

Eric The Unready
(a Legend Entertainment Company game)

Info from the manual:

Your suit of armour was ordered from Giovanni's House of Armour with the following sizes and styles:

<i>circumference</i>	Gorget: 16	Helmet: 14
<i>thickness</i>	Cuirass: 1	Pauldron: 5
	Vembrace: 6	Gauntlet style: Gothic
	Tasset style: 99B	Cuisse colour: Brown
<i>strength</i>	Poleyn: 25	Greave: 22
<i>width</i>	Sabaton: 6E	Payment method: Livestock

Basic Plot:

You play the role of Eric The Unready, a bumbling knight in the employ of King Fudd the Bewildered. Despite your best intentions, you always seem to look like an utter fool and you always accidently destroy property on a grand scale. Princess Lorealle the Worthy seems to favour you, though, because she can tell that you make an honest effort to succeed and you're not stuck-up like all the other knights.

Lorealle is kidnapped soon after you last see her, and surprisingly, you will be assigned as the knight to rescue her. This is less of a surprise once you learn that the Queen arranged both the kidnapping and your selection, as part of a plot to take over the kingdom of Torus. [The planet Torus is donut shaped.] Lorealle is being held at the Queen's sister's castle on the other side of Torus, where she will be forced to marry a monster on Saturday.

Saturday is also important as the day that old King Fudd is fated to die, according to prophecy. The daughter who is at his bedside at the moment of death will inherit the kingdom. The Queen wants Lorealle's half-sister Grizella to be there so the Queen can rule the kingdom through her. Grizella is no prize, and the Queen's plans for the kingdom will essentially destroy it, so you'd better rescue Lorealle by Saturday!

Bud the Wizard will tell you that you will need five items scattered about Torus to get past the Black Gates of the sister's castle: the Pitchfork of Damocles, the Crescent Wrench of Armageddon, the Raw Steak of Eternity, the Crowbar of [I forgot], and the Bolt Cutters of Doom. It will take a game-day to recover each of these items, forcing your final heroics to take place on the fateful Saturday itself.

Grizella

Crowbar of the Apocalypse

Saturday: Farmer Berthold the Cheap's farm

You start at Farmyard with a work slip. Your task is to disenchant the farmer's only daughter who has been turned into a pig by kissing the pig. Go to Barn and take the rope. Open the medicine chest to reveal a vial [Tort-Ease, a testudinal muscle relaxant], a bottle [Hog-Wild, a porcine aphrodisiac], and a flask [Cowpectate, a bovine binding agent]. Take the vial and bottle. Enter the Privy, take the newspaper, tie the rope to the hook. You may read the graffiti if you like. Go down to Up To Your Knees In It, and give the hog-wild to the pig. The pig will amorously hump your leg. Taking the pig, climb up the rope and go back to the farmer at Farmyard and kiss the pig. It turns out that the daughter wasn't turned into a pig after all, and you are sent to the Barn to wash up. At this point, a small accident ensues, destroying the barn, and the game enters into an interlude meeting with Princess Lorealle in her carriage.

Note that every day will start with a new newspaper nearby. Always take and read the whole newspaper for clues (the articles are funny, too).

Sunday: The Village

You start at Barracks, on your bed, inside your rusted armour and helmet. A warrant card for your armour is on the bed, which you can read, but you can't move! All the knights are called to Union Hall once it is discovered that Lorealle has been kidnapped, but you'll have to wait a few turns to be freed from the rusted armour by your fellow knight. Take the card and helmet (but not the useless armour), and picking up the newspaper at Courtyard on route, head directly to Union Hall. Wait in Union Hall for the shop steward to appear. You may read the newspaper and examine the pictures, old and new knights, plus the Holy Grill in the trophy case as you wait. The shop steward will name you as the knight to rescue Lorealle, to everyone's surprise and consternation.

squire

Now you can explore. Go the Feasting Hall and take the kindling. Go to Ulric's and get the torch ("It's on the house"). Go to Ye Olde Ice Cream Shoppe and put the kindling in the fireplace and light the kindling with the torch. The boy will give you his earmuffs.

Go to Armoury and give Giovanni the warranty card. He will ask you questions about your order [see the manual] and give you a cloak as a temporary replacement. Wear the cloak. The cloak contains a pocket, in the pocket is a packet, and in the packet is a single magic bean. Go to Village Green and fill your helmet with water from the duck pond. Go to Courtyard and plant the bean in the garden, then pour the water on the bean. A giant beanstalk [big surprise] will grow up to the window. Climb the beanstalk.

Climbing the beanstalk starts an interlude with Bud the Wizard. He's really into watching football on cable TV, but will tell you you'll need the Pitchfork, Wrench, Steak, Crowbar and Bolt Cutters to rescue the princess. He gives you a gold coin to buy him a root beer float. You leave via the beanstalk, but destroy it while leaving. Oh well.

Go to the Ice Cream Shoppe and buy the root beer float. The gold coin reappears in your hand! At Village Square, give the coin to Ponce, the bard, to hear the Epic of Baldur. You notice that the tale is really boring, and everyone is falling asleep! Put on the earmuffs. Ponce is impressed you stayed awake and asks you to take him to perform for the knights of the rhomboid table. Take Ponce to Feasting Hall, still wearing the earmuffs, and watch him put the knights and the Queen's soldier to sleep. He gives you a book of the Epic, in appreciation. Go up from Feasting Hall to hear the Queen discuss her plot with her lackey Sir Pectoral. Sir Pectoral is ordered to kill you once you leave the village. [In game terms, if you don't solve each scenario by 7pm each day, he'll catch up to you and kill you.]

Back at Feasting Hall, the knights awaken, and jealous of your quest, prevent you from leaving. Bud the Wizard pops in, and transports all the knights to Village Green where the classic pulling-the-banana-out-of-the-stone test will prove who is fated to go on the quest. You easily pull out the "Excalibanana", whereupon the knights depart unimpressed. Bud directs you to throw the banana into the duck pond to start your quest, and that whenever you are near a body of water, say Yoohoo, and the banana will be returned to you. He also gives you a magic backpack. Wear it; it can hold everything that you can pick up. He also says not to bother giving him the root beer float.

Toss the banana into the lake. Wild horses stampede thru Ulric's and carry you off to the Enchanted Forest. There is an interlude here, as there will be at the end of each day.

Monday: The Enchanted Forest

You start the day in the Cemetery. Take the newspaper and read it. You can't open the sepulchre, but you can read the gravestones.

Go west to Enchanted Forest. Give the float to the tree which makes its roots curl up. Head west to Clearing to discover that the largest tree in the forest is upside down, and since the pitchfork is in its branches, you want to go underground. Move the branches to reveal a trap door with ring, open the door and go down the stairs and thru a turnstile to...

West of House. [A Zork trademark]. Do not go north from West of House thru the one-way turnstile ["Do not back up. Severe hero damage."] Open the mailbox, take the mail to reveal that the dwarf Fondor Bindlecrank has won a prize in the Publishers Clearing House sweepstakes. Go to Fran's Rock Emporium and when you leave, Fran gives you a pickaxe. Go back to West of House, remove the board with pickaxe, and *lead* hand east to Living Room.

In Living Room, move the rug, open the trap door which gets you a key. Unlock the trophy case with the key and take the beard. Go up to Bedroom and search the skeleton for Fondor's driver's license. The license tells you that the dwarf is 437 yrs. old, 3 ft. 6 inches high, and is heavily bearded.

Go to Cavern, kneel, and wear the beard. Walk on your knees south into the Publishers Clearing House and show the mail to Ed McDwarf. When he asks for ID, show him the license. Your prize is a day in an amusement park which is built instantly around the Cavern. Neat stuff. You can now take off that itchy beard.

Go to the game booth west of Cavern to play a game of match-up to win a magic slingshot. The maze to the southwest is dummied out, and the ride to the southeast has too long a line. A passing dwarf family will give you a 20zm coin in appreciation of your "human costume". Buy the starter rock with the coin at Fran's, and get a bungee cord for free with the purchase.

Now to tackle the ferrous wheel in Cavern. Push the lever [nothing happens yet]. Get in the ride. Sit. Put the starter rock in the slingshot. Push the green button. When you are on the top of the wheel, shoot the rock at the lever, stopping the wheel. Stand. Take the pitchfork. Tie the cord to me [and branch]. Jump. The grateful dwarves give you the headrest special as reward for removing the troublesome pitchfork. Take the headrest to the bedroom, drop it, stand on it to get to the Attic. Lift the slab above you to escape.

Tuesday: Blicester Castle

You start on the Road outside a Tavern [Howard Johnston's]. In the Tavern, your waiter Bruce with artistic aspirations and campy mannerisms seems unable to ever give you a menu, no matter how often you ask. And he'll only let you order from the menu. If you open the book Ponce gave you, a coupon for 5 free ~~dance~~ lessons falls out. Give the coupon to Bruce, and he'll give you a menu. Order the Mead Lite, as recommended by one of the patrons. You can't open the bottle, and don't try.

acting

Howard Johnston himself is there, waiting with keys and key blanks to duplicate keys for the public, serving mead is just a sideline. And take the newspaper here.

The first time you head west from Road, you'll be run off the road by a two-headed oaf in a cart with a bumper sticker: "How's my driving? Call 1-800-PISS-OFF".

Head west from Road to Blicester Castle. "Zees castle ees ze resting place of ze Crescent Wrench of Armageddon. Vous must go away toot suite or we shall empty our noses in ze air towards you." Ignore the battering ram, wooden rabbit and broken catapult. The bush contains roddenberries; take them. One of the newspaper articles told you eating them heightens one's sense of direction. Try climbing the iron rungs once, which results in a stream of pitch falling onto the bush, destroying it, but revealing a path to the northwest. Take the new path to the Keep.

Now that you've discovered that the castle has no fourth wall, the soldiers change tactics and retreat behind a locked door, and set attack turtles to guard it. Give the Tort-Ease to the turtles to make them fall asleep. The key to the door is chained to wall, with a proclamation and wax seal explaining that the key is for that door. Unfortunately, you can't take the key or use it.

So. Go to Stables and give bottle of Mead Lite to the oaf. As the two heads (Jake/Elrod) argue over "Less taste" and "More filling", take the branch from their cart. Go to Parapet and dip the branch into the pitch, making it a torch. At Keep, melt the wax seal with the torch. take the blob of wax and put wax on key, forming a perfect impression of the key. Take the wax to Howard in the Tavern, and he'll give you a shiny key. Unlock the Keep's door with it and play Wheel of Torture to win the wrench.

Wheel of Torture actually plays like Jeopardy, and since the questions don't change when a category is reused in a subsequent game, you might lose the first ~~two~~ one or two games but win the third. Here are some of the categories and abbrev'd answers:

Geography: Inner Sea, Rim Mountains, Enchanted Forest, Centerpunch of the Gods;
Potpourri: sheep explodes, Barber/Surgeon of Seville, 0 (cannot fly), "If ever I would cleave you";

Military: 7 Seconds War, lack of upkeep of tennis, Boxer Shorts Rebellion, Mongrel Revolt;

Religion: (2), bowling, Divine Right, 2 people at same time

Weapons that begin with B: Ballista, Banderilla, Barlow, Barong

More Weapons that begin with B: Baton, Bola, Belfry, Bombard

Mythology

Gods go berserk, Religion the Sacred kept Job of Kings, One long line to have

Legal

By two ppl at the same time; Eventually showed down of their stopped work
Why or juggling items
Only required objects

Wednesday: St. Barchdn's Day Festival

Start at Entrance. Take newspaper. Listen to herald, who explains that spitting or vomiting in the fair is punished with a short stay in the stocks. Enter the Fairgrounds and note that the pig that the chef is roasting is missing an apple. And a boa is atop a greased maypole here.

Go to Shooting Gallery, and fire at the lions, tigers and bears (oh, my), until you've won a rubber chicken, whoopee cushion, and a noise maker. The whoopee cushion is all you really need though. Go to Fool's Pavilion and sit on the whoopee cushion and the judges award you a fool's cap. Wear the cap.

Spit or vomit. When in the stocks, a boy named Eustace will show up carrying an apple. When he makes a face at you, make a face at him. He will throw the apple at you, which will land in your possessions. When you freed from the stocks, you can give the apple to the chef, who will leave his apron behind. Take it and wear the apron.

In the Pavilion of Tomorrow, there is a hoop with a window shade, a chamberpot, a rubber band, a Crush-O-Matic kitchen device (with switch), a cage containing a viper, a gong, a model of a catapult containing a marble, an aardvark (with collar), and a leech on a pedestal. Examine them all to find out why they're there. Taking the chamberpot is a bitch. First, pull the shade on the hoop. Second, put the rubber band on the viper. Third, tie the bungee cord to the aardvark's collar. Take the chamberpot to watch an incredible Rube Goldberg effect. The dwarf replaces the marble and pot, but now the Crush-O-Matic has revealed a loose floorboard. Stand on the floorboard and try again. The chamberpot is now stuck on your behind and the marble is gone.

At 11am, in Amphitheatre, listen to the Story of the Dragon. You will learn about the dragon's shifing vulnerable spot, and that it guards the Raw Steak of Eternity and a ring called Semi-Precious. At Noon, in Amphitheatre, listen to Lily's challenge to get the boa from the maypole. At the end, you are given a note which permits you to go to Lily's Dwessing Woom. While in the Dwessing Woom, all r's become w's. Who knows why?

Take the leech from the Pavilion of Tomorrow, and watch the Jugglers Vain in the Amphitheatre at 1pm. Throw the leech to the juggler; the leech can't be juggled. Take the gloves left behind. Wear them. Now you climb the maypole and get the boa. Take the boa to Lily in the Dwessing Woom, who puts the boa around your neck as her champion. Now she wants the head of the Wavenous Waven of Wangoon, and gives you a weed to help you. The weed becomes a reed once you leave the woom.

Go to Shady Area, and play the shell game with the 3-handed elf. You'll lose. A musician shows up, plays, and wins, but declines the prize of the woodcuts of Lily. Talking to him reveals that he needs a reed. Give him the reed, and he gives you his magic sunglasses. Wear them. Play the game again and win the woodcuts.

Go to the Shooting Gallery; the barker automatically gives you a crossbow. Give the lech the woodcuts and leave with the crossbow. Now armed with the crossbow, and wearing a fool's cap, boa, apron, chamberpot, gloves and glasses, go west of Entrance to the dragon's Lair.

To defeat the dragon, shoot at the spot on the dragon corresponding to the spot on you that he just tried to barbeque. He deflates! Take all (ring, steak, dragon). There's an explosion that sends you to the next day.

*Alternatively,
simply moon the
judges.*

*boy isn't
always named
Eustace*

Thursday: Mount Spa

You start at Pasture. Take the newspaper and read it. That story about the orphan boy's puppy that was callously run over is rather sad. There's also a unicorn here. If you've been reading your newspapers faithfully, you'll know that 1) unicorns charge at men who moon them, and 2) you can make unicorn chow by combining a dried eucagum leaf with a virgin's tears. And whaddaya know, here's a eucagum tree! But the nearest branch is out of reach. Moon the unicorn, who sends you up into the tree, dislodging a single leaf. Take the leaf and head west to Portico.

There's a sign, 10 bells, a white robe and a stone bowl at the Portico. The sign tells you to ring the 1st bell to see the virgins bathing, the 2nd if you're a salesman, the 3rd if you're a lawyer, the 4th if you're a virgin applying for entry, the 5th to read the sign again, the 6th to reveal hidden passages, the 7th to hear a nice mellow tone, the 8th to rescue a virgin, the 9th if you're one of the queen's henchmen chasing a suspect, and the 10th to apply to serve grapes to the bathing virgins. Ringing the 2nd or 3rd bells is fatal. Wear the robe and ring the 4th bell.

You now find yourself in the Examination Chamber with a virgin girl, guarding the entrance to the Salon. The table and stool may be ignored. Show the newspaper to the girl, then give hanky to the girl. (The hanky is in the robe's pocket.) Put the leaf in the sodden hanky to create unicorn chow. When the unicorn shows up, it will start to eat out of your hand "proving" that you are a virgin. You are ushered into the Salon.

The Salon contains virgins and a fountain. [Your first place to try Yoohoo to get the banana!]. A virgin is sacrificed every hour on the hour, in the Sanctuary to the north. Enter the Sanctuary sometime before the sacrifice.

The Sanctuary contains Molochi, the god of impacted wisdom teeth, and a vat of wine. The teeth are closed. Wear the ring to make the upper half of your body invisible. Stand in the vat to hide your lower half. Wait for the virgin to be sacrificed.

Once the virgin is abandoned to her fate, you may reveal yourself (take off ring, exit vat). Give the book Ponce gave you way back on Sunday to the girl; she falls asleep. Jump through the maw when it opens.

Now you're in an Escalator. A sign warns you to keep both hands inside the escalator. You note that the walls of the mountain come together in an inverted cone, and the tip is a large cork (!?) You arrive at Promontory.

The Promontory features the god of short-term memory, who is continually digging and filling in a hole with a shovel. He has strings on his fingers, and a bottle opener hanging from his neck. Ignore him for now.

The Agora is outside the Palace of the Gods, but you can't enter yet. You see a glint atop Mount Spa, but you can't climb the mountain yet either. Head west to Glade. Here the Goddess of Beauty is bathing. A golden key is out of reach to the west. Of course the goddess won't help you get it. Head north to Windy Cave and meet the God of the North Wind. He's miserable. It's his birthday today, but more important he doesn't want to be the north wind anymore, and in two weeks his gig is up and he won't have to be the north wind. As you leave, he gives you a sealed note to give to Morty, the Agent of the Gods, and casts a spell that will let you get into the palace.

In the Lobby, you meet Clio, the receptionist of the Gods. There's also a nifty and open trophy case containing a plaque, a costume, a painting, an ark, and a bowling trophy. A picture on the wall names the God of Luck as Valhalla Industries' Employee of the Month. If you want to see Monty, show the note to Clio, wait a bit until Monty brings you into his office, then give him the note. He will give you a round wooden token with TUIT written on it. He will call for Clio to take a memo. The instant Clio is in the Office, head back to the Lobby and take the costume. The first time Clio takes a memo, she gets some woad as a gift from Monty. A new note for Monty is dropped by pigeon in the Agora whenever you need one; you can use the same trick to steal the woad from Clio's desk. The rest of the stuff in the case can't be taken and isn't needed. And incidently, you can never go south from the Office to visit the lawyers.

In the Library you find Emily, the hard-of-hearing Librarian of the Gods. You find a penny from heaven, and get a reading list for mortals. Because Emily misunderstands everything you say, asking for "How to Scale Mount Spa" isn't gonna get you that book. However, asking for "Setting up Sodom & Gomorrah: Priming the Fountain" will sound like "Climbing the Mountain" to her, and you'll get the right book.

However, you can't keep this book, you've gotta make a copy of it. Go to the Scriptorium and give the book to Richard, the God of Duplication. Rick-ola will give the Eric-meister a copy of the book, keeping the original. You can now read the book.

The ritual to cause the golden stair to appear is, in brief:

- 1) wear the sacred costume of Og
- 2) smear your cheeks with woad
- 3) while holding a copy of this ritual, perform in sequence:
 - a) stand on the Holy Egg of Oblivion in the Agora
 - b) eat a slimewig, c) turn around, d) turn around again, e) squawk.

(Of course, you're gonna look like the biggest goof in creation)

To continue, go to Lounge and give the token to the repairgod. Now that he has got a round tuit, he fixes the nectar vending machine. Put the penny in the machine and get a bottle of nectar. No, mortals cannot open the Nectar of the Gods. Read the notices on the bulletin board and note that cakes for all occasions are available by calling 1-800-DOMINUS.

Go to Laboratory. The counter contains a rock, a bush, pills, sandals, and a trumpet; but you can never open this counter. Those sandals may allow one to walk on water, but it's a red herring, honest. On the counter is the plague machine, adorned with a button, switch, lever, knob and crank. Push the button for locusts, the switch for coat hangers [fatal!], the lever for frogs, turn the knob for gnats, and the crank for slimewigs. So turn the crank and get a slimewig. And that's all you can do in the Lab.

Go back to Windy Cave and call 1-800-DOMINUS. You don't need a telephone to call any numbers while amongst the gods. (Don't ask how you're supposed to figure that out.) A cake with candles will arrive. Pull the dragon's tail, and light the candles with the dragon. The North Wind accepts the cake and blows out the candles, & freezes over the water in the Glade below for good measure. Now you can easily walk across the ice and get the golden key.

Go back to Promontory and visit Joe/Bob/Bill/Chuck/etc. and give him the nectar. He'll only take a sip, because it'll make him pee. Give him the nectar again. He takes another sip. And again. And again. He won't remember that he's already had a few sips already. Eventually, he will have to pee, and vacates Promontory, revealing the Holy Egg of Oblivion in the hole. Take it to the Agora, and drop it.

Do the humiliating ritual outlined in the copy of the book. It won't work, but a passing god will notice you, create the stairway for you, then laugh himself silly once he's out of sight. Climb the stairway to Peek, unlock the golden lock with the golden key, and take the crowbar. The cork will pop, deflating the Mount and sending you to the next scenario.

Friday: Swamp of Perdition

Start at Shore. Take the newspaper; read it. Board the raft containing Captain Smirk (holding a log) sitting in the captain's chair, Spock, Bones (a skeleton), Scotty, Mr. Zulu (holding spear), indians and shields. Give a roddenberry to Zulu to heighten his sense of direction through the swamp. You head into a whirlpool, and even increasing the speed to Wampum factor 4, and raising the shields, Scotty declares that the "injuns canna take much more!" The whirlpool deposits the raft at Phantasy Island.

Phantasy Island is the home of Mr. Dourke and Daddoo, but Mr. Dourke on seeing Smirk turns into Khan, and imprisons the crew of the raft in a cage held up with a chain connected to a large bolt in the island. Khan storms off to the house, and Daddoo explains that only a coconut rum drink with an umbrella in it can restore Mr. Dourke and free the crew. You are to give the drink to Daddoo, who will deliver it to Khan.

The ingredients are scattered about the swamp. Sit in the chair, and learn to navigate the raft to the various islands. It'll ~~back~~ practise.

On Monkey Island, yooahoo to get the banana, give the banana to the four-headed monkey. Take the giant coconut.

On Milligan's Island, take the beach umbrella.

On Lilliput, put the giant coconut on the conveyer belt to turn it into a regular-sized coconut. Put the umbrella on the belt to get a drinks umbrella. Push the lever to exports, then put the dragon on the belt to get a full-sized dragon again.

Go to the iceberg with the large dragon, who'll obliterate it on sight. Continue past the ex-iceberg to Gnoll Island. Do not disturb the gnolls at all! Head east to Playroom, and chop the coconut with the guillotine.

Go back to Milligan's Island, take the bottle, take the matchbook from the bottle. Open the matchbook, and connect the dots to draw the chest. Put the matchbook back in the bottle, and bottle back in the water and wait for the bottle to come back. Take the certificate from the returned bottle.

Go to Treasure Island with the certificate and listen to the lectures. The test has nothing to do with what was said in the lectures, use common pirate lore to answer the test. If you did well enough, you get a bottle of rum.

Put the rum and the umbrella in the opened coconut. Give the drink to Daddoo back on Phantasy Island. You'll get the bolt cutters, cut the bolt, destroying the swamp and sending you to the Black Castle.

*(easiest method of navigating the raft is to simply
drag it with the mouse cursor)*

(wait at Milligan's Island, the bottle shows up soon enough)

take

Saturday: Black Castle

You are outside the Black Gate with the five objects Bud told you to get. The Black Gate has an eye on it, a crescent moon unaligned with two nearby stars, and a lightning bolt bars the gate. A raven sits on the gate. A skeleton holding a candygram leans on the gate. And a pool of tar lies before the gate.

- 1) Defeat the tar (and the creature in it), by taking the tar with the pitchfork.
- 2) Take the candygram. Read the fine print to learn that the box contains exploding chocolates that'll kill whoever opens the candygram.
- 3) Defeat the raven by removing it with the crowbar
- 4) Defeat the eye by putting the raw steak on it
- 5) Defeat the lightning bolt by cutting it with the bolt cutters.
- 6) Turn the crescent moon with the crescent wrench

The gate will open, but the witch captures you and imprisons you in the Turret, as the Wicked Witch of the West did to Dorothy in the Wizard of Oz movie. She turns over a hourglass and says when the sand runs out in 10 minutes, you'll die. You are left alone with an open spell book, a crystal ball, the hourglass, a skull, a stuffed owl, a mirror, and a jar of eyeballs.

- 1) look in the crystal ball. Your re-confrontation with the witch will cause the pages of the spell book to turn to a useful page.
- 2) turn over the hourglass. On its side, the curse is suspended.
- 3) read the spell book:
"If you wish to rush into where angels don't tread,
You must first learn to see through the eyes of the dead.
And a word from the wise will then summon my ghost,
So that soon you will be where you wish to go most."
3) take the eyeballs and put them into the skull. The skull will glow, and the mirror turns opaque.
- 4) hoot. [A word from the wise -- wise owl -- get it?] *'who' also works*

The spirit of the mirror displays XI + XI and demand you prove that you can see the same way it does. If you were on "the other side" of the mirror, you'd see IX + IX, and calculate this to be XVIII. But you reverse it, to IIIVX for the spirit to see. The mirror then opens to become a passageway west.

In Passageway, you see a metal chain holding up a chandelier directly above a circle drawn in the Great Hall. In the last interlude, you learned that the groom will be standing in this circle at the wedding, scheduled for 11am! And the king will die at Noon!

Continuing west to Bedroom, take the green makeup (corrodes any metal in 30 minutes), open the window. Leave the teddy bear alone. At 10:30am, put the makeup on the chain. Then go to Bedroom, and ride the broomstick. Keep riding the broomstick until you get to Crawlspace. Open the trap door, and go up. You are inside the wedding cake in Great Hall.

In the cake, wait for the wedding to begin, and the chandelier to fall on the groom, killing him, and knocking Lorealle unconscious. You'll pop out of the cake to confront the witch. Give her the candygram. She refuses to read the fine print, opens it, and the chocolate explodes. "I'm melting!" Take Lorealle and get out!

At Black Gate, take the whistle from Lorealle, blow it to summon Pegasus. Ride the duck that appears in its place.

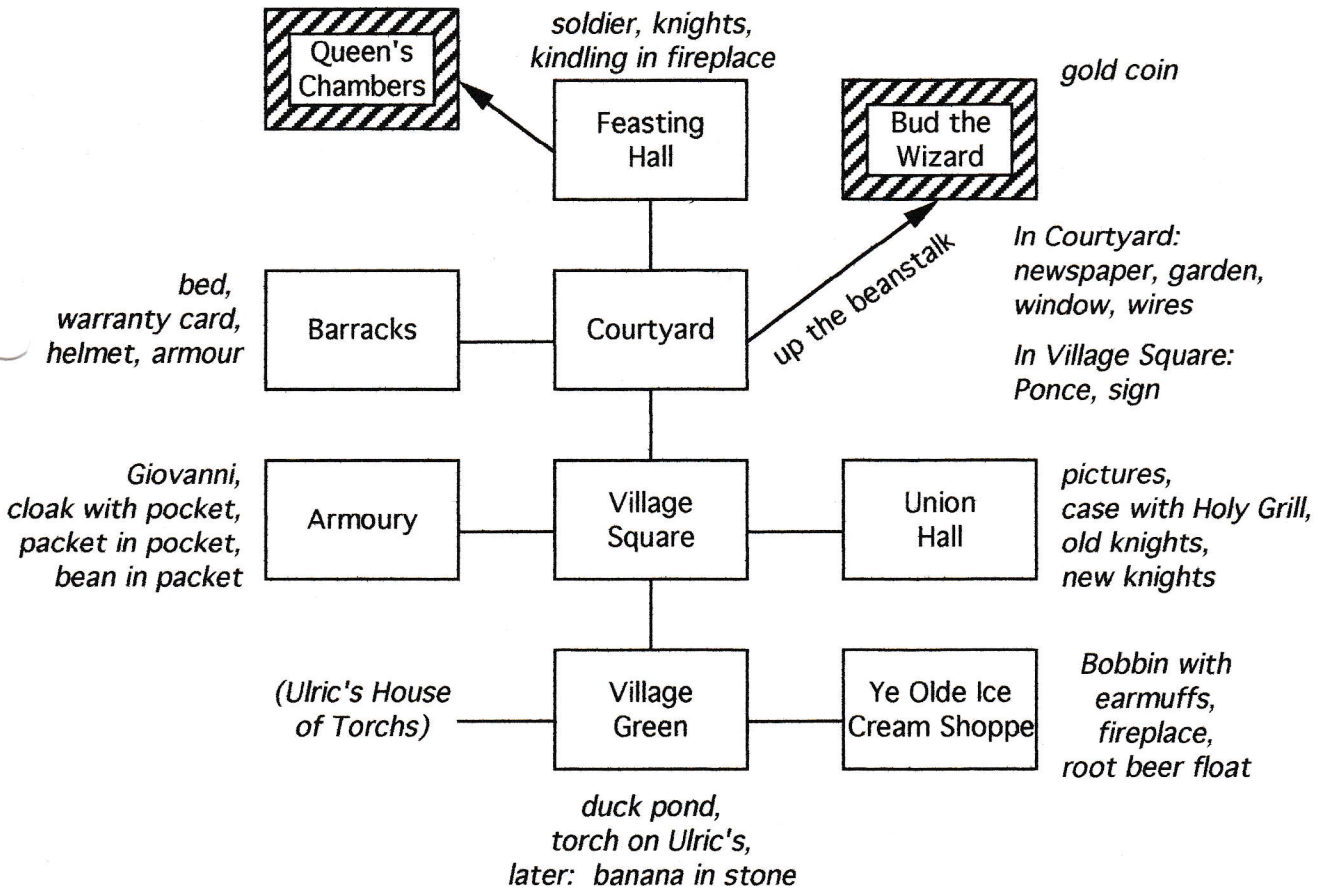
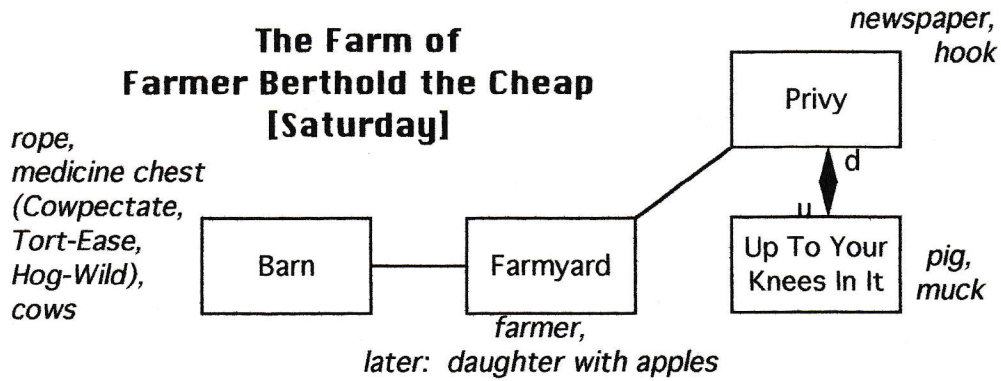
Epilog

You reach King Fudd's side just a touch late as he dies. Queen Morgana is triumphant -- but only briefly, since King Fudd isn't really dead! The old Fudd who loved Queen Morgana died indeed, but the new Fudd banishes the Queen, her daughter Grizella and Sir Pectoral. Faithful Lorealle is named heir, and Sir Eric named her betrothed, to marry her a year and a day from this day, and to share the kingdom her. So ends Part I of the story of Eric the Unready. Hurrah!

The Top Ten Favorite Pranks of the Gods

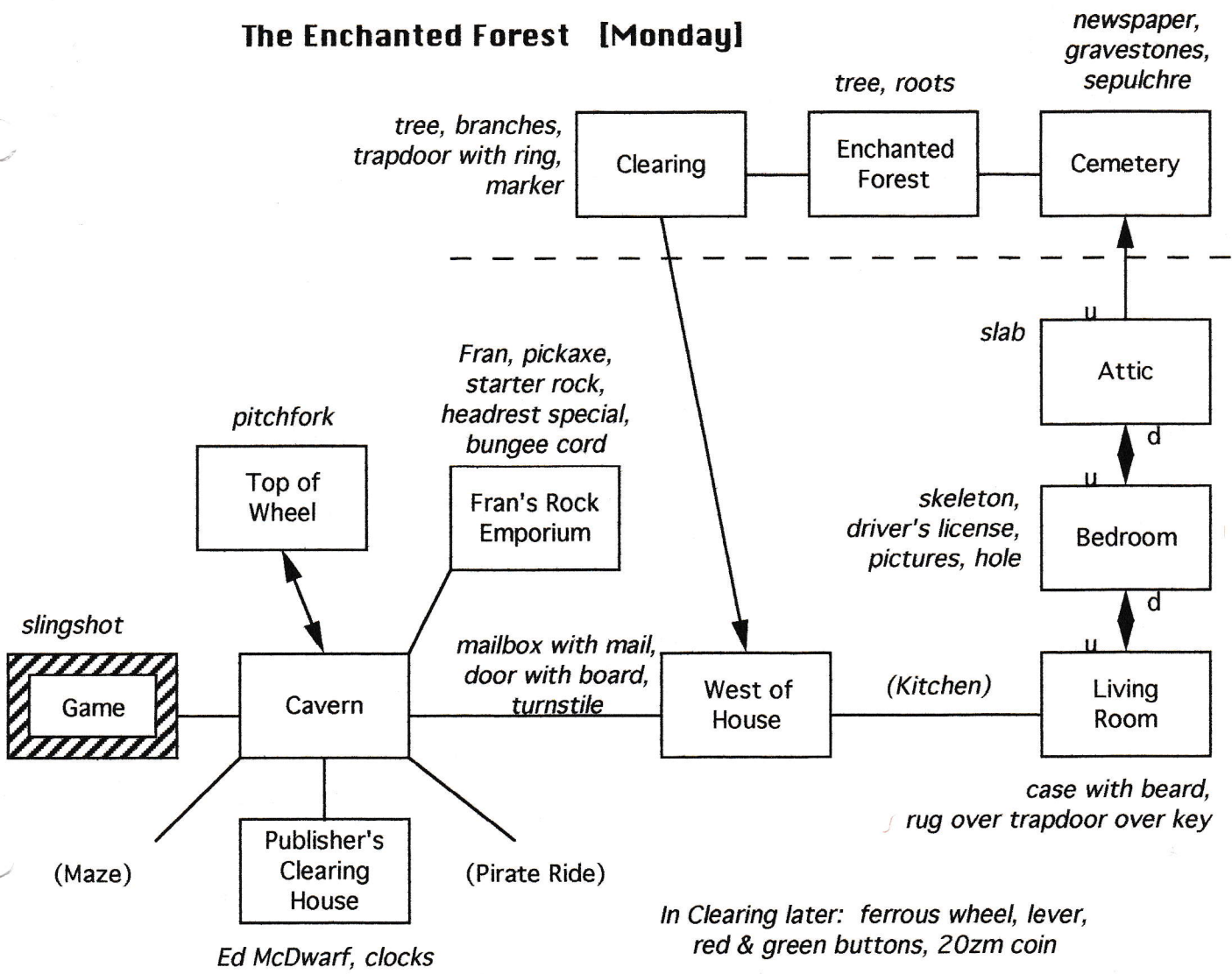
10. Closing all the discos in heaven so that angels have to dance on the heads of pins.
 9. Telling man he was to be the ruler of the earth, and then creating woman.
 8. Letting the air out of atheists' tires.
 7. Blindfolding a guy, hiding him for three days in a tuna packing plant, and then telling him he'd been swallowed by a whale.
 6. Imprisoning a people in the desert and then pelting them on the head every day with stale bread.
 5. Dan Quayle.
 4. Convincing monks that celibacy is a good idea.
 3. Creating a complete fossil record in a day, so that pinhead fundamentalists would have SOMETHING to be right about.
 2. Getting virgins pregnant without telling their husbands.
- And the all-time number one favorite prank of the gods:
David Letterman's Haircut.

**The Farm of
Farmer Berthold the Cheap
[Saturday]**

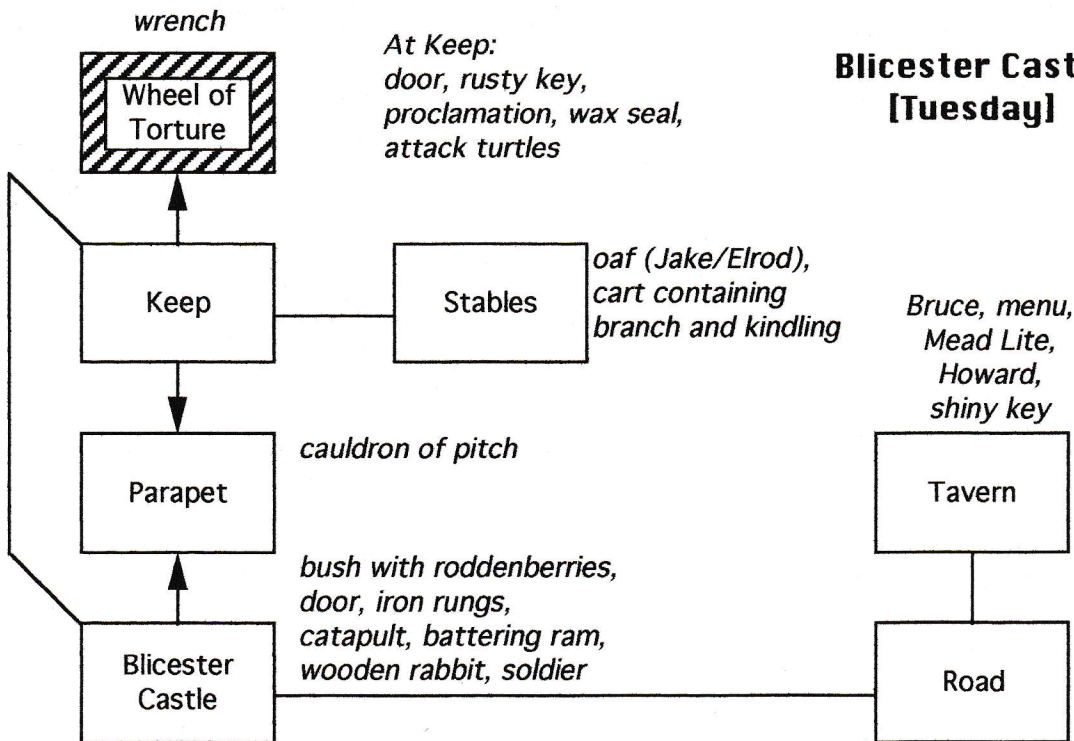


**The Village
[Sunday]**

The Enchanted Forest [Monday]



Blicester Castle [Tuesday]



Mount Spa [Thursday]

