

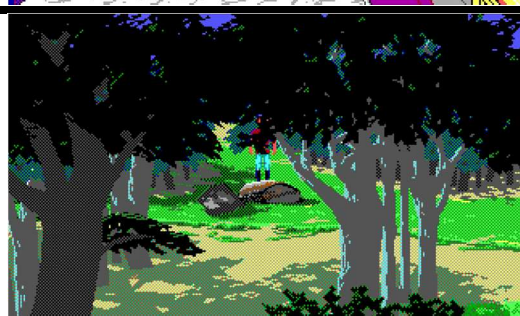


The same game again? The SCI version has some different versions of quests, so here is the 158 of 158 version of the game. And we have two real eastereggs.

You get your task after entering the castle without anything to do, if you click on Intro. You also leave the castle and here the adventure begins.



Leave left. **Push Stone.**
Take dagger.
Leave north.



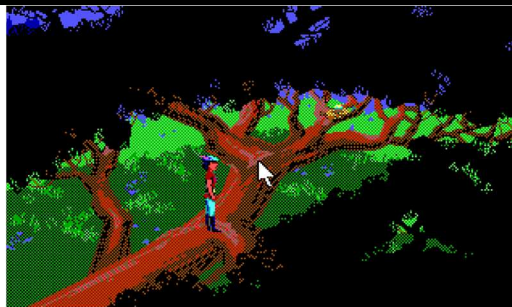
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Climb Tree.
This goes from alone after typing the text.



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Now use the cursor to walk to the nest. Stand on the tree before the nest. **Take Egg.**



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Leave east and enter field. **Take Carrot.**



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Leave north and meet an elf. If not, leave and reenter. **Talk to Elf** and get a Ring of Invisibility.



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Leave north again. **Take Bowl.**
Look at Bowl.
Fill.
You can **Eat Stew** (-2) and **Fill** again (it's a long journey!).



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Go two times east and one south. Go to the higher grass and **Take Clover**, should be a four leaves clover.



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IF you go south you meet your Fairy Godmother, who gives you a protection charm. But this charm is not very useful, only if you want to visit areas with enemies. Save it for later.

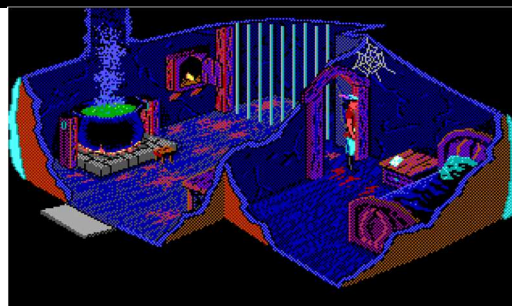


From the clover go two times east, north, east. Don't go there, if you have the protection charm. **Eat House**. If not **Yummy**, leave and reenter!



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Go to the shown position and type **Push Witch** and save. Then wait for the witch. As she looks in the cauldron go behind her, [F3] and she falls in. Now **Open the Cupboard** and **Take the Cheese**.



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Go to the bed, **Take Note**.

Read Note. You can look in the smoke over the cauldron.

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Go east twice, but be careful in the next picture. A wizard waits for you. **Take nut**.

Open nut. **Look at nut**. If not of gold, repeat.



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Go one south and you can try to **Pick Lock**. You get a hint for the **Quest of Glory**, but no points. From here go left, down, left and reach a well.



Stand behind and **Cut Rope**. **Lower Rope**, **Climb Rope**. At the end **Jump**. **Dive**.



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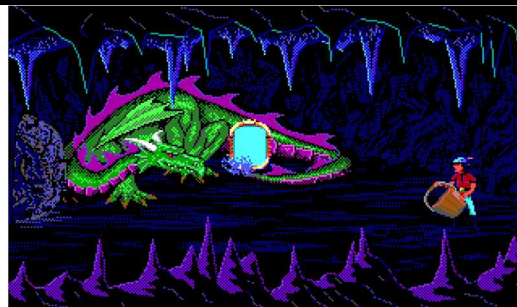
Swim fast to the exit at the upper left corner. **Climb out**, turn around and **Fill Bucket**. Leave left. Enter the cave of the dragon.



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Approach the dragon a bit and **Throw Water**. The dragon leaves. **Take Mirror**. In the SCI version you **have to follow the dragon**, go left, exit the cave



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Go one south as you exit the cave. Stand at the gate. **Open Gate**. Enter and Close gate so the goat cannot escape **Show Carrot** and leave.



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Go one south. **Look in Stump**. **Take Pouch**. **Open Pouch**.



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You go one west and two south. If you have the goat with you, it will kill the troll for you. Go one south.



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Go to the gnome. Now you have to type his name only backward: **Nikstlitselpmur**. You get the Magic Beans. If not, you get 3 points and a key.



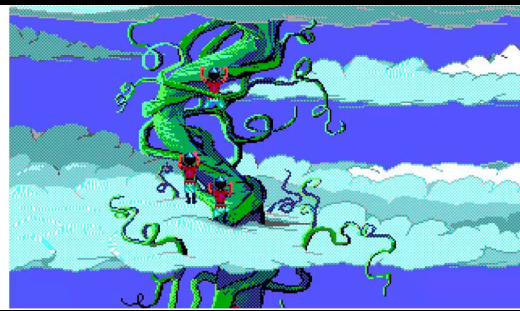
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If on the
first
guess

Go two east and **Plant Beans**. Then **SAVE!** **Climb Stalk**. The first session is automatic. See the next steps in the following pictures. Reaching the top is 2 points



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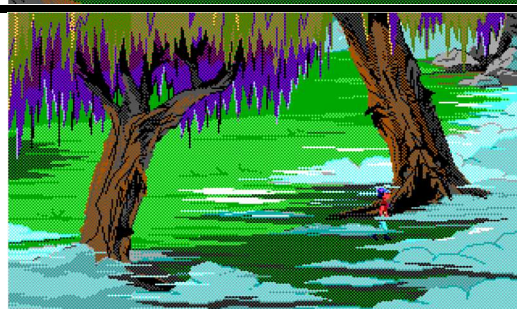


Go straight right two times.
Wear Ring. Rub Ring. Go right
 to the giant. Get out of his way
 until he **fall asleep**.
Take chest. Go south.



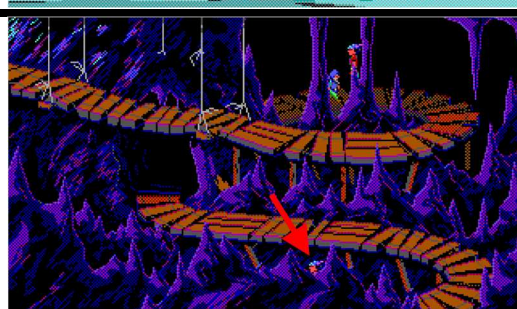
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Remove ring (with no point lost)
 and go east. **Look in hole.**
Take Sling. Leave north and
SAVE! Enter cave. There might
 be a thieving dwarf!

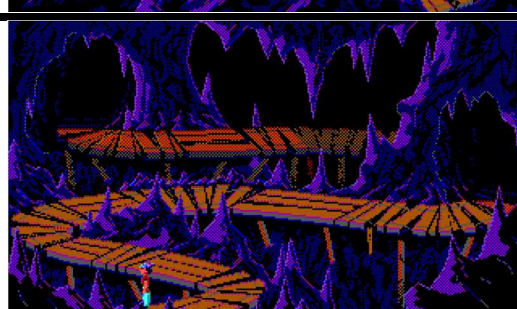


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Click always in the middle of the
 way. At the marked position go
 a little left behind the stoen and
 then straight south, best with
 arrow key.



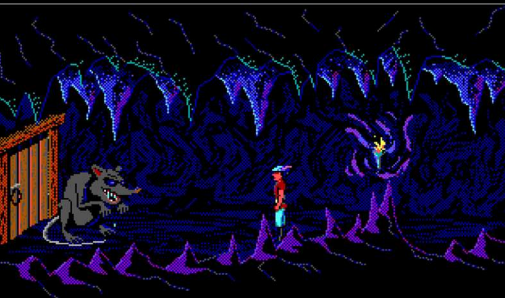
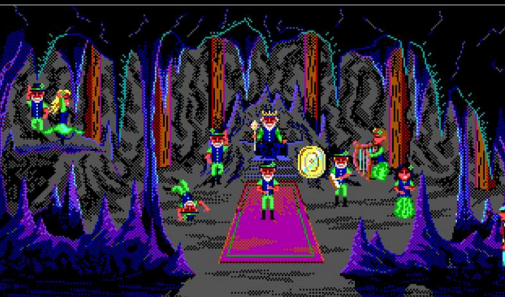
Here only south.



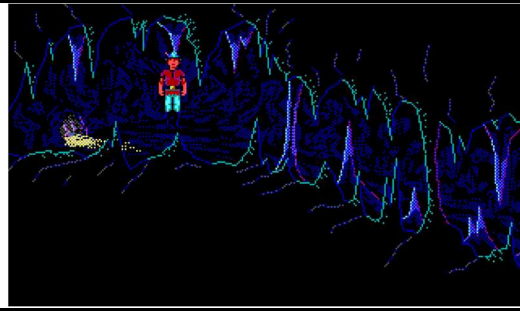
After leaving the cave go west
 and two south. Walk through
 the water and **Take Pebbles** on
 the other waterside. One more
 south, at the hut west.



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Enter the hut. Fill bowl, if you haven't. Give Bowl. Take Fiddle. Exit the hut and go one west and three north.		3/126 3/129
Wait for your air taxi. At the shown position press [F6] to jump. If the condor don't appear, exit and reenter.		3/132
"Landed" go west and Take Mushroom. Go back to the hole and drop in.		1/133
Go south and west to the rat, but not to near. Give Cheese to Rat.		2/135
The door opens from alone. Play Fiddle. After a time you get your points.		3/138
Go left and wait until all lepranchauns are gone. Take Shield. Take Sceptre. Follow the king.		8/146 6/152

At the end **Eat Mushroom.**
Then leave through the small
door.



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Go back to the castle. **Open Gate.** Enter and enjoy your
coronation.



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