

Q u e s t f o r G l o r y.
SHADOWS of DARKNESS



H I N T B O O K



SIERRA

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Quest for Glory
SHADOWS of DARKNESS



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QUEST FOR GLORY:
SHADOWS OF
DARKNESS™
HINT BOOK

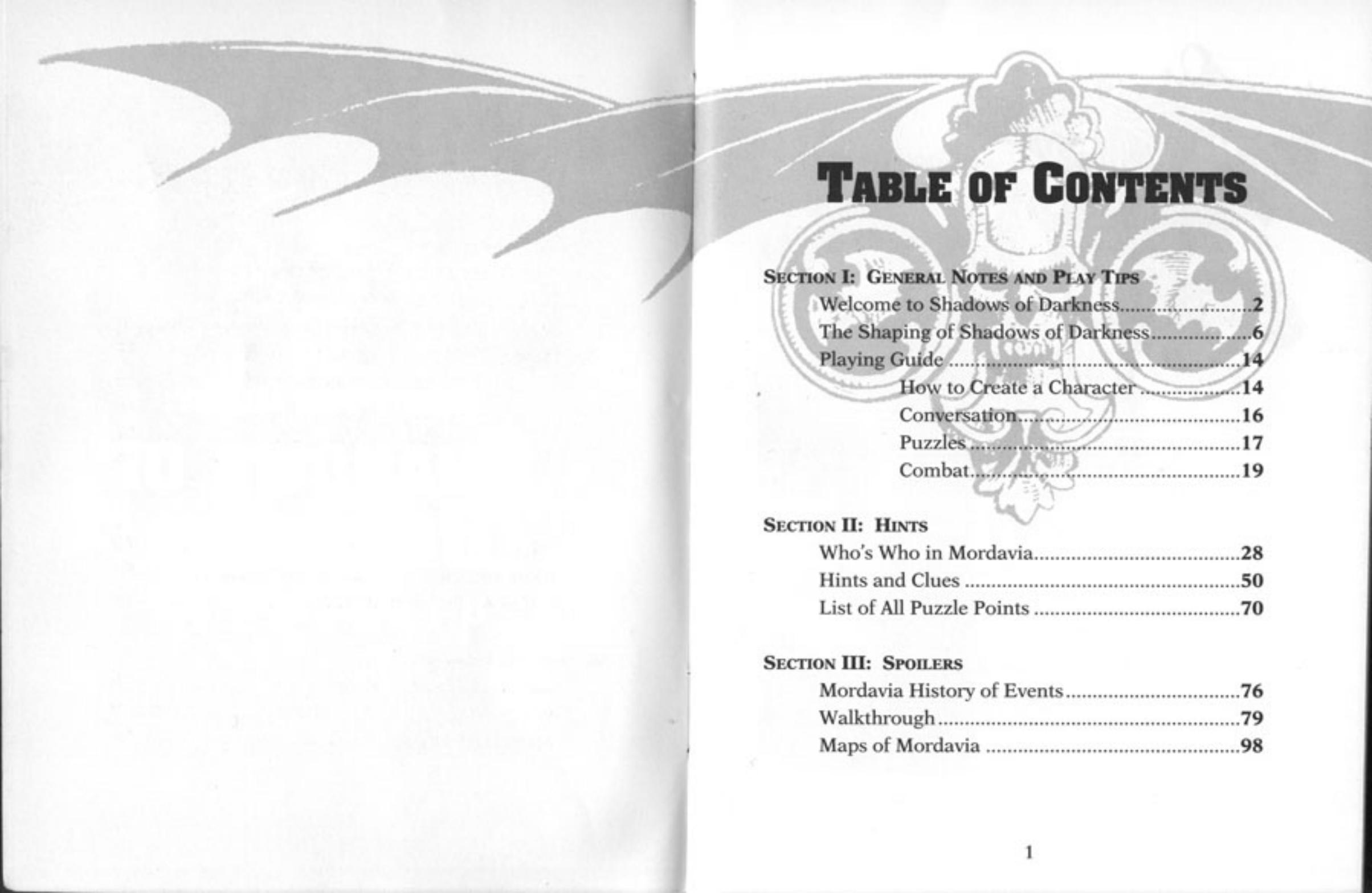


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Good evening!

*Permit us to
introduce ourselves.*

*Our names are Lori and
Corey Cole, and we shall be your
hosts for your journey into the
realm of darkness. We trust your
stay will be a chilling one.*

Welcome to the world of Quest for Glory and to the Land of Mordavia! We hope you have an interesting and fascinating experience here. However, Mordavia can be a very dangerous place for the unwary. Forces that have been at work here for many years have twisted it in scarcely imaginable ways. You must find a way to survive and eventually escape Mordavia, but you are also the only one who can help solve many of the land's problems. That's what "being a hero" is all about, after all. Allow us to assist you to make your visit here enjoyable.



We have designed Quest for Glory: Shadows of Darkness as a challenging game experience for all levels of player, whether you are a beginning adventurer or a hardened role-player. This Hint Book is designed to help reduce your frustration and

increase your fun. There are a number of ways you can use this book. Is there a particular puzzle that perplexes you? Are you having trouble telling friend from foe? Are you hopelessly lost, and don't know what to do next?

This book contains three major sections. The first contains general information about how to use this hint book and an article on the making of *Shadows of Darkness*. We have also included a general strategy guide on how to get the most enjoyment out of playing the game. You can safely read anything in this section even if you are just starting to play *Shadows of Darkness*. Start by reading the first section on general game strategy.

The second section contains game hints, and should only be used as you need it during play of the game. It also contains a "who's who" of the characters you will meet. In the course of learning about these characters and their backgrounds, we raise some questions about them that you can try to answer while you explore Mordavia. In the hint section you will find clues and gentle nudges to help you along without spoiling the game. If these subtle hints aren't enough, you can always look up the answer in the Walk Through before you get, shall we say, totally bummed.

The final section contains the real spoilers. It is only for use after you've completed the game (preferably with all three character types) or if you get stuck beyond the point where hints can help. This section contains the history of Mordavia and a timeline of events leading up to the

beginning of the game. (This may not sound like a spoiler, but trust us. You'll probably have more fun trying to figure this out yourself during play.) This section also contains a complete list of where and how to get "puzzle points," a Walk Through that will take you through the entire game, and a map of the Land of Mordavia with all the "secret bits" filled in.

You should also be careful not to look at a hint other than the one you need right now. Reading hints can become addictive, and excessive hint-reading before you've completed the game is bad for you. You'll enjoy the game much more if you solve most of the puzzles yourself. Actually, even if you've completed the game with one character type, go back and try it as the other types before resorting to reading all of the hints and the Walk Through. You'll have more fun that way.

Fun is, of course, the reason you are here, isn't it? We do want you to enjoy yourself. So relax, take a deep breath of our clean, crisp Mordavian Autumn air, feel the warmth of the fire in the fireplace, listen to the oak wood crackle, and watch the flames spark. Even a Hero deserves a chance to rest for a while before figuring out what to do next. Sit back, and permit us to ease your frustrations while you read this book.

Comfortable? Good. Let us journey in your mind to Mordavia, and again enter the *Shadows of Darkness*. Enter freely, and of your own will.

SHAPING OF SHADOWS OF DARKNESS

Ha! So you think you can just buy this hint book, look up a few hints, perhaps peruse the walk-through, and leave here unscathed? Again, ha! Here you shall learn something of the art and science of creating a computer role-playing adventure. You may never be the same again.

A computer game starts with a concept and a group of scattered ideas. For *Shadows of Darkness*, the original concept was to have an eerie horror setting like that of Disney's *Night on Bald Mountain* sequence in *Fantasia*. Baba Yaga would return, now in her natural setting, but this time she would be one of the few who could help you.

The Transylvania-like setting seemed to follow naturally, and we decided to incorporate a number of horror movie conventions (Vampires, Werewolves, fearful peasants, a hunchbacked gravedigger, a mad scientist, and others), but to twist them around for surprise and humor.



In January 1993, it was finally time to begin filling in the details. We had characters and a setting, but no theme, plot, or puzzles. We settled on a theme of "One man alone in a hostile setting" and decided that everyone would be suspicious of the hero at the beginning of the game. Only by winning their trust could he survive and "win." We also decided to start out right in the thick of the action, with the hero caught in a dark cave full of traps and dangers which he must escape. Oliver Brelsford joined us at this point and suggested that we should really make it tough by having the hero start out empty-handed. He would have to find anything he needed to escape somewhere in the cave.



After that, the really hard work began. We drew maps of the forest, caves, town, and castle and started working out the types of events and puzzles we wanted in each location. One of our goals was to make this game much more puzzle-intensive than we (or anyone else) had done before. We charted all of the game puzzles and classified them into types (conversation, inventory item, combat, etc.), and making sure we had a good balance between them. We actually ended up with 2-3 times as many puzzles as in each of the previous *Quest for Glory* games.

We also wanted combat to be fresh and exciting, but weren't really clear on how to go about it. Henry Yu suggested that we look at Street Fighter II™ and try to get some of its excitement. At this point, half the team started brainstorming on ways to create a really intense combat experience that would be fun for both hardened arcade gamers and less-dexterous adventure gamers. We decided to use the "skill level" system to let the player specify how hard combat should be, and later added the "strategy mode" for players who don't like arcade games at all.



But we're getting ahead of the story. Once we had worked out the initial puzzles and maps, Lori began the tough task of trimming our wild ideas down to something that could actually be programmed. She created one-

page room descriptions for each room so that our wonderfully-talented background artists (Bob Gleason and Joan Delehanty) could paint the backdrops for each scene. (Bob did the interiors and town scenes, while Joan did most of the forest and outdoor stuff. They both worked on the cave.)

Meanwhile, Marc Hudgins worked to establish an overall "look and feel" for the game, drew pencil sketches for many of the backgrounds, and started in on the animation. Tim Loucks painted a series of incredible portraits of the game

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characters for their "Talkers," and also helped with other animation. Meanwhile, Oliver and Henry worked hard to create the underlying software "system" to handle our specialized conversation lists, inventory, and so on.

Once the background pictures started coming in, Sierra added more animators and programmers to the team, and we really switched into high gear. Lori and Corey expanded the one-page room descriptions into complete programming specifications averaging five or six pages each. Oliver created week-by-week schedules for everyone on the team so that everyone would have what they needed for a given scene. We had to have a room description to paint the background, a background to write the final specification, the final specification to do animation and music, the specification and the animation to do the programming, and everything before the scene could be tested and polished. If any piece was late, everything would be. Fortunately, we had a top-notch team of experienced game-makers to put it all together!



Aubrey Hodges almost single-handedly created the music and sound effects for the game. Usually these don't come in until the last moment, and the game really feels "flat"

without them. This time Aubrey worked closely with the team so that the sounds were ready when the programmer was coding each scene. We think the game has more "life" because of this. Neal Grandstaff came on in the last couple of months to help Aubrey with some of the final polish and conversions to other sound cards (and the PC speaker).

Neil Matz programmed most of the town scenes. Vana Baker did the castle, some of the miscellaneous forest scenes, and some of the town. They both worked on the Cave of the Dark One. Oliver and Henry put together most of the forest scenes, programmed the combat sequences, and created the underlying game system. Kevin Ray joined us in the last few months to work on the Cave and help polish everyone else's scenes.



Once Joan ran out of backgrounds to paint, she changed hats and became an animator. (Some people just have too much talent!) Tony Margioni, Frankie Powell, and Karin Young also went wild on the animation. (Shadows of Darkness

contains about 50% more animation than a typical adventure game of this size, and somehow they managed to turn out that quantity with fantastic quality as well!) Marc Hudgins somehow managed to find time in between managing the art team to add his marvelous paper- (and pixel-) animation talent to the mix as well.

Somewhere in there, Corey and Lori finalized the story and puzzles (while writing the specs), and wrote all of the text messages for the game. We also did this in two phases, preliminary "place-holders" so the programmers could do their work and "final text." Thanks to Mark Wilden's "Message Editor" system, we were able to write most of the final messages without needing any programming changes. Incidentally, Shadows of Darkness contains well over 1.3MB of text (over 150,000 words). We also wrote the two game manuals, the hint book, and the script for the 900 Hint Line in the last few months of the project. We also spend a lot of time working with the team to answer design questions and with the marketing and public relations departments to help them promote the game.

Last chronologically, but far from last in importance, is the quality assurance and testing process. Mike Pickhinke, who has helped test every Quest for Glory, joined the team early on so that he could help the programmers test their work throughout the project. Ken Eaton, new to the series, joined the team somewhat later. Once they and the team felt the game was "getting close," we brought in the Beta testers. Coordinated by Catie Andrews, over 20 avid

adventure gamers tried everything they could think of to crash, mangle, and mutilate the game. The Beta testers also helped uncover rough spots in the design, text, art, and programming of the game so that we could improve its polish prior to shipment. The final gauntlet was Q.A. Configuration testing, which ran Shadows of Darkness on dozens of combinations of hardware and software systems.

Anyway, that's a capsule view of what went into making Shadows of Darkness. Every game is a true team effort; the team members all contribute ideas and add their unique stamps to the portions of the game they work on. If we had a lesser team, we would not have been able to create the game that Shadows of Darkness became. Including the play testers and system programmers, we ended up with some 60 people contributing to this one game. There will be even more by the time we complete the enhanced CD-ROM version.

Quest for Glory: Shadows of Darkness contains about:

- 13 Megabytes of animation
- 7 Megabytes of sound effects and music
- 5.5 Megabytes of background illustrations
- 3.5 Megabytes of program code
- 1.3 Megabytes of text
- Some 20 Person-Years of Effort and Despair

The code, text, and frustration figures are each about 50% larger than in a typical pure adventure game. All that "extra" allows you, the player, to have a true role-playing experience and greater freedom of choice than in any of the

other story games out there. We hope that you have found Shadows of Darkness worth the effort we put into it! If not, we shall be waiting for you in the graveyard at midnight.



GENERAL PLAY SUGGESTIONS

How to Create a Character

There is no single "best" way to allocate points for any of the Quest for Glory character types. However, we can give you a few suggestions to help you get started. Don't forget to give your character an interesting and appropriate name — he's going to have it for a long time.



CREATING A FIGHTER

Fighters rely more on brawn than brains, so you might think it appropriate to build up their Strength, Agility, Vitality, and Weapon Use. These are certainly important skills, but they are also some of the easiest for your Fighter to increase through combat during the game. Building up your Vitality is certainly a good idea, but you might want to put some of your other points into Intelligence and Luck. Both will improve your chances of success (and survival) in combat, but will not increase as quickly as the pure combat abilities during the game.

CREATING A MAGIC USER

A Magic User needs Intelligence and Magic. It's a good idea to build up these skills. You might also want to put some points into Agility, Vitality, and Dodge so that you can stay alive long enough to cast your spells.

CREATING A THIEF

A Thief has many skills, and it's difficult to choose between them. Build up your Agility and you will improve your other skills more quickly. Luck is also important, and good Vitality never hurt anyone!

CREATING A PALADIN

You can't "create" a Paladin; you have to become one. Earn your way to Paladin status by playing Quest for Glory II or III all the way to the end as a Fighter. Do nothing but good and honorable deeds throughout the game, and you will be declared a Paladin. Attack nothing that does not attack you first. Help the poor. Return people's lost property. Be a goody-goody and you will get your reward. There is a special set of quests in Shadows of Darkness just for Paladins.

By the way, there isn't anyone in Mordavia to declare you a Paladin, but you *are* being watched. Should you comport yourself honorably in Mordavia, perhaps something interesting will happen when you reach Silmaria. Be sure to save your character at the end of the game.

CONVERSATION

You have two main tools for gathering information about the Land of Mordavia. Look at everything that seems interesting, and talk to everyone you meet. *Shadows of Darkness* features an innovative event-driven conversation system. This means that characters don't always say the same things. Every time you cause an important event, characters' dialogue will change to reflect their changing circumstances.

At first, nobody wants to tell you very much. Put yourself in their shoes — the valley has been sealed off from the outside world for two years; monsters prowl the forest; rumors of Vampires and Werewolves abound; and a stranger appears from nowhere. Would you trust the stranger? Neither do the townspeople. To win their trust, you will need to prove yourself trustworthy through your actions.



Saving lives and helping people with their problems is a good start. Dr. Cranium won't trust you until you prove that you have a logical, scientific mind. Others will not be convinced until you've performed truly great deeds in Mordavia. After all, those are part of a Hero's job description!

Once you have met a character, try to visit him or her every day. He may have new information for you. Also talk to people after you've done any important task. They might want to talk with you about it.

Remember that you can both "Ask" and "Tell." Click the Talk icon on a character to ask questions, or click it on yourself to make a statement. Sometimes you will have to introduce yourself or make a statement to further a conversation. This is especially true when someone asks you a question.

Take notes. This is a long quest, and will probably take you many evenings. It's sometimes hard to keep track of all the characters, clues, and plot lines if you are away from the game for a few days.

Always ask people their names and about themselves. You may gain some new insights from what they have to say.

SOLVING PUZZLES

Shadows of Darkness contains a wide variety of puzzles. Some are merely informational, such as learning the motivations of characters you meet. Many are conversation puzzles, in which you must say or ask something which will lead to a promising line of conversation... or to a character helping you in your quest. Another common puzzle type is the "inventory puzzle," in which you must obtain a particular item and use it in the right way to solve a problem. (This is done by opening the Inventory window, clicking on the object you want to use, closing the window, and clicking the object on the place you want to use it. For example, select your key ring and click it on a locked door. If you have the correct key, the door will open.)

A type of puzzle unique to Quest for Glory (at least among adventure games) is the skills-based puzzle. Since your Hero grows and develops during the course of the game, he may be able to perform some actions later in the game that he cannot do earlier. For example, if you wanted to climb a tree and had a low climbing skill, you would probably fail. Each time you practice using a particular skill, that skill has a chance of increasing. By trying to climb several times, or in several places, your character will eventually become a better climber. Combat is one form of "skills-based puzzle."

The final type of puzzle is of the "brain teaser" variety. At various points in the game, you will be faced with a puzzle window, and generally presented with a brief message about what you need to do to solve the puzzle. The hints for these puzzles in this book tend to be fairly sparse, because the solutions are often visual. Most of these puzzles feature "?" icons. Click on the "?" to get a hint, and click on it again to get another. Most puzzles have four hints plus a solution. If you click on the "?" five times during a single puzzle, the game will assume you want to bypass the puzzle. It will act as though you successfully solved the puzzle, but you will not get puzzle points or be told the solution. Use this feature only in desperate frustration — you will get much more out of the game, and have more fun, if you try to solve all of the puzzles yourself.

Combat

GENERAL TACTICS AND "DISTANCE COMBAT"

One of the major features that differentiates Quest for Glory: Shadows of Darkness from other adventure and role-playing games is our real-time combat system.

Combat is designed to be intensive and exciting, but we recognize that it can also become frustrating when you lose combat after combat. Here are some tips to help you come out on top in a fight:

Build up your skills. The more Strength, Agility, Weapon Use, and other skills your character has, the more effectively he will fight. Take advantage of every possible opportunity to use your skills. Don't run away from every combat — if you don't fight, you won't get better at fighting.



Of course, the corollary is that when your character's skills are low, some battles will be too tough for him to fight. If you're getting whopped, run away! Get to a place of safety, then rest (or sleep, if it's nighttime and you can find a safe place to sleep). In particular, don't even think about taking on a Barrow

Wraith until you have magical protection against its life-draining attacks. Fortunately, a Wraith is tied to its burial spot and can't follow you once you escape. Necrotaur are also extremely dangerous, and they will follow you.

Between battles, take care of yourself. Make sure you rest occasionally to keep your Stamina up. Drink a Healing Potion or sleep if you are seriously injured. If you know the Zap spell, cast it outside of combat so that you'll have a charged weapon ready for the next battle. Also make sure you have enough Mana if you're a spellcaster.



Watch out for poison. When your Health status bar turns green, you've been poisoned. Some poison is relatively mild, and will wear off (such as Badder poison); others are far more dangerous (e.g. Wyvern poison). It's

a good idea to carry a Poison Cure with you at all times. You can get one each day from Dr. Cranium. There is also a place in the forest where the waters are said to have restorative properties.

Monsters are not all created alike. Some are resistant to certain forms of attack and especially susceptible to others. If you haven't done so recently, read the section on "Mythical Monsters of Mordavia" in the copy of HERO Magazine that came with your game; it will give you a number of clues on which attacks to use against a particular opponent.

There are two major ways to fight — close-in and "hit and run." The latter is recommended for most Magic Users and Thieves. The basic idea is to use spells or thrown rocks or daggers to weaken the monster, then run away from close combat immediately, and try to get far enough away for some more distance attacks. If your character has Throwing skill, the distance weapon of choice is the thrown rock. You can pick up rocks anywhere in the forest by clicking Hand on the ground. Daggers do more damage, but they're hard to replace if you lose them. Also, you can throw your daggers at the monster during close combat, but you don't have time to get out rocks and throw them during a battle.

Those with Magic can use their spells to wear down a monster. Flame Dart, Lightning Ball, Force Bolt, and Frostbite all do damage. Some work better on some monsters than others. Frostbite is especially useful if you have several opponents, because it covers an area instead of a single target. Another use of spells is to cast a Calm or Dazzle spell on a monster, then escape (or drink a Healing Potion, or cast a protective spell). Calm and Dazzle are only effective from a distance, not once you enter close battle.

Another use of Magic is to cast protective spells on yourself before entering close combat. Protection helps against

normal damage, while Resistance reduces the effect of most spell attacks. Casting Aura is essential if you're facing an Undead opponent with special life-draining attacks (Revenants, Wraiths, and Vampires). Reversal will stop many spells cast from a distance, but is ineffective in close combat — it can't stop a spell cast at point-blank range. Resistance will help you there.

TACTICS FOR CLOSE COMBAT

There are many different styles you can adopt for close-in fighting. Three worth trying are the all-out attack, balanced attack and defense, and alternating defense and spell or thrown dagger attacks.

Spell-casting in close combat has some important tactical considerations. The longer you hold down the mouse button on the spell icon, the more damage the spell will do. It's also more cost-effective (in terms of Mana) to use the more powerful versions of the spells. The disadvantage is that you can't cast a spell and defend at the same time. If the monster hits you while you're casting, you lose concentration and must start the spell again. Practice your timing to find the most effective spell-casting tactics against various monsters.

Against spell-using monsters, practice avoiding their spells. You can jump over low spells, or duck under high ones. The key is timing your attacks so that you will have time to react to your opponent's moves.

While all-out attack can be effective against some opponents, you will use up your Stamina very quickly. You can recover some Stamina by defending, but if you

run out completely, it's probably time to beat a hasty retreat and find a place where you can rest. A good time to use all-out attack is against a spellcasting monster that can get through your defenses. If it's going to hit you anyway, you might as well hurt it first!

Most of the time, however, you will do better by balancing your attacks and defensive moves. Not only will you take less damage, you will sustain your Stamina better, and you'll hit more often. Hasty strikes are less accurate than those better considered. (The game actually models this by keeping track of the time between two of your attacks.)

STRATEGY MODE

Of course, all of that assumes that you enjoy the intensity of arcade-style combat. We like the excitement, even though we're not particularly good at it. If you just aren't having fun, or you simply want to give your wrists and blood pressure a break, you can use the special Strategy Mode in *Shadows of Darkness*. We think our Strategy Mode is a completely unique feature, not to be found in any other game.

In Strategy Mode, *Shadows of Darkness* takes over control of your character, fighting the battle according to a strategy you define. Reflexes don't come into it, but your character's skills, attributes, and equipment do. Your chosen strategy and a few carefully-selected random numbers complete the mix. No two battles are ever the same. *Shadows of Darkness* uses a new Artificial Intelligence technology known as "fuzzy logic" to take every element of combat into account simultaneously and come up with the most appropriate actions for your character.

To switch from Arcade to Strategy Mode, click on the "S" icon or press the F1 function key to switch to Strategy Mode. (To get back into Arcade Mode, click the Right Mouse Button or press the F1 key.) You can escape from close combat by clicking on the left-pointing arrow (the "Escape" icon) whether you're in Arcade or Strategy Mode.

Once in Strategy Mode, click the Left Mouse Button or press the Space Bar to bring up the strategy control panel. Incidentally, action stops while the control panel is active, so this is also the recommended technique for pausing the action while you answer the phone or take something out of the microwave.

Your strategy choices are: Aggressiveness, Magic Use, Defense, and Special Attack. You should leave these at the default settings initially, until you get a feeling for how well the default strategy works for you and whether it fits your character's personality.

High Aggressiveness will cause your character to attack more often, but run out of Stamina faster. Magic Use determines how often your character will cast spells — set it to a lower value if you are trying to conserve Mana, or higher for more spellcasting excitement. Defense determines how much time your character spends trying to block or avoid attacks. Special Attack governs the frequency with which your character will try a special total attack or "super spell" which does extra damage. Special Attacks do a lot of damage, but leave you totally open to counter-attacks and burn a tremendous amount of Stamina. Super Spells do 2-3 times as much damage as

average spells, but will be interrupted if you are hit while casting them, and use a lot of Mana. Special Attacks and Super Spells also have some really neat animation.

As with Arcade Mode Combat, a balanced strategy is often the most effective. Set Aggressiveness high enough that your character can do some damage. Also make sure you have enough Defense so that you can survive the combats. There is no single "best" strategy. Strategies that are effective depend on your character's skills, his condition (how much Mana, Health, and Stamina he has at the moment), and on what the monster is doing. You might need higher Defense against a more aggressive monster, or higher Aggressiveness might be appropriate against a spellcasting creature that's breaking through all of your defenses.

SECRET COMBAT TIPS

(Shh. Don't tell your friends. Let them figure these out for themselves.)

If you have Throwing skill and are carrying extra daggers, click the Right Mouse Button on the gray control area (any place near the bottom of the screen where there isn't an icon) to throw a dagger.

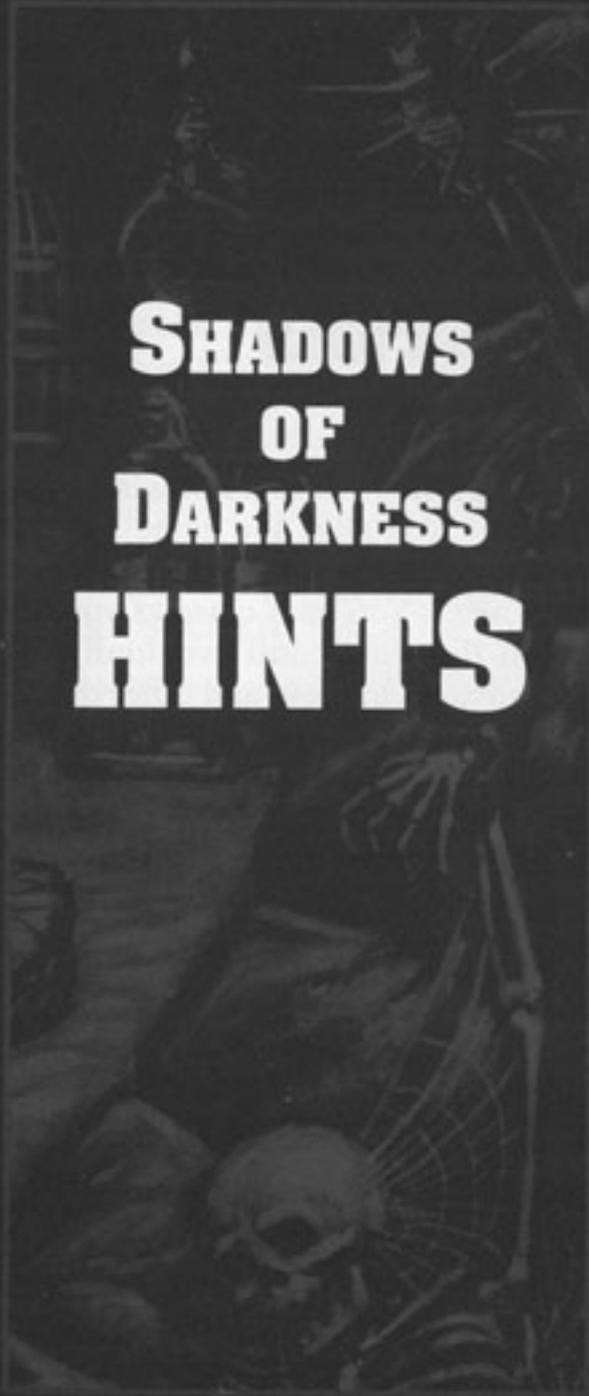
If you know the Acrobatics skill, click the Right Mouse Button above the monster to launch an Acrobatics attack. These attacks do extra damage, but are tiring.

You probably think those "special attacks" in Strategy Mode are pretty cool, and want to try them in Arcade

Mode. Here's how: Duck down by pressing the Left Mouse Button on your character. Normally, you hold this position until the monster completes an attack. Instead, keep the button down and move the mouse over to the monster, then release the button. Your character will launch a devastating Special Attack. (Of course, it devastates your own Stamina as well, plus leaves you open to counterattack.)

As for the Super Spells, just keep the mouse button down on an attack spell icon until the spell goes off by itself. Super Spells use a lot of Mana, but they do even more damage. The danger is that, if you get hit before completing your spell, you will lose your concentration and have to start over. (This doesn't cost you any Mana, however. You only expend Mana when you actually cast the spell.)

In Strategy Mode, a high Special Attack setting won't do much by itself. However, coupled with either, high Aggressiveness or high Magic Use, this setting will cause some interesting things to happen. With high Aggressiveness, your character will occasionally make a "special attack" on the monster. With high Magic Use, your character will sometimes cast a "Super Spell."



SHADOWS OF DARKNESS HINTS

SHADOWS OF DARKNESS CAST OF CHARACTERS

Shadows of Darkness is a Role-Playing Adventure Mystery Game. You start the game not knowing why and how you got to Mordavia, or even who brought you here. You gain clues as you speak to the people in the game, and eventually you will find out the answers to these and other questions.

The first section in the Cast of Characters will present you with hints of what to think about and talk about as you play the game. The Dark Secret section is the spoiler section. It will give some answers you should know by the time the game is finished. It will also give you some additional background to fill out the story.



Katrina

This mysterious young woman who greets you by the Dark One's Cave arouses your suspicions. What was she doing there? Why is she out at night? Where does she live?

WHERE TO FIND HER

You can meet and speak with her outside the town gates at night. The first time is after day three. The second time is at least three nights after the first meeting. You can also meet her by the Castle Gates after you have met her twice by the town. Three nights later, you can speak with her by the Castle Gates again.

WHAT IS HER DARK SECRET?

She is the Dark Master.

The Dark Master

You have heard rumors of this ominous person for some time. When you pushed Ad Avis off the parapet in Trial by Fire, his last words called out for the Dark Master. From speaking with people throughout Mordavia, you have suspicions that the Dark Master is now living in the castle. Who is the Dark Master? What are the Dark Master's powers? What are the Dark Master's plans?

WHERE TO MEET THE DARK MASTER

The first place to find the Dark Master is in the Castle Hall at night. This may occur while you explore the castle. When you enter the secret door from the crypt, go to your left through some rooms, make sure the time is after sunset. When you hear

voices, take great care in not making noise. Breaking into the castle is not approved of by the inhabitants.

You can also meet the Dark Master in the Master's bedroom, the Dungeon, when you return to the castle with all the rituals, and by the Dark One's Cave.

WHAT IS THE DARK MASTER'S DARK SECRET?

The Dark Master is Katrina, the vampire Wizard. She is a powerful and complex person who refuses to accept weakness in herself or others. She is trying to summon the Dark One, Avoozl, in order to fill the land with eternal darkness, so that she will never lie helpless in her coffin again.

Many years ago, she trained a young magician, Ad Avis, in the dark arts. He hated women, and this amused her. She gave him "Life Eternal after Death", the mark of the Vampire, but did not kill him. Ad Avis fled from her to Shapeir, hoping to gain enough power that he would never die and have to serve Katrina. She moved to the Castle Borgov in Mordavia five years ago because she heard rumors of the Cult of the Dark One. Here she was joined by Ad Avis when he was killed by you. Ad Avis was now her Vampire slave, unable to disobey her orders.



Although a Vampire, Katrina was still emotionally a woman. Unable to enter the town because of the protective magic of Erana's Staff, she had her servant, Toby, lure a child, Tanya, to the castle. Here Katrina turned Tanya into a Vampire, to be Katrina's young daughter through eternity.

In order to summon Avoozl, Katrina had to find seven rituals which were scattered throughout this land. She found the "Mouth Ritual", but she needed a Hero who could survive the dangers of Mordavia and move freely by day and night. It was Ad Avis who suggested you would make the perfect pawn. So together they performed a ceremony of summoning to Teleport you to Mordavia.

Unfortunately, the Dark One's Cave distorts all magic in this valley. You were summoned, but rather than arriving in the castle surrounded by Katrina and Ad Avis, you arrived in the Dark One's Cave. Katrina quickly changed her plans about forcing you to find the Dark One's missing rituals, and decided to trick you instead. She used the "Mouth Ritual" to open the Dark One's Cave and allow you to leave.

She and Ad Avis spy on you through the crystal ball at night. This causes some of your peculiar dreams when you sleep at the Hotel Mordavia.

Katrina is a ruthless and deadly killer when she wants to be, but she leaves the townspeople alone, partially because they are protected by Erana's Staff. It is also partially because she thinks of herself as the ruler of this land, and they are her people. It was the rainstorms she summoned that cut Mordavia off from the rest of the world. She is completely self-centered, and thinks nothing of the consequences of summoning Avoozl other than allowing her to travel by day.

Katrina is also a passionate woman who has never known true love. Your actions will determine how she feels about you. You will either be a despised pawn, or earn her respect and admiration.

Innkeeper



Yuri Markarov is a grim man of few words. He distrusts and fears you as a stranger. Still, he is willing to have you stay at the Inn. Why is he so sullen? Why does he distrust you so?

WHERE TO FIND HIM

He is in the Inn at all times. At night, he and his wife sleep in the bedroom underneath the stairs.

WHAT IS HIS DARK SECRET?

His daughter was stolen away one night two years ago under mysterious circumstances. While his wife never gives up hope that Tanya will return, the Innkeeper believes Tanya is dead. He also believes her disappearance had something to do with the strangers in the castle. He is filled with guilt that he did not find some way into the castle to save his beloved daughter.

Innkeeper's Wife

Bella Markarov is a shy woman who quietly takes care of the Hotel Mordavia. She is dominated by her husband, and seldom voices an opinion. Why is she so silent? When will she speak with you?

WHERE TO MEET HER

She mostly stays in the kitchen by day. If you sit down to eat, she will serve you. When you start doing some heroic deeds around town, she will lose her fear of you and speak more freely.

WHAT IS HER DARK SECRET?

The loss of her daughter Tanya has broken her heart. She truly believes that her child is alive somewhere, and so Bella cannot stop mourning, despite her husband's opinion that Tanya is dead. If you hear some cries in the night when staying at the inn, investigate downstairs to overhear some of this conversation.

Hans, Franz, and Ivan

These peasants are typical small town people, mostly talk and little action. They are prejudiced, but their opinions are easily swayed. They each think themselves to be the smartest person in Mordavia and that they are the leaders of the community.

WHERE TO MEET THEM

Try the Hotel Mordavia in the early evening. You might also run into them on the street, if they get excited over something.

WHAT IS THEIR DARK SECRET?

While they usually drink and talk and seldom do, when they are backed by other people's opinions and much ale, they can be moved to violence. They are quite capable of burning someone at the stake if the spirits move them.

Burgomeister

Dmitri Ivanov runs the town. He is a bitter man who doesn't believe in Heros or heroism, and certainly distrusts you. Even so, he is honorable, and tries to maintain justice in Mordavia. How can you win his trust?

WHERE TO FIND HIM

You can find him during office hours looking outside his office window or inside the office itself.

WHAT IS HIS DARK SECRET?

Dmitri's grandfather was the Paladin Piotyr. Dmitri has lived with the belief that Piotyr abandoned his grandmother before they were wed. Thus he is cynical about Heroes and Paladins. If you play a Paladin in this game, you can restore his faith in Heroes.

Igor

Igor is the gravedigger, tombstone carver, and hunchbacked assistant of Dr. Cranium. How can you win his confidence and get a key to the Borgov's Crypt?

WHERE TO FIND HIM

He is usually working on a tombstone in the north part of town. Occassionally you can find him at the cemetery.

WHAT IS HIS DARK SECRET?

He thinks everyone in town despises and fears him, and would not care if he died.



Dr. Cranium

This scientist isn't truly mad (unless you talk to him about magic; now that makes him angry!) He knows that everything has a rational explanation if only one works hard enough to find it. There is no such thing as magic. How do you get to his secret laboratory? What weird science is he experimenting with? What is his relationship with the mysterious Dr. Brain? (Actually, Dr. Cranium is Dr. Brain's great-great grandfather.)



WHERE TO FIND HIM

He works in his laboratory at the east side of town.

WHAT IS HIS DARK SECRET?

He is experimenting with life itself, and seeks to reanimate a dead body.

Old Man

Nikolai wanders the east part of town during the day, and has his house on the corner there. The Burgomeister looks after him. Who is he searching for? What happened to her? Where is she now?

WHERE TO FIND HIM

Mostly wandering during the day. If you are a sneaky type, you will find him in his bedroom at night.

WHAT IS HIS DARK SECRET?

He refuses to believe that his wife is dead, so he is forever searching for her.

Shopkeeper

Olga Stovich is a gossipy woman who manages to run a shop where there is hardly any trade. She knows everyone in town, and has an opinion on almost everything. But what happened to her husband?

WHERE TO FIND HER

At the shop in the daytime.

WHAT IS HER DARK SECRET?

Her nagging drove her husband Boris away.

Gnome



Punny Bones is an unfunny Gnome. The only jokes he has now are practical jokes and insults. What happened to his sense of humor? Will he ever get it back?

WHERE TO FIND HIM

Visit the Inn on the evening of the third day and listen to his routine. After you get a chance to speak with him at your table, you'll learn that his room is upstairs. Visit him sometimes in the room at the end of the hall.

WHAT IS HIS DARK SECRET?

He lost his sense of humor by telling a joke about Baba Yaga.

Gypsy Davy

This good looking Gypsy is accused of being a Werewolf and eating Igor after you have been in Mordavia for a few days. What happened to Igor? What is going to happen to the Gypsy? What are you doing about them? Why are Gypsies always associated with Werewolves?

WHERE TO MEET HIM

When Igor is missing, you can find him in the Burgomeister's office. Afterwards, you can find him in the Gypsy Camp at the far northeast of town.

WHAT IS HIS DARK SECRET?

Gypsies may not be Werewolves, but they are the next best thing.

Gatekeeper

Boris Stovich does a good job of guarding the castle gates in the daytime. He doesn't know a lot about those living in the castle, but certainly more than anyone else. What did he do before he became this gatekeeper?

WHERE TO MEET HIM

Find him at the castle gates in the daytime to the west of town.

WHAT IS HIS DARK SECRET?

He deserted his wife because of her nagging. You can get them back together, if you work at it.



Chief Thief (THIEVES ONLY)



Lorre Petrovich is a mysterious man in hiding. Where is he? Why is he hiding? How can you help him?

WHERE TO FIND HIM

Look in the Thieves' Guild. The book in the desk will help you to reveal him.

WHAT IS HIS DARK SECRET?

Mostly the fact that he now has some very unsanitary tastes and a tendency to crawl up the side of buildings.

Domovoi

This Slavic house spirit is the quiet sort. You'll have to look for him if you want to meet him. What does he know about the inn? How can you help him? How will he help you?

WHERE TO MEET HIM

Visit downstairs in the inn around midnight and look around carefully.

WHAT IS HIS DARK SECRET?

He saw Tanya being lured away, but could not stop her.

Leshy

This Slavic forest spirit is mischievous and tricky. He knows everything that goes on in the forest. What can you do for him? How can he help you?

WHERE TO FIND HIM

He lives in the forest above Erana's Garden to the southeast of town. If you see some moving bushes, go up to them and find out why they are moving.

WHAT IS HIS DARK SECRET?

As caretaker of the woods, he is responsible for plants and animals. The Dark One's magic is too strong for him, though. There is a plant he wants to save, but needs your help to do so.

Rusalka

This water spirit has some dangerous tendencies. How can you make friends with her?

WHERE TO FIND HER

She is in the lake to the southwest of the town and the northwest of the swamp.

WHAT IS HER DARK SECRET?

The Rusalka is actually a form of undead. She died when her fiancée pushed her into the lake, and was transformed. The Paladin is able to free her spirit and allow her to rest forever.



Gypsy Fortune Teller

This Gypsy knows many things. Crossing her hand with coin will reveal some very interesting information. What can she reveal of the past, present, and future? What is it that she is afraid to speak of?

WHERE TO FIND HER

She is in the center wagon of the Gypsy camp to the far northeast of town. You need to help Gypsy Davy before you can visit her, though.

WHAT IS HER DARK SECRET?

She is afraid to speak of the Dark One, although she has a lot of information you need. Return here when you are searching for the rituals, and she will finally tell you about Avoozl.

Baba Yaga

This traditional Slavic Ogress is back to her old haunting grounds. Why are you looking for her? What does she want from you? What does she eat?

HOW TO FIND HER

Her hut is well hidden. It is at the far south of town, but the way is blocked by magic. The Leshy or the Gypsies can help you.

WHAT IS HER DARK SECRET?

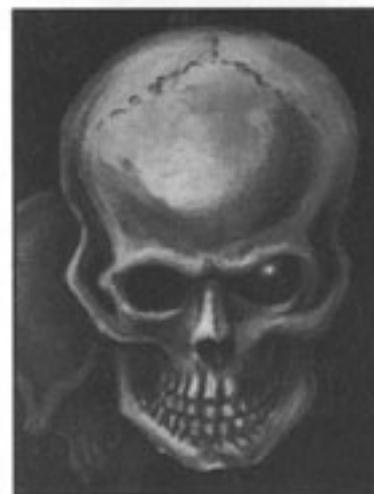
Baba Yaga has dark secrets? Just because she is a powerful man-eating



Ogress and Magic User who curses those who insult her and has very different tastes in food doesn't mean she has secrets. No, she's totally straightforward with her whims.

She traveled here from Spielberg after you changed her into a frog (she got better). She doesn't hold a grudge for very long, and if you co-operate with her, she'll help you. Just remember to bring plenty of her favorite snacks with you when you visit her.

Bonehead



This talkative skull is the wisecracking guard of Baba Yaga. What does a disembodied skull want from life? Where can you find something Bonehead wants?

WHERE TO FIND HIM

Bonehead hangs around outside Baba Yaga's hut.

WHAT IS HIS DARK SECRET?

He ain't got no body, which makes it hard to stay a head.

Tanya Markarov

This sweet little girl "lives" in Castle Borgov. How did she get there? What has happened to her? How can you get her to come home? How can the Domovoi help you? What can the Gypsies tell you that will aid Tanya? What is Erana's Staff doing in town?

WHERE TO FIND HER

Tanya is in the upper left room in the castle.



WHAT IS HER DARK SECRET?

The fact she is a Vampire is a bit dark. The fact that she ran away from home and is now afraid to return is another secret she holds. But her darkest secret is that she fears her parents no longer love her.

Tanya was a lonely little girl who only wanted a friend. The Dark Master wanted a daughter, and so she sent Toby to lure Tanya away. Toby became

Tanya's best friend, and gave Tanya a beautiful doll, the first doll Tanya ever had. When Tanya showed her parents, they were extremely frightened and upset, taking the doll away from her. Tanya ran away from home because she couldn't bare not seeing Toby any more. Tanya became the Dark Master's Vampire child.

Toby

This monster will do almost anything to protect Tanya. How did he get Tanya to come here? Will Toby do everything to help her?

WHERE TO FIND HIM

Toby stays with Tanya in the castle.

WHAT IS TOBY'S DARK SECRET?

He loves Tanya more than anything else, and will defy even the Dark Master to help her.



Goon Guards

These two guards make sure no one gets in or out of the dungeon without permission. Why are they guarding an uninhabited Dungeon?

WHERE TO FIND THEM

The stairs to the dungeon is at the upper right area of the castle.



WHAT IS THEIR DARK SECRET?

They are bored, bored, bored.

The Ghost

She hovers around, lost and confused. Who is she? What is wrong with her? What does she refuse to listen to from you? How can you help her?

WHERE TO FIND HER

She is found at night slightly south and east of town.

WHAT IS HER DARK SECRET?

She refuses to accept that she is a Ghost. Thus she cannot remember why or how she got here. Once she does realize what she is, she will know who she is — the former wife of Nikolai.

Ad Avis



Your old nemesis is back to haunt you. He's even more powerful than he was before you tried to kill him. How did he survive your last encounter? Why is he in Mordavia? What are his plans for you?

WHERE TO FIND HIM

You can meet him in the castle one night, and even live to tell the tale if you are discreet. He will also try to trap you one night when you go to the castle gates after freeing Tanya. He

will greet you in the dungeon, and even in the Dark Master's bedroom, if you follow his plans. You will certainly see him in the Dark One's Cave after you perform most of the rituals.

WHAT ARE HIS DARK SECRETS?

Ad Avis has always been a megalomaniac who wants to rule the world. He hates women and thinks they should all be locked away in harems. He entered the Wizard's Institute of Technocery and attained the rank of Wizard, but Ad Avis desired greater knowledge and power. Therefore, he sought the great necromancer, the Dark Master, to learn forbidden spells and dark magic.

It was to his horror that he discovered that the Dark Master was a woman. Moreover, she was a more powerful wizard than he, and though she taught him many things, she bound him to her will, and made him her servant. He fled from her, but not before she gave him the "gift" of "Life Eternal after Death" by biting him and forcing him to drink her own blood.

He traveled to Raseir where he pulled his power play and took over the city. He knew from his research that the time would soon be right to release the terrible Marad Iblis, and that he needed a Hero to find Iblis in the Forbidden City. Thus he attacked Shapeir, knowing that a Hero would soon arrive due to the prophecy. You were the one to save Shapeir, and although Ad Avis used and betrayed you, you finally sent him falling to his doom. He called out to the Dark Master for help, and the Dark Master teleported his body to Mordavia. He rose from death a Nosferatu, a Vampire again enslaved to the Dark Master.

Ad Avis wants revenge. He hates you, but despises the Dark Master even more. He will do anything in his power to destroy her, but because he is a Vampire Slave, he cannot harm her unless she harms him first. Thus he plots to use you against her, and then destroy you both.

Faerie Queen (MAGIC USER ONLY)



The Faerie Queen wants something so badly she is willing to use a human to get it. Who do you think she is trying to use? What does she want? Why is she unable to get it? What will she do in order to get it?

WHERE TO FIND HER

She hides just south of Erana's Garden, to the southeast of town.

WHAT IS HER DARK SECRET?

She desires power, and Erana's Staff will make her extremely powerful. She cannot enter the town to get it due to the Staff's protection spell. So she is more than willing to use you to get it for her. She will do anything it takes to gain Erana's Staff.

Piotyr (PALADIN ONLY)



The ghost of the Paladin Piotyr haunts the area around Erana's Staff and helps guard the town. What happened to him, and why does he haunt here?

WHERE TO FIND HIM

Go to the center of town at night and stand by the Staff.

WHAT IS HIS DARK SECRET?

Piotyr journeyed to Mordavia to aid the Mage Erana in defeating Avoozl. He and an army of soldiers tried to stop the Cult of the Dark One from summoning Avoozl in the Dark One's Cave. Most of the Cult were destroyed by Piotyr as Erana sought to drive the Dark One back to its own dimension. Unfortunately, his army and Erana were lost before the gate between worlds was closed. Piotyr found Erana's Staff and made it back to the town where he collapsed from his wounds.

A young woman, Magda, nursed Piotyr back to health, and they fell in love. Piotyr placed Erana's Staff in the center of town, to stand as Erana's memorial and to protect the town with its magic.

One night, Piotyr had a dream about Erana. He knew that her spirit was trapped between worlds. Only by casting all the rituals to summon Avoozl could Erana be free and the gate between worlds closed forever. One week before he and Magda were to be wed, he learned where one of the rituals was hidden. It was guarded by a powerful Wraith. In the terrible battle with the Wraith, Piotyr was killed.

No one in town knew what happened to Piotyr. Many snide rumors said that Piotyr was just dallying with Magda, and deserted her when he discovered she was pregnant. Magda's family felt she and Piotyr had dishonored them, and threw her out of her home.

Magda raised her son Geoff by herself. Piotyr visited her in her dreams to comfort her, but his ghost wept at what he had put her through by taking on the Wraith alone. Now he guards the town, and watches his grandson Dmitri get old and bitter.

Erasmus

Your old friend Erasmus tries throughout the game to get hold of you. This wizard is one of the most powerful magic users in the world. Why is such a powerful Magic User having such problems in reaching you? What does he want you for?

WHERE TO FIND HIM

You will hear him in your dreams at the Inn, and he will try to summon you at the end of the game.

WHAT IS HIS DARK SECRET?

Erasmus can be a little foolish in his Spellcasting at times.

Fenris

Intelligent, magical and sacastic, this smart-mouthed rat familiar of Erasmus is always at his side. Does Fenris help Erasmus? Or does Fenris just make mischief?

WHERE TO FIND HIM

Beside Erasmus, of course.

WHAT IS FENRIS' DARK SECRET?

He'll never tell. (And neither shall we.)

Erana

Stories of the archmage Erana and her kindness and sacrifice fill this area. Is she truly dead? What happened to her? Is there some way to help her?



WHERE TO FIND HER

You can hear her in your dreams when you sleep in the town center by the Staff or in Erana's Garden.

WHAT IS HER DARK SECRET?

Erana was an extremely powerful wizard. Her mother was a magic user, and her father was of the Faerie Folk. Erana grew up with magic and a great love of the land. Although she trained for a few years at the Wizard's Institute of Technocery, she believed that magic was something you did, not something

you studied. So she went out in the world, casting protective spells and creating magical areas so that anyone could have a chance to enjoy the beauty of the world without fear.

Being in tune with the land, one day she sensed a wrongness entering. Her spells revealed that the Cult of the Dark One was trying to summon Avoozl into this world. She contacted the Paladin Piotyr and warned him that the cult was powerful, and that she could not stop them alone. Thus it was that Piotyr led an army into Mordavia, and Erana entered the Dark One's Cave to battle with Avoozl itself.

Erana was powerful, but so was Avoozl. The final ritual of summoning had not been completely cast, so Avoozl was not truly in this world. Erana entered into the dimension between worlds to send the Dark One back to its own world. Just as she was casting a final spell of banishment, Avoozl wrapped his tentacles around her and sent her magical staff spinning through the gate into Mordavia. With her dying breath, she closed the gate between worlds, trapping her soul and Avoozl in this place between worlds.

Because Avoozl was not truly banished, his dark magic "leaks" into Mordavia. Because of this, the Undead rise from their graves, and the very land itself bleeds black blood. Unless the rituals to summon Avoozl are again performed, and Avoozl banished to its own world, the dark magic will poison Mordavia, eventually destroying all living things, and Erana's soul will be trapped forever.

GENERAL HINTS

Tired of beating your head against a puzzle, and need a helping hand? This is exactly what it says - the Hint Section. These are clues, not answers. If you cannot solve your problem with these hints, then the reference numbers will show you the place in the Walk Through that will tell you what to do in case of total frustration. Try to work out the answer yourself first, though. The game is a lot less fun if we tell you all our secrets.

Start of the Game

BONE ROOM (1)

How do I get out?

Shed a little light on the subject, and find something sharp for leverage.

Try searching for a light source and something to light it with. Search everything here thoroughly.

HEART ROOM (2)

What do I do here?

A quick search and a fast retreat is the best advice, unless you are ready and willing for combat. (A Fighter certainly ought to be ready any time.)

Make sure you pick up anything loose lying around before beating a fast retreat.

PIT ROOM (3)

How do I cross the pit?

Fighter/Paladin/Thief: Use the rope to the best of your abilities.

Magic User: Sail on by.

MU: Use something you found in another part of the cave, and then give yourself a little magical lift.

MOUTH OF THE DARK ONE'S CAVE (SLIGHTLY AFTER 3)

Look for a sign and take it. You can't get back in the cave until someone else does a ritual.

The Town

TOWN GATE (4, 15)

What can I do here during the day?

Besides going into town or the forest? This may sound Corny, but it won't Shock you to search around.

What can I do at night?

You may meet some friends here every once in a while.

How do I get back into town at night?

Fighter/Paladin: You need to be skilled to get back into town at night. Visit the Adventurers' Guild, and catch up on your reading.

Thief: You're handy at this, but you'll need some equipment from the Adventurers' Guild.

MU: Rise to the occasion.

TOWN CENTER (5)

When you're running late, and the inn is closed, this is a good place to catch up on forty winks.

When you think of it, ask others about the Staff.

Paladin: Visit here at night. You may meet a former coworker.

WEST PART OF TOWN (6)

Where do I go from here?

Besides the other parts of town, you can visit the Burgomeister, the Shop, and the Hotel Mordavia.

The townsfolk are gathered outside the Burgomeister's, so what should I do?

Find out what's going on, and do some investigating of the matter yourself.

Considering his occupation, where is Igor most likely to be found?

Thief — Where do I practice my skills?

Aside from trying the doors, there's a window to open and a wall to climb here.

SHOP

If you're in the mood to chat, this is where it's at. Besides, when the going gets rough, the tough go shopping — so pick up a few things here. If you are really a do-gooder, Bella could use a man around the shop on a permanent basis. See if you can find her one.

BURGOMEISTER'S

Dmitri is not a pleasant conversationalist, and neither is his eventual prisoner, but communication does make friends in this game.

Paladin: You will find a weapon that will give the Burgomeister real peace of mind, if you care to share it with him.

Thief: Make friends and influence people here at night, when there's someone other than the Burgomeister around.

HOTEL MORDAVIA

How do I get a room?

Two, four, six, eight. How do we communicate? The Innkeeper's the main man here.

How do I get something to eat around here?

Well, once you have a room, try taking a seat. Let us rephrase that, try sitting down. (There's too many Thieves around here for the original line to be safe.)

What should I do here?

Visit in the evening when there are more people to talk with. Listening at noisy doors may reveal interesting information. Be sure to watch the comedy act in the evening (16), then visit the unfunny man upstairs at the back door. Late at night, you may also find someone with whom to talk. After you help that certain small someone, he will show you something that will aid you in a childish situation.

BEDROOM

Besides a good night's rest and an occasional strange dream here, you may meet a friend or find a mysterious message.

Thief: There's a quick exit you can use.

GNOME'S ROOM (17)

Find out what Punny's problem is, and then visit an old friend. Don't chicken out when you are here. Come back when you've got something for the gnome, and then watch his act downstairs the next evening.

EAST PART OF TOWN (7)

How do I get into the strange house?

Ring the doorbells and play follow-the-leader. If you are tone deaf and color-blind, set your Skill Level to low.

Thief — So where's the best place to practice some skills here?

You can pick the lock on a door, but you can't get in. Try doing some upper-story work around here (22).

Thief — House Hunting Tips:

Let sleeping old men lie.

Don't stomp around.

In squeaky situations, try grease relief.

Don't take anything that someone else needs more than you do. (Of course, most things you figure you need more than anyone.)

DR. CRANIUM'S HALLWAY (8)

What do I do here?

Try opening the doors to see what's behind them. Use the machine to find out what those bouncing babies eat, and then set a trap. A baby can do "amazing" things, in fact, it is the key to the problem. The back door will use what you get from the baby bouncer, once you find the right shape.

Getting the right bait can be a trick. It's disguised as part of something else. Ask around.

DR. CRANIUM'S LABORATORY (9)

What goes on in here?

If you use your technical manual, you can get some useful potions and some

flasks. A little goo will do for a solution to dehydration. Visit Dr. C. several times if you want to know just what's on the slab.

MU: Asking about a subject that's near and dear to you will be of benefit here.

NORTH END OF TOWN (10)

What do I do with Igor?

When everyone in town thinks Igor has been killed, you can prove yourself a Hero by rescuing him. Then he will give you a key you can use in the cemetery.

How do I get into the Adventurers' Guild?

Well, if you are the honest sort, you can ask the Burgomeister about it. If you just want to do it yourself, wait until dark and then use your skills.

What do I do in the Adventurers' Guild?

Do a little research on adventuring here. Try exercising your mind as well as your body. This is a good place to improve muscle tone. A rope is always handy, but be sure to test it out in the Guild first. After all, practice makes perfect.

THIEVES' GUILD (11, 12)

Thief — How do I find the Thieves' Guild?

Do some careful observations of the Adventurers' Guild and check for Thief Marks. A couple of them are hidden around here. Check out the hat rack and solve the puzzle there. Then it's just a simple matter of using the bookshelf.

Thief — How do I open the door in the Thieves' Guild?

Search the room first, then play your card at the right time and place.

Thief — How do I open the back safe?

First, read some of the books in the back room. Then don't let this puzzle "grate" when you look for the safe's handle. The combination is right before your eyes.

Thief — How do I open the desk?

Very carefully. Make sure you know something about traps before you set one off. Use your talents to the max.

Thief — What do I do when the desk is open?

Read books carefully for clues. Silly sayings sometimes have significance elsewhere. The tools you pick up here will be most useful. Now its time to roll out the barrel.

Thief — Where is the Chief Thief?

After you open the desk, you have all the clues you need to find him. Does this mystery have you over a barrel?

People sometimes write some very strange things when they're trying to conceal clues. Think words and colors.

MONASTERY (25)

How do I get into the Monastery?

You will need to put a sign on the door. The one you find outside the mouth of the Dark One's Cave will do.

Thief: You can get above this problem and avoid the door altogether. Just make sure you go out the way you came in.

What do I do in the Monastery?

If you've talked a couple of times with the Domovoi, you have an idea what to look for first. If the Hexapod bothers you and you want to know what to do with it, try asking the Monster Identification Machine in Dr. Cranium's

foyer. Pick up something for the dry Domovoi from the Dr. while you're at it. Once you've fed the Hexapod, check out the fireplace.

What do I do in the Monastery Basement?

The desk holds some valuable information, but you need to be careful getting it open. The cask contains a most peculiar brew. Watch out for the book; it has a nasty appetite.

Thief: Don't try the desk until you have explored the Thieves' Guild thoroughly. Pick up a little something for the Chief Thief here, but don't use your bare hands unless you're fond of slime. You can get a container at the store.

The Forest

CASTLE GATES (13)

You can learn a lot if you do some talking here. A little perseverance on your part can get Boris back together with his wife. You can have some interesting flirtations and a dangerous liaison if you visit here on the right nights.

Fighter: If you are "really" tough, bored with life, and looking for a fight, you can try breaking in at night.

LAKE (14)

This is a good place to make friends and influence people. What would make a good gift for a woman? She's really quite friendly, once you get to know her. Ask her about the area.

Paladin (26): Piotyr will ask you to help her, but you'll need to know who she is before she will remember what happened to her. A good conversation about this with the Fortune Teller will aid you both. Once you know what you are supposed to be doing, you need to look into a grave situation to set the Rusalka free. Then remember that beauty is more than skin-deep.

SWAMP (40)

You can pick a bone with someone here, but unless you are looking for something specific, this is not a good place for sightseeing. If you need a Will-o-wisp, this is the place to catch one. Once you have some idea of what you need from here, all roads lead to moans, but getting there is all the fun. Try south and west.

Fighter/Paladin: It takes peak physical condition to endure the swamp without someone (or something) giving you an unwelcome hand.

Magic User: You need a bit of magic from Dr. Cranium before you even think about crossing this morass.

Thief: You'll flip over this place.

How do I catch a Will o' Wisp?

If you talk to the Rusalka about Will o' Wisps, you will know how they think. Be sweet, try a little kindness, and have a place for it to stay when it decides to join you. But don't keep one too long; it's bad for their health.

MAD MONK'S TOMB (41)

How do I get out of here alive?

You have to get the guardians before they get you. They are tough, but that's part of your job description, too. Try setting your skill level to low if you don't get a kick from fighting tough battles.

Magic User: Cast some protective spells first.

How do I open the Tomb?

You need a sign of the times to reveal the puzzle, and then it's all a matter of knowing the right combination. In order to solve this, you could use manual help; check out the illustrations in your HERO Magazine.

How do I get away from the Tomb?

Try a Northern Exposure. West is not best.

GOOEY PATH (23)

This is a gooey situation, which could be very useful. A dying plant will make someone very happy if you practice some practical gardening somewhere else.

How do I get the plant?

It's goosed down, so you have to ungoo it before it will go.

Fighter/Paladin: Things will get pretty rocky here if you do things right.

Magic User: It will take some applied force before you can get the plant to come to you.

Thief: It helps to overlook this situation once you've thrown yourself into it.

How do I get back up to the top?

Fighter/Paladin: When push comes to shove, you will need to make your own path to the top.

Magic User: Do some private detection, and see if you can't "trigger" this out.

Thief: Seeing as you already know the ropes, try climbing.

How do I get the ritual here?

You need to talk to the Gypsies after you have been assigned to find the rituals. Where there's a "Will," there's a way. Just apply one to the obvious stone and then you only need to solve the puzzle. It helps to remember whom the Mad Monk was trying to summon. If you can't remember, then do some research at his home.

LOST GHOST (A LITTLE BEFORE LESHY SCENE (19))

This Ghost is a bit confused about her situation. With a bit of patience and some return visits, you should be able to get her to understand just what is going on. Once she knows who she is, then there is someone else you should tell about her. Be sure and return here at night afterwards.

LESHY (19)

The Leshy has a strange sense of humor, but he can be very helpful. Play his silly games, and his riddles may have inner significance. First though, you need to help him with the plant he desires. You've passed it early in the game, where it was obviously stuck.

How do I answer the Leshy's riddles?

First, your character must find the answers. Reading books in the Adventurers' Guild or talking to the Gnome, Domovoi, and Gypsies will give you some of the answers. Once your character knows the answer, after the riddle is asked, Click Talk on your character to get some possible answers. If your character has not found the answer, then that option will not be displayed as a possibility.

THE FAERIE FOLK (38)

That's funny. You don't remember seeing that fountain there before. Well, nothing to do but drink from it.

The Faeries don't have your best interests at heart — actually, they don't care about you at all. Still, they have something you need, so you'll have to play along with them for a time.

The Staff isn't behaving the way the Queen wants it to. It's not your fault, but you still need to deal with the consequences. Since you have the Staff, you might as well use it. Cast the Resistance spell before you do anything else. (Hmm, that's interesting — you now have some spells available that you might not have realized you could cast.) Other than that, it's all-out battle, and may the best Mage win.

ERANA'S GARDEN (21, 24)

If you are looking for a safe place to sleep, this is the best place in the forest.. If you do some careful searching, you might find a hidden treasure. Drink water from the pool if you've been poisoned — it will cure you.

Magic User: If you ever wanted a place to really use your skills, this is it. Some of your spell casting can be quite fruitful. If you like water skiing, practice it here. A series of spells could increase your knowledge.

MAN EATING PLANT (29)

This bush has a real attitude — hunger. Stay out of the way and you won't be prey. On the other hand, if you are pie-eyed, this thing is berry good (or bad, depending upon your point of view).

How do I get the berries?

Fighter/Thief/Paladin: You need to stay back so you don't get caught. Knocking off the berries from a distance means you need to move the Bush to get them. You have a rather ridiculous lure, but the bush isn't all that bright, so it might work.

Magic User: You've got to knock some berries down before you can draw them over to you.

CEMETERY

Don't let this place scare you away, at least not by day. At night, well, that's another matter. If you are searching for a certain missing person, this is as likely a place as any to find him. The Crypts are interesting, but you wouldn't want to live there.

Paladin: If you are trying to find the name of a watery woman (26), figure out how she died. You can also find her insignificant other around nearby. When you make a clean sweep of the area, be sure you're ready for action.

How do I lift the fallen Tombstone (18)?

Fighter/Paladin: If you aren't a wimp, this should be obvious. If you haven't been practicing your body building, it's a bit late to start now that you need the strength. Try the Thieves' solution, then get some exercise. You wouldn't want someone to kick sand in your face, would you?

Thief: If you study the tree, you will see a useful device. All you need to do is supply something to pull and a little elbow grease, and that tombstone will rise and incline.

Magic User: If you had a guess which of your spells would work in this situation, which one would you choose? If that doesn't work, try another. (After all, what is Mana for?)

THE BORGOV CRYPT (31, 32)

How do I get in?

Why would you want to? Do you know what you are doing here, or are you just looking around? If you know where to go from here, better make sure you are tough enough to strut your stuff, before you go disturbing the dead. If you think you can take care of yourself and really want to get in the Crypt, the best way is to ask the gravedigger for a key after you become his friend for life. If you prefer the more adventurous approach, though:

Fighter: This is another good place to show off those macho muscles.

Thief: If you've got the equipment, then its all a matter of picking the right place.

Magic User: Spellcasting time again.

How do I get back out?

Greet the Reaper.

The hand of the Grim Reaper statue next to the stairway is actually a switch that opens the Crypt door. It's time for a little hand holding.

How do I open what I'm searching for?

If you check the crest, don't be colorblind. The name BORGOV has many meanings.

THE GYPSY CAMP (37)

How do I get in?

You need to make a friend outside the camp before you can get in.

Someone in town is in serious trouble (a few days into the game). You need to prove his innocence by doing a good deed. He'll meet you later outside the town gates.

What do I do here?

The Fortune Teller is a valuable source of information of what goes on around you. Her fortunes may seem obscure, but they fill out the past, present, and future. Visit her often. Besides, you get tangible help against undead and a place to spend an entertaining evening.

How do I get the Fortune Teller to tell the future?

Crossing her palm with some money is the traditional way. However, she is very reluctant to give you a final reading. Try again later in the game when you really, really need some help with the rituals.

BABA YAGA'S HUT (20, 28, 30, 39)

How do I find it?

Talk to the Leshy or the Gypsies to get some help. It's hidden, so even knowing the location on the map doesn't help. If you say the secret phrase or use some selected spells, you can get past the magical barrier.

How do I get past the skulls?

Bonehead is willing to make deals, if you can find something that fits him.

He's only a head, and ain't got no body, so it'll need to be something you'd put on your head.

Where do I find the thing for Bonehead?

Town is a reasonable place to look. However, actually getting it is another puzzle. You will need to help someone with the thing by helping someone (or something) else first.

Try finding the person he's looking for and convincing her who she is. Once you've gotten her convinced, tell him about it, then visit her a couple of times afterwards. You will get the object of your desires and some interesting information.

If you're really stuck on this, see Solution #27 in the Walk-Through section.

How do I catch the hut?

Why does the hut cross the rock? To get away from you. You've got to get the chicken-legged thing to come to you by luring it with something it likes. Try thinking like a chicken to figure this out. The answer is near town.

How do I make an Elderbury Pie?

Bonehead will tell you the ingredients. Your mission is to collect the ingredients, make the bonemeal, put them all together, find a place to cook it, and Voila! Pie to die for!

Where do I find the Elderbury bush?

Try looking along the southern border for a suspicious-looking overgrown weed with an attitude. Then see the hints on the man-eating plant.

How do I find the bonemeal?

First, find a bone. Then go back to Baba Yaga's yard and look around. You should be able to find something useful lying around here. You'll need an empty flask to pick it up with, though.

Where do I find the Goo?

You've been by the "Goo-some" area before. Just take an empty flask to the likely place and do your goo gathering.

Where do I get the Pie Pan?

Where would you normally get one?

Now that I've gotten all the ingredients mixed, how do I cook it?

Well, you have most likely seen a good source for flash-frying down by the hut. Talk to someone who knows how to work it.

Now that Baba's got her pie, how do I get her to help?

Try telling her things in order to get her cooperation. She also likes food.

What else can I do here?

You can come back and get something else from her if you stock up on a few of her favorite snacks first.

Magic User: Be sure to ask her about your favorite subject.

THE CASTLE (33)

This is a place with many secret passages and hidden doors. It's not a safe place to visit at night, considering the inhabitants. Don't bother to explore this place until you are really buff and up to snuff.

What do I do here?

If you don't know why you're here, then you probably shouldn't be here. Still, you can explore and find your way around. The only way out is the way you came in.

How do I talk to Tanya? (34)

Show her something she loves.

How do I get Tanya out of here?

You need to know a way to "cure" her before you can rescue her. Talk to the Gypsy Fortune Teller about Erana's Staff and Sacrifices. Once you know how, and are willing to accept the consequences, you need to tell Tanya and Toby about it.

How do I get past the guards into the dungeon?

Why try? They did say they were guarding an empty dungeon.

How do I get out of the dungeon (35)?

First, get out of your chains, if this is your first time here. Then do some snooping around the steel lady.

If this is your second time around, you need to do some fast talking to avoid a painful end.

What do I do in the Dark Master's Bedroom (36)?

First, figure out your priorities. Who set up this situation and why? What can you do here? What will be the consequences of your actions? Next, save your game and test out your hypotheses. You may learn a few new things.

FINDING THE RITUALS

Where do I find the rituals?

One hides in the Monastery Basement (25).

One is in the Mad Monk's Tomb (41).

One is with Baba Yaga (30).

One the Gypsies will tell you how to find. It's near the Dark One's Cave (42).

Fighter/Paladin/Thief: One lies in a Wraith's mound (43). (Paladin slightly after 31)

Magic User: The Fairy Queen has one of the rituals (38).

Once you have all five, return to the castle at night.

The "End Game"

BACK IN THE CAVE (44)

When does the End Game begin?

After you have been captured and Geased by the Dark Master to find the rituals and return to the castle with all of them.

Once you have the rituals, go back to the Castle Gates. There's no escaping your destiny.

PIT CAVE (45)

What do I do here?

The last Ritual is hidden in the Borgov's Book at the bottom of the pit. You need the book, or you won't be able to finish the rituals.

How do I get the book?

Fighter/Paladin: No subtlety here. The former Borgov is guarding it, so be prepared for a deadly battle. This will be your toughest challenge yet.

Thief: Use your skills cautiously here, and you shouldn't have problems.

Magic User: You are going to have to enter the pit here anyway, so pick your spells wisely to make certain that ugly creature doesn't attack you.

BONE CAVE (46)

How do I start this Ritual?

Add some light to the Altar, then use the Dark One's Sign on it. A bit of simple puzzle-solving should set up the situation for the ritual, then just click the ritual on the altar.

How do I get out of the Bones?

Fighter/Paladin: Use the force.

Thief: Get out as fast as you possibly can before you are trapped. Flip for it, or be flattened.

Magic User: These bones need to be brittle. Apply some spells of opposite effects, then add your own brand of force.

BLOOD CAVE (47)

How do I start this Ritual?

A simple click of the right ritual in the right place should get the blood moving.

How do I get out of here?

Fighter/Paladin: Get above the situation for a minute and try pushing your luck (or something else) to block the flow. Then go back the way you came.

Thief: Try the up and up and a few jumps to get to the other side.

Magic User: Try cooling down the hot blood a couple of times, but hurry up with it. You wouldn't want it to melt at the wrong moment.

BREATH CAVE (48)

How do I do this Ritual?

Clicking the proper ritual will tell you what to do next.

Try saving, then using various combinations of the "horns" if you can't understand the cryptic directions.

How do I get out of here?

Fighter/Paladin: Catch a waving tendril.

Thief: Climb out. Oh, yeah, use the wall you can't see.

Magic User: When you are really out of sight, try mellowing out and opening up.

SENSE CAVE (49)

There is nothing wrong with your CRT. Do not attempt to adjust your brightness. We will control your experiences here. Use the cues your senses give you. "Look" around constantly, and try moving in general directions where the messages give you more information. It will get easier as you go along.

How do I get out of here?

Avoid getting electrocuted.

Fighter/Paladin/Thief: This is truly a swinging situation.

Magic User: You need to short circuit the synapses.

HEART CAVE (50)

What do I do here?

Not much until you've been through every passage from here.

Use the right Ritual, and then go upward and onward.

ESSENCE CAVE (51)

Tell Ad Avis something to crack him up.

Fighter/Paladin/Thief: Use the Staff on him.

Magic User: Spell his doom.

Then give the Staff back to its rightful owner (52) and receive your rightful reward.

PUZZLE POINTS

WARNING: This list is the biggest "spoiler" imaginable. Even knowing the names and locations of some of the puzzles can spoil them for you. Don't read this list until you've completed the game with every character type, and want to know what you missed. Also, this is not a complete list of every puzzle in the game, only those for which we decided it was appropriate to award points.

POINTS THAT ALL CHARACTERS CAN GET

WHERE	THE PUZZLE	POINTS
Bone Cave	Light the Darkness	6
Bone Cave	Get Equipment	2
Pit in Cave	Cross Pit	15
Mouth of Cave	Get Dark One Sign	6
Mouth of Cave	Reenter Cave with Rituals	15
Town East Side	Open Cranium's Front Door	6
Town East Side	Reunite Old Man With Wife	6
Cranium's Hall	Identify Antwerp	2
Cranium's Hall	Catch Antwerp	2
Cranium's Hall	Solve Antwerp Maze	6
Cranium's Hall	Unlock Cranium's Lab Door	6
Cranium's Hall	Identify Hexapod	2
Cranium's Lab	Give Cure Potion Formula	2
Cranium's Lab	Give Healing Potion Formula	2
Cranium's Lab	Give Rehydration Formula	2
Leshy in Forest	Answer Leshy Name Riddle	2
Leshy in Forest	Answer Bush Riddle	2
Leshy in Forest	Answer Rusalka Riddle	2

Leshy in Forest	Answer Baba Yaga Riddle	2
Leshy in Forest	Answer Elderbury Riddle	2
Leshy in Forest	Answer Ritual Riddle	2
Pathway to Cave	Get Bonsai Plant	15
Pathway to Cave	Get Grue Goo	6
Pathway to Cave	Open Squid Rock	6
Erana's Garden	Plant Bush	6
Baba Yaga's Hut	Find Baba Yaga	6
Ghost in Forest	Convince Ghost She Is One	6
Ghost in Forest	Get a Hat	2
Baba Yaga's Hut	Give Hat to Bonehead	6
Baba Yaga's Hut	Catch Baba's Hut	6
Baba Yaga's Hut	Make Bone Meal	2
Baba Yaga's Hut	Give Baba Yaga a Pie	6
Gnome's Room	Get Rubber Chicken	2
Gnome's Room	Restore Gnome's Humor	15
Elderbury Bush	Get Berries	6
Monastery	Enter Monastery	6
Monastery	Open Secret Passage	6
Monastery	Rehydrate Dry Domovoi	6
Swamp	Find Mad Monk's Grave	6
Swamp	Open Mad Monk's Grave	2
Swamp	Capture Will o' Wisp	6
Town West Side	Enter Adventurers' Guild	6
Adventurers' Guild	Sign Logbook	2
Cemetery	Rescue Gravedigger	15
Gypsy Camp	Enter Camp by Invitation	2
Gypsy Camp	Get Fortune Told	2
Lake of the Lost	Get Rusalka to Like You	6
Cemetery	Enter Crypt	6
Crypt	Take Secret Passage to Castle	6
Crypt	Escape Crypt	6
Castle	Give Doll to Tanya	15
Center of Town	Save Tanya / Get Staff	25

Bone Cave	Perform Bone Ritual	6
Bone Cave	Escape Bone Cave	15
Blood Cave	Perform Blood Ritual	6
Blood Cave	Escape Blood Cave	15
Breath Cave	Perform Breath Ritual	6
Breath Cave	Escape Breath Cave	15
Sense Cave	Perform Sense Ritual	6
Sense Cave	Escape Sense Cave	15
Pit in Cave	Get Ritual from Pit Horror	15
Heart Cave	Perform Heart Ritual	6
Heart Cave	Make it to Essence Cave	6
Essence Cave	Win Endgame	50

POINTS THAT ONLY FIGHTERS CAN GET

WHERE	THE PUZZLE	POINTS
Adventurers' Guild	Get Rope & Grapnel	2
Adventurers' Guild	Learn Climbing	2
Adventurers' Guild	Use Stair-Stepper	2
Castle Gate	Enter Castle by Front Gate	2
Forest	Destroy Boss Wraith	15
Forest	Kill First Badger	2
Forest	Kill First Bunny	2
Forest	Kill First Revenant	2
Forest	Kill First Wyvern	2
Forest	Kill First Chernovy	2
Forest	Kill First Necrotaur	2
Forest	Kill First Wraith	2
Pit in Cave	Kill Pit Horror	4

POINTS THAT ONLY MAGIC USERS CAN GET

WHERE	THE PUZZLE	POINTS
Gypsy Camp	Learn Gypsy's Spell	6
Baba Yaga's Hut	Learn Baba's Spell	6
Town Gates	Learn Dark Master's Spell	6
Dr. Cranium's Lab	Learn Cranium's Spell	2
Erana's Garden	Learn Erana's Spell	6
Forest	Deal with Faerie Folk	15

POINTS THAT ONLY THIEVES CAN GET

WHERE	THE PUZZLE	POINTS
Inn Bedroom	Exit Inn Via Window	2
Monastery	Get Black Bird	6
Adventurers' Guild	Get Rope & Grapnel	2
Adventurers' Guild	Enter Thief Guild	6
Thieves' Guild	Get Guild Card	2
Thieves' Guild	Get Lockpick	2
Thieves' Guild	Learn to Disarm Traps	2
Thieves' Guild	Get Thieves' Toolkit	2
Thieves' Guild	Find Chief Thief	2
Thieves' Guild	Cure Chief Thief	2
Burgomeister's	Werewolf Jailbreak	6
Forest	Destroy Boss Wraith	6
Castle	Oil Door to Great Hall	2

POINTS THAT ONLY PALADINS CAN GET

WHERE	THE PUZZLE	POINTS
Adventurers' Guild	Get Rope & Grapnel	2
Adventurers' Guild	Learn Climbing	6
Adventurers' Guild	Use Stair-Stepper	6
Forest	Destroy Boss Wraith	15
Burgomeister's	Return Piotyr's Sword	15
Cemetery	Beat Grave / Defeat Wraith	6
Lake of the Lost	Kiss Ugly Rusalka	15

(Note that totals for all character types add to slightly more than 500, but the maximum possible score is 500. You can miss a couple of the minor puzzles and still get maximum points.)



Mordavia History of Events — A Time Line

(LEADING UP TO THE BEGINNING OF THE GAME)

Caution: This section contains “spoiler” information that can make *Shadows of Darkness* less fun to play. You should complete the game at least once before reading this section.

Mordavia is ruled by the Boyar Sergei Borgov.

Drawn by the magic of this valley, the Mad Monk Amon Tillado brings his ‘Cult of the Dark One’ into Mordavia.

The Mad Monk convinces Sergei Borgov to join his cult.

The cult constructs the Dark One Monastery in town.

In the land of Silmaria, a young wizard (Ad Avis) seeks out the Dark Master to gain forbidden knowledge.

In Mordavia, Amon Tillado grows increasingly mad as he creates the Seven Rituals to Summon Avoozl.

Amon Tillado is found dead in a pool of blood beside the Necrophilicon.

Borgov takes over the cult, and conceals copies of the rituals throughout the land, retaining the only copy of the Essence Ritual himself.

Borgov leads the cult to a cave south of town to summon Avoozl.

The archmage Erana senses Avoozl’s awakening, and contacts the Paladin Piotyr.

Piotyr leads an army into Mordavia, as Erana battles Avoozl in the ‘place between worlds.’

As the Cult members perform the Rituals to summon Avoozl, the cave begins

to transform, forming a huge body for Avoozl to inhabit in this world.

Soldiers and cult members alike die horribly as the cave absorbs their essences for energy.

Dark Magic transforms the remaining cult members into monsters.

Piotyr battles with the transformed Borgov-monster to prevent him from performing the last Ritual.

Erana closes the gate between worlds, but fails to banish Avoozl completely.

Erana’s soul and Avoozl are trapped together between worlds.

Sergei Borgov, still a monster, flees into the darkness of the cave.

Piotyr finds Erana’s Staff, and escapes the cave just as the Mouth shuts.

Piotyr makes it to town before collapsing from his wounds.

When he is healed, Piotyr places Erana’s Staff in the town center, so that its magic can protect the town.

Piotyr learns that Erana’s soul is trapped between worlds, and attempts to locate the rituals of summoning. He is killed by a Barrow Wraith who guards one of the Rituals.

Dark Magic continues to leak from the Dark One’s Cave, distorting the land, and causing monsters to breed.



Years later, the Dark Master enters Mordavia, drawn by the lure of dark magic and rumors of Avoozl. She takes over Castle Borgov.

Ad Avis is killed in Raseir, and the Dark Master summons his body to Mordavia, so that he will be her Vampire Slave.

Boris Stovich becomes the Gatekeeper of Castle Borgov.

The Dark Master has the monster Toby lure the child Tanya from the Hotel Mordavia in town.

Tanya becomes the Dark Master's adopted 'daughter'.

The Dark Master summons rainstorms to block off Mordavia from the outside world.

The Dark Master learns that she needs the 'Seven Rituals of Summoning' to draw Avoozl into this world. The Dark Master wants night to last forever, so that she will never be helpless in her coffin again.

The Dark Master locates and takes the Mouth ritual, hidden in the arch by the Dark One's Cave.

The Dark Master and Ad Avis cast Entrapment and Teleport spells to summon a Hero to find the missing Rituals.

The dark magic of the Dark One's Cave distorts the Teleport spell, and thus the Hero appears in the Dark One's Cave itself instead of in the castle.

The Dark Master senses the distortion of her spell, and waits outside the cave to use the Mouth Ritual should the Hero be able to reach the cave mouth. She decides to bide her time and see if she can convince the Hero to help her.

So begins the game...

Shadows of Darkness Walk-Through

This is one of the shortest paths through the game. It doesn't get every clue or puzzle points, but it gets you quickly to the End Game after seeing most of the nifty parts. Don't read this unless you've completed the game with every character type or are totally stuck. Otherwise, it will probably spoil much of your enjoyment of Shadows of Darkness.

BEGINNING OF THE GAME

Set Skill Level in Control Panel to Low. Set combats to "Strategy." Set Auto-Save to "On."

BONE ROOM (1):

Walk around the room looking for bodies to search. Click Hand on Bodies to pick up dagger, flint, and assorted coins.

Walk over to Skeleton Altar at the right of screen. Click Flint from inventory on Torches at either side of altar. Click Do on Torch to take it.

Exit upper part of the Screen.

YOU ARE NOW IN THE HEART ROOM (2):

Fighter/Paladin: Search room for Sword and Shield. Click Hand on them to add to inventory. Fighter should fight Badders.

Thief: Look for Thief Mark near exit.

Magic User: Look for Cloth hanging in room. Click Hand on Cloth to add to inventory.

EXIT BOTTOM OF SCREEN TO THE PIT ROOM (3):

Fighter/Paladin: Click Hand on Rope hung across pit. Select "Cross Hand-Over-Hand."

Thief: Click Hand on Rope hung across pit. Select "Walk the Tightrope."

Magic User: Click Cloth from inventory on your character. Then cast "Levitate" spell.

EXIT SCREEN LEFT TO THE CAVE MOUTH:

Click Hand on Squid-like disc at bottom of Arch. Exit Screen Left to Cave Path.

CAVE PATH TO TOWN

Exit Screen Left to Edge of Swamp Room.

Exit Swamp Room at top of screen (North) to enter Forest.

TRAVELING IN THE FOREST

In the Forest, you may encounter a monster. In Strategy Mode, the combat will mostly fight itself, but you can over-ride the movements at anytime. Run away if you are seriously wounded, but try not to get lost. If you die, select "Auto-save" from Restore menu.

Continue North until path is blocked. Go Right to next Forest Room and then go North to Town Gate (4).

Click Hand on Corn Shocks.

TOWN

Go North through Town Gate.

In the Town Center (5), Click Hand on Flowers around Staff.

Go to left of Staff and Continue North to West Main Street.

WEST PART OF TOWN (6):

Speak to Burgomeister. Come back later and then ask about Adventurers' Guild.

Enter Inn and speak to Innkeeper.

Exit Inn and enter Shop.

Talk to Shopkeeper — ask her name, and ask her about her husband — and Click Money Pouch on her. Purchase Rations. Exit shop.

Go East to East Main Street.

EAST PART OF TOWN (7):

Click Hand on Dr. Cranium's Door. Solve Puzzle by repeating sequence of bells that you see.

Enter Dr. Cranium's Hallway (8). Click Hand on Right Door.

Click Hand on "Acme Trap."

Identify Antwerps with the Acme Animal Identifier.

Click Rations from Inventory on Trap.

Click Hand on Trap to turn it on and catch Antwerp.

Click Hand on Left Door to open it.

Move the maze so the Antwerp moves to the Maze key and brings it to the exit.

Click Hand on Middle Door and select "Unlock."

Solve puzzle to form a Keyhole for the door.

Click Key Ring on Door to unlock door and enter Dr. Cranium's Lab (9).

Talk to Dr. Cranium. Ask about Science, then:

To get other Healing Potions, Look for missing ingredient in Shadows of Darkness Technical Guide and enter the five elemental symbols.

Ask about Poison Cure potions, and Empty Flasks.

Magic User: Ask About Magic.

Exit at bottoms of screens until you return to East Main Street.

Exit North to North End of Town (10).

Talk to Gravedigger.

Enter Adventurers' Guild using key ring from inventory. Look at Books on bookshelf.

Fighter/Paladin: Practice on Stair stepper. Pick up Rope and click it on Hook in ceiling. Practice climbing. Open Emergency Weapon Box and get better sword if you have sufficient Strength of 300. Practice these both daily to increase Skills. Get rope before leaving room.

Thief in Adventurers' Guild (11): Pick up Rope and click it on Hook in ceiling. Practice climbing skills daily to increase skills. Look under Table. Click Hand on Coat hooks and Solve Puzzle. (Click the third Hook to the bottom position, then click the fourth hook to the right, the first Hook to the left, and the second hook to the upper position.) Get rope before leaving room.

Climb bookshelf to enter Thieves' Guild.

Exit Adventurers' Guild to right. Return to Inn.

THIEVES' GUILD (12 — THIEF ONLY)

Click Hand on Poster of Thief on wall and take Thief Card.

Click Thief Card on Back Door to unlock it.

Click Hand on Books on shelf and learn to Detect/disarm Traps.

Click Hand on Grate on floor to get knob for safe in back room.

Click Knob on Safe to bring up Main Safe Puzzle. Spell out work "Filch" by clicking on the letters to open safe.

Go over and Click Hand on Desk. Select "Disarm Trap" option. Then select "Pick Lock." (If you fail at this, try again several times for practice. Go outside at night and try picking the various locks on doors until you build up your lockpicking skill to 250, then try again.)

Click Hand on Logbook on Table.

Click Hand on Painting near back of right wall. Click Hand on Safe and select "Disarm Trap." (You need to get three in a row of any color.)

Click Hand on Safe and select "Crack it." If you open this, great. Otherwise, practice some more lockpicking.

Click Hand on Drain near bottom right of screen.

Click Hand on single Barrel lying against back wall.

Click Hand on Secret Door Puzzle on floor where barrel was.

Click Colors to following pattern: "Blue, Blue, Yellow; Green, Green, Green; Red, Green, Red).

Talk to Chief Thief and exit upstairs. Return to Inn.

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Click Hand on chair at right side of table to Sit and eat. If it is evening, Talk to Townspeople.

Go upstairs. Click Hand on first door at top. Enter Bedroom. Click Hand on bed. Select "Sleep until Morning."

Get up, go downstairs to eat breakfast.

Fighter/Paladin/Thief: Go to Adventurers' Guild and practice skills until you become tired. Click on Rest Icon and rest for ten minutes.

Go outside Town Gate.

Go south into Forest Room.

Fighter/Paladin: Click Hand on ground to pick up rocks. Click Rocks on trees to practice Throwing until you get tired. Click on Rest Icon and rest for ten minutes.

Thief: Click Daggers from inventory on trees to practice Throwing. Click Hand on ground to search for them again. Practice skill until you become tired. Click on Rest Icon and rest for ten minutes.

Magic User: Practice your various spells. Practice skill until you become tired. Click on Rest Icon and rest for ten minutes.

Go West (left) until your path is blocked. Go North to Castle Gates (13). Talk to Gatekeeper. Ask his name.

Go South (bottom) until your path is blocked.

Go East (right), then South. Now go West until path is blocked.

Go South to Lake (14). Talk to Rusalka. Click Flowers from inventory on Rusalka and talk to her again.

Return to town before Nightfall. If the Town Gate is closed when you get there (15):

Fighter/Paladin: Choose Grapnel from inventory and Climb over wall with it.

Thief: Click Hand on gate and select "Climb."

Magic User: Cast "Levitate" to get over Gate.

Go to Inn. If door doesn't open, Click Hand and select "Knock." If no one responds, sleep in Staff Room. If you do get in Inn, sit down and eat, then go upstairs to Bedroom. Sleep until morning.

In morning, get breakfast, practice skills. (Consider this your Standard Morning Procedure.)

Explore nearby forest, but return to town before nightfall (if you don't succeed, sleep in Staff Room, and try again the next day). Return to Inn in evening (16). Sit down in chair and watch Gnome Comedy Act. Go to Bedroom. Sleep for several hours until time is after midnight but before morning.

Go downstairs. Look for Domovoi. Talk to him. Return to Bedroom and sleep until morning.

In morning, get breakfast. Visit Gnome's Room (17) by going upstairs to last door. Click Hand on door and select "Knock."

Enter and talk to Gnome. Ask about Humor, Curse, and Baba Yaga. Click Hand on Rubber Chicken.

Practice Skills, and explore Forest. Return to Inn, eat, and sleep until midnight. Go down to Inn and talk to Domovoi again.

Get breakfast, Leave Inn and talk to Burgomeister and Townspeople about Werewolves.

Go inside Burgomeister's Office and Talk to Gypsy.

Exit Town Gate and go three Forest Rooms to the South, then go two Forest Rooms to the East until path is blocked. Exit North until you come to the Graveyard (18).

Look around until you find the grave with the headstone knocked down on it.

Fighter/Paladin: Click Hand on Fallen Headstone. If you are strong enough, you will move the Headstone off the grave. If not, try this several times, then try Thief Solution.

Thief: Click Hand on nearby tree to climb it. Click Rope from inventory on Pulley hanging on branch.

Magic User: Cast "Open" spell on Headstone.

Go up to Borgov Crypt and Click hand on it to find it is locked. You will need to get a key from Igor later.

Return to Town. Practice Skills. After nightfall, go to Town Gates and talk to Katrina. Exit Town Gate for three Forest Rooms south. Turn East and talk to Ghost.

Exit Town Gate and go two forest rooms south. Turn East and go three Forest Squares to Leshy Scene (19). Go up to wiggling Bush. When Riddle is asked, Click Talk on your character and select "Leshy."

Exit North until path is blocked. Turn East and go to Gypsy Camp. Talk to Gypsies and spend the night there. Ask about Baba Yaga.

Exit Gypsy Camp to Forest Room, then return to Gypsy Wagon and ask Davy about "Hunting." Ask about Undead. Click Money Pouch on Fortune Teller to get fortune.

Go back to Leshy Room. Click Hand on bushes until Leshy gives another riddle. Exit to East and then go South until path is blocked. Turn East, then go south until path is blocked South, East and West. You are now near Baba Yaga's Hut (20).

Fighter/Paladin: Click Talk on character and select "Say Magic Phrase."

Magic User: Cast "Detect Magic", then "Trigger" at magic bushes.

Thief: Use Acrobatics to get over bushes at left side.

Exit this room to the West and visit Baba Yaga's Gate. Talk to Bonehead.

Exit Baba Yaga's Gate to the East and go North until your path is blocked.

Exit West for two Forest Rooms.

Magic User at Night: Click Hand on Fountain. (If you don't reach this scene, just south of Erana's Garden, at night, make sure you come back here at night later.)

Exit to the North to Erana's Garden (21).

Magic User: Practice "Glide" and other spells here. Cast "Trigger" spell on the flower-shaped area. Cast "Open" to open up giant flower. Cast "Fetch" to get the scroll in the giant flower. Cast "Fetch" on fruit tree to get Mana Fruit. Use this to restore Mana when you run out in emergency situations.

Spend the rest of the day practicing skills and sleep in Erana's Garden.

Exit Erana's Garden to the South, then head back to Town (West until path is blocked. Go North until path is blocked. Exit West and then go North).

Visit Shop and Talk to Shopkeeper. Get more rations, a pie pan, and garlic.

Thief: Buy Oil and Shopping Bag.

Practice skills until evening. Go to Inn and get meal.

Leave Inn.

Thief: If after dark, go to East Main Street. Click Hand on upper window of left building. If you don't climb up to window, you need to practice Climbing more at Adventurers' Guild. Open Window and enter "Old Man's House." Use sneak skill. Search around for things to steal, but don't get caught. Exit the way you came in. Sleep in Staff Room.

Paladin: Go to Staff Room and talk to Pioty's Ghost, then do the same as Fighter.

Fighter/Magic User: Exit Staff Room by climbing or "Levitating."

Talk to Katrina. Exit Town Gate for three Forest Rooms south. Turn East and talk to Ghost. Return to Town, and sleep in Staff Room.

Exit Town and go South through forest until path is blocked. Go West one forest room and then go South until you come to Swamp Edge. Go East to Cave Path.

GOOEY PATH (23):

Click Flask from inventory on pool of goo near bottom of screen.

Look for small bush covered with goo at lower part of picture.

Fighter/Paladin: Throw Rocks at pile of rocks near bush to dislodge the dam. Click Hand on Bonsai Bush to add to inventory.

Thief: Throw Rocks at pile of rocks near bush to dislodge the dam. Climb to the ledge above the plant. Use your Grapnel to catch the plant and draw it up.

Magic User: Cast "Force Bolt" at pile of rocks near bush to dislodge the dam. Cast "Fetch" on Bonsai Bush to add to inventory.

Return to Town. Eat supper; go out of town and visit Anna's Ghost; Click Talk on your character to tell her she's a ghost; sleep in Staff Room.

Paladin: Talk again to Pioty's Ghost.

Visit Dr. Cranium. Talk to him about "Rehydration Solution." Click Grue Goo from inventory on him.

Return to Erana's Garden (24). Click Bonsai Bush from inventory on mound of dirt.

Return to Leshy Room. Click Hand on bushes until you find Leshy. Answer Riddle with "Rusalka."

Go to the Gypsy Wagon. Ask about "Erana" and the Staff. Paladin: ask about "Curing Rusalka." Visit Ghost Room. Click Talk on Ghost to discover her identity.

Spend night in Inn or Staff Room.

Visit Dr. Cranium and pick up Healing Potion and Rehydration Solution. Get new empty flask if you don't have one.

Fighter/Paladin/Magic User: Go to East Main Street. Tell the old man about the ghost.

THE MAD MONK'S MONASTERY (25):

Go to north part of town. Click "Dark One's Disk" from Inventory on Monastery Door. Go over to cabinet on left. Click Rehydration Solution on Dehydrated Domovoi. Go over near the fireplace. When Hexapod appears, Click Garlic on it. Click Hand on Andirons by Fireplace to open secret passage. Go downstairs to Monastery Basement.

Go over to desk.

Fighter/Paladin: Click Hand on desk and select "Force." Take Poison Cure Potion afterwards.

Thief: Click Hand on desk and select "Disarm" (if you fail, take Poison Cure Potion), then pick lock. Click Shopping Bag from Inventory on small statue about mid-screen.

Magic User: Cast "Open" on the desk.

Now Click Look on desk to read "Diary."

Go over to huge cask near stairway. Click Hand on cask.

After you get up again, go upstairs.

Click Torch on the wall tapestries to destroy Monastery.

Thief: Return to Thieves' Guild. Give Statue to Chief Thief.

Spend rest of day practicing skills.

Fighter/Paladin/Magic User: Visit Ghost Room.

Visit Shop and get more Garlic.

Fighter: Spend day hunting various monsters. You need to kill one of each type: Wyvern, Chernovy, Badder, Revenant, Necrotaur, Killer Rabbits, and Wraiths. Most of these come out at night only. Spend rest of night in Staff Room.

Paladin: Go to Lake (26), and talk to Rusalka. Then go to Gypsy Camp and talk about Curing the Rusalka. Go to Graveyard to find Rusalka and false true love's names. Return to Town and spend rest of night in Staff Room.

Thief: Practice lockpicking Skills around town at night. Break into Burgomeister's Window and get some cash from the desk. Be sure to sneak, and not to open the door on the left.

Magic User: Go to Erana's Garden, practice skills, get Mana Fruit. Return to town.

Visit Ghost Room (27) and Click Hand on Hat to get it. Talk to the Ghosts.

Fighter: Go Hunting. Return to Inn before nightfall.

Paladin: Visit Shop. Buy broom. Visit lake. Talk to Rusalka. Get Rusalka's Hair. Ask about Swamp and Will o' Wisps.

Click Hair in Inventory on broom. Return to Inn before nightfall.

Practice skills and spend evening at inn. Sleep until around midnight, then go downstairs and talk to Domovoi. Get Doll.

Go to Baba Yaga's Hut (28). (Two rooms south from Town Gate. 4 rooms east, Two south, 1 east, two south, open Magic Barrier, and go west.)

Click Hat on Bonehead.

Go up to Hut. Click Corn on Hut. Go into hut.

Talk to Baba Yaga and be agreeable. Click Talk on your character and tell her things. After you exit her hut, talk To Bonehead about Pie.

Spend night in Erana's Garden.

Go to Edge of Swamp room. (South from Erana's Garden, West for two rooms, North for one, West for two rooms, and then due South). Click Hand on Bones in lower right of screen. Exit to East to Cave Path. Click Empty Flask on Goo to add to inventory.

Go to Elderbury Bush area (29). (West to Edge of Swamp room, then North for four rooms, two east, and then due south for two)

Fighter/Paladin/Thief: Throw rocks or daggers at the bush on the left. Click Rubber Chicken on Ground near middle of scene to lure Elderbury bush out. Now walk around bush to pick up fallen berries. Pick up Rope and Grapnel.

Magic User: Cast "Force Bolt" at bush. Cast "Fetch" at bush.

Spend night in Erana's Garden. (2 rooms East, then 2 North)

Go to Baba Yaga's Hut (30). Go up to mortar and pestle in room and Click Bone from inventory on it. Then Click Hand on pestle to grind it. Now click Empty Flask on Mortar to get Bone meal.

Go into Inventory. Click Bone meal, Grue Goo, and Elderbury berries on Pie pan.

Click Uncooked pie on Bonehead, then on nearby Skulls to cook it. You can now enter Hut again.

Give Baba her pie, then Tell Baba about Gnome to get Good Humor Bar.

Magic User: Leave Hut room to Barrier Room, then return. Go back into hut and give Baba some garlic. Ask for "Magic."

Paladin: Go to Graveyard. Click Broom on Untrue Lover's Grave. Prepare to fight a Wraith.

Return to Town. Sleep in Inn or Staff Room.

Visit Gnome's Room. Talk to him.

Fighter/Paladin: Go to North Part of town and talk to Igor to get Borgov Crypt Key (31).

Paladin: Go to Lake. Kiss Rusalka farewell.

Thief: Practice your acrobatics.

Magic User: Practice your "Hide" Spell.

Practice all your skills and return in the evening to watch the Gnome's performance. Leave the Inn afterwards and go to the Castle Gates to speak with Katrina. Spend the night in Erana's Staff (Center of Town).

Paladin: Go to fight the Wraith of which Piotyr spoke. From the Town Gate, go two rooms South, then Two rooms East, then due South. This must be done at night. Defeat the Wraith, and Click Hand on the Wraith Mound. Return to Town.

Paladin: Visit Burgomeister's Office. Click Piotyr's Sword on Burgomeister.

Go to Graveyard. Now it's time for the Borgov's Crypt (32):

Fighter/Paladin: Use Key ring on Borgov Crypt.

Thief: Pick lock on Borgov Crypt.

Magic User: Use "Open" spell on Borgov Crypt.

Enter Borgov Crypt. (If you need to escape from here without going to the castle, shake hands with the Grim Reaper by the stairway.)

Find Borgov Crest on floor. Click Look on Floor to bring it up. Click the following colors in order: Blue, Orange, Red, Green, Orange, Violet.

Use your keyring on the rightmost sarcophagus and enter the Secret Passage to the Castle (33).

Arrive in Crypt Passage Room. Exit to East. Take stairs to Empty Room. Exit North to Stairway and go to Bookcase room. Click Hand on Bookcase to find another secret passage. This will take you to a Bedroom. Leave room to stairway. Follow stairway to Room with three doors. Take West door to Stairway and go to Child's Room (34).

Talk to Child. Click Doll on Child. Click Talk on your character and tell her about "Sacrifice." This will eventually take you to your room in town.

Go around and talk to People. Find out about Dark One.

Visit Dr. Cranium and get another Healing Potion.

Go to Shop and get more Rations.

Fighter/Thief/Magic User: Go to Lake and ask about Swamp and Will-o-wisps.

Magic User: Get some more garlic at Shop.

Thief: Go back to castle and practice your Thief skills.

Sleep in Inn.

Read Note in room.

Explore and Build skills until nightfall.

Go to Castle Gate. Run Away, then Let yourself get caught.

You will wind up in Dungeon (35).

Fighter/Paladin: Use Strength to break chains. Click Hand on platform.

Thief: Click Toolkit on Platform.

Magic User: Cast "Open" Spell on Platform.

Click Hand on Iron Maiden. This takes you to Katrina's Bedroom (36).

Click Hand on coffin. Click Hand on Katrina and select "Kiss."

This takes you back to the Dungeon. Talk to Katrina. Try to convince her you were not trying to kill her. This will take you back to Castle Gate.

Go to Gypsy Camp (37) (South for three rooms, East for three rooms, North for two rooms, East for one room, Due North for three rooms, then due East).

Go in Gypsy Wagon. Get Fortune. Talk to Gypsies and find out everything you can. Go to Erana's Garden to sleep through night.

Magic User: You will be stopped by the Faerie Folk (38) before you get to the Garden. Cast "Reversal." Cast "Summon Staff," and use the Staff to cast

"Resistance." Cast "Dazzle" and "Frost Bite" at Faeries. Fight until Faeries give up. You will be able to gain the "Heart Ritual" by Casting "Fetch" on the glowing ball of light. In Erana's Garden, get some Mana Fruit if you don't have any.

Go to Baba Yaga's Hut (39) (South, East for two, South for two, then West) and go inside.

Click Garlic from Inventory on Baba and Ask about Ritual. You will get the "Breath Ritual."

Go to Edge of Swamp (40) (East for one, Two North, Four West, One North, Two West, Due South).

Fighter/Paladin: Wade into the Swamp. Avoid the Grasping Hands. Head due South for three rooms.

Thief: Use Acrobatics to jump from grassy mound to grassy mound. Go into the Swamp for three rooms.

Magic User: Cast "Glide" spell and avoid Grasping Hands. Head South for three rooms.

You will come to the Mad Monk's Tomb (41).

Fighter/Paladin: Go up to Chernovy and fight them.

Thief: Throw your daggers, then go close and Fight Chernovy.

Magic User: Cast "Reversal" and throw "Flame Darts" at Chernovy. Do not get in close combat.

When Chernovy are defeated, Click Dark One's Sign on Tomb.

Click out the order of Rituals - Mouth, Bones, Blood, Breath, Sense, Heart, and Essence.

You will get the "Bone Ritual."

Head Due North or back the path you came to Edge of Swamp.

Rest and Heal until Dark (if it isn't Dark already).

Click Candy on shore of swamp.

Click Empty Flask on Will-o-wisp. Go East to Cave Path (42).

Click Will-o-wisp on Squid Stone.

Click Dark One's Sign on Squid Stone.

Click to spell the word "Avoozl."

You will get the "Sense Ritual."

Paladin/Magic User: Go back to town and sleep in Staff Room.

Fighter/Thief: You need to get one more ritual (43). Go to Erana's Garden to sleep the rest of the Day and heal yourself. At nightfall, go due south for two rooms, West for one, and then South. This will take you to the main Wraith. Defeat him, Click Hand on Wraith Mound, and get the "Heart Ritual." Go back to Edge of Swamp and click Will-o-wisp on ground in order to release it.

Return to Town and sleep in Staff Room.

END GAME (44)

Spend the day getting practice, Talking to People, and getting Healing Potions. At nightfall, go to the Castle Gates. Go through gates to the Castle Door, and enter the Castle Great Hall.

This will take you to the Cave Mouth. Enter the mouth to the Pit Cave (45).

Fighter/Paladin: Click Rope on edge of pit and climb down. Fight and defeat the Former Boyar (Pit Monster). Get Book and cross the pit.

Thief: Sneak into Cave. Click Rope on edge of pit and climb down. Sneak over to book. Click Hand on Book. Climb back up and cross the pit.

Magic User: Cast "Calm" spell. Cast "Levitate" and go into pit. Cast another "Calm" spell, Click Hand on Book. Go over to far right side of pit and cast "Levitate" there to get out of pit.

Exit cave to right. This takes you to the Heart Cave. Enter the lower Right Sphincter to the Bone Cave (46).

Click Torch from inventory on Torch in Cave. Click Torch from Inventory on remaining Torch Sconce.

Click Look on the Altar. Click the Dark One Sign on the Puzzle Window. Place the Bones at the bottom of the screen into the correct positions of the Puzzle. Then Click the Bone Ritual on the Puzzle.

Fighter/Paladin: When the cage appears around your character, Click Hand on the cage and select "Use Strength" to break through the bones.

Thief: While the cage bones are closing, Click Acrobatics outside the cage to flip yourself out.

Magic User: Cast "Frost Bite", then "Flame Dart" to make the bones brittle, then cast "Force Bolt" to shatter the bones.

Exit Cave to the North to return to the Heart Cave. Enter the lower left Sphincter to the Blood Cave (47).

Follow the path to the bottom of the screen. Click Hand on the upper path, and go over to the Blood Altar at middle right. Click Blood Ritual on Altar. This starts the blood flowing.

Fighter/Paladin: Go over to the upper part of the Altar. Click your rope on the shelf ledge that overhangs the Altar and climb up there. Click Hand on the rock and push the rock over and into the Altar bowl. Climb down rope. Climb down and walk to main path.

Thief: Go over to the upper part of the Altar. Click your rope on the shelf ledge that overhangs the Altar and climb up there. Click your rope on the shelf ledge that is overhead and climb up there. Click Acrobatics on the Island at the center of the screen, then Click Acrobatics to flip over to the main path.

Magic User: Cast "Frost Bite" at blood flowing from the Altar Head, then again at the blood flowing out of the Altar Pool. Climb down and walk to main path.

Exit cave to the North to return to the Heart Cave. Enter the Upper Left Sphincter to the Breath Cave (48).

Click Breath Ritual on the Altar at the left side of the cave. Click Hand on the Right side of the Altar, then the Left Side of the Altar, then the Center, then the large center Tentacle.

Cross over towards the right side.

Fighter/Paladin: When caught by breathe, Click Hand on small moving tentacle at right when your character is pressed against the front of the screen.

Thief: Click Hand to climb up and out of the way of the breathe.

Magic User: When caught inside the Lung Sphincter, cast "Calm" and then "Open." Quickly move out of the breath path.

Move to the exit at the right of the screen, back to the Heart Cave.

Enter the sphincter on the upper right of the screen and go to the Sense Cave (49).

You've now lost your senses. Click Look around you, then Click walk in the lower center of the cave. Click Look around you again, then Click Walk to the left of center. Click Look around you again, then Click Walk to just a bit North of where you just Clicked Walk. If your path is blocked, then try a little further left and then north. Continue around the cave feeling your way by Looking and Walking. The path is roughly right to left, then up to the middle left, then further left and up, then across to the right. You will eventually get your sight back. Go to Altar at middle right and Click the Sense Ritual on it.

Fighter/Paladin: Click rope on the horseshoe shaped appendage on the upper part of the screen and swing to the center section. Click Hand on the ground below, take a healing potion, and run through the remaining Dendrites to get to the exit.

Thief: Click rope on the horseshoe shaped appendage on the upper part of the screen and swing to the center section. Click rope on the looped area at the base of the Altar, and swing across to the exit.

Magic User: Cast "Lightning Ball" at the nearest Dendrites to short circuit them momentarily. Follow the path out, using this technique.

The exit at the right will take you back to the Heart Cave (50).

Click the Heart Ritual on the Heart Altar.

Fighter/Paladin/Thief: Click your rope on the Heart to climb up.

Magic User: Cast "Levitate."

This will take you to the Essence Cave (51).

Fighter/Paladin: When you get a chance to move, Click Do on Staff from Inventory. Click Talk on your character and select "Tell Ultimate Joke", then click Staff on Ad Avis.

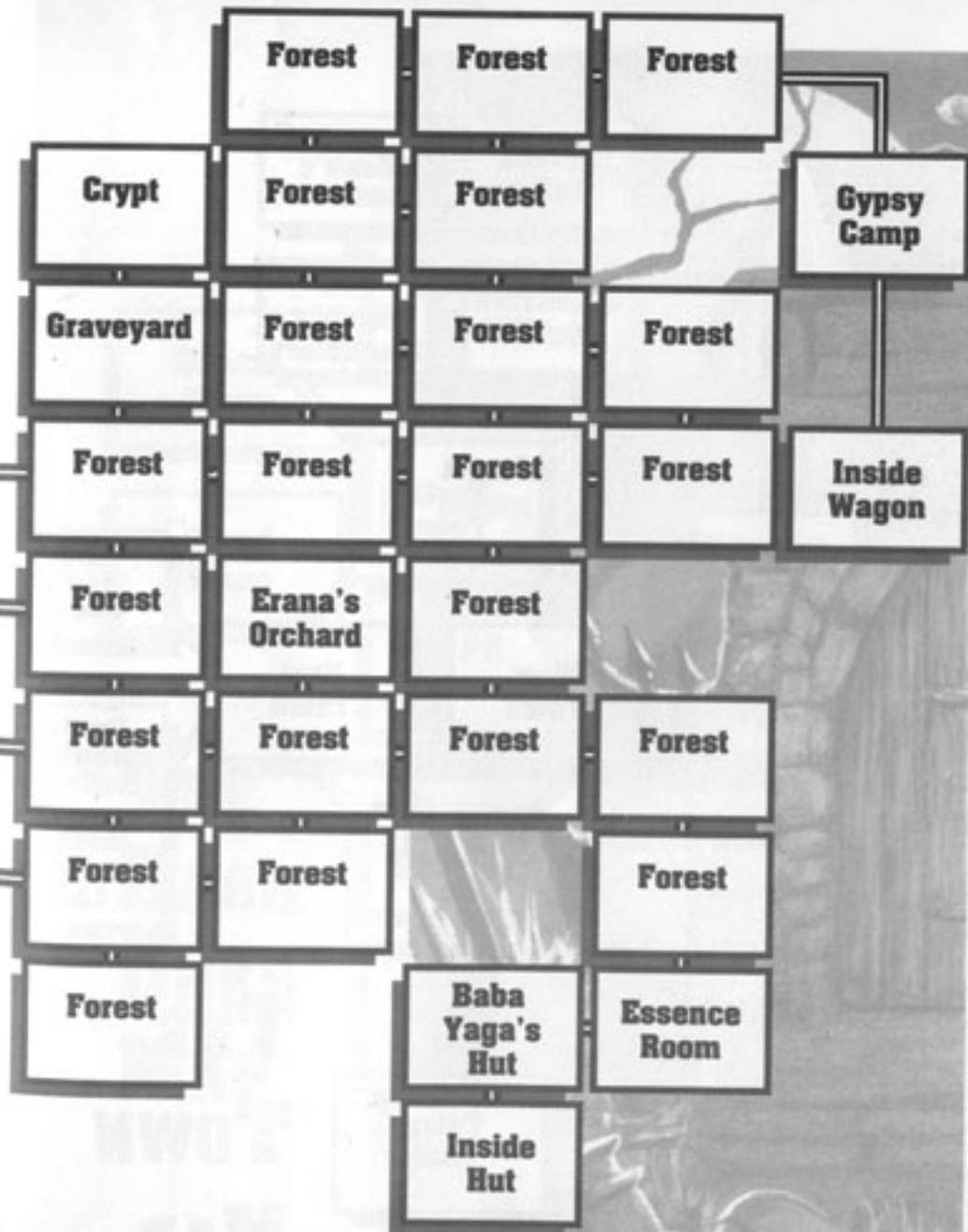
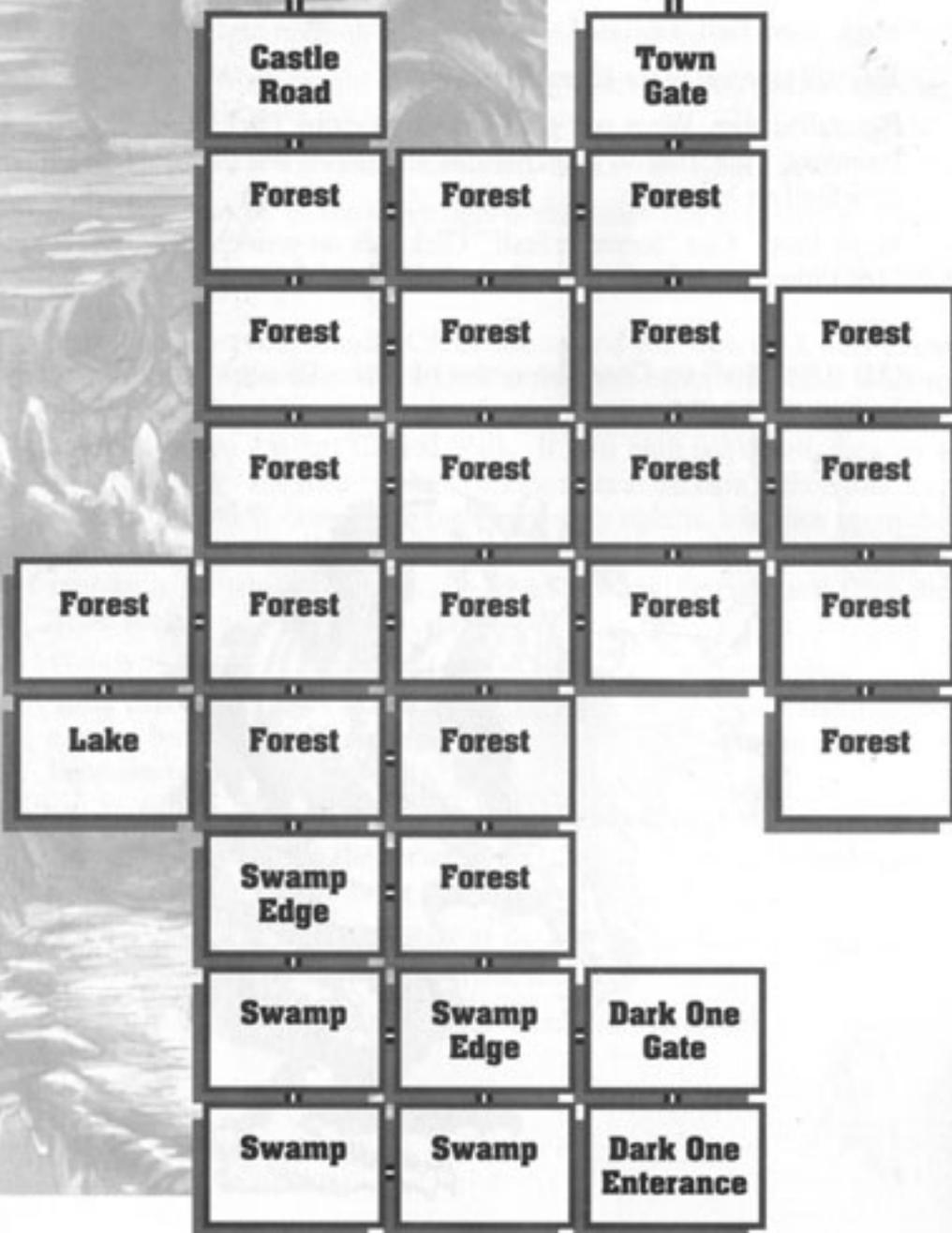
Magic User: Cast "Summon Staff." Click Talk on your character and select "Tell Ultimate Joke", then Cast "Force Bolt" on Ad Avis.

(52) Click Staff on Crystal in center of cave. Then it's on to the Happy Ending.



To The Castle Gate

To Town



WILDERNESS MAP

