - read map (this is needed to get through Death Swamp) - X needle - X book - read book (clues) - w - w - N - W - N - N - X elf - get shoes - S - S - E - wear shoes (or the Shade gets you) - N - X leaves - get card (red herring) - X card - drop card - N - The shade gives you the massage - S - S - W - N - N - N - N - swim lake - D - Kiss mermaid (in order to get through the Forest of Forgiveness - U - E - remove shoes - drop shoes - drop orb - drop needle - S - W - S - W - S (the Guardian doesn't let you in unless you've kissed the mermaid). - get mask - X mask - hide mask - N - E (if you have killed the mermaid the Guardian gets you - if you've tried to fight or kill anyone else the Guardian doesn't let you into the Cavern.) - N - E - S - S - S - E - E - E - (make sure you've got the map and have read it) - wear mask - N (if not wearing it you die) - N - N - move rock - get key - (if go north here you die of sadness) - S - wait - S - S - W - remove mask - drop mask - drop map - drop map - W - W - N - N - N - N - get orb - get needle - E - E - (at this point you can place orb on dais to charge it thinking it may be useful as a light later on but this orb routine is all red herring apart from providing you with 1% towards your final score - climb window (too high) - stand on dais - climb window - (STORE) - say majik - read the book (the first clue) - say warning - NW - when the wraiths attack you should Stand Still or they get you - E - X shrine-get platter - X platter (red herring) - drop platter - pray at the shrine - get goblet - N - if you try to go N the demon stops you - X demon - prick finger (with needle) - if you've got the goblet your blood drips into it.

Give goblet to demon - X demon - get diamond - move bones - drop needle -
get sigil - X sigil (hear no evil) - N - read book (for second clue) - bow (or
kneel)-NW - SW - X table - get food (if you eat it you die later on) - N - W -
X idol - insert diamond in the idol's eye - W - X room - read book (for third clue)
drop book - get stone - get coin (see no evil) - X room - pull lever - if eaten
the food you get a warning here) - look changeling in the eyes - w - break
stone - rub statuette - if eaten food you die here - drop statuette - get dog -
feed dog (if got food) - get cat - S - X grass - get rope - X fronds - if go
west (or pull fronds) fronds poison you - blow fronds - W - at this point the
player thinks he needs the orb - use orb - drop orb - if go north fall down pit) -
x floor - get medal - X medal (speak no evil) - tie rope to cat - unlock door
(with key) - N - X door - listen at the door (hear no evil)(must have sigil) -
look at the door (see no evil - must have coin) - speak no evil (must have medal) -
E - you only have a few moves to deal with the Wanderer or you die - sing song -
it can only be used once in the game - if sung it before this - you've had it.