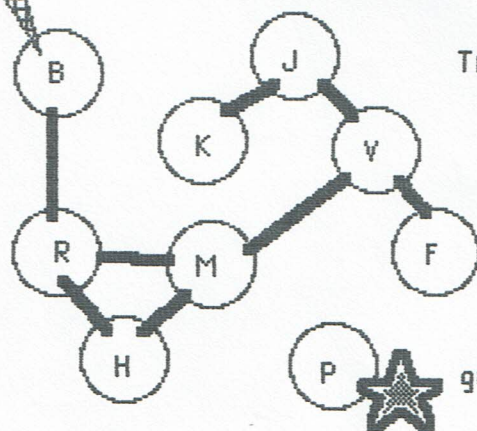
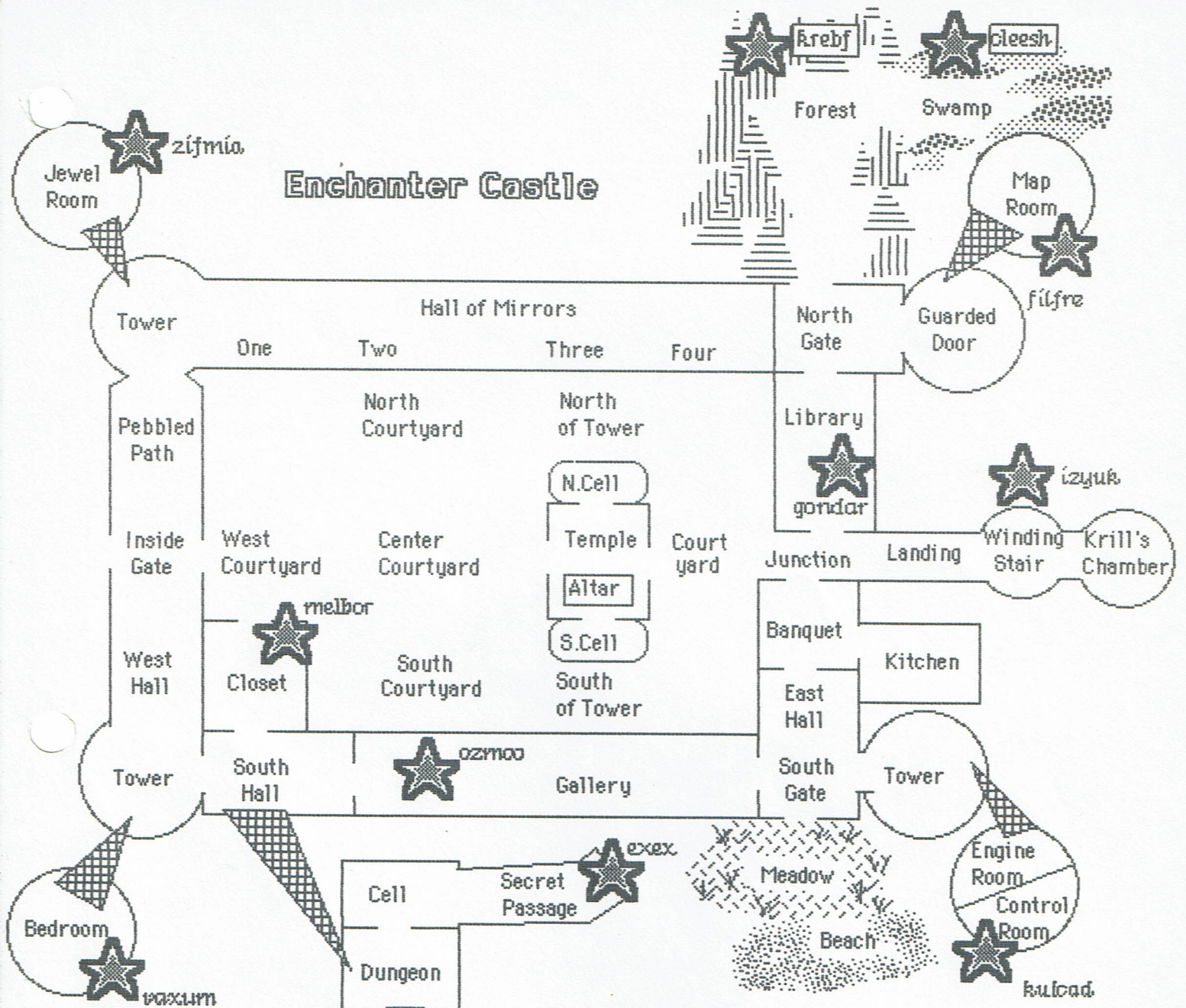


GNUSTO
 BLORB
 'LTFOL
 ROTZ
 REZROV

Enchanter Castle



GNUSTO — write spell

BZORB — protect object

* NITPOL — converse with ~~beasts~~

FROTZ — cause something to give off light

x (RĚZROV — open objects)

(VAXUM — make hostile friend)

KREBF

repair willful damage

ZIFMA

Long Road

Fork

"ARE" YOU GOING WEST WHEN THE CASTLE IS EAST? BUENA SUAVE

"WHY" on a being
move with greater speed

Jewel Room

up

Egg

KULCAI

(One time only)
DISPEL A MAGIC spell

Eastern Park

Western Road

Outside Gate

Inside Gate

Courtyard

Center of Castle

Temple

Change creature into small amphibian

Kitchen

East of Banquet

West Wall

Closet Box Tie

East Hall

Lapis handle

emerald knob

silver slide

golden crank

diamond button

~~FRANK~~ ~~AF~~

BZORB KREBF

Tower

South Hall

Gallery

S Gate

Bedroom

(VAXUM)

Dungeon (Spoon)

Translucent Room

Inside Shells

Trial

LINGOLF

Shady Brook

(brown) (paved)

Outside Shell

Trail Head

Eastern Fork

Top of Honey Mountain

Mountain Trail

Village Outskirts

Deserted Valley

Dusty Trail

Hovel

Witch (Pot)

NW Tower Base

Loop

Hell of Minkeshe

Two Three Four

Water Gate

Reynov

Pebbled Path

Eastern Park

Western Road

Outside Gate

Inside Gate

Courtyard

Center of Castle

Temple

Change creature into small amphibian

Kitchen

East of Banquet

West Wall

Closet Box Tie

East Hall

Lapis handle

emerald knob

silver slide

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~~FRANK~~ ~~AF~~

BZORB KREBF

Tower

South Hall

Gallery

S Gate

Bedroom

(VAXUM)

Dungeon (Spoon)

Translucent Room

secret passage (Bluebottle)

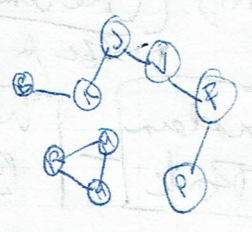
B2L60Z

B
MISSILE

- 1) Massive lock + 12 6" iron chains (will bite)
- 2) 5-headed monster with razor spears for tongues in oak frame
- 3) Gargoyles spewing flame
- 4) 9M slimy tentacles
- 5) Sign in Purple letters "Don't Bother"
- 6) 19 demons (cross between ~~curse~~ + sledge hammer)

to get to map room

Zygmund adventurer (from mirror)
 put something in "guarded door" room to get adventurer in there.
 Vaxum adventurer (so he'll be friendly)
 point to door (adventurer dispels illusion)



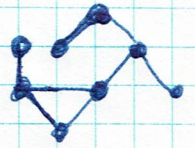
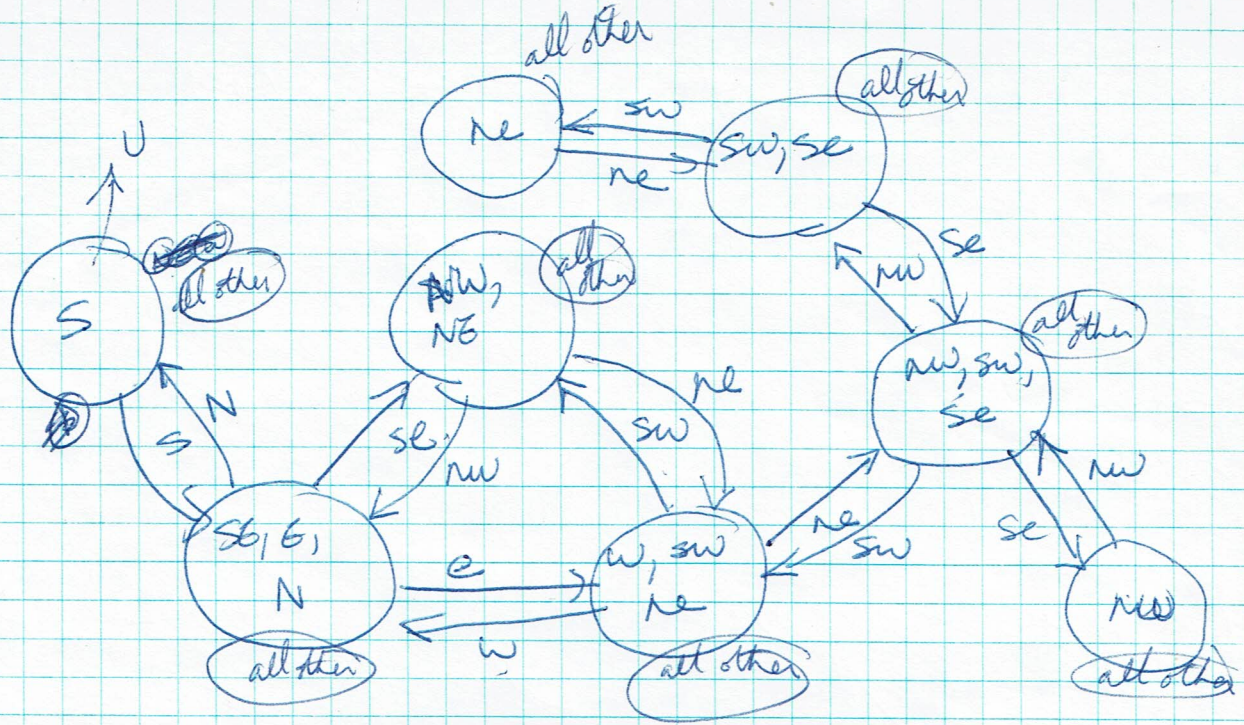
to get quench spell from terror

go to V
 connect F to P
 wait until terror passes you to M (terror goes to R)
 erase from M to V (terror is trapped)
 erase from B to R (now you can go to P & get the quench spell at your leisure.)
 connect K to B

(note B is NW of K)

to get ~~to~~ defeat kill

Killed stair
 zygmund me
 e gonder dragon
 cleesh being
 quench kill



GONDAR - Quezhan open plane

- SIGN
- SPEAR HEADS
- TENTACLES
- CARPENTERS

| | |
|--------------|----------|
| egg | frog |
| spoon | bed |
| stone block | statue |
| portrait | altar |
| turtle | benches |
| cordle | sundries |
| dagger | nest |
| jewelled box | oven |
| spell book | |
| dusty book | |

