1. From entrance, go 2e2ne and 'move poop' to reveal a hatch. 'Enter hatch' to enter the spy hq.

2. Listen eldar, then say "I will help." This starts Goal Siege2.

3. Go to the forest near the entrance and then go 3n. You should see a cexit climb tree. Climb tree. You should be in a room with Pantagruel.

4. Say 'clyde'. This updates the task.

5. Go back to the spy hq/eldar spy. Say "how to proceed."

6. Be vis and move around the kobold camp until you find "A very tall kobold stands around, hoping no one notices he is cleaner than the rest." He'll tell you to meet him in a different location.

8. Go to Zgruppp's room (sw of Mann). Look cereal and kill Zgruppp for the key. Look carpet, look bulge, open trapdoor, then go down. You'll get a new task to kill a bunch of kobolds.

9. Go to the battlefield and kill kobolds until you've killed the required number (135 or so).

10. Explore the kobold camp until you find the kobold spy again.

11. Go back to the spy hq/eldar spy.

12. Go to <The General's tent> with General Tacko (all south from Mann) and say trust.

13. Go back to spy hq/eldar spy and say 'kobold language.'

14. Find the 6 pages:

a) Go to the <Large Purple Tent> (sw from Mann), kill Zgruppp, look desk. (Thanks, Tormat!)

b) Go 2es to <The campfire>. Look benches. Look tinder box.

c) Go w/all s to General Tacko's tent and look papers.

d) Go n,w from Tacko to <The yellow tent> and look papers.

e) Go east to the combat arena (pk) and look dummies, look stuffing.

f) Go north to <The latrine> and look pile.

15. Go back to the eldar spy in spy headquarters and say 'i have the pages.'

16. Go all south to General Tacko. Say trust. Listen tacko. Say 'i am the one.' This opens the Siege1 goal.

17. Be vis and go n,w to Sergeant Bifzot. Say join.

18. Move about the forest (near the entrance) and say 'join the siege' in various forest rooms. Once the task updates, you can kill forest giants and then say 'join the siege' in giantless rooms. The rest of the mobs will decline to join and attack you. Clear the forest in this way. After you've tried all of the mobs, find Aiegeros in a westward room and say join the siege. She will agree.

19. Go back to Sergeant Bifzot. Task updates.

20. Go back to the forest. Find a sprite, hold jar and 'capture sprite'. Keep trying that until you get a message to return to Bifzot.

21. Return to Bifzot. Task updates.

22. Return to the forest and find a giant. Type 'convince giant'. It will fail. Return to Bifzot.

23. Go to Tacko and say 'recruits are ready.'

\*\* Task Done : Become a recruit

\*\* Task Added : Klonk's Blacksmithery

\*\* Task Added : Bolster the Treasurer's Coffers

\*\* Task Added : Shave Mann's Bearpig?!?

\*\* Task Added : An Arcane Breakfast

24. Go all north and listen Mann. Task updates.

25. Go s,w to Zgruppp's treasury room. Task updates.

27. Go all e and listen Zamurrk. Task updates.

28. Go to Klonk the Blacksmith's room (2w4sw?). Task updates.

ARCANE BREAKFAST

29-31. Fetch the three ingredients for the breakfast item he requests. The cereal he wants to make is different for each goal doer. (Fisch's recipe was different than what Pawn was asked to get.) Here's a list of ingredients:

a) "Fruity": get the strawberry from the forest on the ground (search southwest)

b) Nut: nutty acorn from the forest on the ground (search northwest)

c) Grit: kill the kobold champion in the pk arena

d) Guts: go to the siege camp gates at the entrance to the deforested field and go n2e from there. You should see white corpses in the room desc. Look corpses. Get guts.

e) Goo: kill the kobold solider who is chewing on it in the field

f) Surprise: go to Zgruppp and look cereal box. He should get a toy from it. Kill Zgruppp for toy.

g) "Crunch": haven't tried this, but I'll bet it's the bone you get from typing 'look bones' east of 'investigate sound'.

h) Bugs: kill a kobold minor for the grungy backpack, then kill a kobold eating lunch to scoop up the bugs. (credit to Khalon for finding this ingredient)

32. With ingredients in inventory, go back to Zamurrk. If you have the right ingredients, he should mobprog and tell you what to do next. Put each item in the bowl and then 'mix ingredients'. Task completes.

SHAVE MANN'S BEARPIG

33. Find the fattest kobold ever (near or in the northeastern pk corner). Say 'truffle'. The fattest kobold ever should say something in response.

34. Type 'truffleshuffle self'. The fat kobold should respond.

35. Kill the fat kobold for the truffles. Return to Mann.

36. Go to the forest and find a southerly room with a 'tap' in the room description. Look tap, then get sap.

37. Go to the campfire 2se of Mann. Type 'warm sap.'

38. Go to the latrine and 'look pile' for the cloth scraps.

39. Return to Mann and say ready.

40. Go east. 'Moon bearpig'. (He becomes docile.) 'Shave bearpig'.

41. Go west to Mann. Task completes.

BOOMSPLAT

42. Go to the room 2en2e of the pond. Type 'investigate sound' to get to the mining part. Go w,n to Boomsplat, who will give you a task.

\*\* Task Added : Oh yeah, that guy! (The Natural Gas Solution)

43. Go back to Mann and say 'canary'. He should give you a canary.

44. Kill Zamurrk (n,e of campfire) for a dinner bell.

45. Kill eating kobolds in the barracks (north of pk arena) for random-drop Tootie-frootie brand beans. I needed three.

46. In the room south of the latrine, kill all of the mobs for loaded dice.

47. With beans, canary and dinner bell in inventory, go to Boomsplat in the 'investigate sound' section and say 'ready'. Task updates. You will also find a note in your inventory. Look note.

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|] [| |^ ^ ^ ^|] [|

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|] [| |^ ^ ^X^|] [| X-place to blast

| --- --- ---

|] [ ] [ ^ ^ ] > ] [ ] [|

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Natural Gas Explosion Instructions

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1. In proper room set the canary on the ground.

2. Ring the dinner bell and wait for Fatty to show.

3. Feed Fatty the Tootie-Frootie.

4. Repeat step 3 until canary dies.

5. Leave the room and throw in a torch.

48. Go east from Boomsplat. Drop canary. Type 'ring dinner bell'. When Fatty appears, 'feed fatty.' Keep doing that until you see a message telling you to let Boomsplat know you need a torch. Go east. Say torch. Type 'throw the torch.' Task completes.

Boomsplat says, "Thanks for your help. We should now have access to the

castle through that room! All you need to do is enter castle from the

room to my east."

49. Go east and 'enter castle'. Kill the guards in that room for a random-drop Platinum Ingot. This is the platinum for Klonk's task.

50. Go east and listen to the vault guard, who should roll dice and complain. Give him loaded dice.

An eldar vault guard exclaims, "Thanks for your help...now hurry, while

the others are not looking!"

An eldar vault guard says, "Oh yeah, You are going to need one of these in

the next room."

You receive Locksmith Guild Membership Card: Assistant from an eldar vault guard.

The guard shoves you behind his back and into the vault room!

51. Hold the card and say 'membership card'.

52. Say 'open the safe'.

53. Give 10000 coins eldar. Then look paper.

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| Vaultinator 4000EX+ Information Sheet |

|------------------------------------------------------------------|

| |

| Thank you for your purchase of the Vaultinator 4000EX+ security |

| safe. We here at Safes R Us strive to provide the highest of |

| quality security needs, and this model has earned the A+ rating |

| by the highly prestigous Locksmith's Guild. Below are the |

| features of your Vaultinator. |

| |

|------------------------------------------------------------------|

| |

| 1. Each Vaultinator comes with a 4 digit combination. What sets |

| this apart from the competition is that the digits of the |

| combination can repeat. (The combination is very easy to |

| reset, so we recommend it be changed frequently.) |

| |

| 2. The 4000EX+ comes with the added feature of a handy hint |

| system for those that have a hard time remembering the combo |

| exactly. The hint system will provide the user with color |

| coded feedback after every entry attempt. |

| |

| -A green light indicates that one of the digits is correct |

| AND in the correct position. It does not specify which |

| digit is correct, though. |

| |

| -A yellow light indicates that one of the digits is correct |

| but in the wrong position. It does not specify which digit |

| it is refering to though. |

| |

| 3. This model comes with an extra security feature that will |

| be sure to help you remember the combinations better! |

| Each time a wrong combination is entered, poison gas will |

| be released. This poison gas will cause significant damage |

| to the user, so please, remember your combination. |

| |

| \*\*\*\* WARNING \*\*\*\* USE OF THIS PRODUCT MAY CAUSE DEATH UPON |

| REPEATED FAILURE TO ENTER THE CORRECT COMBINATION. |

| |

| 4. To enter in a combination, first be sure you have the |

| appropriate permissions by any vault supervisor, then |

| 'enter xxxx' (xxxx is your 4 digit combination). |

| |

|------------------------------------------------------------------|

| Disclaimers - Safes R Us have no legal liability for any actions |

| regarding this product. This includes, theft, suffocation, |

| death, dismemberment, loss of limbs, loss of pets, etc. Safes |

| R Us is also aware that this is in fact a permutation lock |

| system, so please stop writing us letters. We have kept the |

| 'combination' terminology for all the lesser minded consumers. |

'------------------------------------------------------------------'

54. Use 'enter xxxx' repeatedly to crack the safe, using the yellow and green codes to guide you as indicated above.

You receive Vast Heap of Treasure from an elaborate steel safe.

You receive dented {Eldarian Mail} from an elaborate steel safe.

The safe mysteriously disappears after it has given you its contents...

A very old looking eldar says, "Nice work. I thought you'd never get it.

You are not ready for a promotion within the guild yet, but keep

practicing and you will be soon! Remember, the vault gives better rewards

for higher ranks. You can always give me your membership card to check

your progress towards a promotion."

55. When done, go west and portal out of there.

56. Go back to Zgruppp's room. Task will complete.

KLONK'S TASK

57. Go east through the field and north to the northeastern path to the castle runes. Find a room with 'lumps' in the room desc and look lumps. This gives the adamantite sphere.

58. Kill Zgruppp for his gold belt.

59. Kill kobold miners for the Rusty Iron Pick. You might want to get several.

60. Go to Klonk with the gold belt, iron pick, adamantium sphere and platinum ingot in inventory.

Klonk the kobold blacksmith says, "Ooooh! You have found all of the

metals! Perfect! Now, if I can just remember what order in which these

need to be added to kiln..."

61. This part is annoying, You have to say 'ready to begin mixing' then do the following:

a) place iron kiln

b) place adamantium kiln

c) place gold kiln

d) place platinum kiln

BUT: you have to do it in the right order, and the order randomizes for each goal (Fischer's order was not the same as Pawn's.) So you have to try an item and see if you get a green flame. If you get a green flame, that was the right guess. But if you get a red flame at any point, that was the wrong guess, and you have to get at least one of each metal, "dump the kiln" and start again. When you get four green flames in a row, you got the order right and the task completes.

62. Go e4s to Tacko and say 'the ram is ready'.

63. ONCE YOU'VE DONE EVERYTHING ABOVE, go back to Tacko (leave then re-enter if necessary). Goal Siege1 completes.

Your activities with the kobolds has attracted some attention. There is a hidden kobold shaman that has taken kindly to you and offers his assistance. (Basically, at the entrance, the shaman offers to portal you to Pantagruel, Tacko, Glurpp or Boomsplat.)

64. Go back to the spy hq and say 'i have tacko's trust.' Task updates.

65. Go back to Tacko and say 'promotion'. You should be promoted to sergeant. Say promotion again.

66. Go to Klonk and give him the Eldarian armor you got from the safe.

67. Return to Tacko and say 'armor can't be reproduced.' You should be promoted to Master Sergeant.

68. Say promotion.

General Tacko says, "Bring me a jackalope fur jacket, and I will give you

your final promotion."

69. Go to Mann and say jackalope.

70. Go to the snogging kobold couple in the northeast corner of the field (where the grime is) and say jackalope.

71. Go to Aiegeros on the west side of the dark forest and say jackalope.

72. Go to the southeast corner of the forest and enter tree. Wait for a black moon and say 'bok bok bok bok BA-GAWK!' A jackalope appears and fights you. Kill it. (If you don't have a moontracker, you can wait outside the tree until you see it.)

You get a bloody jackalope skin from the desolate corpse of the jackalope.

73. Go to Mann. Say jacket. Then give skin Mann.

74. Leave Mann's room, then re-enter. Say jacket.

75. Return to Tacko. Give jacket Tacko. (Note: he couldn't see it when I did this, so I cast resonate on it.)

76. Go back to the spy hq/eldar spy and say 'how to proceed'.

77. Go to Mann and say 'regrow hair'.

78. Go to Zamurkk and say 'only eat bran flakes'.

79. Go to Klonk and say 'dismantle the battering ram'.

80. Go back to spy hq and say 'sabotage was a success'.

81. Go to Pantagruel and say 'kobolds are in disarray'.

82. Return to the spy hq and give alliance eldar. This completes the goal.

The Eldar spy says, "There you go, the kobolds won't know who you are now

and should leave you alone. No thanks necessary."

The Eldar spy says, "Also, I hear that you've learned of our secret vault.

For all of your deeds, I will enchant your locksmith guild card to

provide you with an extra hint when you try to open the vault."

Okay, there's obviously still a lot to this zone. I'm still working on it, but here's what I've found:

**POSSIBLE AQ OR THIRD GOAL?**

1. Find a tree nymph in the forest. Say queen.

2. Find eldar hermit in the forest. Listen hermit. Say information.

(that's as far as I've gotten)

You couldn't find a path to Psalacantha the nymph queen from here.

You say 'queen'

Pantagruel says, "Yes, the nymph queen should be notified, if only I

remembered how to find her."

**DISGUISES/HERRINGS** (Going to walk you through it, but eventually you can shortcut past a lot of this to get the disguises/herrings)

A. At spy hq/eldar spy, look papers then say disguise.

B. Go to Glurpp's tent off of the battlefield ('move flap' from center room). Wait a bit and you should see:

A kobold staff sergeant exclaims, "Commander Glurpp, I've just received

another casualty report from the front lines. We've lost 15 more to that

taunting eldar and his pint glasses!"

The staff sergeant hands a piece of paper to Glurpp and snaps him a salute.

C. Say 'taunting eldar'.

D. Go to Pantagruel. Say nose. At the eagles, 'crash land'. Kill the drunken eldar for the pint glass. 'Jump down' and you'll land in the pond and get a **yellow herring**.

E. Return to Glurpp and give him the pint glass.

F. Go to the southeast room of the field. Look corpse, kill zombies that appear. Look corpse again, a ghost appears. Listen ghost, say revenge.

G. Go kill kobold champion in the arena pk room in camp for a severed head.

H. go back and get the ghost to reappear. Give head ghost. He recites a poem that is a clue.

GOOSE DISGUISE

I. Go 2w to the pond. Figure out which goose is different than the rest and 'goose goose' (or goose 2.goose, etc.). If you goose the correct one, he'll become an eldar in disguise. Kill him for a Goose Suit Body.

(NOTE: if you go back to the spy hq/eldar spy with any disguise in inventory, he'll take it and give you the **red herring**.)

MOLE DISGUISE

J. Kill Zamurrk for Dark Away.

K. Go to Boomsplat. Explore north of Boomsplat and you should see a mole in one of those rooms. Give dark mole. You'll get mole paws.

FIREFLY DISGUISE

L. From Boomsplat, go s/all e and kill the kobold eating lunch.

M. With snails in inventory, go to Mann, who gives a hint.

N. Go all south and kill the nerdy kobold for an Order, which is a key.

O. Go to Zamurrk's room and open table. Get jar table.

P. Go to the entrance to the zone in the forest, where the firefly is. Type 'capture firefly'. You'll get the glowing firefly disguise.

FOX DISGUISE

Q. Go to the rooms at the far east side of the zone with the red and blue runes. Use the social \*yiff repeatedly until the fox attacks. Kill him for the fox face.

DUCK HEAD

R. With all disguises in inventory, go back to the spy hq/eldar spy. He'll give you the duck head. If you wear the duck head, you can move north/south between the blue/red rune rooms on the east side of the zone.

**OTHER HERRINGS**

You can put two herrings into the tank in Mann's room and close it to make a new herring. The papers/book/chart in his room give some clues. So, for instance, putting a yellow herring and a red herring into the tank, then closing it, gives you an **orange herring**.

**OTHER STUFF**

RIPZOK'S DINNER

Go to the prison where Ripzok is. Listen Ripzok.

Ripzok exclaims, "I need my dinner, where is my dinner!"

You say 'dinner'

Ripzok says, "Yes! Ever since I saw Mann eating some of his little cooked herrings, I've had a hankering for one myself! I'd be grateful to whoever can bring me one."

Go to the campfire with a herring, give herring cook. Give 5000 coins cook and you get a **cooked herring**. But when I give it to Ripzok, he does a funny thing but there doesn't seem to be any real benefit to this yet.

PRISONER MANIFEST

Strangle Ripzok, then look manifest.

You take advantage of Ripzok's current condition to sneak a peak at

the prisoner manifest on his desk that he has been so protective

of. You wonder what could be so important on it...

,--------------------------------------------------,

| Current Detention Center Prisoner Manifest |

|--------------------------------------------------|

| Holding cages 1 & 2 |

| |

| prisoner crime committed |

| |

| 1.Eldar mystic - being terribly mysterious |

| |

| 2.Eldar activist - releasing Mann's canaries |

| |

| 3.Eldar naturalist - replaced Zamurrk's cereal |

| with whole bran |

| |

| 4.Eldar nudist - baring butt to bearpig |

| \*\* SEVERE CRIME \*\* |

| |

| 5.Eldar peeper - hanging out in snogging |

| corner |

| |

| 6.Eldar taunter - calling my mother a hamster |

| |

| 7.Eldar teacher - trying to teach our whelps |

| \*\* EXECUTED \*\* |

'--------------------------------------------------'

GET BONE

Go east of the 'investigate sound' room and look bones. Get bone. (No idea what this is for yet...bone herring?)

LISTEN COCKROACH (east of Boomsplat...don't know what the point is yet)

You bend down and press your ear right up to the cockroach to try and hear a

tiny voice. You quickly realize the flaw in your strategy when the roach

crawls into your ear.

\*GET IT OUT\* \*GET IT OUT\* \*GET IT OUT\* \*GET IT OUT\* \*GET IT OUT\* \*GET IT OUT\*

You flail your arms and hands about swatting at your ear.

After a moment, the bug crawls back out, and your ear is no worse for the wear.

You stand up trying to shake the worst case of the heebie jeebies ever.

Hopefully nobody saw that display of 'brilliance' from you...