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THE WARLORD,
THE PRINCESS &
THE BULLDOG
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A4.

2: Icons: fortress (30' tall walls, spikes, cannons, soldiers + machine guns + armour, mines.
mission: rescue princess + kill warlord + blow up the fortress. + survive.
prince: Leonora, Princess of Gumpia. (father King Phredis, an oil barrel
warlord: Baron Griattak, [Ethiopian] (y chopped his arm off!)
y's superior: Sgt Twiddle. y: 'The Bulldog'. (Stavros McBrogan)
guide is dead. y have to inform, photo of Princess, permit to talk to Twiddle, blunt fork.

3: To fight: kill (person). Kill (person) with (weapon) is better.
F2 to open runner's map.
concrete: talk to (person).

4: WPB is a sequel to A Spot of Bother. 'life pts' system; start with 68. max 100.

5: hunt command. The cmd for the walkthrough must be discovered.

chest cmd - games cmd.

[Ruine] N across, S away. Bridge, bird, fortress ← worthy (food? target)
}; inform; fork; permit (start to activate; 3 used); photo }
(bits of mechanical mt.)

N → [Approach To The Fortress] enter wall, gate NW, tower, mtr (0?).
(use 8 hp) // pias: get 'the golden axe' for being a potty mouth

// xyzy: disables 'undo'. (xyzy x 3 ⇒ voice puts y down to 1 hp.)

again: all carried items disappear, but axe returns.

drop axe: breaks ⇒ neg hp (head attack) → phone call to Twiddle + friend

- the axe will continue to hurt & damage you as time goes on, even after death.

x ren. x tower (under + south). x fortress. x clouds.

(sergeant suggests using a long-range weapon + stone.)

show bit to bird (No) show fork to bird (Yes) - it takes the fork

drop bits (No). (wit x?) several birds carry you over.

// take stone - throw stone at window (+ 2 pts) open gate.

[The Fortress Grounds] (flowers, weeds, bushes, N to fortress, NE + NW corner, path, photo list.

x fortress (y spy a machine gun; window closed) (no gate on this side) (can't go S)

x gun (30' up; control elsewhere?) x flower (fake) x weeds (burnt?)

nw: [On A Straggly Path] path NE + SE, well pot-holed, thick bushes.

x bushes (cudgel!) x wall (partly covered in ivy) open window (looked on other side)

ne → [Behind The Porticos] chaos, corpses, graves, carving of Baron's face, SE + SW pits.
x free (captured nose, mad glare in eyes, ragged gap in mouth)
x corpses (watch) indentation. watch too steep for you. push indentation (5 second
countdown)
~~watch~~ watch detonates, but isn't destroyed itself.

se → [By A Ramshackle Hut] stairs, hut, paths NW + SW.

x wall (secret window in hut) x door. x window (both locked)

break window (TWO!) x 3 { even 'break window with cudgel' assumes you're using your fist }

smash hut walls (interpreted as smash ~~the~~ door ⇒ explodes)

in → [Inside A Ramshackle Hut] sawdust, junk, window, doorway.

x junk (pole, long wire, tennis ball) open window (things are too stiff)

take pole. fish rock. take ball. // out → (no valve command?)

x pole (6' long, for pole vaulting)

// at front = throw rock (at gun) - ground explodes several times.

throw ball - more explosions. It's gone.

throw pole - looks at front door. n [Front Door Of The Fortress]

door, camera, gargoyle. throw pole at gargoyle (it breaks the camera for you.)

// Smash window with cudgel (✓) window still closed, but gone recognized it.

x 3 - cudgel breaking, but window is still intact. (watch has only so many uses)