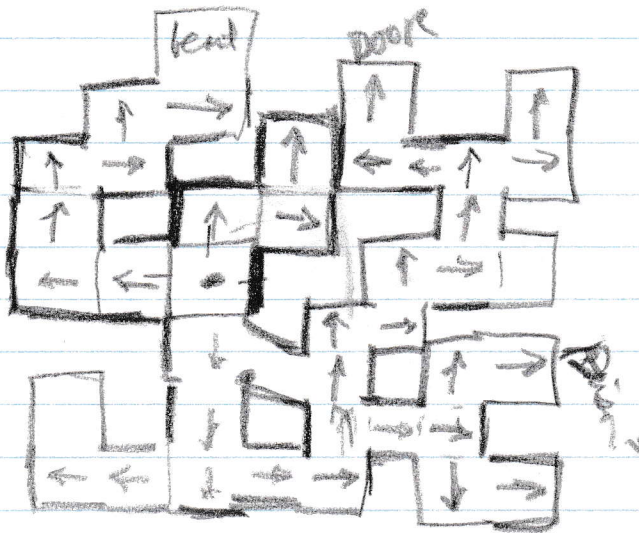


troubled beast, drops hairpin
 hairpin fits maze's door

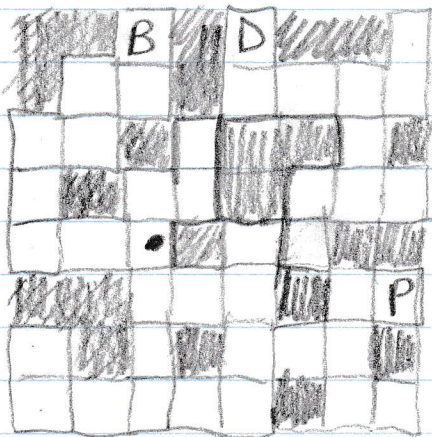
KQS

LABYRINTH UNDER
 MORDACK'S CASTLE



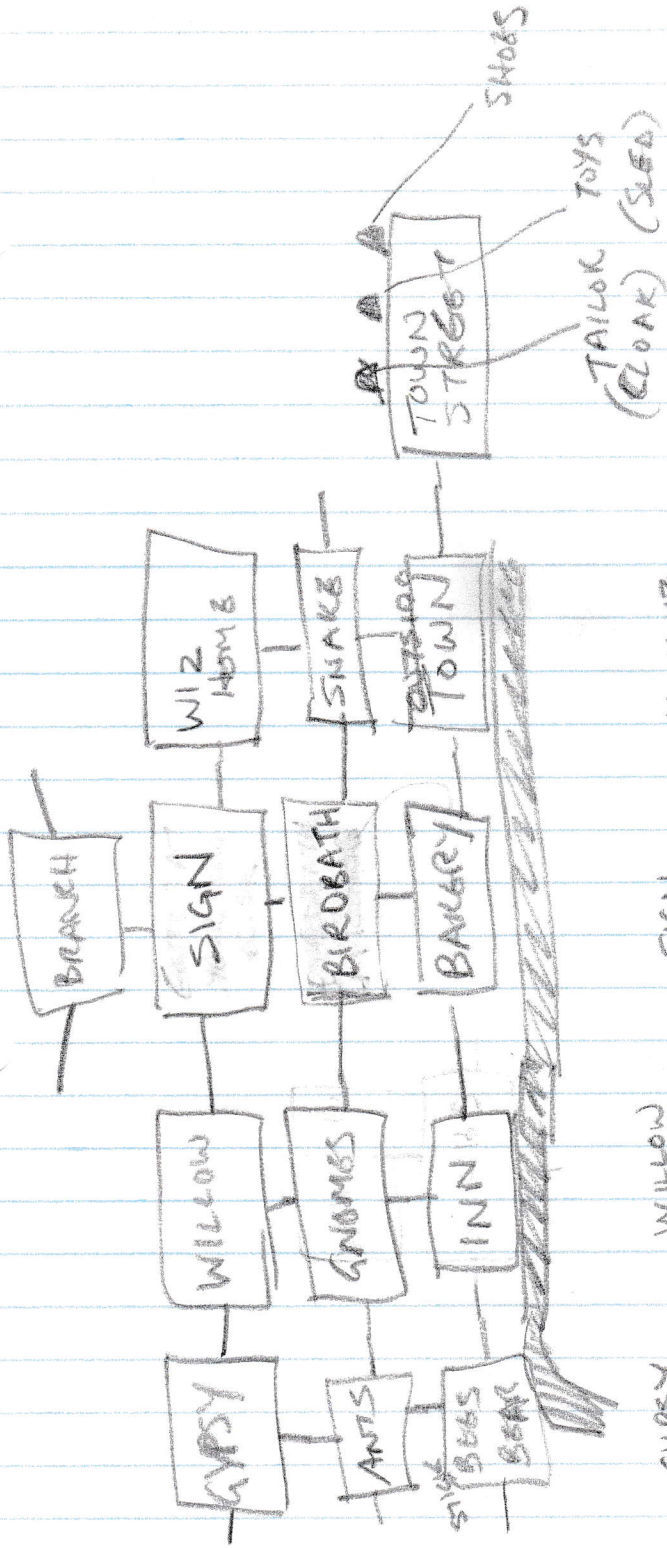
party - bag of dried peas
 kitchen - girl
 locked to girl
 bottle will be in upstairs lab.
 - hall & pipe organ

people gets chance



- 225, 225
- - Start
 - B - Beast with Hairpin
 - D - Door into Pantry
 - P - Exit from Prison
 (only when Cassima helps you)

- WAND ✓
- COIN, SILVER ✓
- FISH ✓
- HONEYCOMB ✓
- STICK ✓
- PIE
- GOLD NEEDLE ✓
- CLOAK
- ROPE
- BEE SWAX



- GIPSY
- man
- stew
- door
- ox

- WILLOW
- tree
- ramp
- water
- GNOMES
- gnome
- floor
- boy
- INN
- barn
- sidedoor

- SIGN
- boy
- BIRDBATH
- bath
- bird
- pirate

- WIZARD
- well
- cellar
- SNAKE
- snake
- OUTSIDE TOWN
- cow
- mill

(KQ 5)

- is the bear there before you get the lock? NO
- does cat/not show up if you don't have the stick? NO (RAT DOESN'T SHOW UP HERE)
- search honey after saving nest, if get rid of dog another way? (how?)
- what if you visit ants & stables, is dog still there? (NO!)
- did and not afterwards - is dog still there? (canon stairs, in barrel?) NO. Must open the door
- can you hide in the cellar?

[Warning: This cartoon contains material that may be necessary for information or clues to complete this game. Please be sure to check your inventory if u decide to skip.
[Watch It] [Skip It]

CASTLE DAVESTAR

wig ^{appears} spirits castle away, wig jades.

(credits for Gas Graham wanders the woods)

- My castle! What has happened?

(owl) Cedric - Oh, I can tell you what happened.

X wand in inventory

The old wand doesn't seem to have any vitality left in it.

- ? walk This wand is for walking
- ? eye " " " " looking
- ? hand " " " " doing
- ? speak " " " " talking
- ? - " " " " current inventory items
- ? key " " brings up the inventory window
- ? slider " " " " control panel
- ? ? " " tells you about other items

[Random]

C. Simon Graham there's nothing here, let's go!

✓ talk Cedric - Having other things on his mind, Cedric doesn't appear ^{to be} in the mood to talk right now.

~~egg~~ celler - A small celler door is located under the base

X Cedric - Impatiently, Cedric waits for Graham.

X well - A small well is located near the cottage

X pond - A tiny pond adds charm to Crippin's forested home.

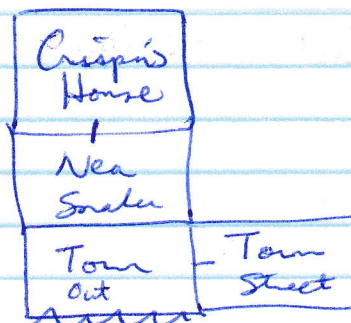
look - Nestled ~~between~~ among the trees of the forest, sits the wizard Crippin's worn, but cozy, cottage.

X door - The handhewn wooden door is recessed within a small porch

X window - Thick pane windows adorn the small house.

It is difficult to see through them

- An unusual ornament decorates Crippin's front yard. As, being a wizard, it must have some magical significance which G could never understand.



(Narrator) Ced: G, watch out! A poisonous snake!

x snake - A large venomous snake blocks G's passage to the East.

x path - A winding path winds through a thick wood above ^{the sounds of many trees} between the trees, to the e, G can see the outline of a Great mt range.

talk snake - In silence, the large serpent eyes G menacingly.

(Narrator) Ced: There's ~~something~~ ^{something} interesting around here. Come on!

x - The quaint little town of Serivira nestles at the base of a snow-capped mt range which rises sharply to the e.

x cow - Scarcely within a small pen, a spotted cow quietly chews her cud.

x river - A wild river tumbled down from the eastern mts & flows swiftly below the small town.

x wheel - A small tributary of the larger river powers a small waterwheel as it flows through the town.

Ced: if you're going to town.

x door 1 - A prosperous looking tailor shop occupies the town's main corner

" 2 - A small toy shop fronts the town's cobblestone street

3 - Nearly hidden at the end of the street sits a small shoe shop

x - ~~Quaint~~ ^{Quaint} ~~shops~~ houses & little shops line the town's cobblestone street

x alley - While blocking an alleyway, a frustrated man fixes a broken wheel on his wagon.

x people - The town is busy with people going about their daily chores.